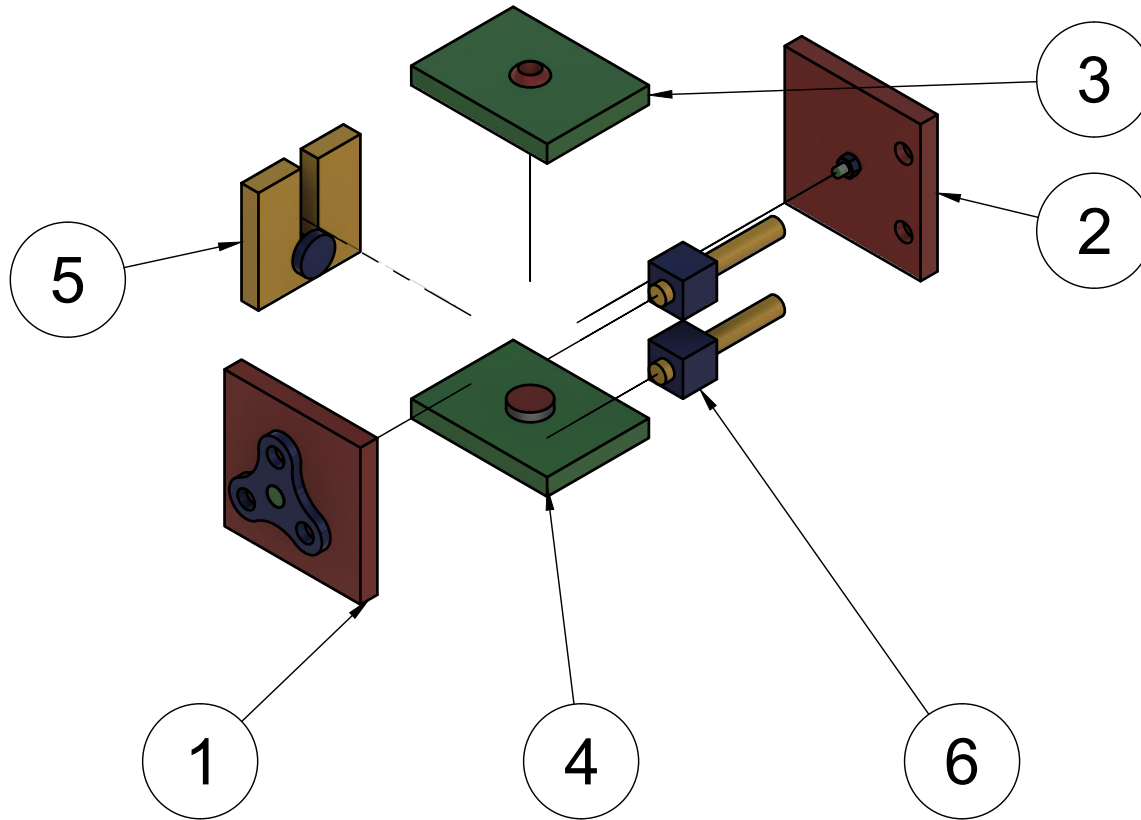




PARTS LIST

ITEM	QTY	PART NUMBER
1	1	REVOLUTE
2	1	CYLINDRICAL
3	1	BALL
4	1	PLANAR
5	1	PINSLOT
6	2	SLIDER



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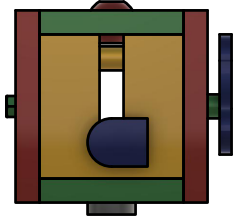
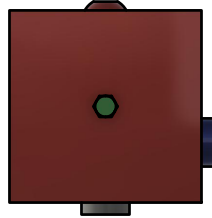
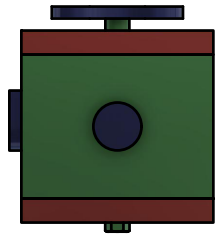
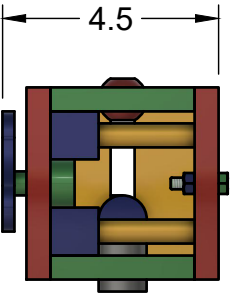
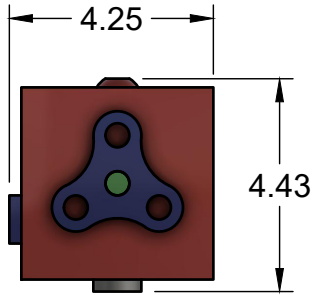
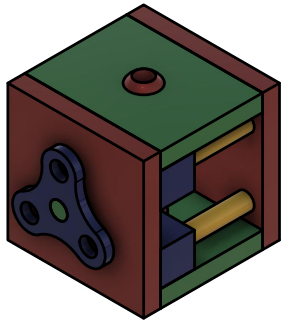
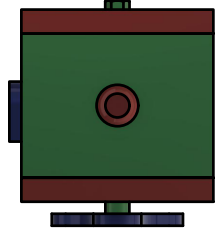
PROJECT NAME
Fidget Cube

SHEET NAME
Fidget Cube Assembly - exploded

SHEET #
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SCALE
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NOTE: IRREGULAR OVERALL HEIGHT TO HOLE IN BALL.



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SHEET NAME	Fidget Cube Assembly

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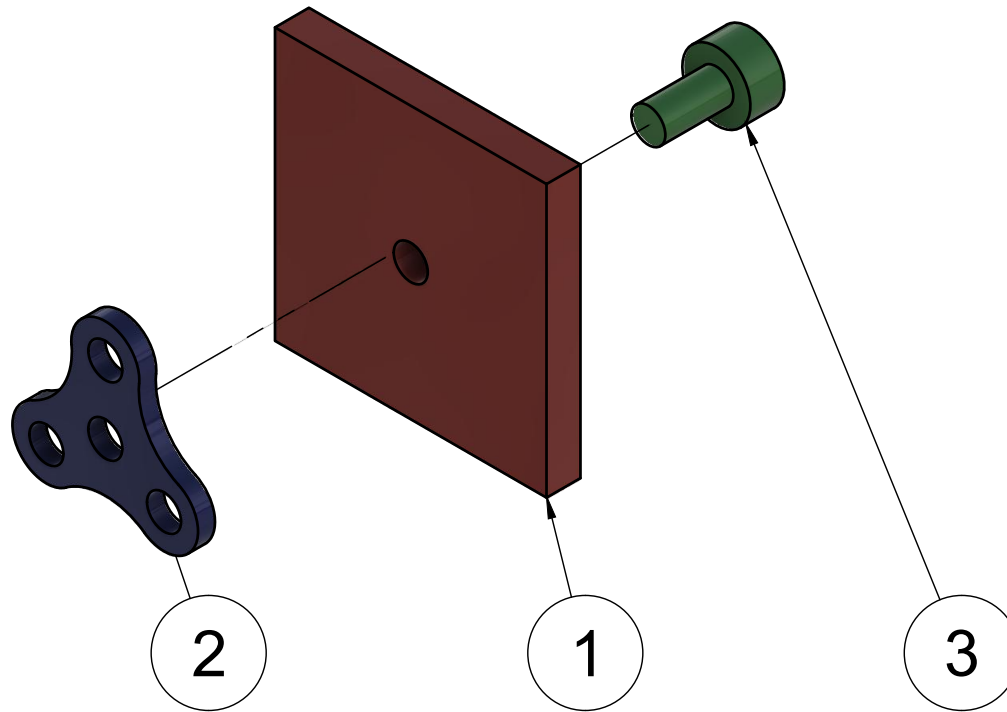


