# KITS - games. & flasher projects

## **LED Dice with Slow-Down**

This is an excellent kit for use as an intro-

duction to electronics and circuit analysis. Seven LED's arranged like a real die



face. Push the switch and the die rolls and then slows down and then stops. Uses an ingenious circuit design to minimize parts count. Uses a 555 and 14017 integrated circuits. Includes plastic case; battery operation.

No. 80-030

## **Programmable Dice**

The idea of an electronic dice game of one kind or another is almost as old as glaciers. But



(PHOTO SHOWS BOARD ONLY)

this one is very

clever and includes software on a floppy (for the IBM PC) plus a huge manual describing how such things work, software for other projects etc.. This may be the most educational kit in the line.

No. 80-710

#### **Two-LED Flasher Kit**

The Two-LED Flasher kit is a very basic kit and it does nothing more (or less) than blink one LED and then the other. The back and forth flashing is reminiscent of a railroad cross signal light, and many times it is used by



model railroaders for that purpose. Simple bi-stable oscillator circuit; operates on 3 VDC and two AA Cells will last for weeks. You can change out some of the components for faster and slower, details in the instructions. Two-LED Flasher

No. 80-012

## 5 LED Multi-Sequential Flasher

Flashes five, very bright LED's in any one of seven, userselectable, patterns. A COB (chip-on board) IC makes



(PHOTO SHOWS BOARD ONLY)

assembly very easy; the chip is supplied premounted on its own board and a mother-board contains the entire circuit. Operates on 3 volts DC, battery holder is included. Continuously repeats a sequence when power is supplied.

No. 80-375

## 5 LED Sequential Flasher

The circuit flashes five LED's in sequence repeatedly until you turn it off. Flash rate is user adjustable. The circuit uses an IC chip-onboard which you



will then mount on the included motherboard; battery holder is included. Powered by a 3 Volt supply or battery; good for a child's toy or for those "high-tech" looking special effects for stage plays etc.

No. 80-525

## Xenon Tube Flasher (6 volt)

Bright, variable flash rate strobe light can serve as a beacon, signal etc.. A small circuit, easily



transported for camping. Uses could include photography, spooky fun house etc.. (Try turning it on with the VOX switch No. 80-130). Flash rate may be varied to between 1 and four flashes per second.

No. 80-162

#### **ION** Generator

Are there some healthful positive benefits caused by being in an environment that contains negative or positive ions? Some reports suggest a wide range of benefits. This



generator can be set up to generate either negative or positive ions; the builder's choice. Operation is from 117 Volts AC power line. You will need to find a case or box for the final assembly, about 2" x 4-1/4" and an inch depth; and an AC power cord from an old lamp (or buy new). You can actually feel the flow of ions from the unit.

No. 80-570

## 110 Volt AC Strobe Light Kit

Usually more practical than a battery operated strobe, runs on standard house current. The flash rate is adjustable from about one every three seconds to about three per second. Uses are as signal beacon, trade show kiosks, dis-



cos, etc.. Very bright flash can be seen for miles at night, like those on airplanes. AC cord and plug not included.

NO.80-140

## For Fun, C.O.B. Project Kits

C.O.B. means "Chip on Board"; and most of the electronics are inside a tiny, application-specific chip, or integrated circuit, on a PC board. These circuits are fun but won't be much of a challenge or education as they are so simple; you add a battery and the circuit is ready to go.

**No. 80-910 - Four Train Sound Effect.** Ideal for model railroads; produces the whistle, train chugging sound, crossing bell and the 'clickety-clack of crossing a bridge.

No. 80-940 - Ambulance, Fire and Police Sounds. Sirens and machine guns and more; great for kids toy!

256