

Capture the Component!

Take turns calling out pin hole locations (ex. H4) until you capture all your opponent's components!

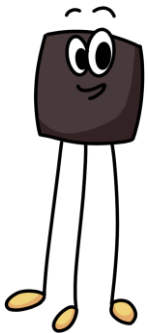
To Start:

Place your components anywhere on the breadboard.



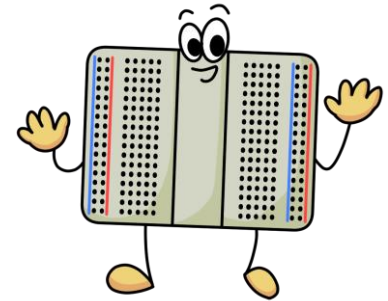
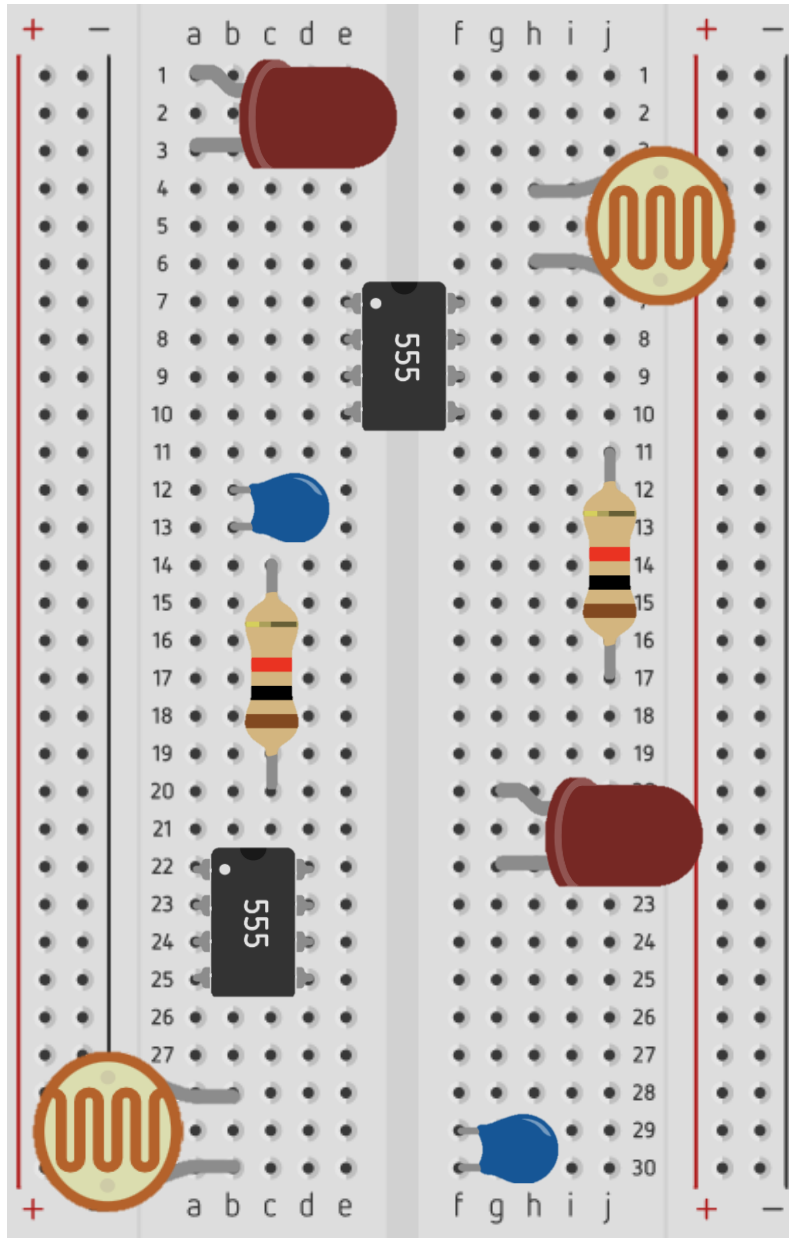
Tip:

Use only the first 10 rows to make the game go faster.



Tip:

Change the rules of the game from time to time the keep things interesting!



Rule:

When one of the pins of the component are called out, the entire component is captured.



Tip:

The first person to capture 3 components wins! This will make the game go faster.