ASSEMBLY INSTRUCTIONS

1. GROUND FACE 1.
2. REVOLUTE JOINT SPINNER AXLE WHERE DIAMETER CHANGES TO CENTER HOLE ON FACE WHERE THREE HOLES ARE VISIBLE.
3. RIGID JOINT THE SPINNER TO THE SPINNER SO THAT IT IS FLUSH TO THE END OF THE SPINNER AXLE THAT HAS A SMALLER DIAMETER.

PARTS LIST

ITEM	QTY	PART NUMBER
1	1	FACE1
2	1	SPINNER
3	1	REVOLUTE AXLE

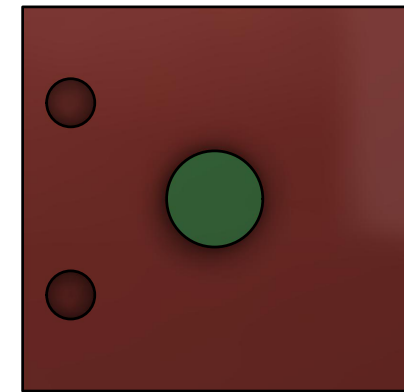
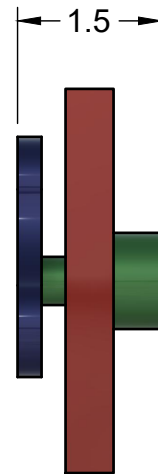
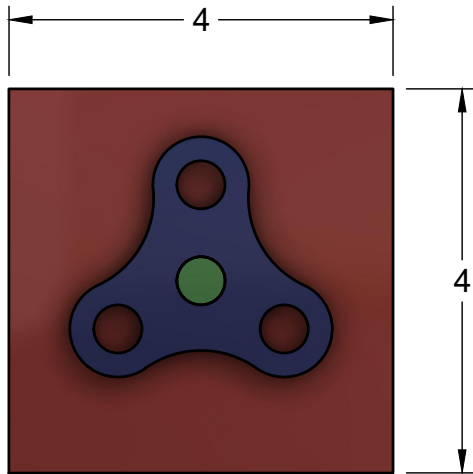
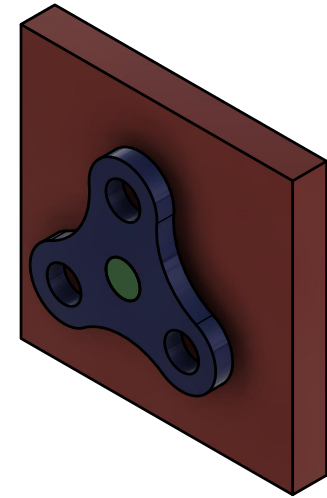
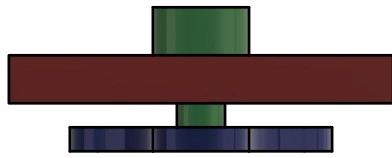


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PROJECT NAME
Fidget Cube
SHEET NAME
Revolute Subassembly - exploded

SHEET #
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SCALE
1:2





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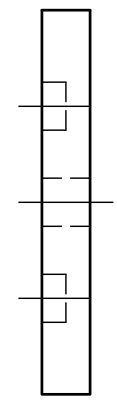
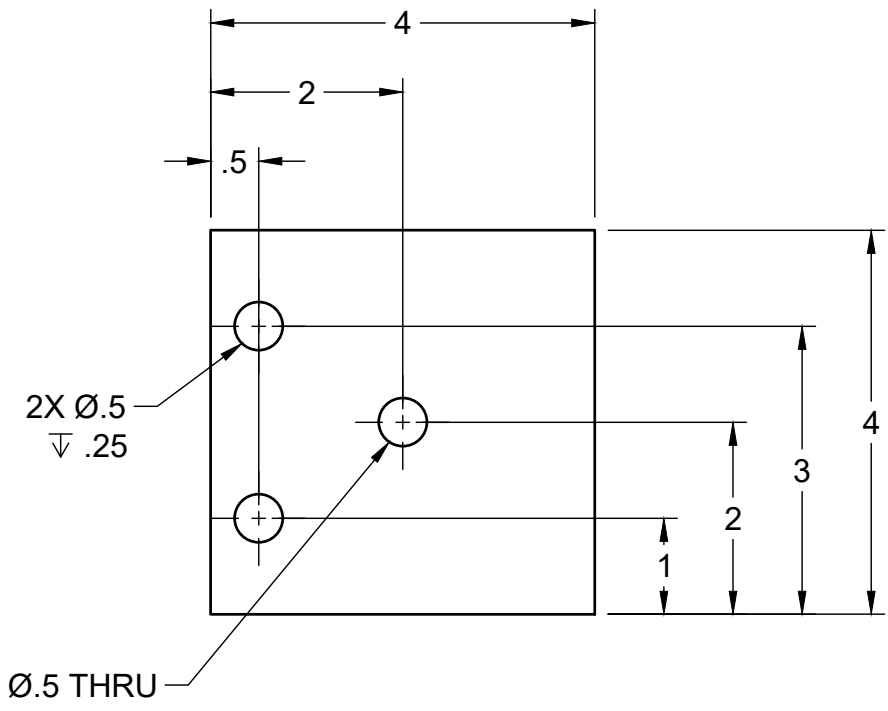
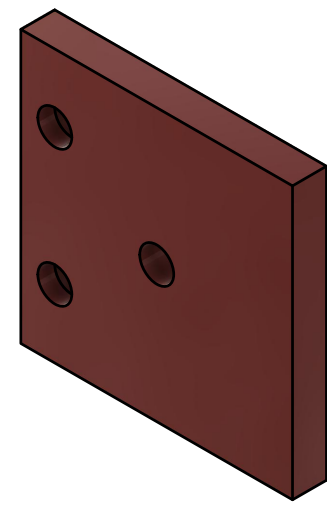
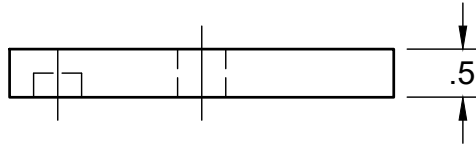
PROJECT NAME
Fidget Cube

