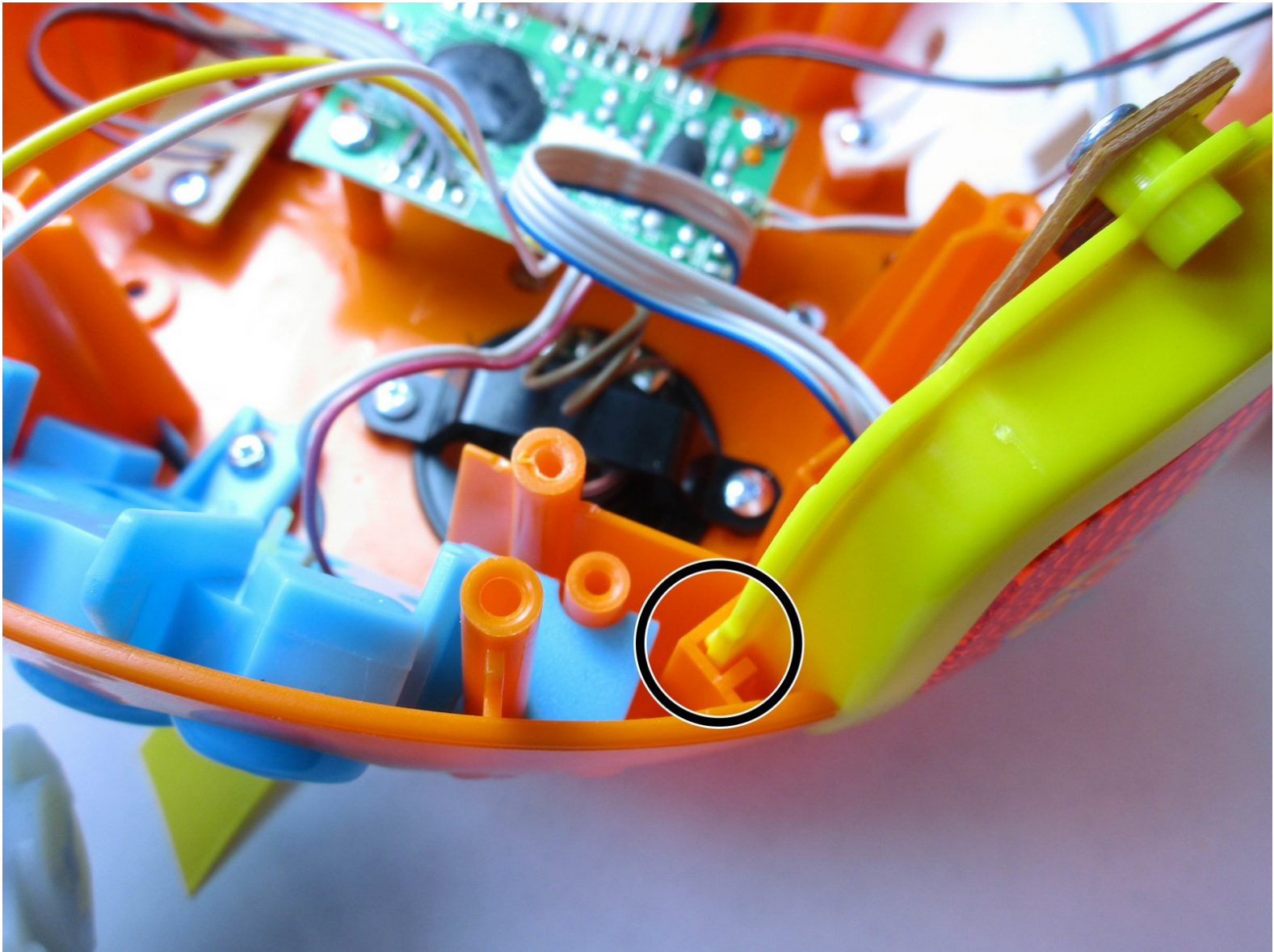




Vtech Move and Crawl Ball Light Up Buttons Replacement

This guide will assist in the replacement of any of the 6 light up push buttons on the ball.

Written By: Steven Ivanov





TOOLS:

- [Flathead Screwdriver](#) (1)
- [Soldering Iron](#) (1)
- [Solder](#) (1)



PARTS:

