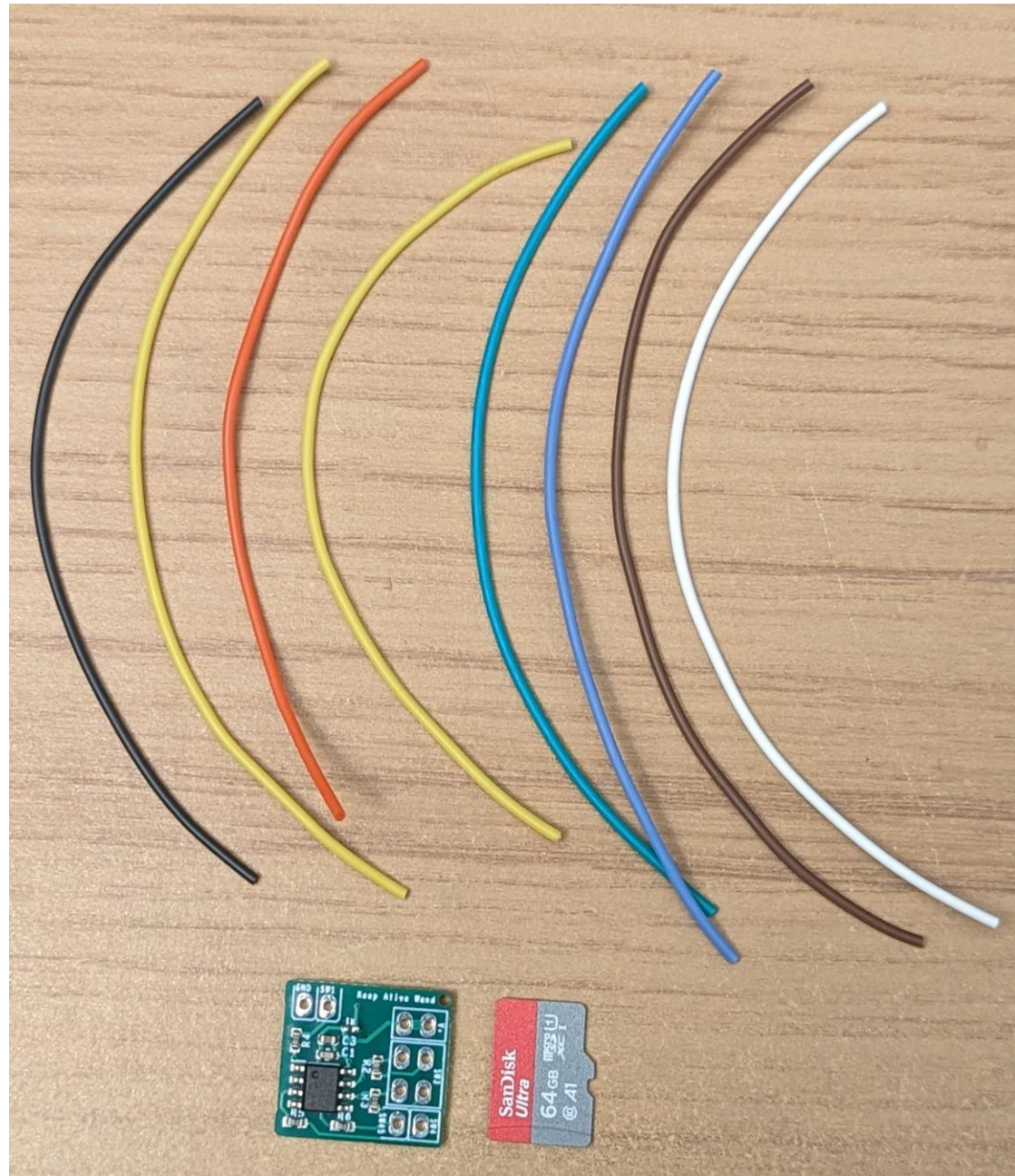
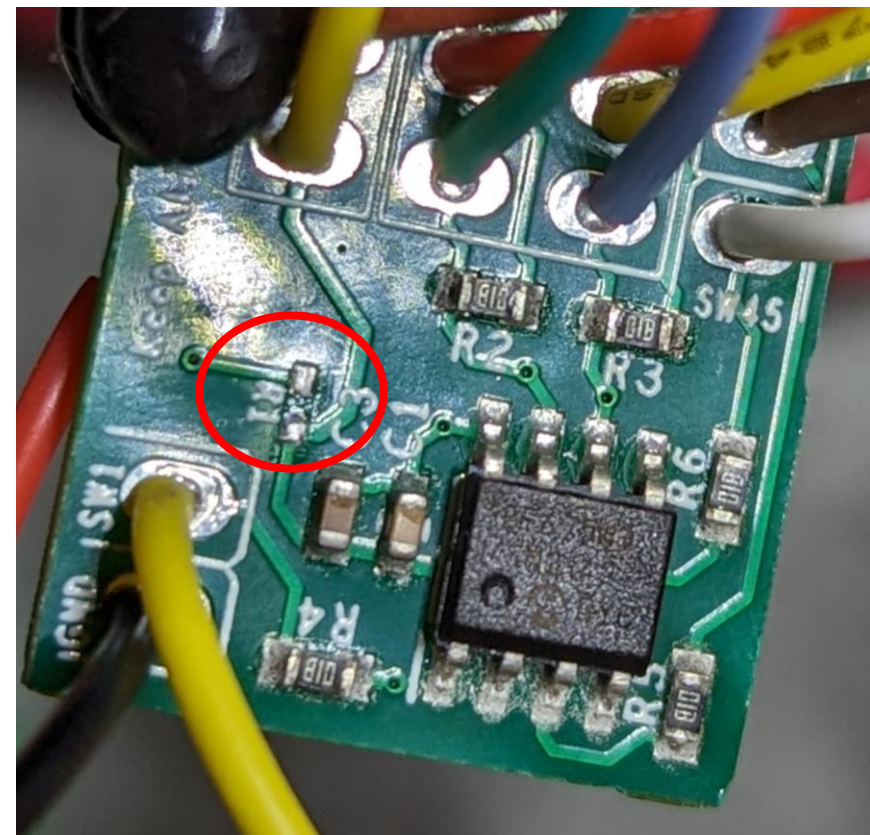
