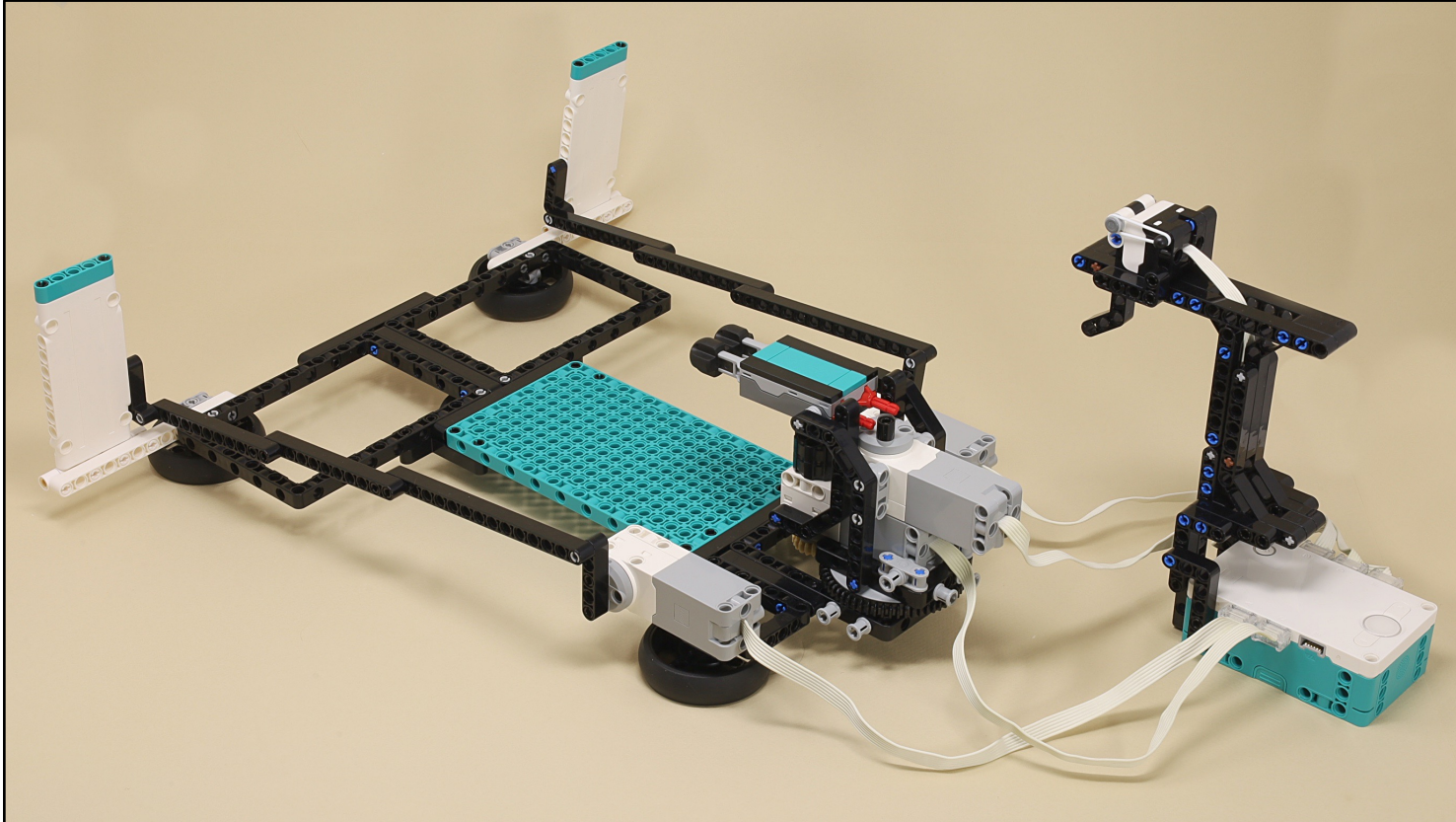


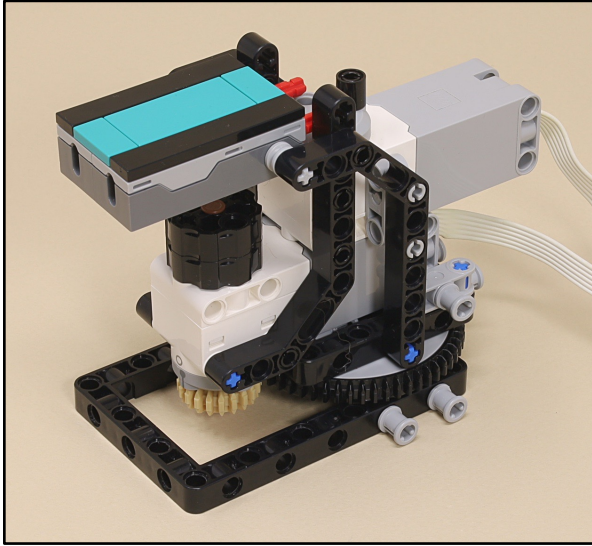
Shooting Gallery



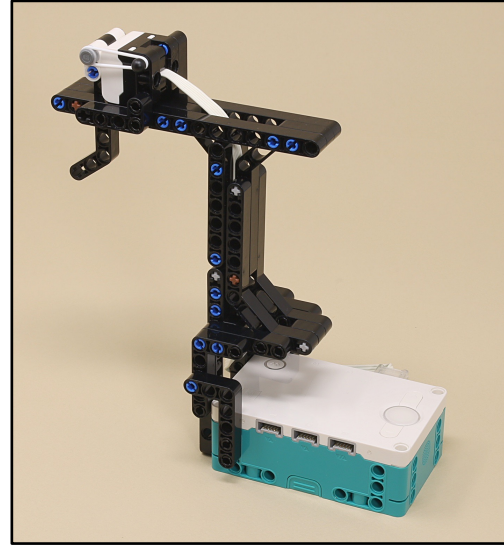
Scroll for
building
instructions



First, Build:



Gun Turret



Hand Controller

...then continue here to complete the Shooting Gallery 



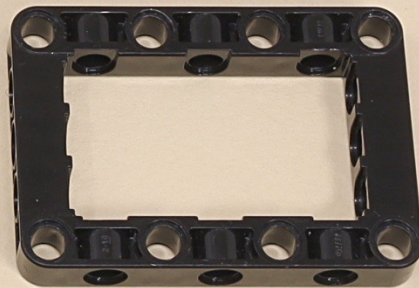
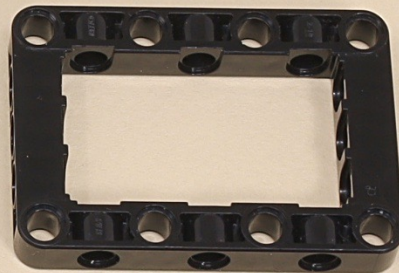
15



