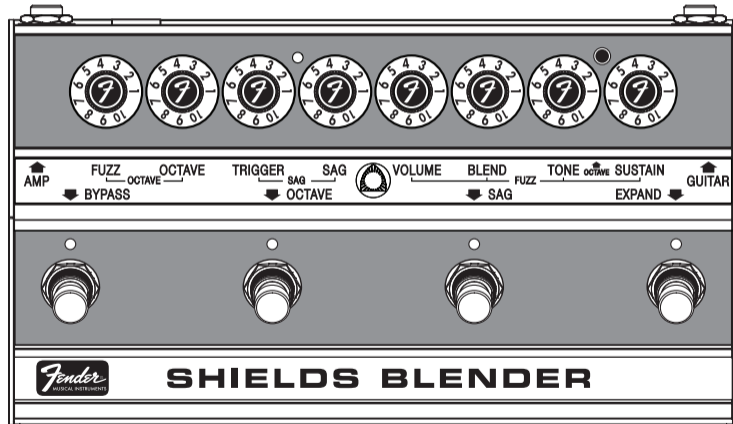




**SIGNATURE
EFFECTS**

**OWNER'S
MANUAL**

SHIELDS BLENDER



BLOODY AMAZING ...

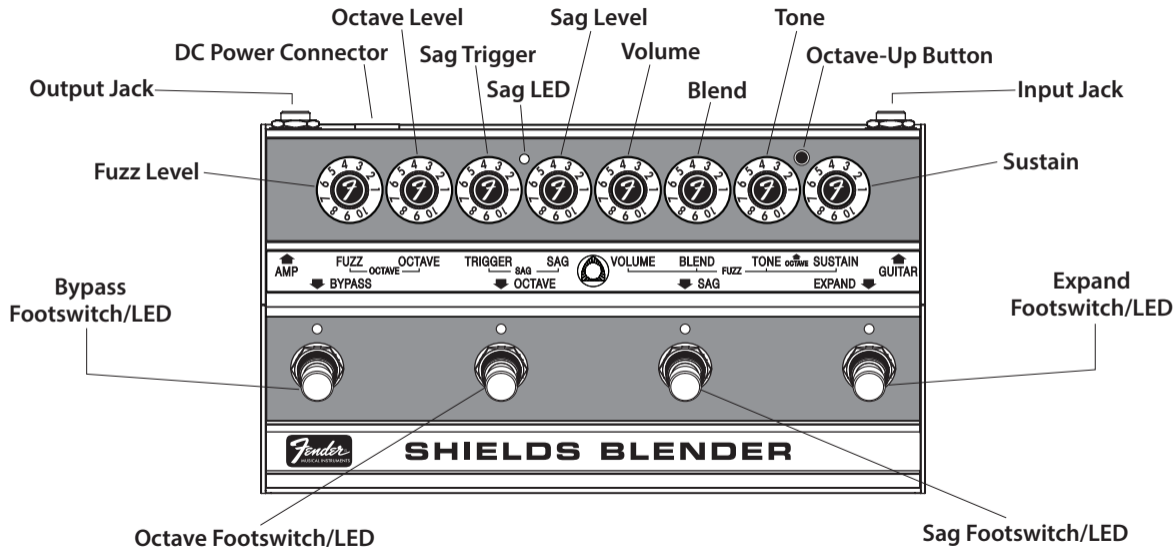
The Fender **Shields Blender** is the ultimate experimentation fuzz unit—delivering everything from classic fuzz tones to all-new splattering and rumbling fuzz textures that explode in response to picking dynamics. This distinctive new re-imagining of the prized Fender Blender fuzz/octave effects unit of 1968-1977 comes straight from the mind of guitarist, songwriter and tone pioneer **Kevin Shields**, founding member of My Bloody Valentine and a pioneer of pedal-driven tonal soundscapes.