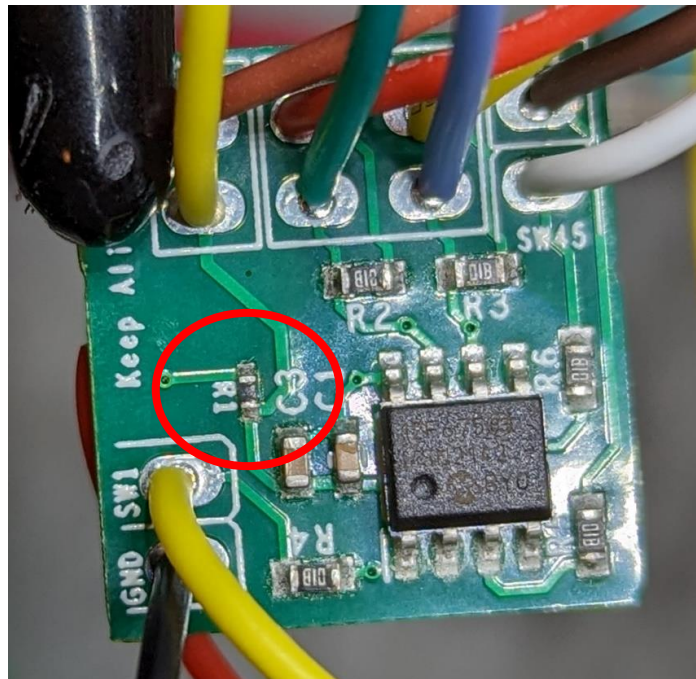