7



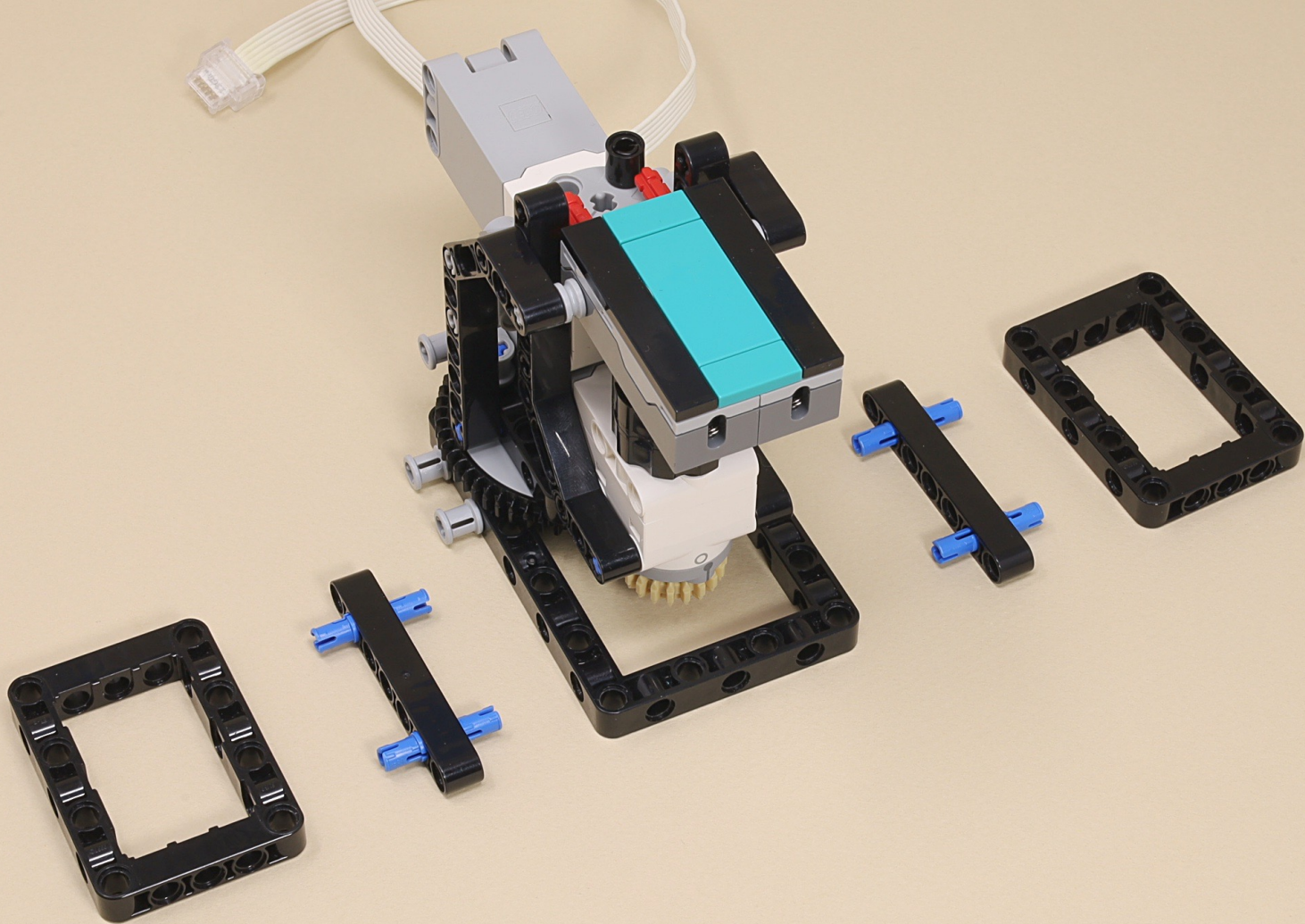