SHEET NAME
Revolute Subassembly

SHEET #
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SCALE
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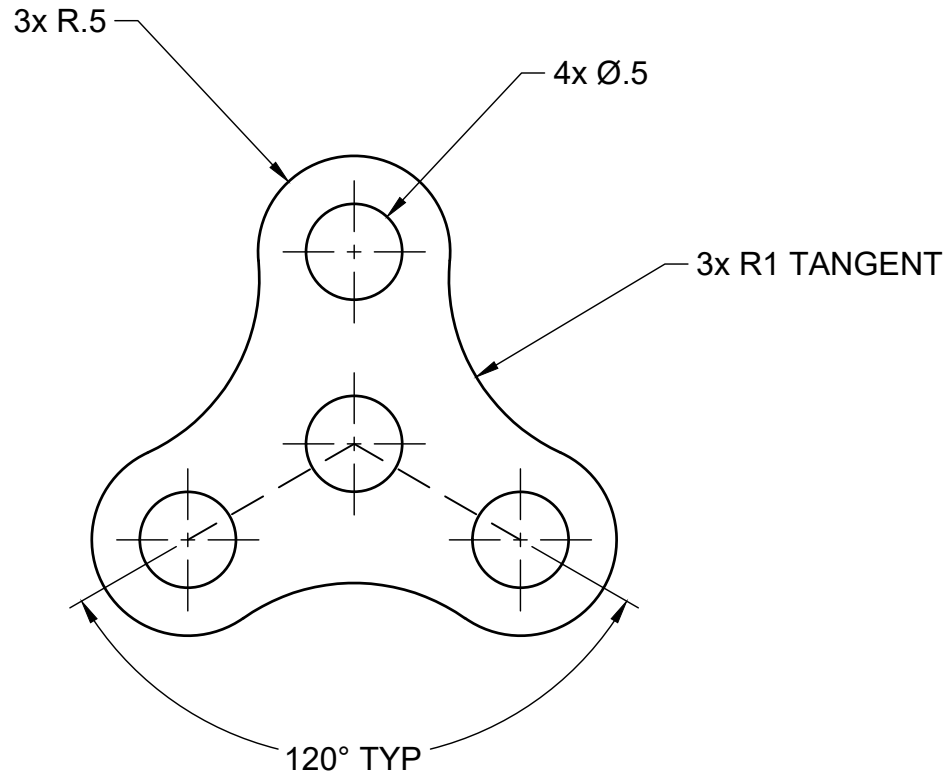
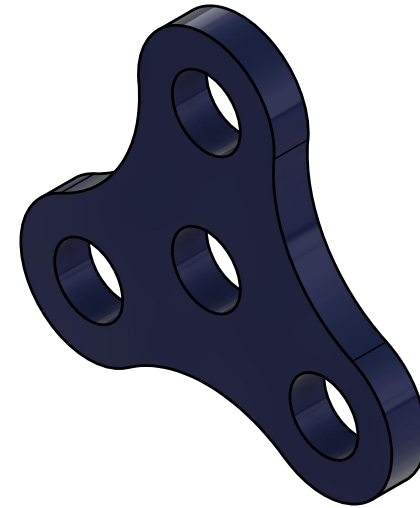
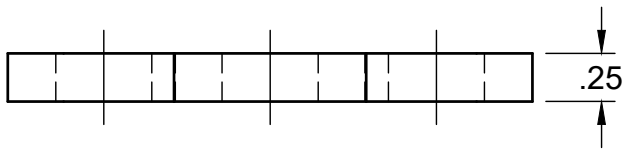
PROJECT NAME
Fidget Cube

SHEET NAME
Face 1

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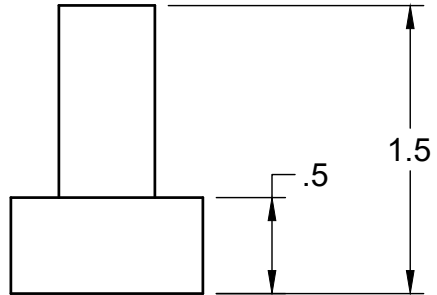
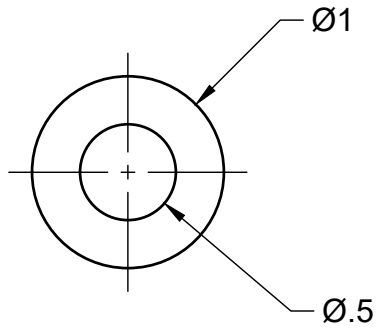
PROJECT NAME
Fidget Cube

SHEET NAME
Spinner

SHEET #
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PROJECT NAME	Fidget Cube
SHEET NAME	Revolute Axle

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SCALE	1:1

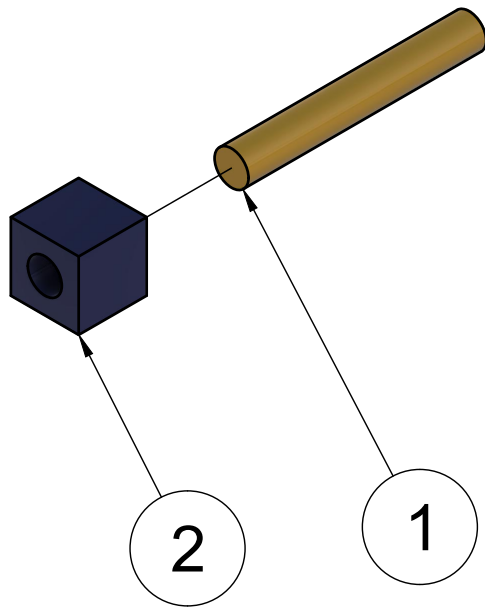


ASSEMBLY INSTRUCTIONS

1. GROUND SLIDER AXLE
2. SLIDER JOINT THE SLIDER BLOCK TO THE SLIDER AXLE SO THAT IT IS FLUSH.
3. APPLY A JOINT LIMIT SO THAT THE SLIDER BLOCK STOPS 0.25" AWAY FROM BOTH SIDES.