Wand Keep Alive mod Stealth and Demo Mod Preliminary Assembly Guide.

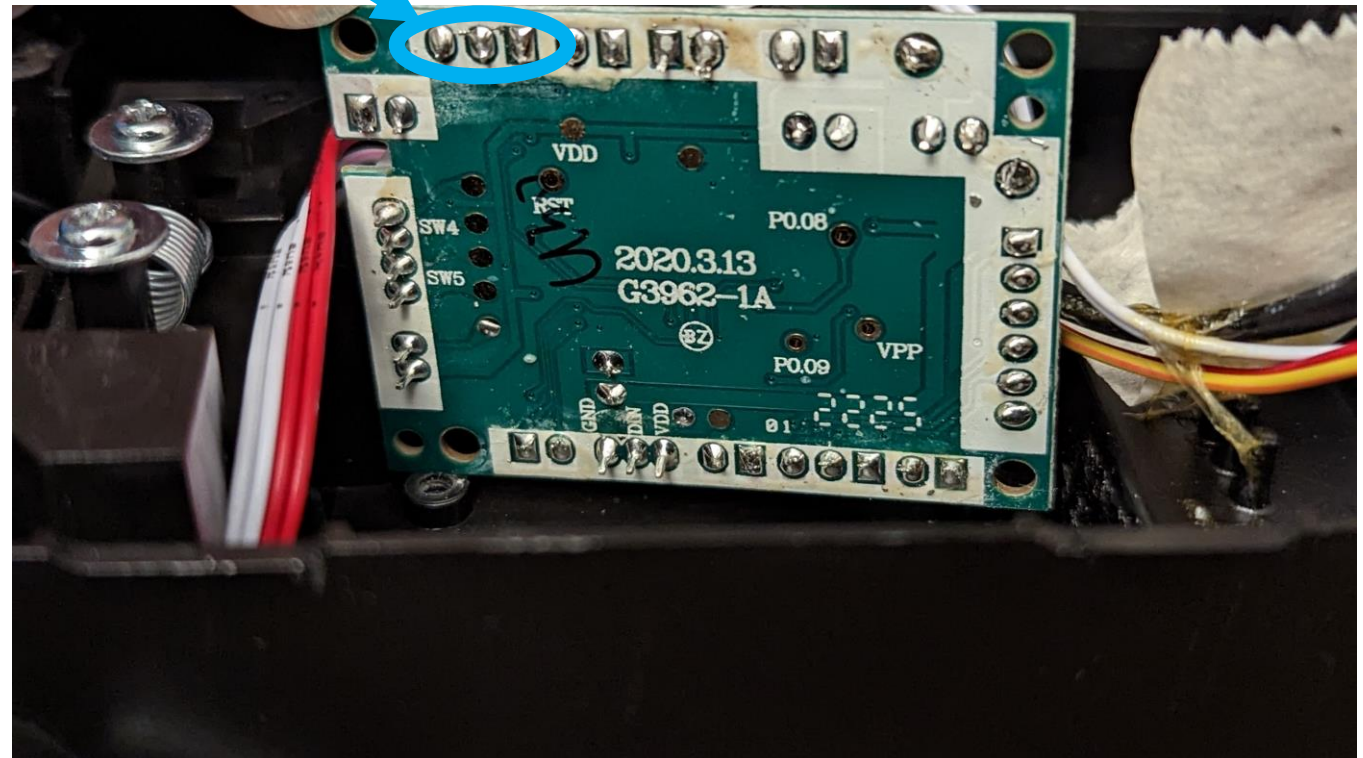
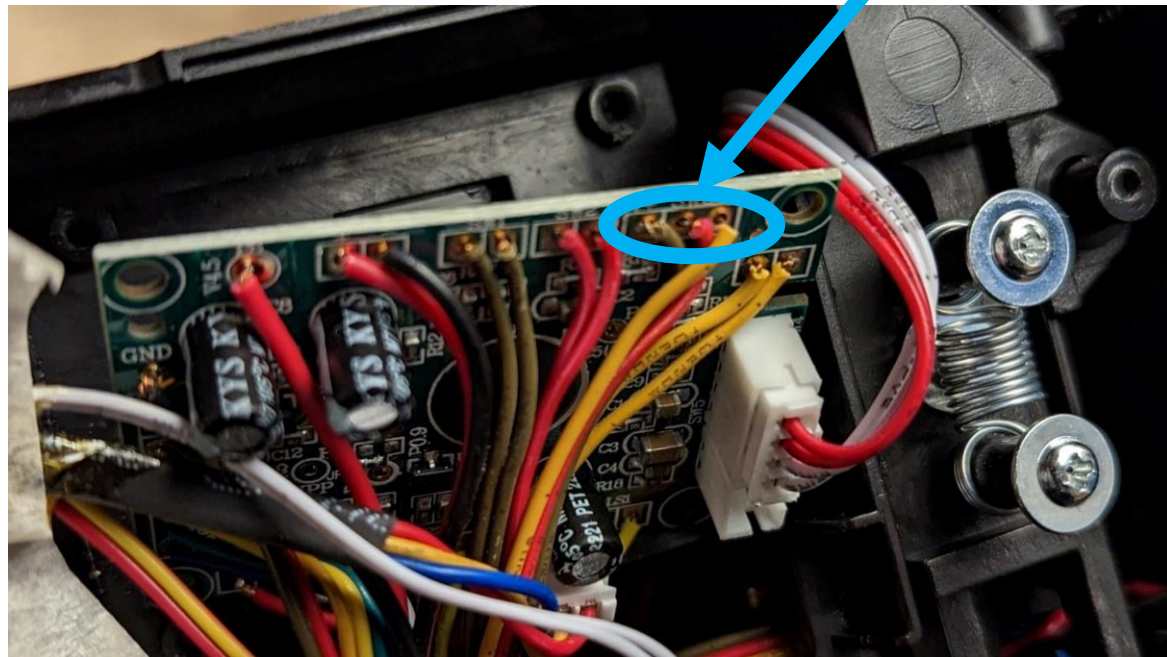
You receive the following items except the MicroSD card that is for dimensioning purposes only.