At its core is the vintage Fender Blender circuit, hand copied from Shields' original unit and given one small tweak—an added bypass switch for the infamous octave-up generator. Designed around this core is a world of performance-ready fuzz-sculpting tools that will introduce players to a whole new fuzz experience, all at the touch of the unit's four footswitches.

The footswitchable Sag Stage interacts with your playing to introduce sag into the pedal's power supply, creating more pronounced ducking and sputtering effects the harder you play. To extend the unit's sonic range, a footswitchable Octave Stage has been grafted to the classic Blender circuitry, combining a thick analog sub-octave generator with the Blender's signature fuzz tone for groundshaking walls of fuzz.

It's a singularly distinctive fuzz experience from two great innovators—Kevin Shields and Fender. Let's get started, and step on it ...

FEATURES



OUTPUT JACK: Low-impedance output jack that connects to amp or next effect pedal in signal path.

INPUT JACK: High-impedance input suitable for guitar, bass, acoustic guitars with pickup systems, keyboards, and other instruments.

DC POWER CONECTOR: Standard center-negative 9VDC jack for use with appropriate power supplies.

FUZZ LEVEL: Controls volume of Fuzz-stage signal when Octave stage is engaged. Maximum fuzz volume when set to 10; fuzz signal is muted when set to 1. Use with OCTAVE LEVEL to blend the two signals when Octave stage is engaged. Control does not function when Octave stage is bypassed.

OCTAVE LEVEL: Controls sub-octave volume when Octave stage is engaged. Maximum octave level when set to 10; octave signal is muted when set to 1. Use with FUZZ LEVEL to blend the two signals when Octave stage is engaged. Control does not function when Octave stage is bypassed.

SAG TRIGGER: Controls sensitivity of trigger used to activate Sag stage circuit (trigger is activated by signal level at input). Maximum sag trigger sensitivity when set to 10—Sag will be engaged even with lower level input; minimum sensitivity when set to 1—Sag will be engaged only when input level is higher. Settings 5-10 will best accommodate most instruments. Control does not function when Sag stage is bypassed.

SAG LED: Illuminates red when Sag is triggered.

SAG LEVEL: Controls depth of voltage sag introduced into Fuzz-stage power supply when Sag is triggered. As Sag is introduced into power supply, signal level is momentarily lowered ("ducked") before returning to full signal level. Varying this control alters signal ducking depth and duration. Maximum ducking effect when set to 10; minimum ducking effect when set to 1.

VOLUME: Controls volume of Fuzz stage when Octave stage is bypassed. Maximum volume when set to 10. Control does not function when Octave stage is engaged.

BLEND: Controls blend of fuzz signal and dry (unaffected) signal. Fuzz signal only when set to 10; dry signal only when set to 1. Control does not function when Octave stage is engaged.

TONE: Controls fuzz signal frequency range. More high-frequency presence and brighter tone when set to 10; more low-frequency presence and darker tone when set to 1. This control is always functional.

OCTAVE-UP BUTTON: Adds octave-up signal to fuzz signal. In up (off) position, bypasses octave-up circuit in fuzz signal. In down (on) position, octave-up circuit is engaged and button is illuminated. This control is always functional.

SUSTAIN: Controls sustain of fuzz signal. Maximum fuzz when set to 10; minimum fuzz when set to 1. This control is always functional.

BYPASS FOOTSWITCH/LED: Pressing this footswitch bypasses entire effects circuit (true bypass); in effect turning the unit off. LED illuminates red when effects circuit is engaged; turns off when effect is bypassed. Note that when bypass is engaged, the neighboring OCTAVE FOOTSWITCH LED will remain illuminated to indicate which mode the pedal is in (red for Original Blender mode; white for Octave Blender mode).

OCTAVE FOOTSWITCH/LED: Bypasses Octave stage and octave controls. LED illuminates white when Octave stage is engaged; illuminates red when Octave stage is bypassed.

SAG FOOTSWITCH/LED: Bypasses Sag stage and sag controls. LED illuminates red when Sag stage is engaged; turns off when Sag stage is bypassed.