PARTS LIST

ITEM	PART NUMBER
1	SLIDER AXLE
2	SLIDER BLOCK

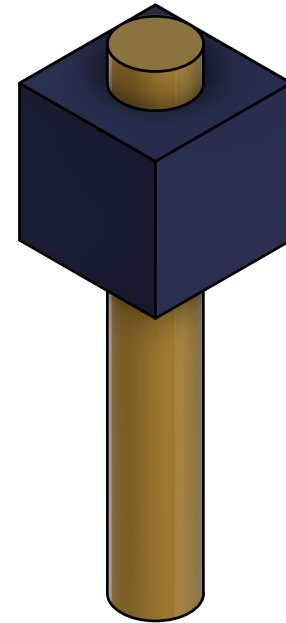
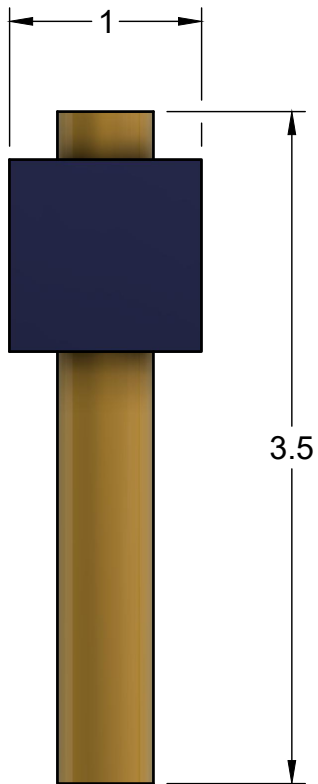
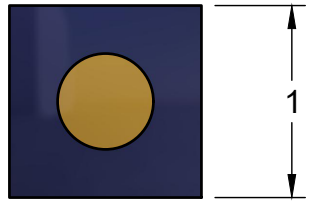


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PROJECT NAME
Fidget Cube
SHEET NAME
Slider Subassembly - exploded

SHEET #
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SCALE
1:2



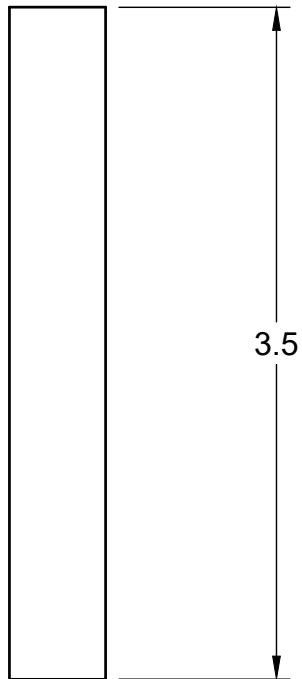
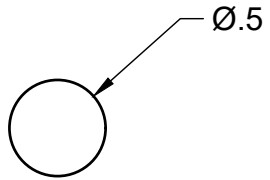


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PROJECT NAME
Fidget Cube
SHEET NAME
Slider Subassembly

SHEET #
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SCALE
1:1



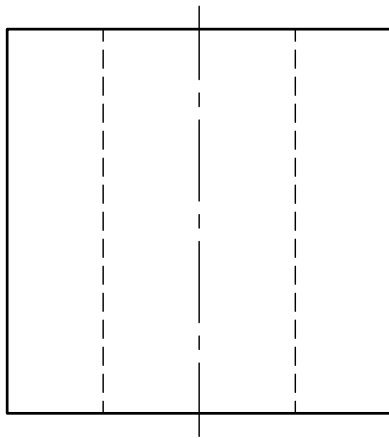
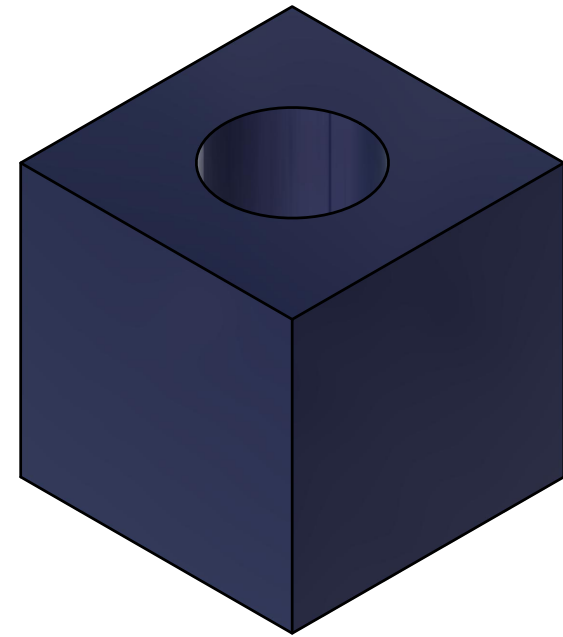
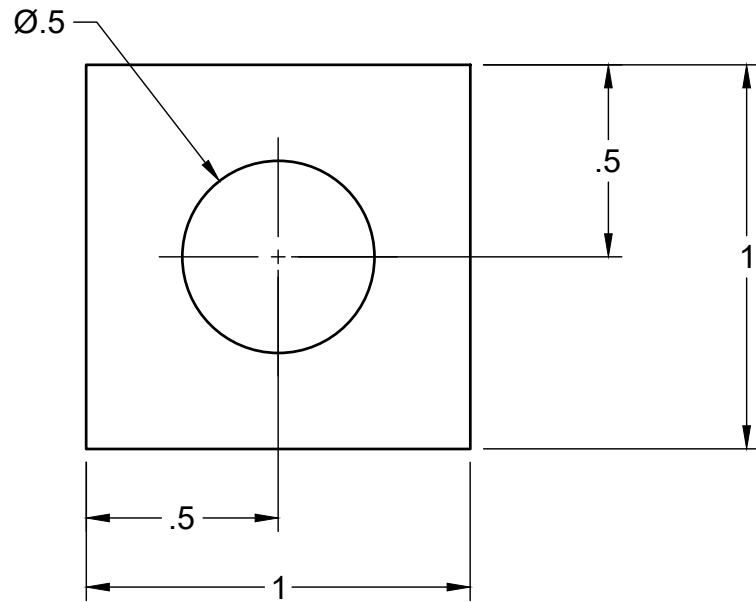


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PROJECT NAME
Fidget Cube
SHEET NAME
Slider Axle

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SHEET NAME
Slider Block

SHEET #
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SCALE
2:1

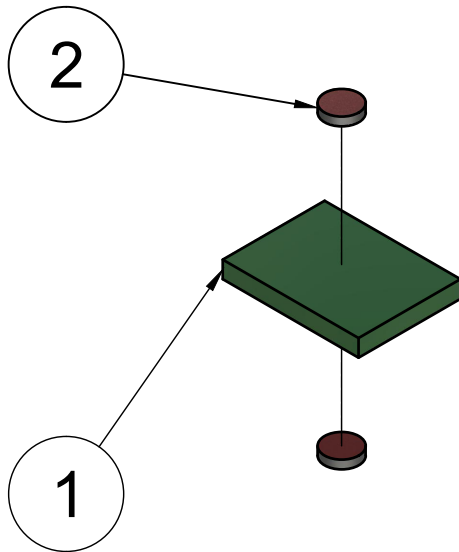


ASSEMBLY INSTRUCTIONS

1. GROUND FACE 3.
2. PLANAR JOINT THE CENTER OF THE BLUE SIDE OF A MAGNET TO THE CENTER OF THE TOP FACE OF FACE 3.
3. RIGID JOINT THE CENTER OF THE RED SIDE OF THE OTHER MAGNET TO THE BLUE SIDE OF THE FIRST MAGNET. OFFSET THE DISTANCE TO ACCOUNT FOR THE THICKNESS OF FACE 3.
4. APPLY A RIGID JOINT SO THAT THE MAGNETS STAY ON FACE 3. THEY WILL ALSO STAY 1 INCH AWAY FROM THE RIGHT SIDE SO THAT THE MAGNETS WILL STOP WHERE THE SLIDER BLOCKS WILL BE LOCATED.

