

Fisher-Price Bright Beats Dance & Move BeatBo



Three modes – Dance 'n Move, Learning & Games, and Customized Sing-Along – “grow” with baby to make him a forever friend for years to come. And through all the play, BeatBo’s introducing baby to letters, colors, counting, music, cause & effect and much more.

The switch controller is configured for the three switches on the feet:

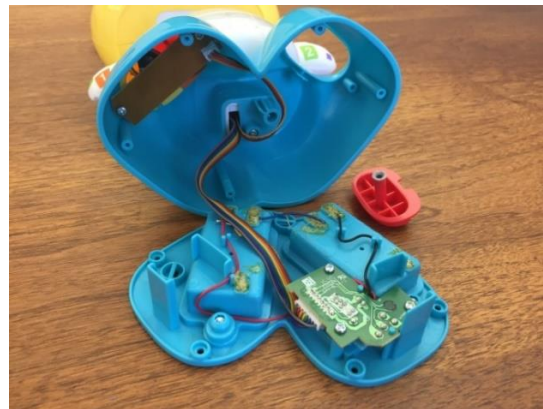
- 1) Dance & Move – Yellow button
- 2) Learning & Games – Orange button
- 3) Customized Sing-Along – Red button

This toy will use the Switch Controller (N) outputs for switches.

Bottom before opening



Bottom open



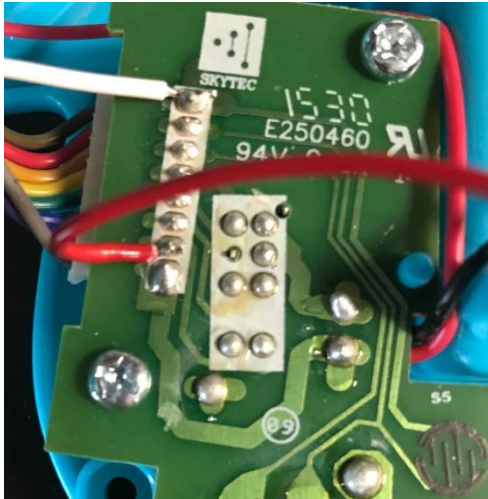
Two pushbuttons on right foot
Unscrew this to connect wires later



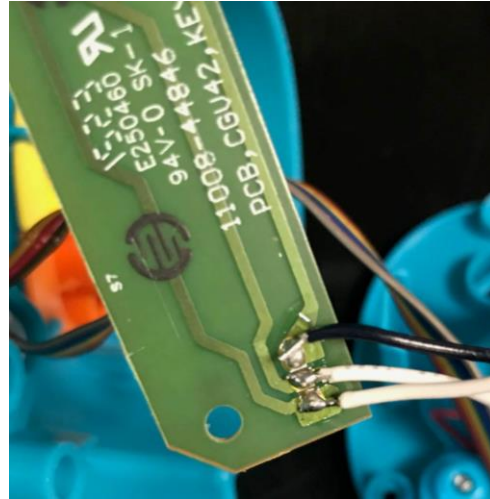
Solder power, input, and output wires
to the Switch Controller



Connect Switch Controller Bat to Pin 2 (red wire)
Connect output 1 to Pin 8 (white wire)



Connect Controller Ground as shown (black wire)
Connect outputs 2 and 3 as shown (white wires)



Need to drill hole for the phone plug wire. Tie a knot in the wire for strain relief.



Mount the switch controller (double-stick tape?) in a convenient location.