SWITCH-ACCESSIBLE SPINNER QUICK START GUIDE

CanAssist's *Switch-Accessible Spinner* is a device that helps people with challenging disabilities participate in certain games and activities. An LED light spins around a circular face and eventually lands at a random point. In one mode, the user can control where the light lands. In all three modes, the user is in charge of activating the light's movement.



	Spinner front view
1	Mode button
2	Magnet
3	Spinner board
4	Mode indicator light
5	Charge indicator light
6	LED light ring
7	Accessibility switch
	connector
8	USB charger
9	Integrated adjustable stand
10	Accessibility switch

CHARGING

Before using your *Switch-Accessible Spinner*, charge it fully. Plug in one end of the **Charger** into the connector and the other end into a power outlet for two hours to fully charge the Spinner. One charge allows for approximately 55 hours of continuous spinning.

USING YOUR SWITCH-ACCESSIBLE SPINNER

Your *Switch-Accessible Spinner* does not have a power switch. To use your *Switch-Accessible Spinner*, simply press the **Accessibility Switch**. Ensure that the Accessibility Switch is plugged into the **Accessibility Switch Connector**.

If not in use, the Switch-Accessible Spinner will automatically turn off.

Press and hold the mode button to switch from one of 3 modes available on the *Switch-Accessible Spinner*. **Mode 1:** In this mode, pressing the accessibility switch once will result in a random selection – much like turning

Mode 1: In this mode, pressing the accessibility switch once will result in a random selection – much like turning a roulette wheel.

Mode 2: In this case, the child holds down the accessibility switch so that the lights spin continuously. When the child finally releases the switch, the light stops at a random point. This mode is similar to Mode 1, but requires the switch to be held down.

Mode 3: This mode allows the child to determine a specific outcome by choosing where to stop the spinning light. Holding down the accessibility switch causes the lights to spin around. Releasing the switch stops the light at the desired point. Alternatively, the switch can be pressed repeatedly to advance one light at a time.

