



BUILD A Whack-a-Mole

Whack-a-Mole is a reflex game where the player tries to whack the mole's head as it pops out of its tunnel.

PROJECT TIME: 45 minutes

PROJECT DIFFICULTY:



ASSEMBLY DIFFICULTY:



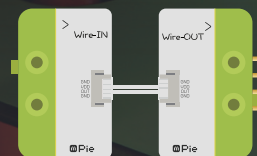
WHAT YOU WILL NEED



BATTERY



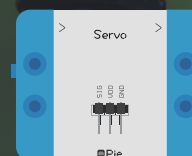
SLIDE DIMMER



WIRE



INVERTER



SERVO



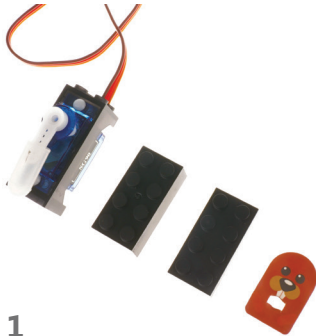
Magnetic, snap-together modules
for learning advanced circuitry

BUILD A

Whack-a-Mole



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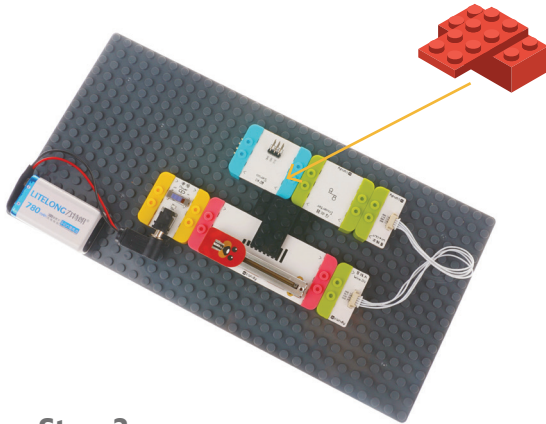
Step 1

Gather the required circuits
and the graphic panel.



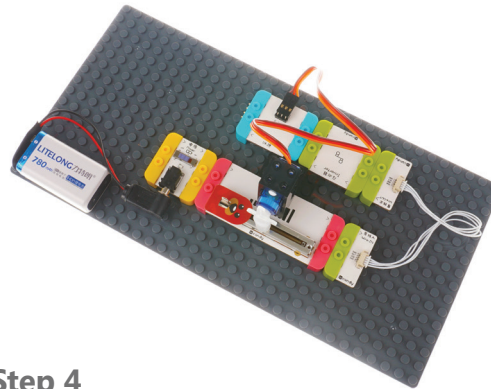
Step 2

Place the BATTERY, SLIDE DIMMER,
WIRE, INVERTER, and SERVO on the
board as shown.



Step 3

Add the graphic panel
and blocks to the SERVO.



Step 4

Check to make sure the circuits are
attached properly. Flip the switch on.

