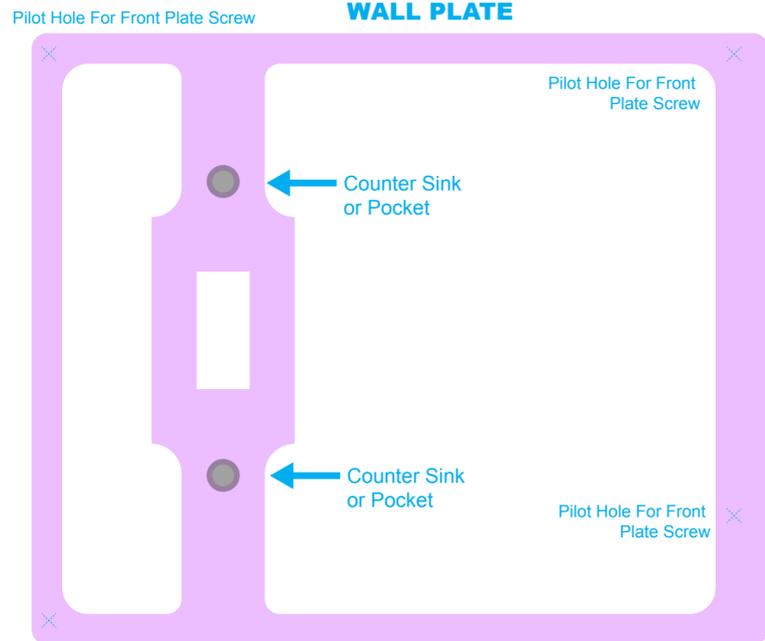
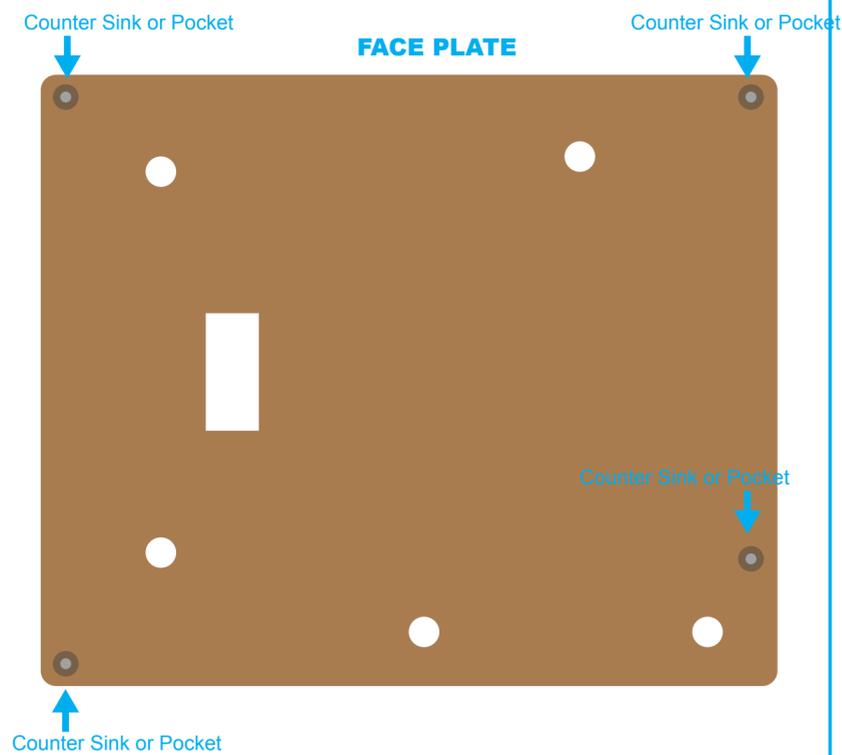