PARTS LIST

ITEM	QTY	PART NUMBER
1	1	FACE 3
2	2	MAGNET

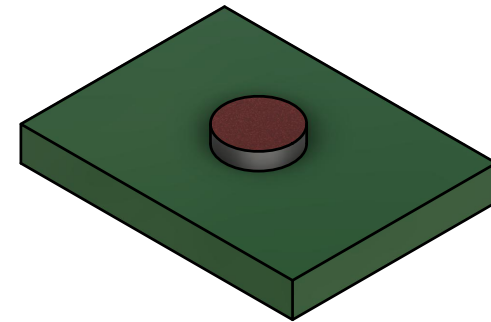
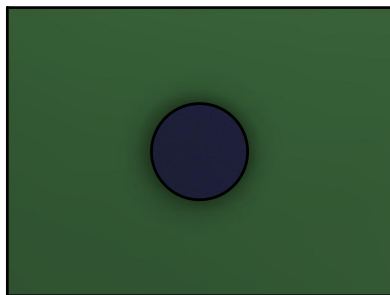
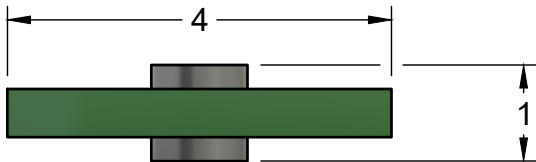
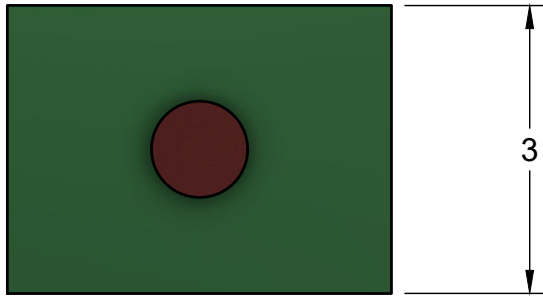


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Fidget Cube
SHEET NAME
Planar Subassembly - exploded

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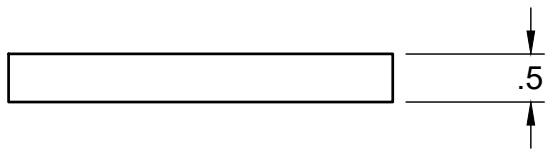
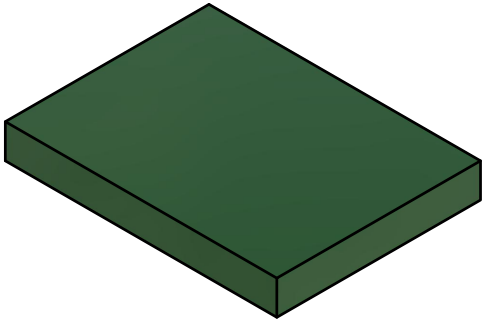
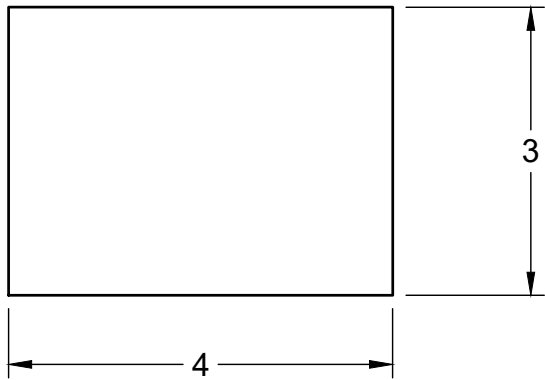
PROJECT NAME
Fidget Cube

SHEET NAME
Planar Subassembly

SHEET #
13/26

SCALE
1:2



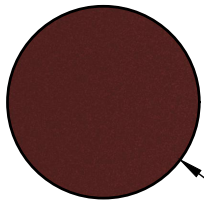


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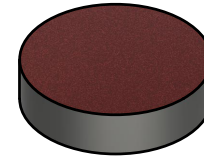
PROJECT NAME	Fidget Cube
SHEET NAME	Face 3

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SCALE	1:2





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PROJECT NAME
Fidget Cube

SHEET NAME
Magnet

SHEET #
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SCALE
1

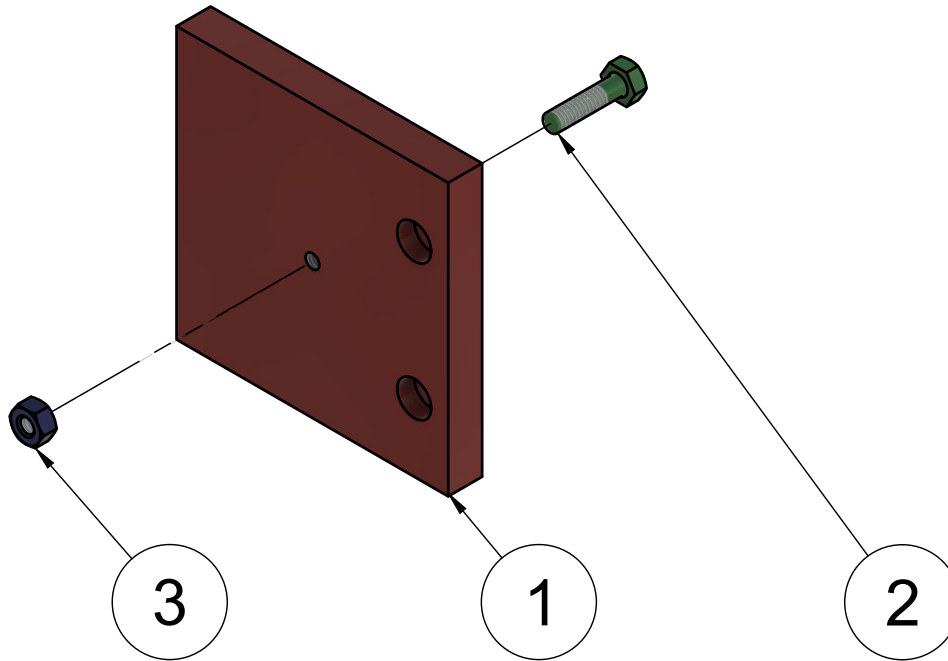


ASSEMBLY INSTRUCTIONS

1. GROUND FACE 2.
2. CYLINDRICAL JOINT THE BOLT AT THE BOTTOM OF THE HEX HEAD TO CENTER HOLE IN FACE 4 WHERE ONLY ONE HOLE IS VISIBLE.
3. RIGID JOINT THE NUT AT THE CIRCULAR FACE TO THE CENTER HOLE IN FACE 4 ON THE OPPOSITE SIDE OF THE CYLINDRICAL JOINT.
4. APPLY A JOINT LIMIT TO THE CYLINDRICAL JOINT SO THAT THE HEX HEAD OF THE BOLT DOES NOT COLLIDE WITH FACE 4 AND SO THAT THE CHAMFER OF THE BOLT DOES NOT ENTER THE NUT.
5. APPLY A MOTION LINK TO THE CYLINDRICAL JOINT SO THAT THE BOLT SPINS AND SLIDES BASED ON ITS PITCH.