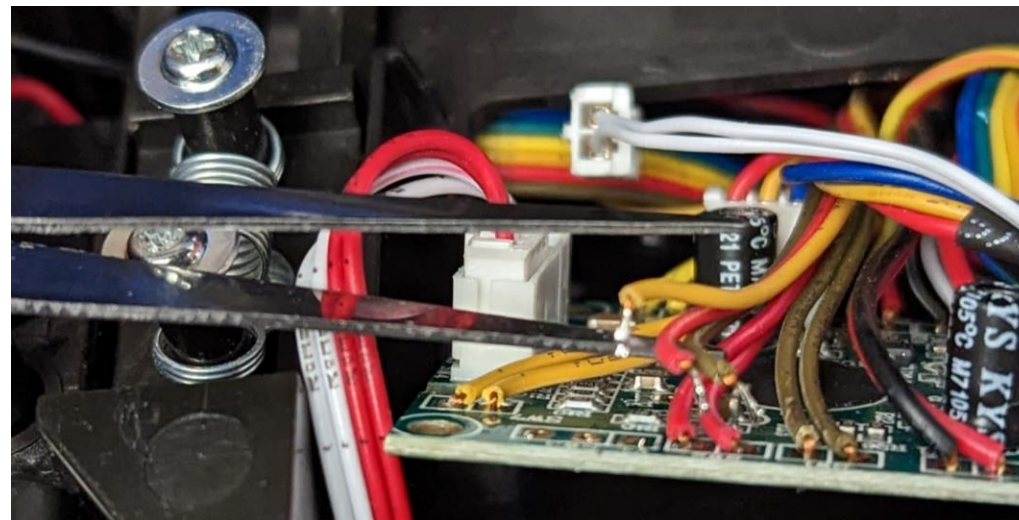
**Remove R1 resistor if it is still there.
Just the heat from the soldering iron tip moving
from one side to the other will take it away.**