MOUNTING PLATES

WALL PLATE

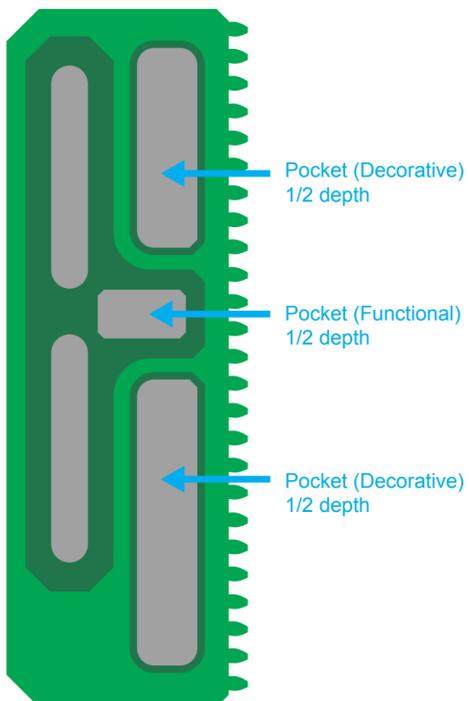


FACE PLATE



FLIPPER

FLIPPER TRACK



SWITCH EXTENDER

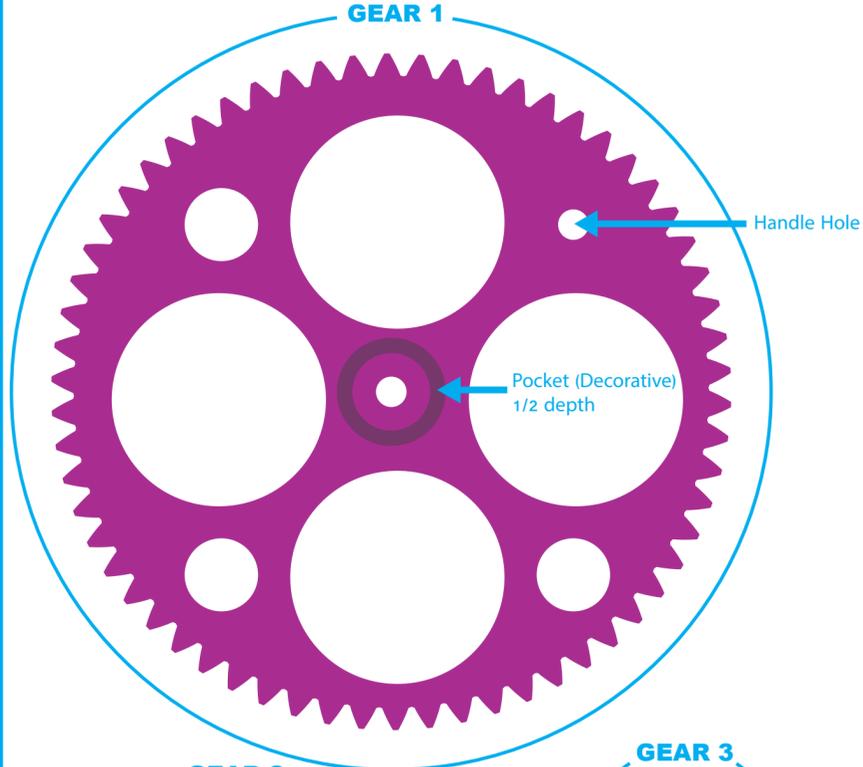
Adhere to side of lightswitch to make switch reach the flipper track.