PARTS LIST

ITEM	PART NUMBER
1	FACE 4
2	HEX BOLT 1-4 20 X 1 X 0.75
3	HEX NUT 1-4 20



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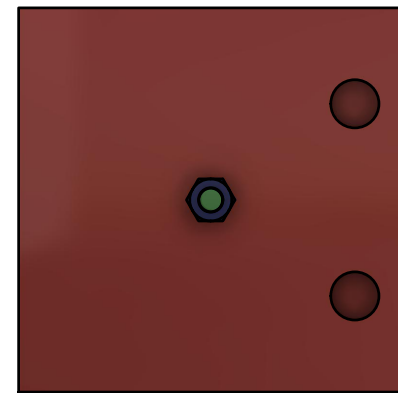
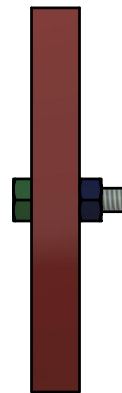
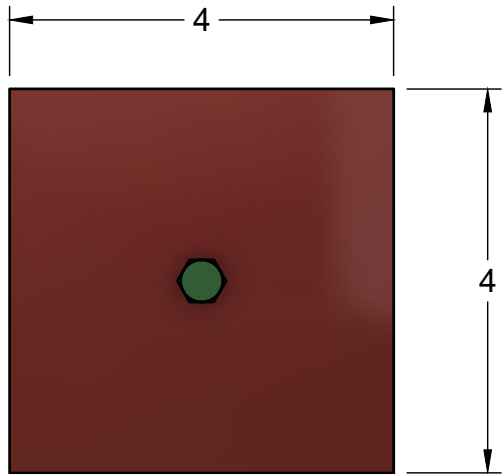
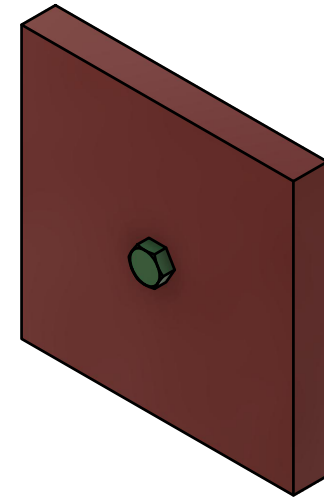
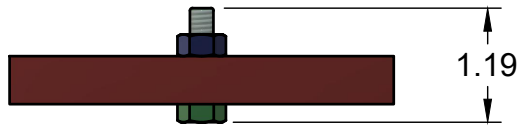
PROJECT NAME
Fidget Cube

SHEET NAME
Cylindrical Subassembly - exploded

SHEET #
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SCALE
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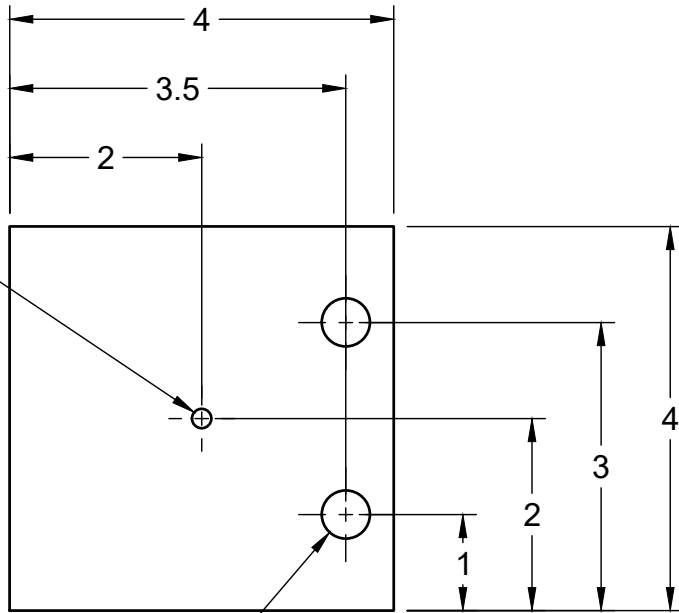
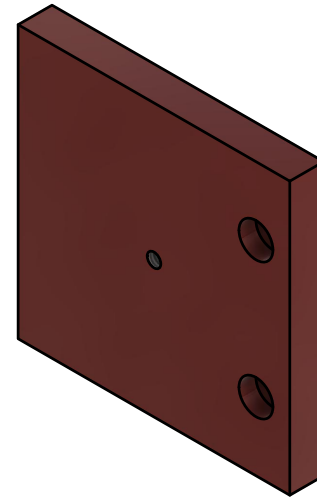
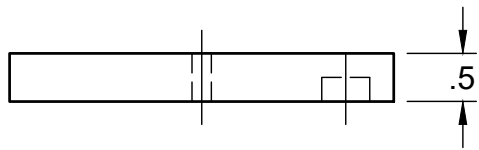
PROJECT NAME
Fidget Cube

SHEET NAME
Cylindrical Subassembly

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17/26

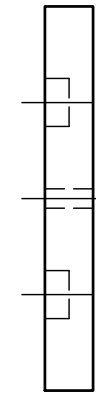
SCALE
1:2





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PROJECT NAME
 Fidget Cube
 SHEET NAME
 Face 4

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 SCALE
 1:2

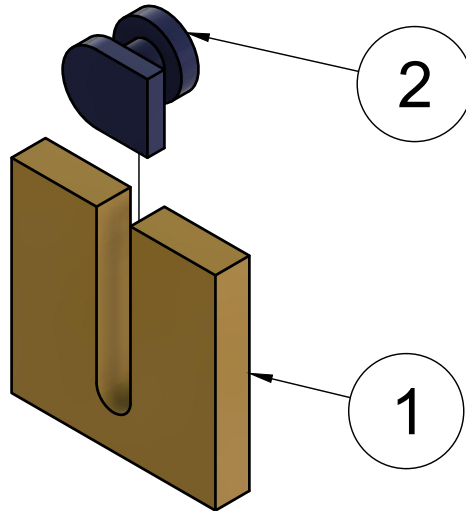


ASSEMBLY INSTRUCTIONS

1. GROUND FACE 5.
2. PIN SLOT JOINT THE BOLT SO THAT THE SMALLER DIAMETER FITS IN THE CHANNEL OF FACE 5 AND FOLLOWS THE PATH OF THE CHANNEL.
3. APPLY A JOINT LIMIT SO THAT THE BOLT STAYS IN THE CHANNEL AND STOPS WHEN LARGER DIAMETER MATCHES THE HEIGHT OF FACE 5.