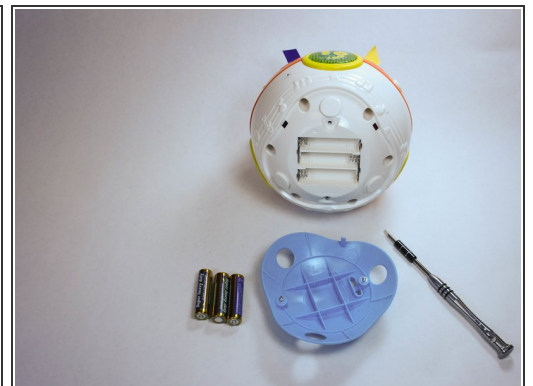
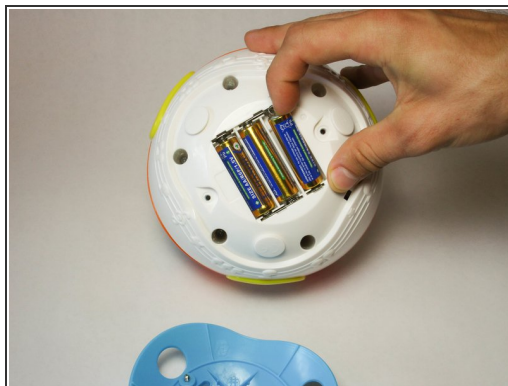
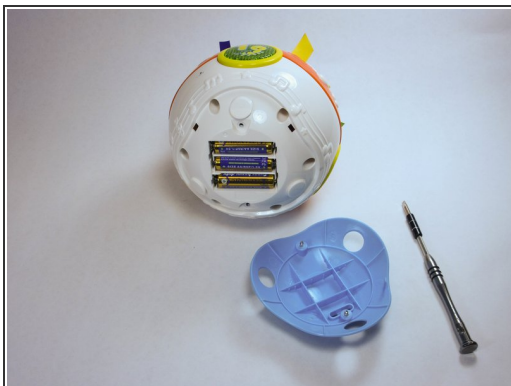
- [Replacement Vtech Light Up Buttons](#) (1)

Step 1 — Battery



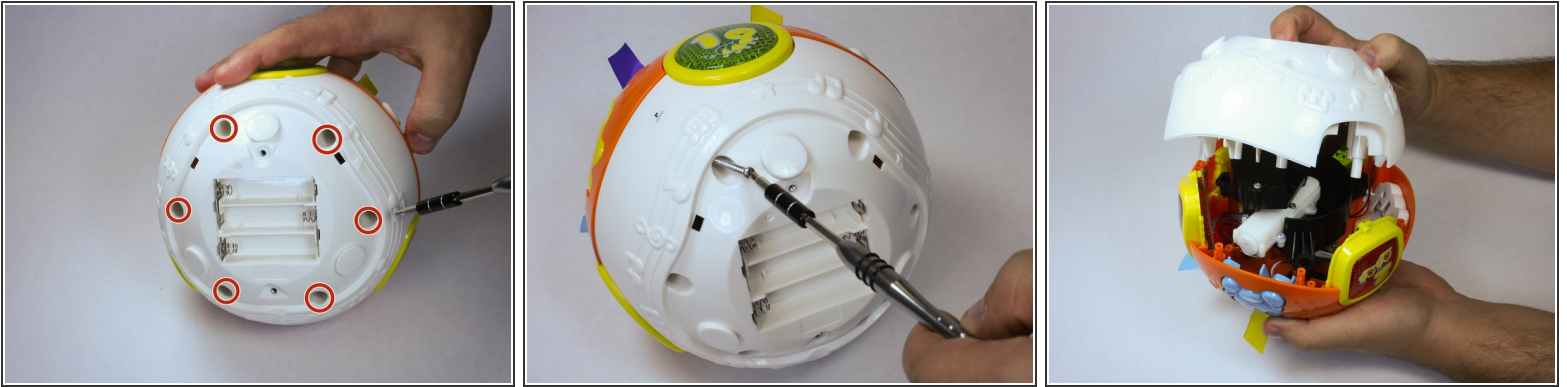
- There are two screws that require a 4.0mm flat head screwdriver. Twist them counter clockwise to remove. When you remove them they stay contained within the blue outer case.

Step 2



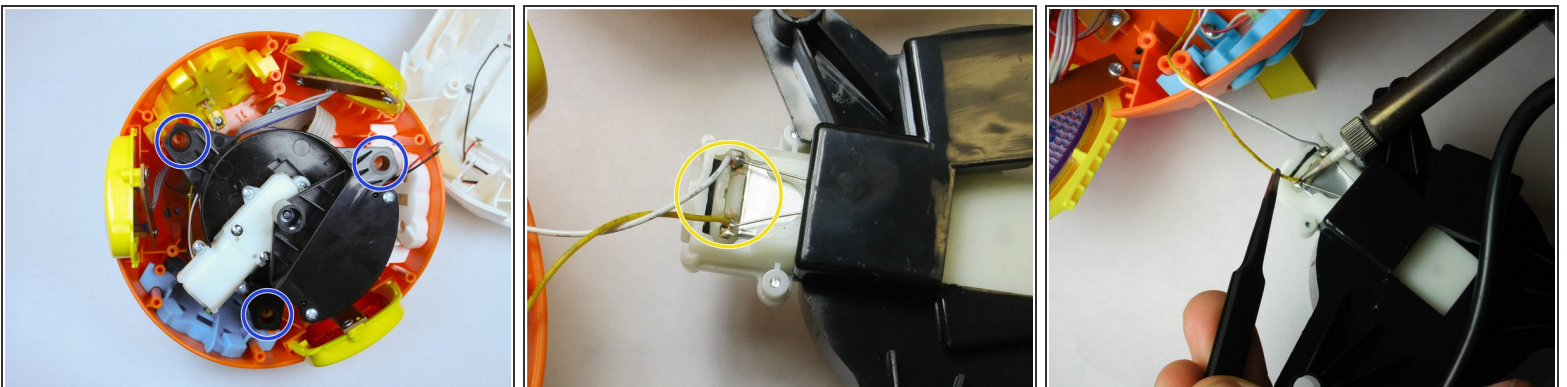
- Pry the batteries out with your finger. When you replace them be sure to orient them correctly according to the markings in the slots. Match the plus symbol on the battery to the plus symbol in the slot.