Adjust length based on thickness of material

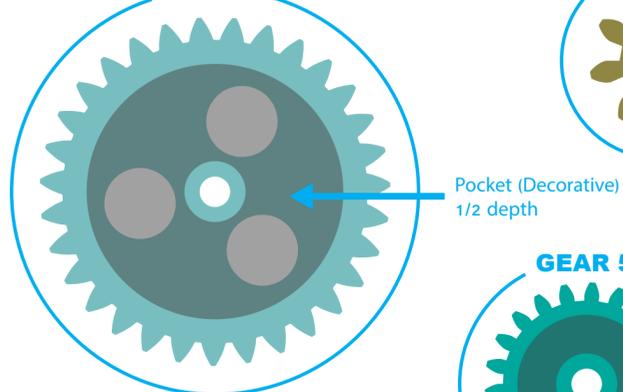


GEARS

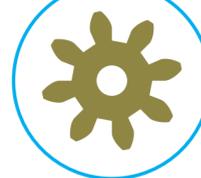
GEAR 1



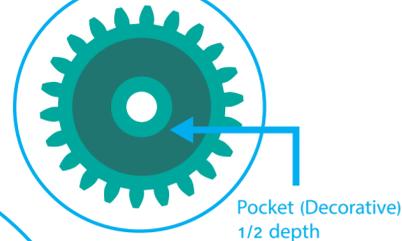
GEAR 2



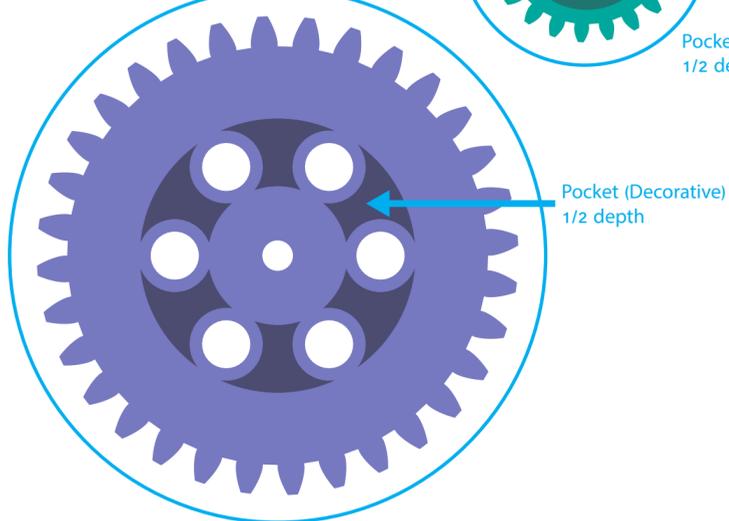
GEAR 3



GEAR 5



GEAR 4



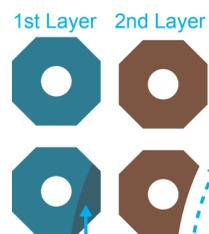
SPACERS

Used on top of Flipper Track. Rides in the functional pocket to keep track aligned.



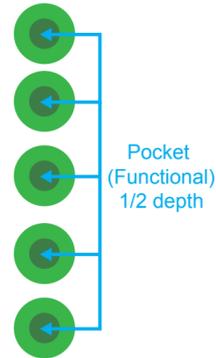
Used under Gear 4 to rise it up to the level of Gear 3

Used under Flipper Track to rise it up to the level of Gear 5



Pocket (Functional) 1/2 depth Gap for gear 4 Clearance

DOWEL CAPS



ADDITIONAL PIECES

- 0.25 Dowel for gear shafts. Cut to length based on gear stack and thickness of material.
- 4 Small screws to mount face plate to wall plate
- Adhesive for gluing switch extender to light switch (super glue).
- Adhesive for everything else (wood glue).
- Handle. A thicker dowel or rounded stock works well.

NOTES

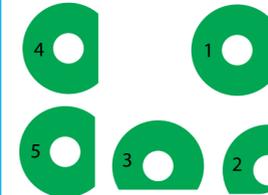
- 0.25 Dowels are glued to end caps and to face plate. Gears spin freely on dowel.
- Gear 2 and 3 move as one. Glue together.
- Gear 4 and 5 move as one. Glue together.
- Under flipper track spacers layer 1 and 2 can be glued together.
- Screws on wall plate and face plate need to be counter sunk of pockets need to be milled. Screws need to be flush or below the surface .



Original designed by Nathaniel Bell
<https://www.instagram.com/stuffnatemakes/>

Gear ratio created with Gear Generator
GearGenerator.com

GEAR BACK



Use on back side of the front plate to give gear shafts a thicker surface to attach too.