PARTS LIST

ITEM	PART NUMBER
1	FACE 5
2	BOLT



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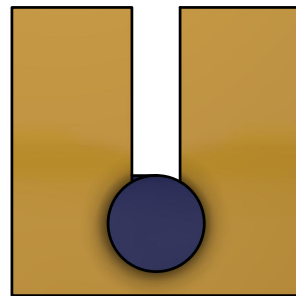
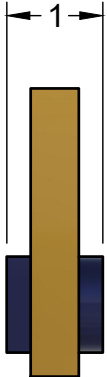
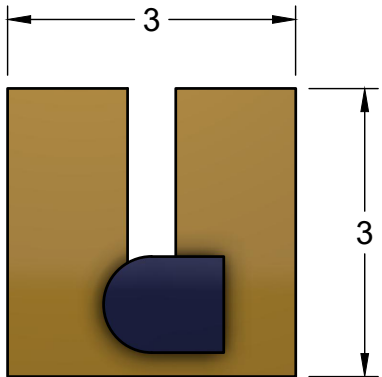
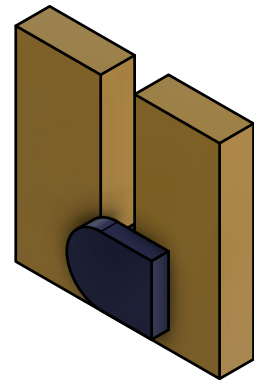
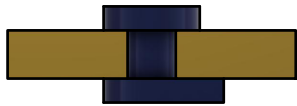
PROJECT NAME
Fidget Cube

SHEET NAME
Pin Slot Subassembly - exploded

SHEET #
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SCALE
1:2



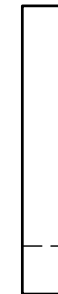
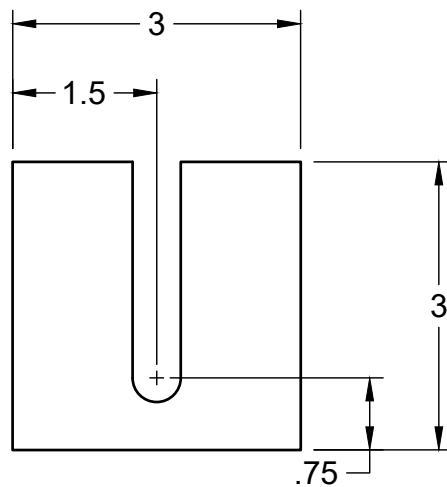
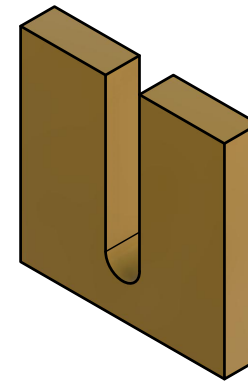


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PROJECT NAME	Fidget Cube
SHEET NAME	Pin Slot Subassembly

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SCALE	1:2



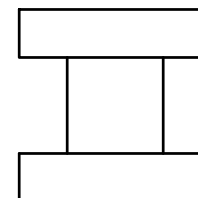
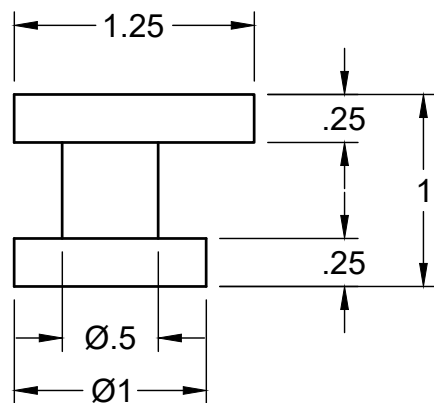
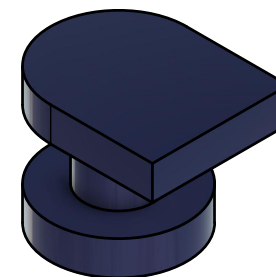
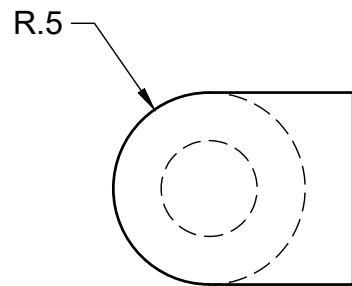


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Fidget Cube
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PROJECT NAME
Fidget Cube

SHEET NAME
Bolt

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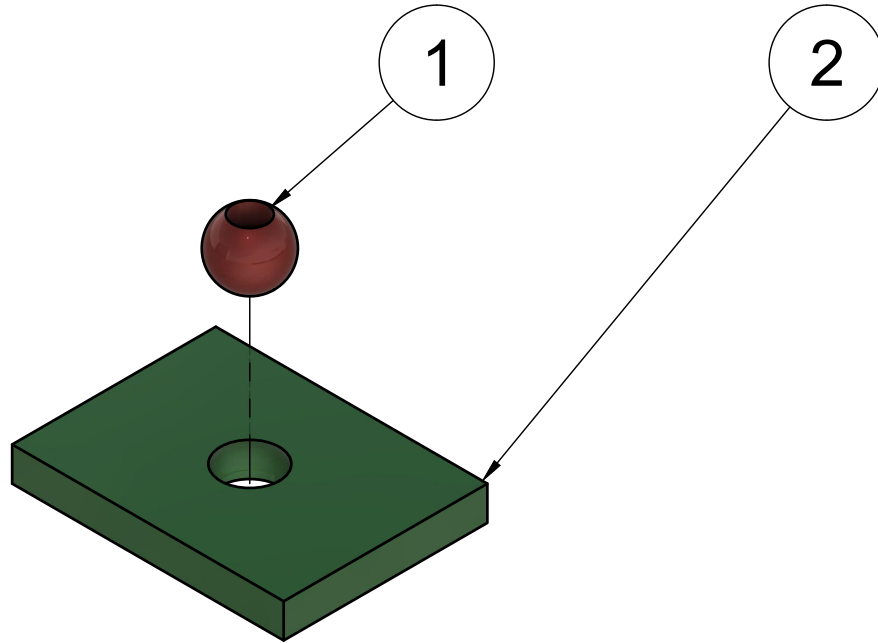
SCALE
1:1



