

Switch Adapted Light-Up Mini Bubble Machine

MAKER GUIDE

Required Components

<p>1.</p> 	<p>2.</p> 	<p>BOM</p> <ol style="list-style-type: none"> 1. Fubbles Light-Up Mini Bubble Machine 2. 3.5mm Mono Jack and Ring 3. 22 AWG Wire 4. 3 AA Batteries
<p>3.</p> 	<p>4.</p> 	

Required Tools

- Phillip screwdriver
- Ruler
- Wire strippers
- Soldering iron and solder
- Drill and ¼" drill bit




Required Personal Protective Equipment (PPE)

- Safety glasses

Switch Adapted Light-Up Mini Bubble Machine

MAKER GUIDE

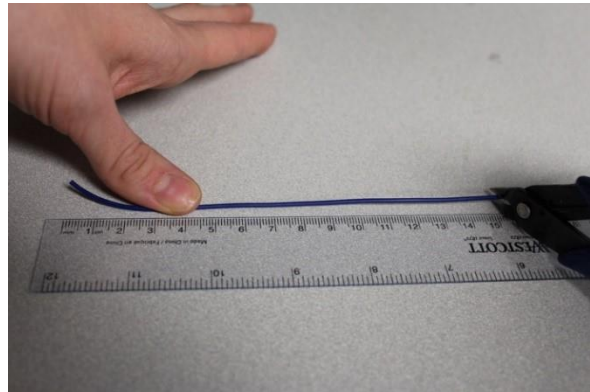
Assembly Instructions

<p>1. Carefully remove the toy from its packaging without damaging it. Locate and remove the 4 screws from the bottom of the toy. Separate the toy into two halves.</p>	
<p>2. Remove the motor from the base.</p>	
<p>3. Cut both the red wires using wire cutters.</p>	

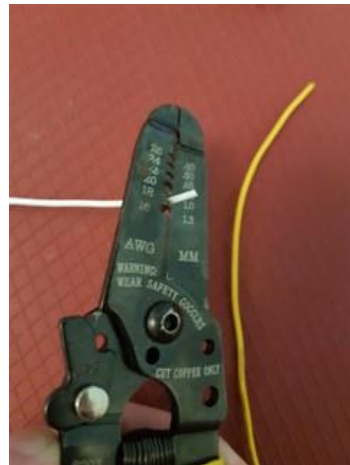
Switch Adapted Light-Up Mini Bubble Machine

MAKER GUIDE

4. Cut 2 pieces of wire, each approximately 4 cm long.



5. Strip approximately 0.5cm off the end of each wire.



6. Solder the two wires onto the front two tabs on the mono jack.



Switch Adapted Light-Up Mini Bubble Machine

MAKER GUIDE

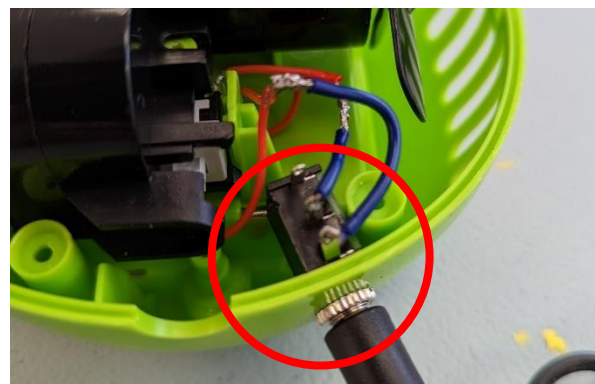
7. Tin the other two ends of the wires by adding a small amount of solder to each wire.



8. To 'close the loop,' solder a wire to an existing red wire and solder the second wire to the second red wire.



9. Using a ¼" drill bit, drill a hole into the side of the toy. Remove any loose plastic.
- Secure the mono jack to the case by screwing on the mono jack ring from the outside.

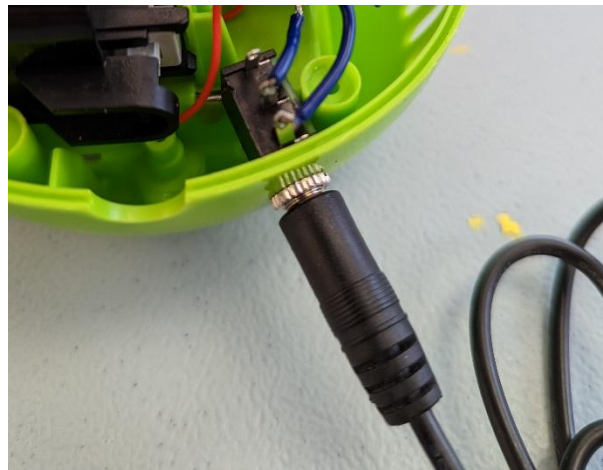


Switch Adapted Light-Up Mini Bubble Machine

MAKER GUIDE

10. Test the toy by installing batteries and plugging an assistive switch into the mono jack.

Note: If the toy does not turn on, please check the soldered connections.



11. Reassemble the toy by placing the motor back and reattaching the toy shell.

Re-test the toy with the assistive switch. If it still works properly, re-install the toy into its original packaging.