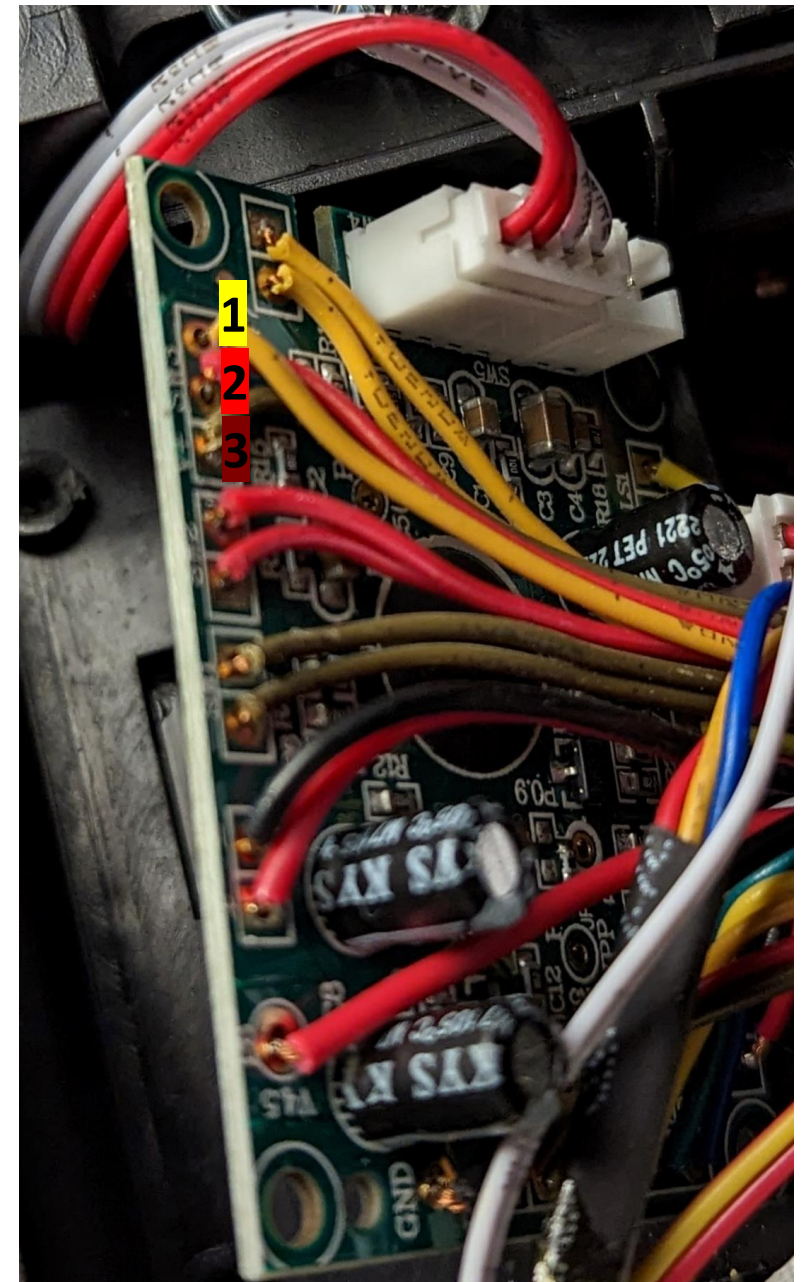
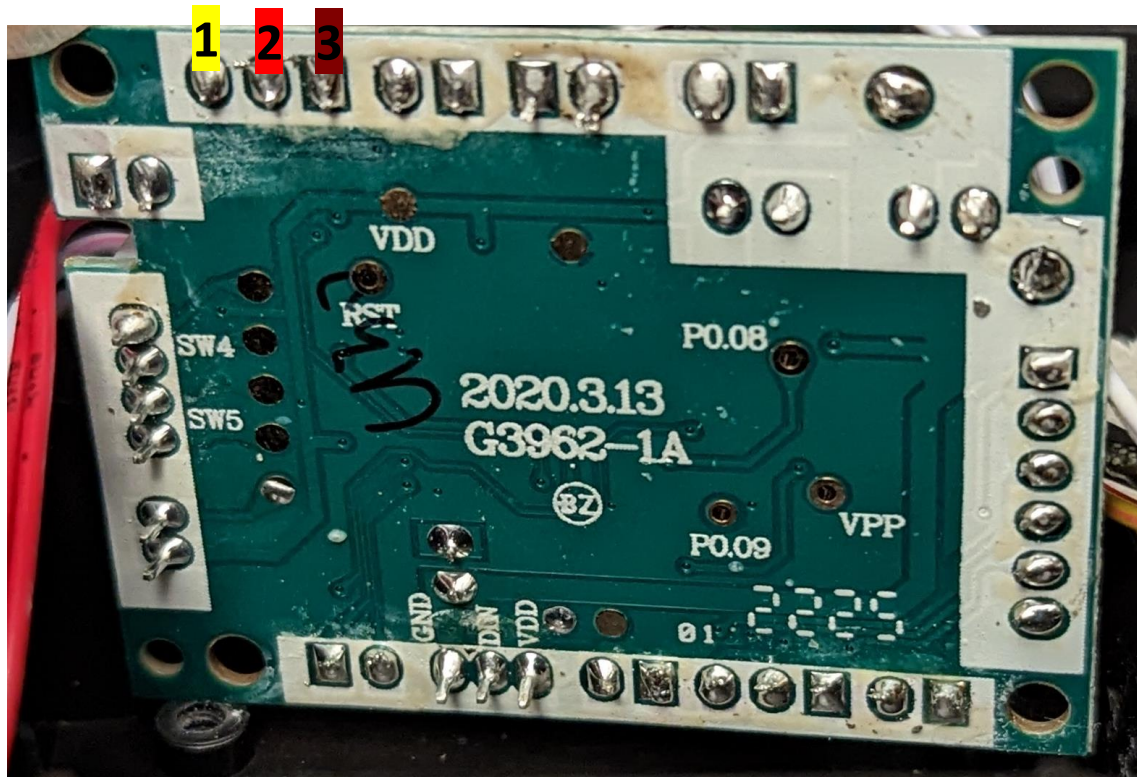
Remove those 3 cables from the main board by heating on the back of the board (see next page for more detail):