7

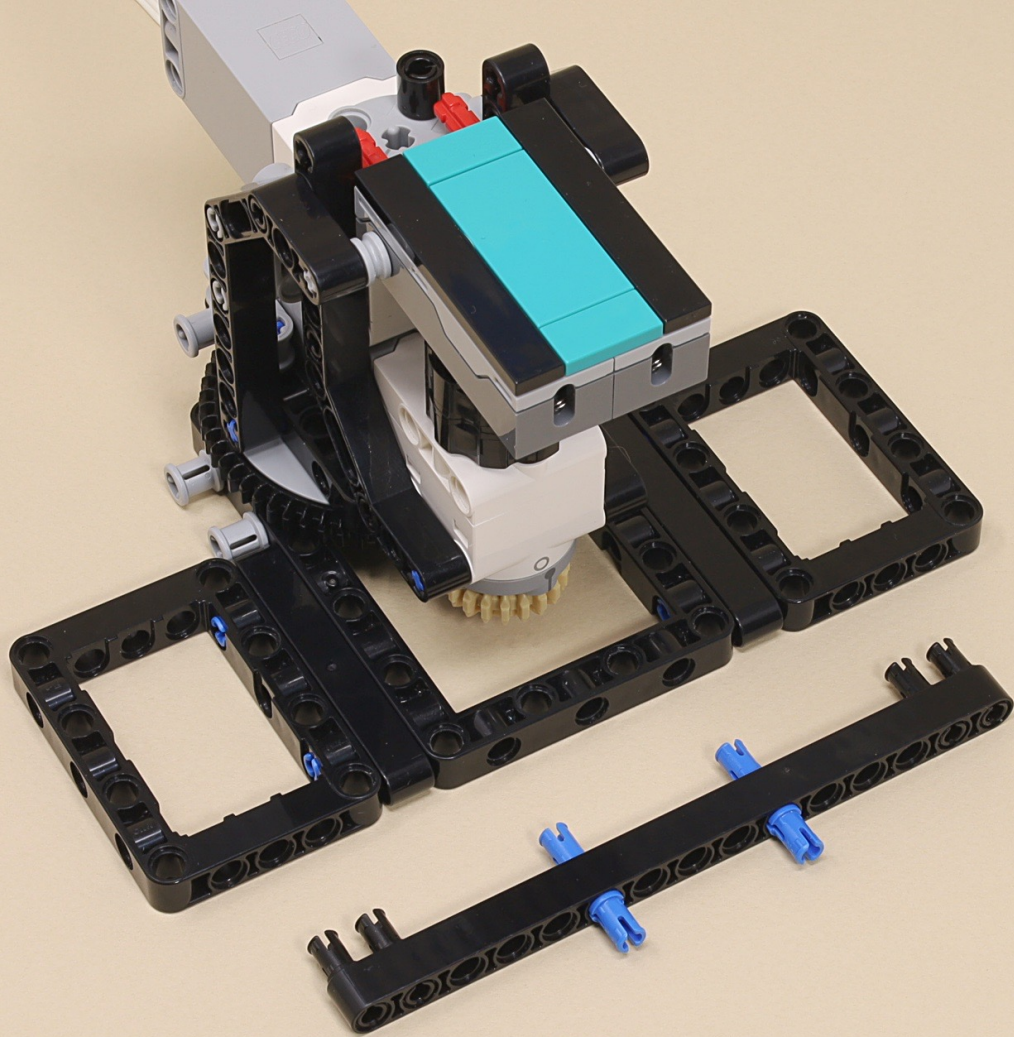


