

Pot Shot

This is a circuit for a game of the shooting gallery variety. IC2a and b form an astable multivibrator clocking IC1 which causes LEDs 1-8 to flash in turn LED 5 is the "target" LED and the object of the game is to depress PBI just as LED 5 comes on. If this is

done, the whole display is blanked for a few seconds signifying a hit. Otherwise, the LED which was lit remains lit. When the push button is released, C2 discharges through R2 taking 8 pin 13 low again and the LEDs will start to flash again.

