

### **Berserker Fuzz**

A Factory of Fuzz

#### Bill of materials

	Resistors		Capacitors
R1	220k	C1	10uf
R2	10k	C2	10nf (103)
R3	47k	C3	100nf
R4	470R	C4	10uf
R5	5.1k	C5	10uf
R6	220k		
			Potentiometer
	Diode	Tone	100KB (Linear)
D1	1n4001	Stability	5KB (Linear)
		Comp	10KB (Linear)
	Transistor	Drive	10KB (Linear)
Q1	2n3904	Gain	10KB (Linear)
Q2	PNP Germanium Transistor	Volume	5KB (Linear)
Q3	PNP Germanium Transistor		

A highly adjustable fuzz circuit based on the fuzz face. This effect is capable of a huge range of fuzz sounds, from splatty loose misbiased fuzz to tight, compressed, fuzz bordering a distortion sound and everything in between. If you are new to fuzz, you will hear a sample of everything fuzz has to offer in this circuit!

#### 1590b

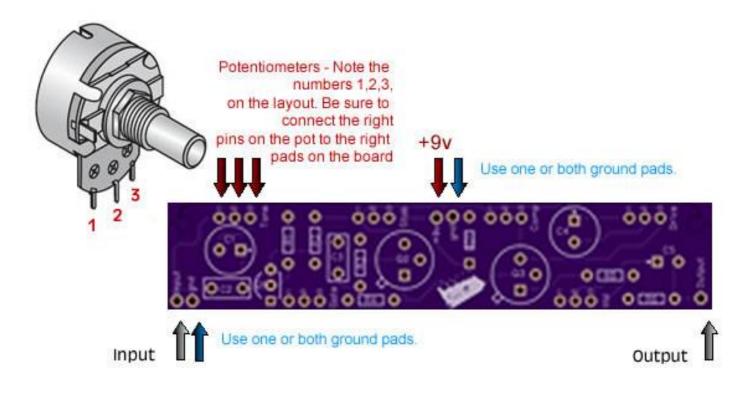
This board spacing will fit a 1590b enclosure. You can mount 9mm pots directly to the board. However it will not fit a battery. Use a 1590bb if you are looking at incorporating a battery.

#### **Tone Control**

As if the factory o' fuzz wasn't versatile enough, the input cap tone mod vastly increases its versatility. Experiment with C# and C# to change the tone range of the tone control.

#### **Transistor Gains**

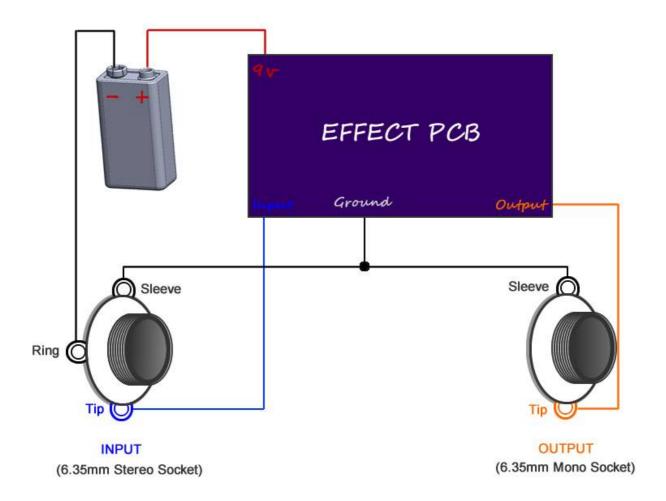
The berserker fuzz is not too picky about transistor hfe's and leakages, I've tried many and they will sound very good with little variance. Any Fuzz Face set (or close enough) will suit the circuit.





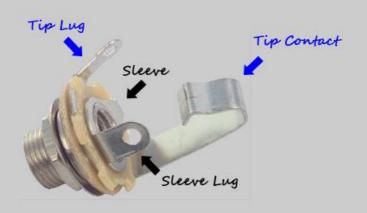
## **Testing Your Effect**

Using aligator clips or soldering directly, wire your effect as in the following...



## Input and Output Sockets

Pay close attention to the lugs of your sockets. Look at them side on so that you can distinguish the sockets individual layers. For instance the tip lug is connected to tip contact. The stereo jack looks the same as the socket below except it has an extra lug and contact for "Ring".



# **Boxing up your effect**

Watch my offboard wiring tutorial for information on wiring this effect inside an enclosure with LED, stompswitch, etc

http://www.youtube.com/watch?v=z6fpwU8RY\_0

