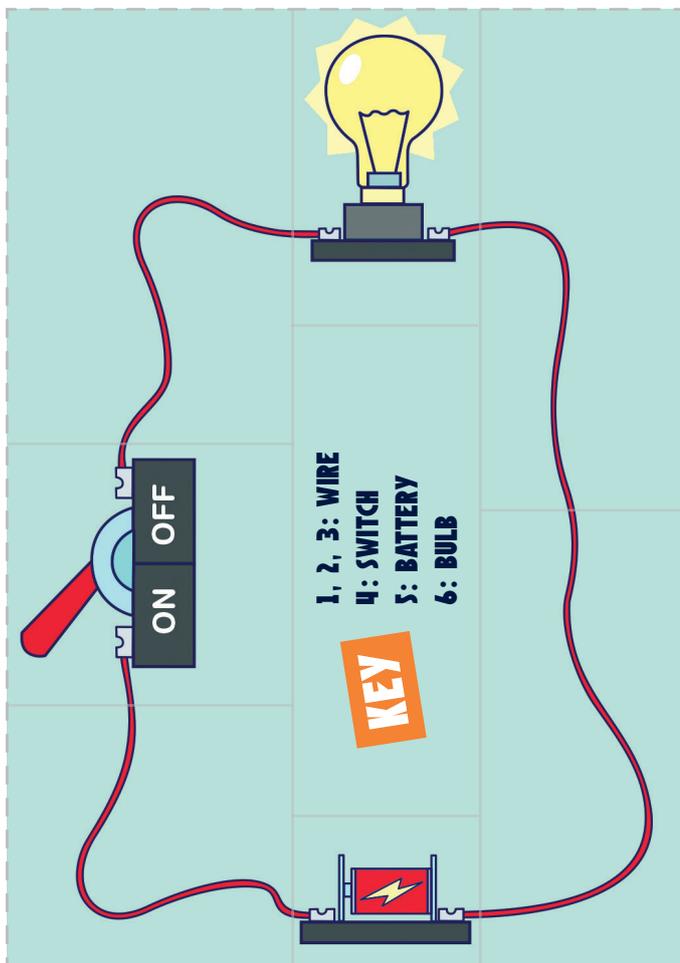
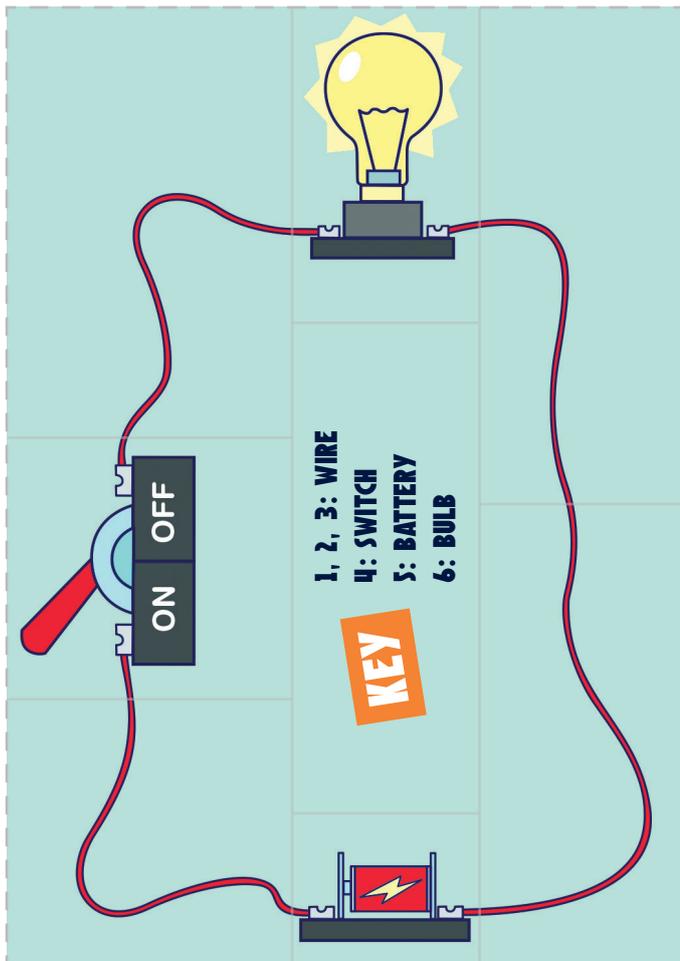