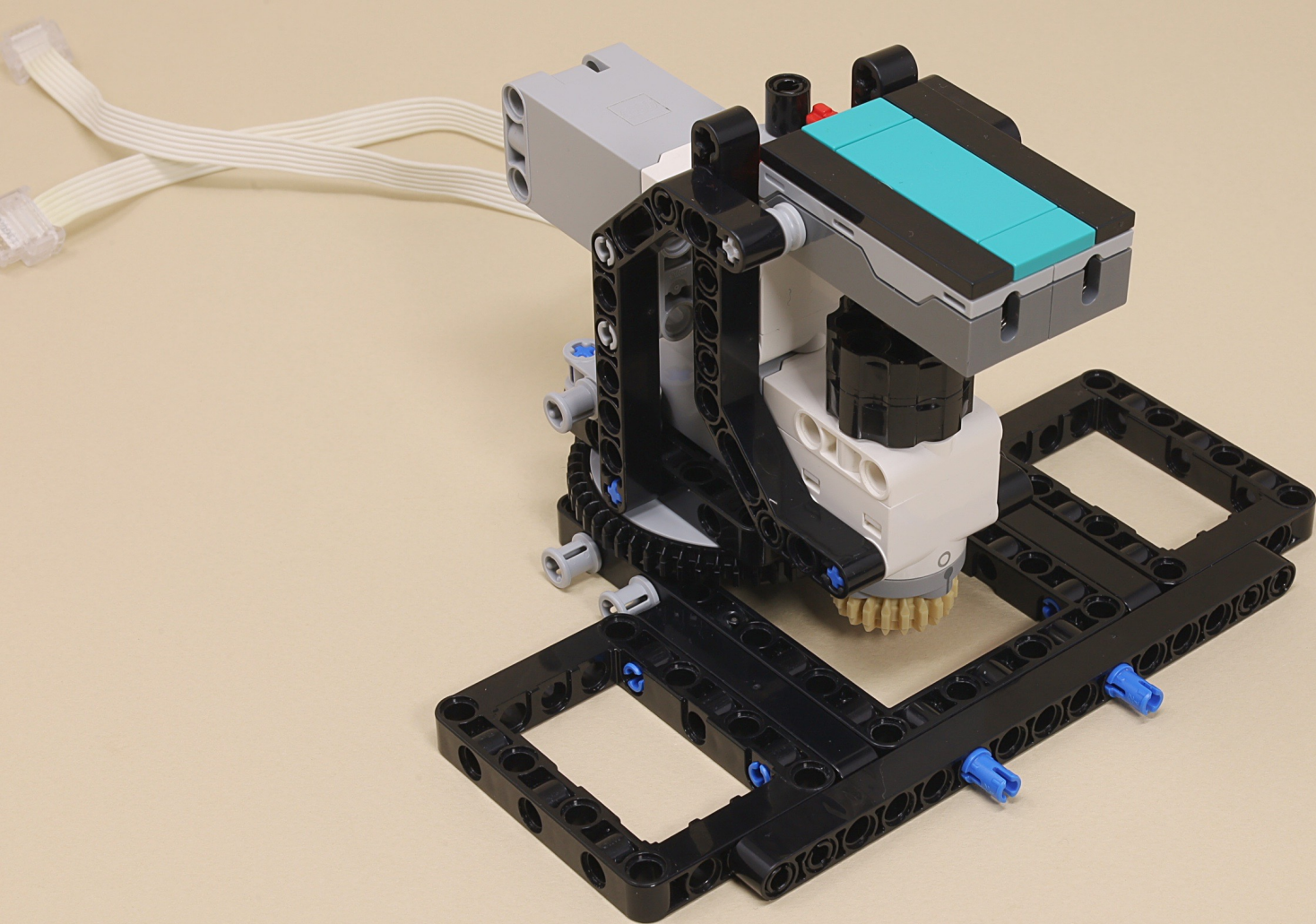
(8 x)