EXPAND FOOTSWITCH/LED: Boosts fuzz volume and adds more bite and presence by expanding middle and high frequency range. LED illuminates red when expand circuit is engaged.

ORIGINAL BLENDER MODE

Original Blender mode is the default state of the pedal. Using the same circuit as the original Fender Blender, this mode splits the input into clean and fuzz signals that can be blended to preference using the five controls found in the section labeled FUZZ.

The four control knobs found in the FUZZ section are labeled identically to the original Fender Blender and serve the same functions, controlling the pedal's VOLUME, BLEND, TONE and SUSTAIN. The newly added OCTAVE-UP button turns the octave-up voice in the fuzz signal on and off (not an option on the original Fender Blender), creating a new fuzz voice with no octave added. This button illuminates white when octave-up fuzz is on.

To set the pedal to Original Blender Mode, turn on the effect (indicated by the Bypass Footswitch LED illuminating red) and press the Octave Footswitch until the Octave Footswitch LED illuminates red. The Octave Footswitch LED will remain illuminated red even when the effect is bypassed to indicate the mode of the pedal when you turn it back on. Pressing the Octave Footswitch again will change the pedal to Octave Blender Mode.



OCTAVE BLENDER MODE

In this mode, the input signal is split into two fuzz signals: the classic Fender Blender fuzz signal and a sub-octave fuzz signal. The output level of both the fuzz and sub-octave fuzz signals can be set individually, allowing them to be blended to preference.

In Octave Blender mode, the clean signal is muted and the VOLUME and BLEND controls in the FUZZ section are disabled. The SUSTAIN, TONE and OCTAVE-UP controls in the FUZZ section still function to shape the tone of the fuzz signal. In the pedal's two-knob OCTAVE section at far left, the FUZZ LEVEL control knob now controls the fuzz signal output level and the OCTAVE control knob sets the sub-octave signal output level.

To set the pedal to Octave Blender Mode, turn on the effect (indicated by the Bypass Footswitch LED illuminating red) and press the Octave Footswitch until the Octave Footswitch LED illuminates white. The Octave Footswitch LED will remain illuminated white even when the effect is bypassed to indicate the mode of the pedal when you turn it back on. Pressing the Octave Footswitch again will change the pedal to Original Blender Mode.



SAG/EXPAND FOOTSWITCHES

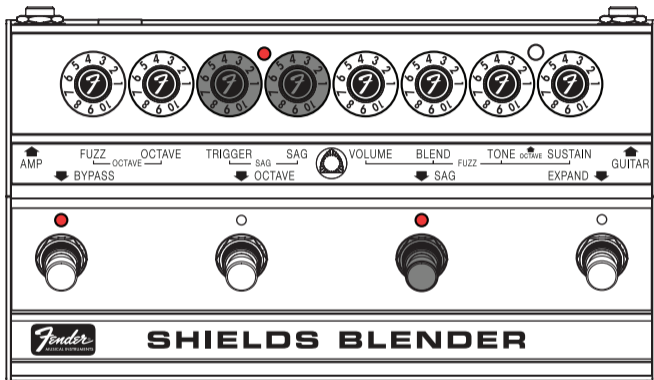
SAG CIRCUIT

The Fender Shields Blender's Sag circuit presents a new and distinctive way to control fuzz using playing dynamics, creating interplay between the player's touch and the voice of the fuzz—plus some explosively cool sound effects.

“Sag” is the effect on a signal when a tube amp or fuzz pedal is underpowered (deprived of voltage). It’s similar to the way a flashlight flickers and dims when its batteries are running low, but here it’s the audio signal that flickers and dims. The signal degrades (or “ducks”) and regenerates, creating sonically interesting fuzz effects with tremolo-like character.