ASSEMBLY INSTRUCTIONS

1. GROUND FACE 6.
2. BALL JOINT THE BALL USING ITS SPHERICAL SURFACE AND THE SURFICAL SURFACE OF THE HOLE INSIDE FACE 6.

PARTS LIST	
ITEM	PART NUMBER
1	BALL
2	FACE 6

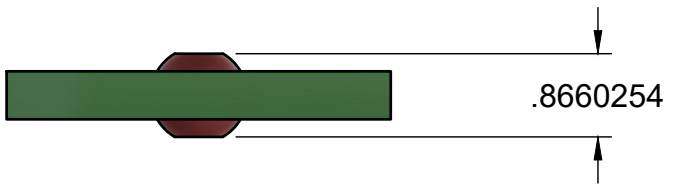
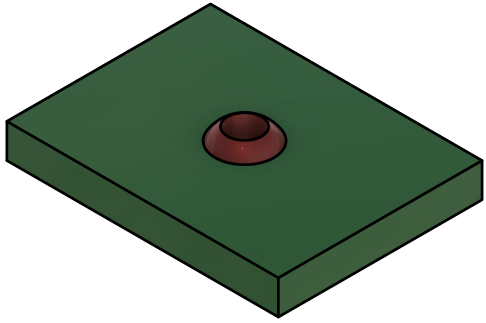
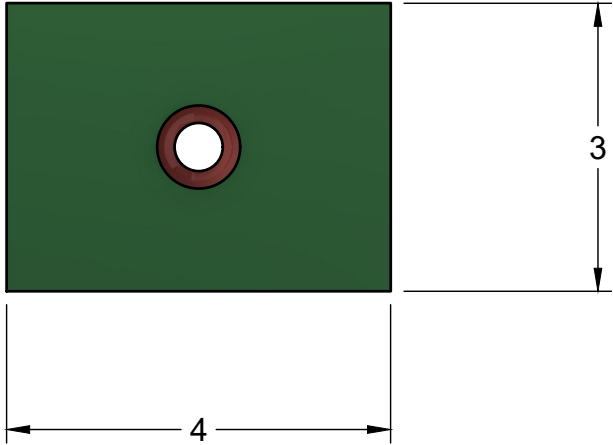


NAME
Mr. Kompier
DATE
12/6/2021

PROJECT NAME
Fidget Cube
SHEET NAME
Ball Subassembly - exploded

SHEET #
23/26
SCALE
1:2





NOTE: IRREGULAR OVERALL HEIGHT TO HOLE IN BALL.

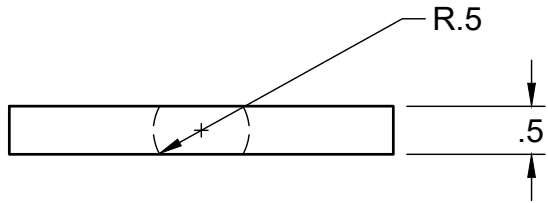
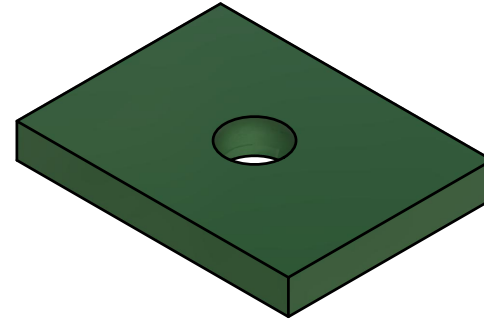
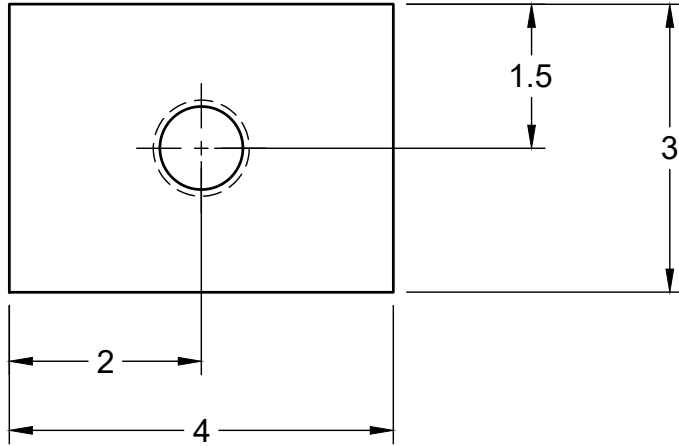


NAME	Mr. Kompier
DATE	12/6/2021

PROJECT NAME	Fidget Cube
SHEET NAME	Ball Subassembly

SHEET #	24/26
SCALE	1:2



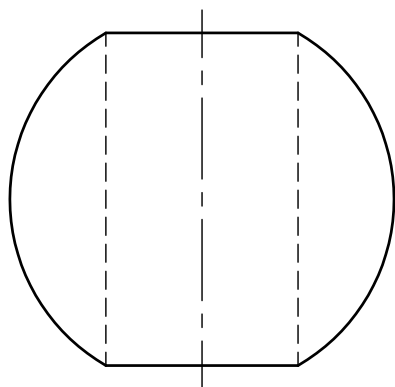
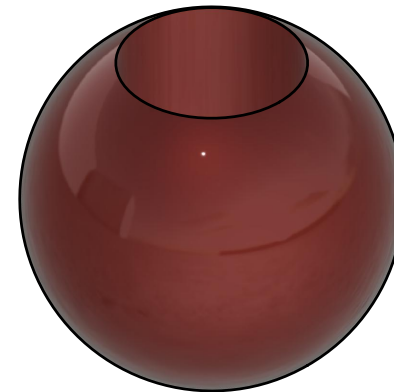
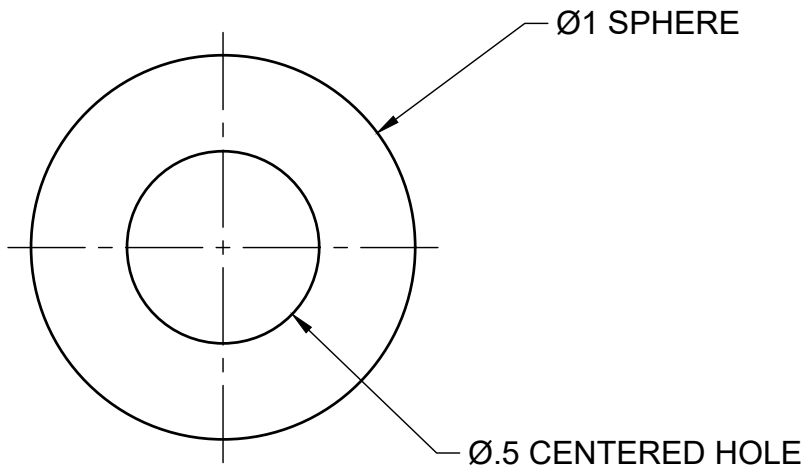


NAME
Mr. Kompier
DATE
12/6/2021

PROJECT NAME
Fidget Cube
SHEET NAME
Face 6

SHEET #
25/26
SCALE
1:2





NAME
Mr. Kompier

DATE
12/6/2021

PROJECT NAME
Fidget Cube

SHEET NAME
Ball

SHEET #
26/26

SCALE
2:1