Step 3 — Motor



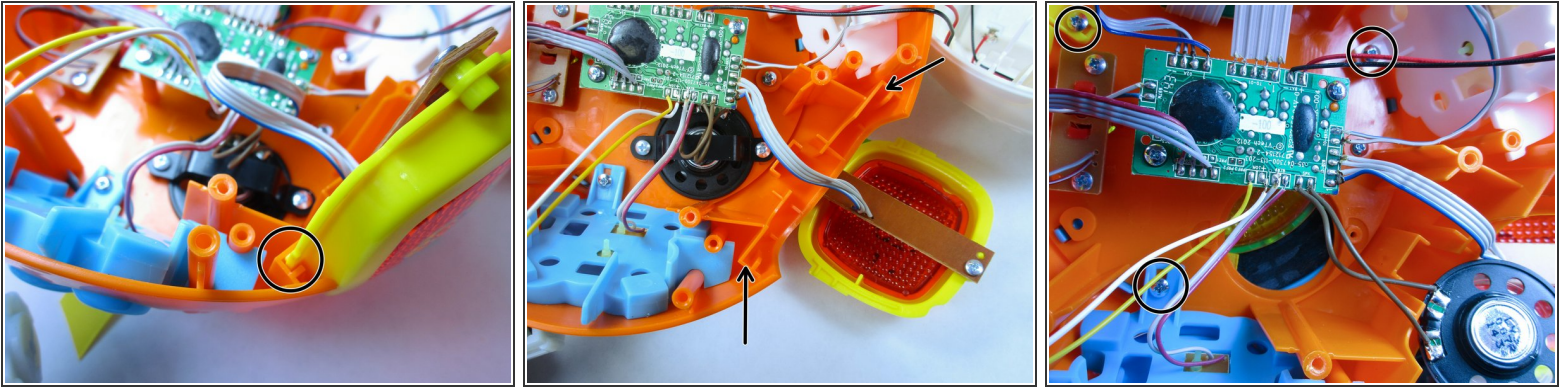
- Remove 6 screws in order to pop off the outer shell and reach the inside components.

Step 4



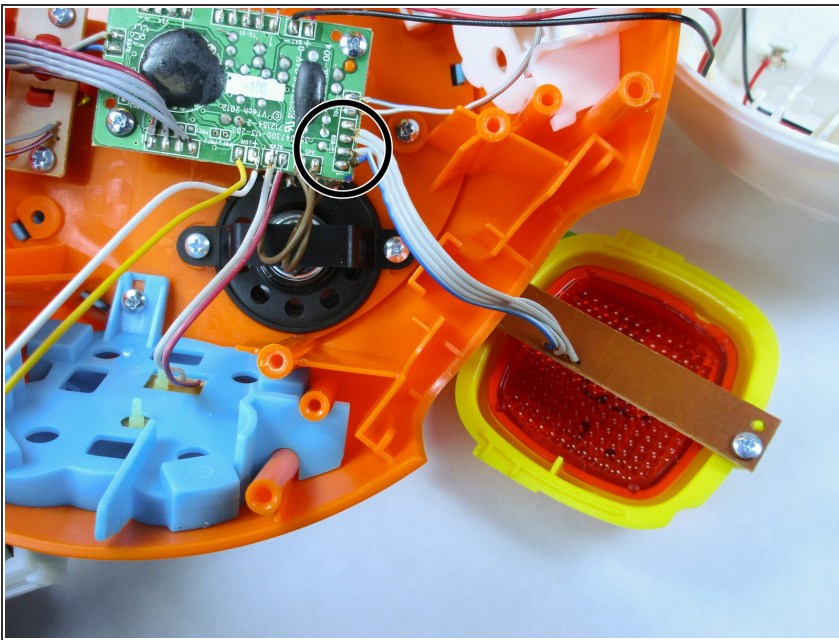
- Remove the motor by lifting it out of the shell, and find the attached wires at both ends: the circuit board and the motor itself. Use the soldering iron to remove the existing attachments by heating the solder joint with the solder iron tip while pulling on the wire.
- ⓘ Make sure the motor is aligned over the correct holes during reassembly.

Step 5 — Light Up Buttons



- When the white cover and the ball motor have been removed, the 6 push buttons will be easily accessible. 3 of the buttons can be removed from their slots by gently pulling up on each. The other 3 buttons are located lower in the unit and are held in by 1 phillips screw each.
- ⓘ When reassembling ensure that the button is in the inner slot circled in the picture with the button, and shown by the arrows with the button removed.

Step 6



- The button which is being replaced needs to be disconnected from the motherboard using the soldering iron. The replacement should be soldered into the same place.

To reassemble your device, follow these instructions in reverse order.