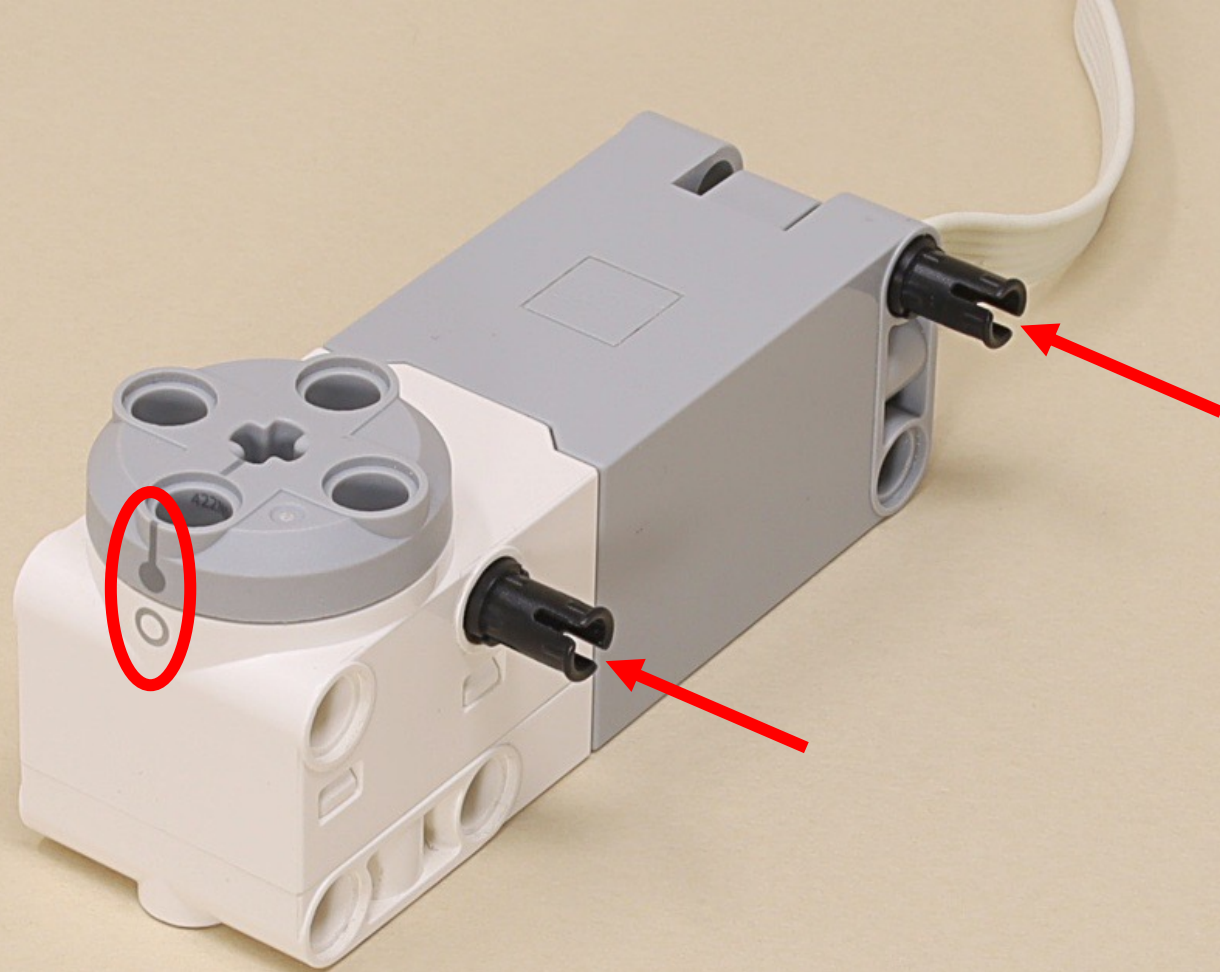


(6 x)

