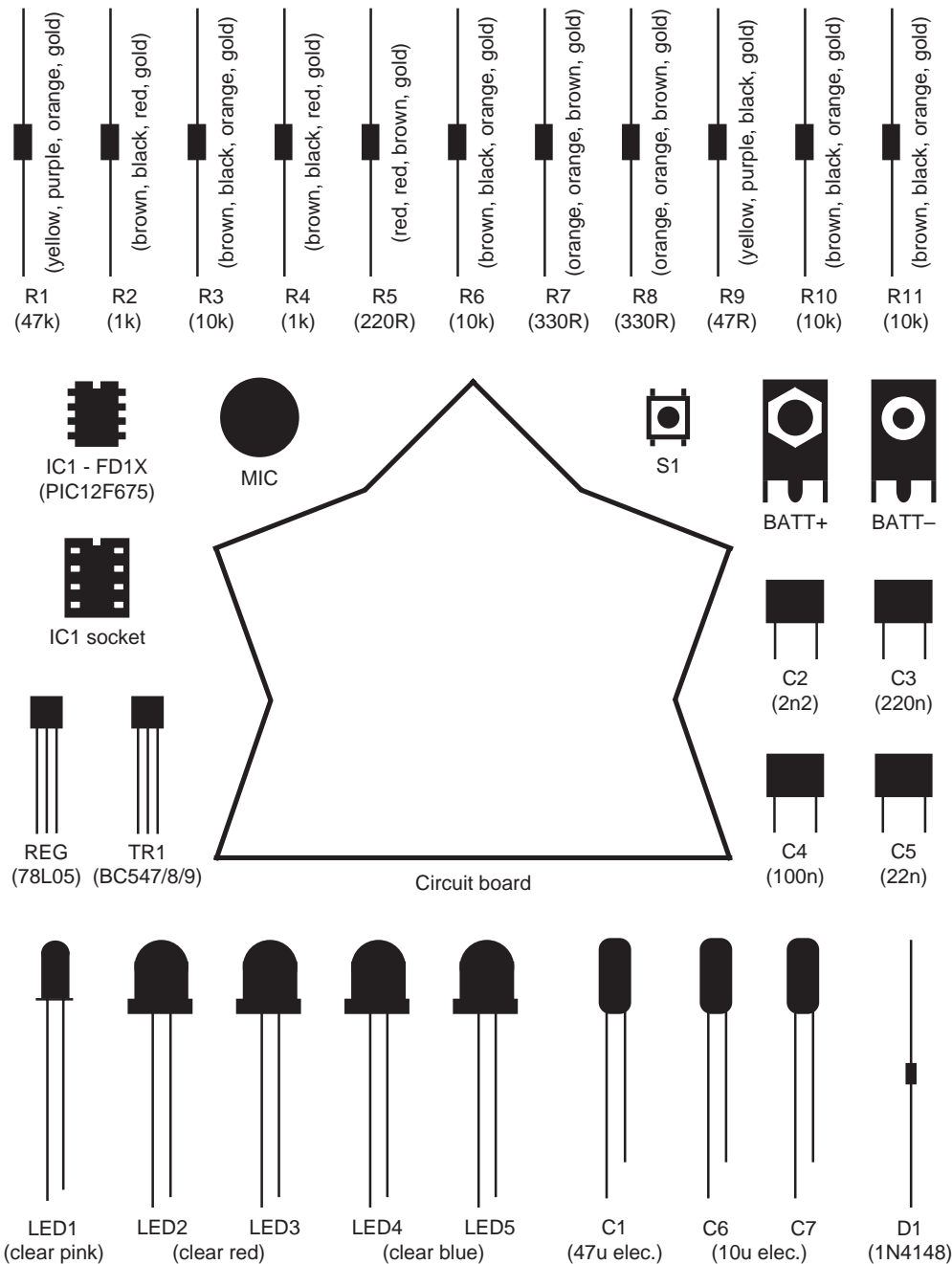


# POCKET DISCO



## CONSTRUCTION

1. Identify the different components using the spotter chart.
2. Fit and solder all the resistors (R1 to R11) to the circuit board. Identify the resistors by the coloured stripes on the body.
3. Fit and solder the electrolytic capacitors (C1, C6 and C7) to the board putting the shorter leg (the leg nearer the stripe on the body) into the hole with the – sign. Fit and solder the other capacitors (C2 to C5) either way around. Pay attention to the values marked on the capacitors (220n may be marked '.22' or 'u22', 100n may be marked '.1' or 'u1').
4. Solder the transistor (TR1) matching the half-circle shape of the transistor to the half-circle shape on the board (flat side against flat side). Be careful not to mistake the regulator for the transistor.
5. Solder the regulator (REG) matching the half-circle shape of the regulator to the half-circle shape on the board (flat side against flat).
6. Solder the lights (LED1 to LED5) putting the shorter leg into the hole with the line. Make sure the correct colour goes in the correct place otherwise they may not work.
7. Solder the diode (D1) matching the black stripe to the 'k' sign on the board.
8. Solder the chip socket (IC1) matching the notch in the socket to the notch on the board. Do not solder the chip directly to the board.
9. Solder the pushbutton (S1) to the board.
10. Solder the microphone (MIC) so that it fits within the circle.
11. Solder the battery connectors (BATT+ and BATT-) matching the shape to the symbol on the board (the hexagonal connector is positive, the circular negative). Make sure the connectors are pushed fully into the board, and all the holes are well soldered.
12. Carefully bend the legs of the chip inwards a little with your fingers. Fit the chip into its socket matching the small notch in the chip to the notch in the socket.
13. Connect a 9V PP3 battery to the battery connectors.
14. If *Pocket Disco* is working properly all the lights should flash twice.