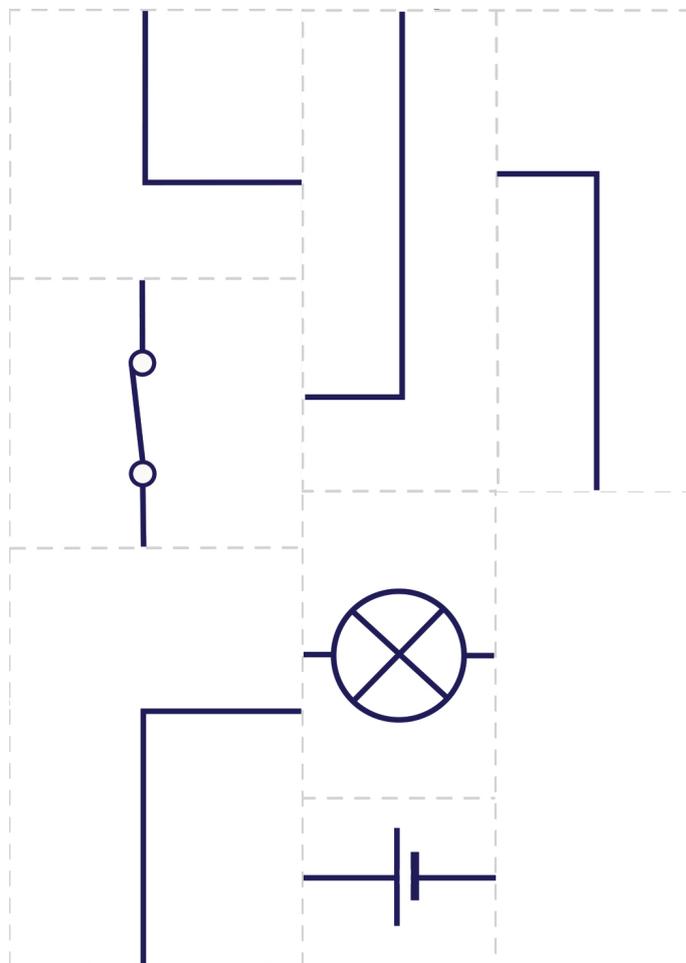
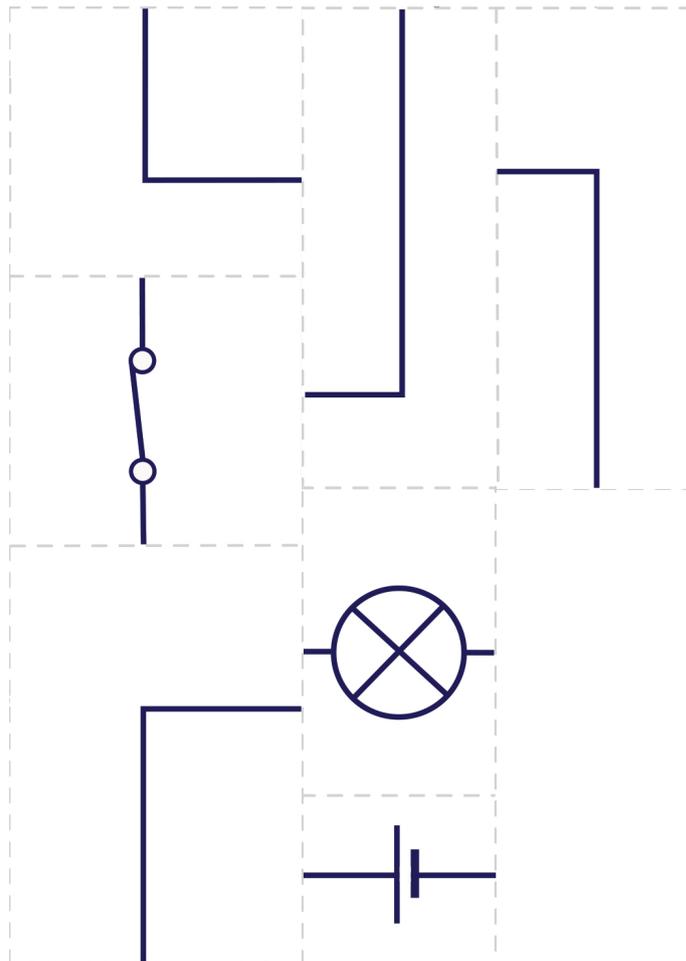