Pliers may help



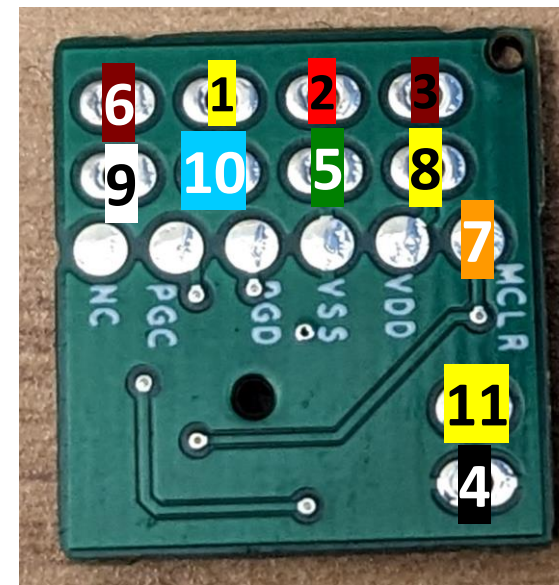
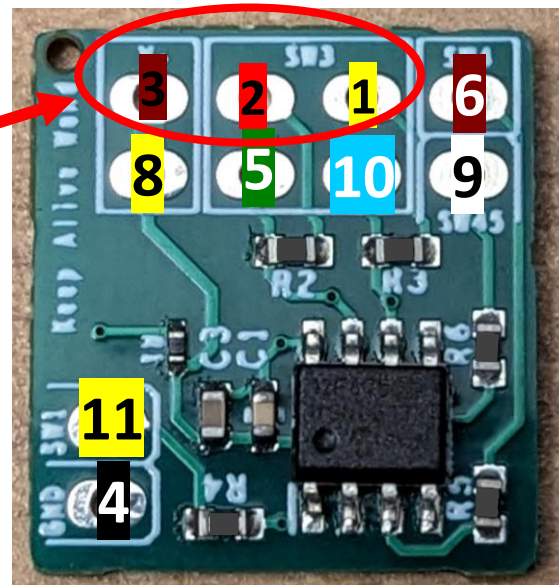
Desolder cables **1** **2** **3**
by heating them on the back
of the board .



You can solder all the cables to the Mod from top to bottom, except the orange that can only be soldered in the bottom, but do it as is easier for you just taking care to use the correct pad:

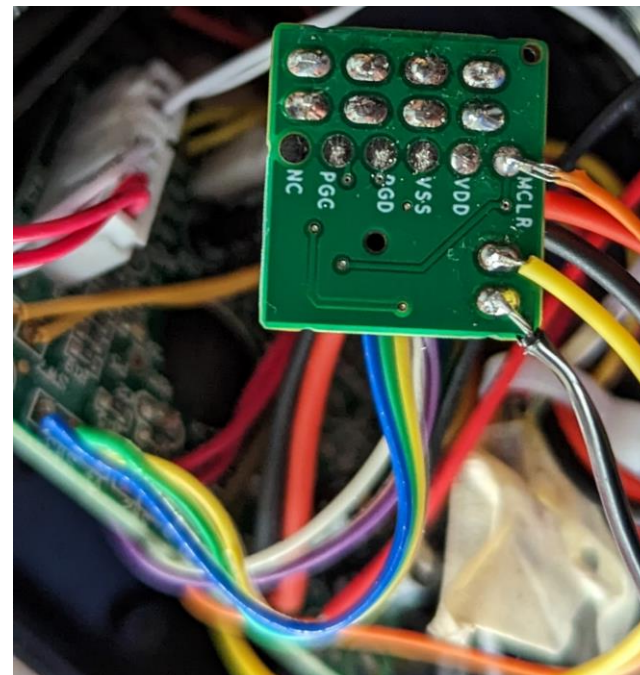
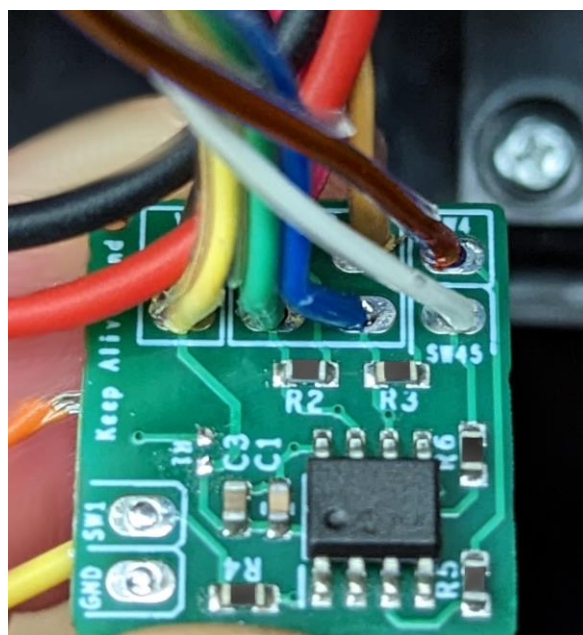