Using dynamic-sensing circuitry, the pedal's Sag

Footswitch and its two control knobs let the player control the amount of sag and when the sag is introduced; only applying sag when the input signal reaches a certain volume—set by the TRIGGER control—and applying as little or as much sag (*continued*)



SAG/EXPAND FOOTSWITCHES

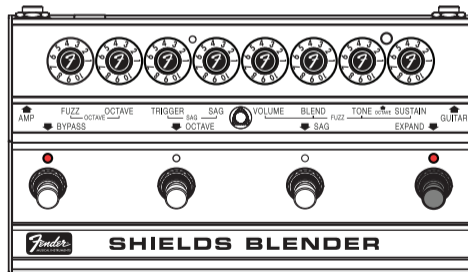
as desired—set by the SAG control. With the TRIGGER and SAG controls set at maximum, sag acts like a “semi-chaotic” tremolo that kicks in whenever the strings are touched; slowly coming to stillness when playing stops. With TRIGGER at maximum and SAG at minimum, sag activates whenever the strings are touched, but only note attack is altered.

With the TRIGGER control fine-tuned to preference and SAG set at maximum, the pedal will “listen” for the player’s dynamics, only producing the sag’s semi-chaotic tremolo effect when the strings are strummed hard. This lets the player use a lighter touch to get a standard fuzz sound, then play more forcefully to trigger the tremolo-like sag effect.

When the Sag circuit is engaged, the Sag Footswitch LED illuminates red; the Bypass Footswitch LED also remains illuminated red. The Sag Footswitch and controls are functional in both Original Blender and Octave Blender modes.

EXPAND CIRCUIT

The Fender Shields Blender’s Expand circuit delivers bigger, more wide-ranging tone by boosting fuzz volume. It also adds more bite and presence by expanding the middle and high-frequency ranges. When the Expand circuit is engaged, the Expand Footswitch LED illuminates red; the Bypass Footswitch LED also remains illuminated red. The Expand Footswitch is functional in both Original Blender and Octave Blender modes.



SPECIFICATIONS

IMPEDANCES

Input: 100k Ω

Output: 1k Ω (octave on) Output: 15k Ω (octave off)

POWER SUPPLY

90mA min @ 9VDC regulated adapter + —  —

5.5 x 2.1 mm barrel connector (not included)

POWER REQUIREMENTS

9VDC

DIMENSIONS

8.13" x 4.5" x 2.1" (206mm x 115mm x 54mm)

WEIGHT

1.8 lbs. (0.82 kg)



Product specifications subject to change without notice



IMPORTANT SAFETY INSTRUCTIONS

- **WARNING:** To prevent damage, fire or shock hazard, do not expose the unit or its AC power to rain or moisture.
- Do not alter the AC plug of the connected power adapter
- Do not drip or splash liquids on the unit.
- No user serviceable parts inside, refer servicing to qualified personnel only.
- **WARNING:** The unit must only be connected to a safety agency certified, regulated, power source (adapter), approved for use and compliant with applicable local and national regulatory safety requirements.
- Unplug AC power adapter before cleaning unit exterior. Use only a damp cloth for cleaning; wait until the unit is completely dry before reconnecting power.
- Amplifiers and loudspeaker systems, and ear/headphones (if equipped) are capable of producing very high sound pressure levels which may cause temporary or permanent hearing damage. Use care when setting and adjusting volume levels during use.

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ADDITIONAL LANGUAGES

Manual available in additional languages at
www.fender.com/support



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产品中有害物质的名称及含量

部件名称	有害物质					
	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr(VI))	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
箱体	O	O	O	O	O	O
喇叭单元*	O	O	O	O	O	O
电子部分	X	O	X	O	O	O
接线端子	X	O	O	O	O	O
电线	X	O	O	O	O	O
附件	O	O	O	O	O	O
<p>本表格依据 SJ/T 11364 的规定编制。</p> <p>O：表示该有毒有害物质在该部件所有均质材料中的含量均在 GB/T 26572 规定的限量要求以下。</p> <p>X：表示该有毒有害物质至少在该部件的某一均质材料中的含量超出 GB/T 26572 规定的限量要求。</p> <p>注：含有有害物质的部件由于全球技术发展水平限制而无法实现有害物质的替代。</p>						

*产品含有喇叭单元时有效。