# COMPLETE THE CIRCUIT

Game boards (x 2)



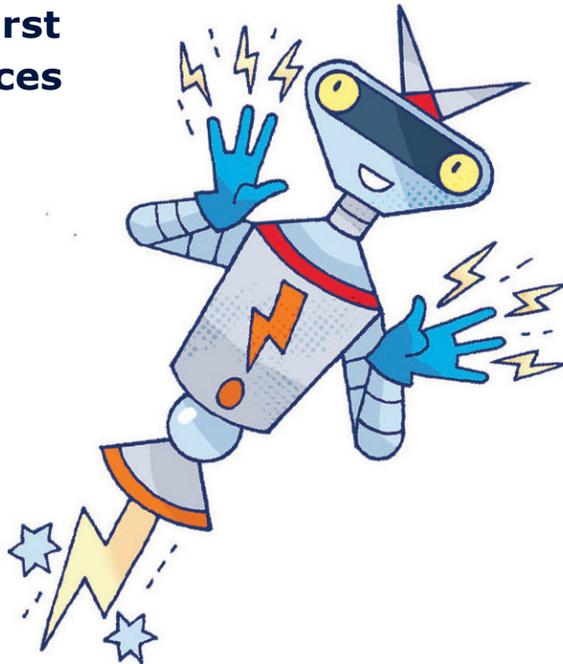
Game pieces (x 2 sets)



# COMPLETE THE CIRCUIT



To turn on a lightbulb, you need a power supply, some conducting wires and an on/off switch. In this game, the first player to collect all the pieces and light up their bulb is the winner.



## You will need:

- Scissors
- A dice
- Two players!

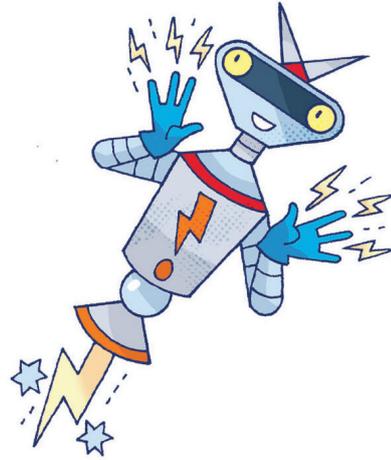
## What you do:

1. Cut out the two game boards and the two sets of circuit pieces along the dotted lines. Each player gets one game board and one set of circuit pieces.
2. Roll the dice to see who goes first – the highest score wins.
3. Take it in turns to throw the dice.
  - If you throw a 1, 2 or 3, pick up a section of wire and place it on the matching area of your board.
  - If you roll a 4, pick up the switch and place it on your board.
  - If you roll a 5, pick up the battery and place it on your board.
  - If you roll a 6 and you haven't yet completed the rest of your circuit, you miss a turn. If you roll a 6 and you have completed all of the rest of your circuit, place the lightbulb on your board.
  - If you roll a number you don't need, you must wait until your next turn to try again.
4. The first player to complete the circuit to light up their bulb is the winner.

# COMPLETE THE CIRCUIT

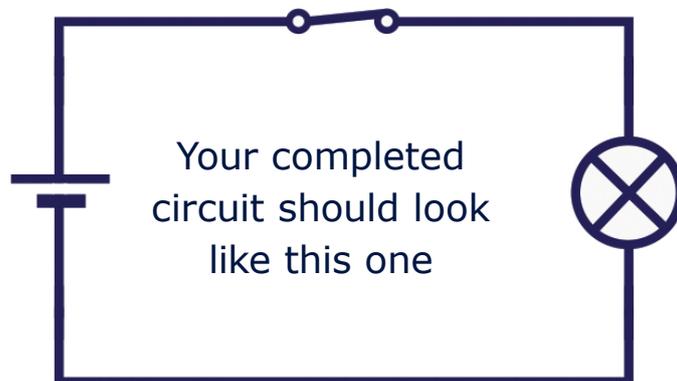


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