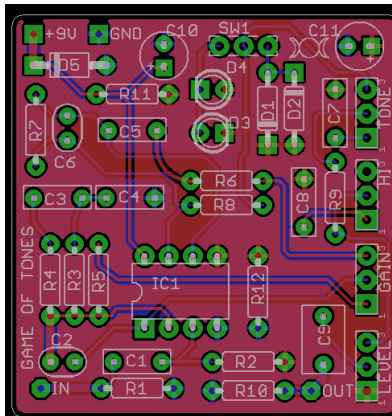


Game of Tones

Circuit and Layout:
FRW / EffDub Design

The Game of Tones is a modified version of the often-cloned Marshall Bluesbreaker* overdrive pedal. The main differences include: diode clipping to virtual ground (instead of feedback loop), a diode type toggle switch, and the addition of pot to control the high-end frequencies. Most any mod that works on a Bluesbreaker* will work here.



Game of Tones Parts List

R1	1M	C1	10nF (box)	D1, D2	1N914 / 1N4148
R2	1M	C2	100p (disc)	D3, D4	LED (3mm)
R3	22K	C3	10nF (box)	D5	1N4001
R4	33K	C4	10nF (box)	IC1	TLC2272 ¹
R5	10K	C5	100nF (box)		
R6	10K	C6	100p (disc)	GAIN	B100K
R7	220K	C7	10nF (box)	TONE	B25K
R8	1K	C8	10nF (box)	HI	B50K
R9	4K7	C9	1 μ F (box)	VOL	A100K
R10	1M	C10	47 μ F (electro)		
R11	47K	C11	47 μ F (electro)		
R12	47K				

¹ - Any dual op amp will work (and sound pretty good). The differences in tone between op amp types is somewhat limited, but there is some difference. Socket the IC pads and go crazy.

Circuit Modifications

- **More Gain** - Increase the Gain pot to 250K or even 500K. Increasing the value of R5 will also increase available gain, at the expense of also increasing the minimum gain available.
- **Tone Control** - Experiment with different values of R9, C7, C8 to change the frequency response of the tone stack.

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