



Step 1: Capacitor. Put the capacitor into C1 on the board. Once the legs are through the circuit board, bend them out away from each other so the capacitor does not fall out. The capacitor has no polarity, so you can put the legs in either hole.



Step 2: PIC chip. For the chip you need to bend the legs in so they can fit in the holes on the circuit board. To bend the legs in, set the chip sideways on the table top and gently push down until the legs are straight. Do this to both sides. The chip does have polarity. The indicator is a divot on one side of the chip, line it up with the divot printed on the board.



Step 3: Resistor network. This component has polarity, on one end of the resistor network there is a gray bar. Put the end with the bar into the hole that says "vertical bar here". When you solder it in, solder only one leg in and then flip it back upright, so that it holds the component in place. Bend the resistor network back up to vertical so it looks neat. After it is straight up and down, flip the circuit board over to solder the rest of the legs.



Step 4: Buttons. The buttons can only go in one way. When the legs are all in the holes a little ways, push them firmly until it snaps into place. Make sure the red button goes in the reset location.



Step 5: Buzzer. The buzzer has no polarity, so you can put it in and solder it.



Step 6: Battery clips. The battery clips have polarity. If you look, there is a zig-zagging line on one side of the circuit board, that is where the spring on the battery clip goes. You can also tell by looking at the "+" on the circuit board and matching it with the "+" on the battery clip.



Step 7: LEDs. The LEDs have polarity, so they must go in a certain way. The short leg goes in the hole with the square pad. A reminder is printed on the board: "short leg goes in the square pad". Also if you look at the LED from the top, one side is slightly flattened, which corresponds to the slightly flattened circle on the board where the LED goes. Both of these ways can help you place the LEDs in the correct way. LED color is printed just below the flattened circle.



Step 8: Rubber feet. On the bottom of the board there are 4 circles. Peel off one rubber foot and stick it on one of the 4 circles. After the first one is on, add the rest the same way.

How to play

Overview

The red "RESET" button is used to turn on, and reset the Blink Master. To turn off the Blink Master off, click the red button while holding down both of the player buttons. To go into "silent mode" click the red reset button while holding down the "RED" button. This will turn off the sound, to turn the sound back on, simply click the red reset button.

The Blink Masters comes pre-programmed with 7 games. The games above the green LEDs are 2-player, and the games above the red LEDs are 1-player versions of the corresponding green LED. The yellow LED is music writing game that allows you to make your own tunes.

To cycle through the games, press the "SELECT" button. Pressing the select button will move the LED until it is over the game you want to play. When the game you want to play is lit up, click the "ENTER" button to start the game.