Solder 1,2,3 that you desoldered from the wand PCB

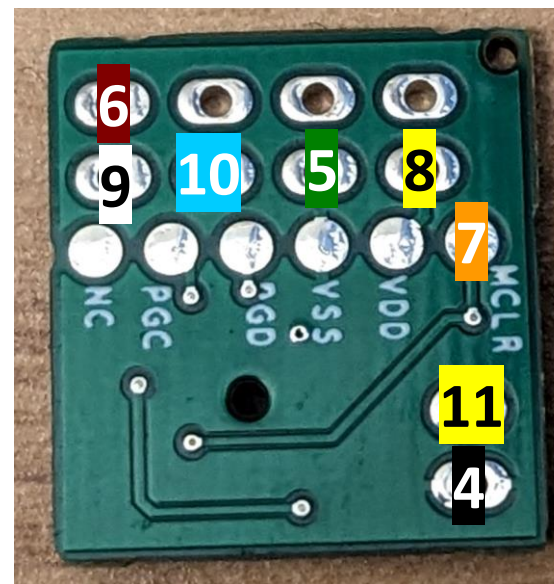
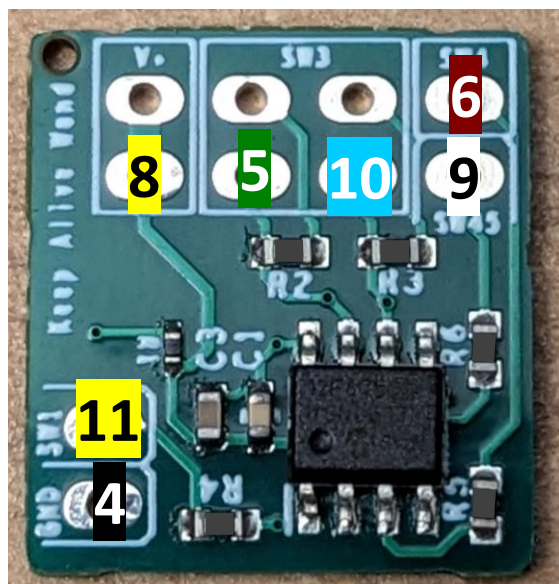


- 4 black**
- 5 green**
- 6 brown**
- 7 orange**
- 8 yellow**
- 9 white**
- 10 light blue**
- 11 second yellow**

Should look like this after soldering (in this case I soldered black and the second yellow and the orange cables in the bottom, and the rest in the top):

