40 SHOOT-OUT

☐ The object of "Shoot-Out" is to test your reaction time against your opponent's. A third person acts as referee and begins the duel by pressing S1, which lights LED1. Upon seeing LED1 lit, you try to outdraw your opponent by moving S2 (or S3) from "holster" to "draw" before he does. If you do, D2 (or D3 if you use S3) will light first and will automatically prevent the other LED from lighting. A clear winner every time. This is a great party game for children.

PARTS LIST FOR SHOOT-OUT

IC1—4011 NAND gate
LED1-LED3—Light-emitting diode
R1—2,000-ohm, ½-watt resistor
R2, R3—1,000-ohm, ½-watt resistor
S1—Pushbutton (doorbell) SPST switch
S2—Toggle-type SPDT switch
S3—Toggle-type SPDT switch