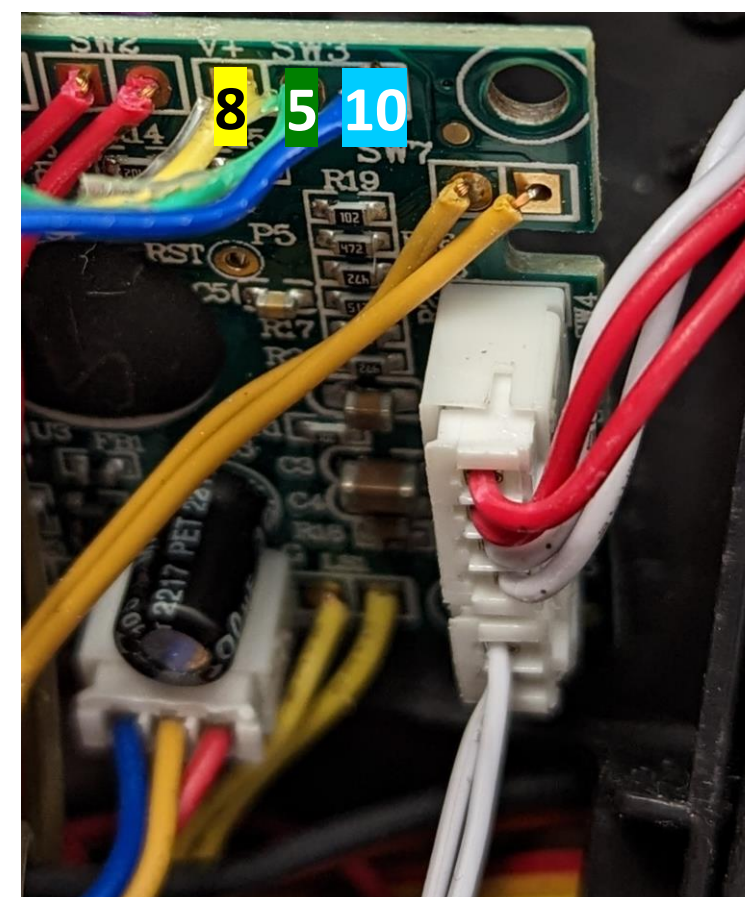
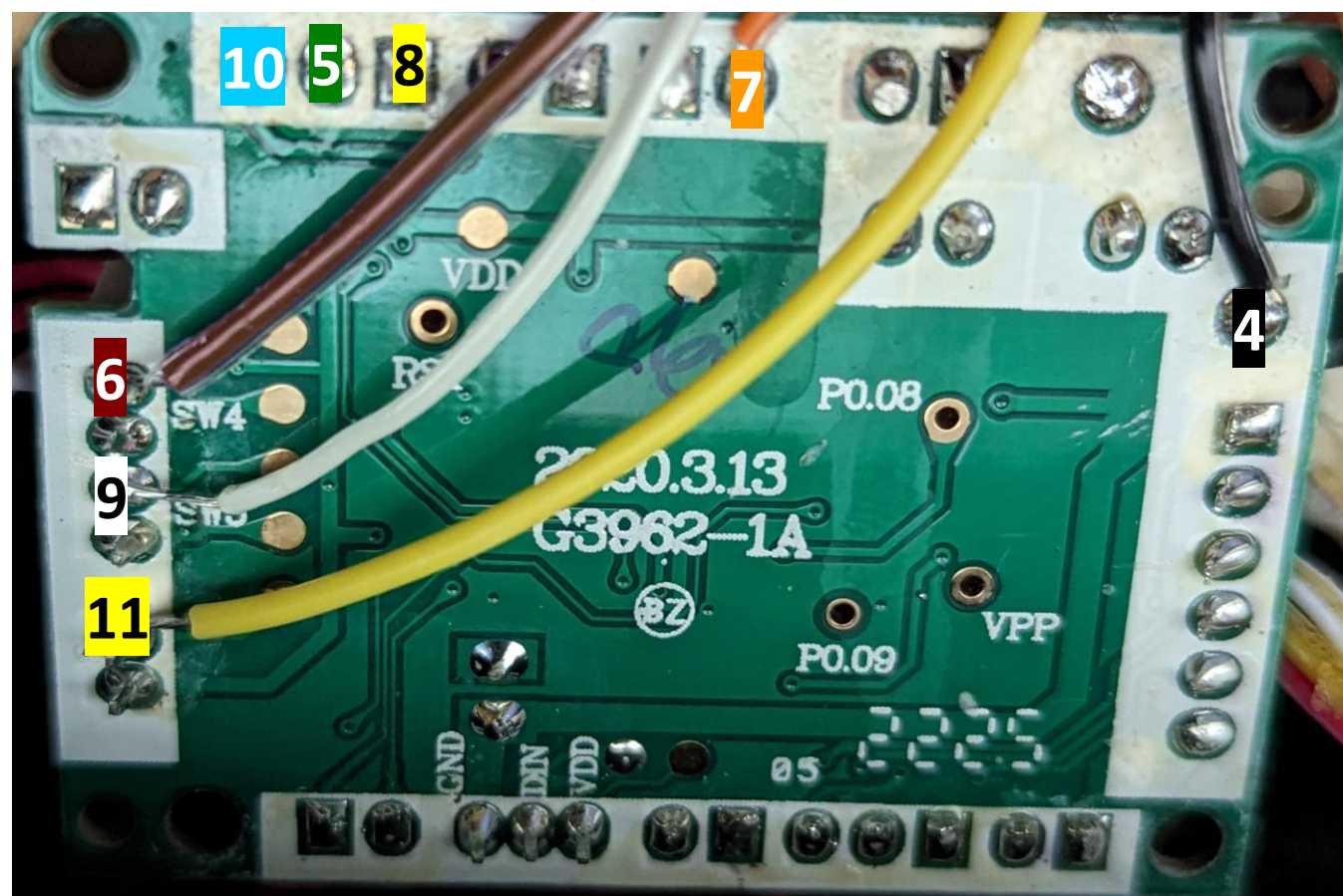


- 4 black
- 5 green
- 6 brown
- 7 orange
- 8 yellow
- 9 white
- 10 light blue
- 11 second yellow



Solder the cables from the mod to the wand PCB as follows:

8 5 10 can be soldered from the top, as those cables have been removed



NOTE:

The Keep Alive mod uses microamps when SW1 is off, so your battery should last months when it is inside the wand but not switched on.

If you want to have the option to fully disable and enable the mod without opening the wand, you can add an extra switch between the Keep-Alive Mod pin 3 and the pin 3 on the wand board.

3 brown cable from wand

Optional Extra Switch (not included)