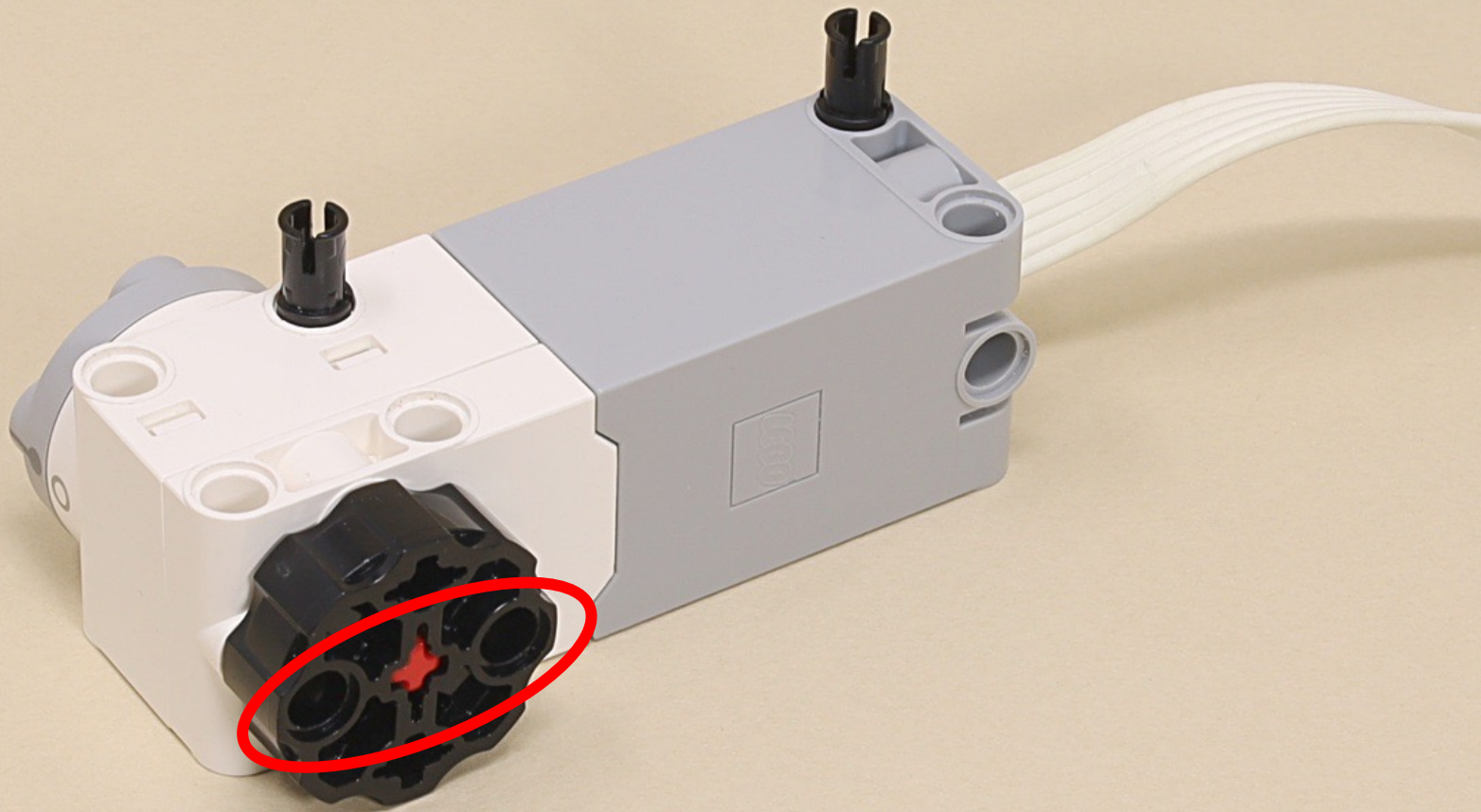


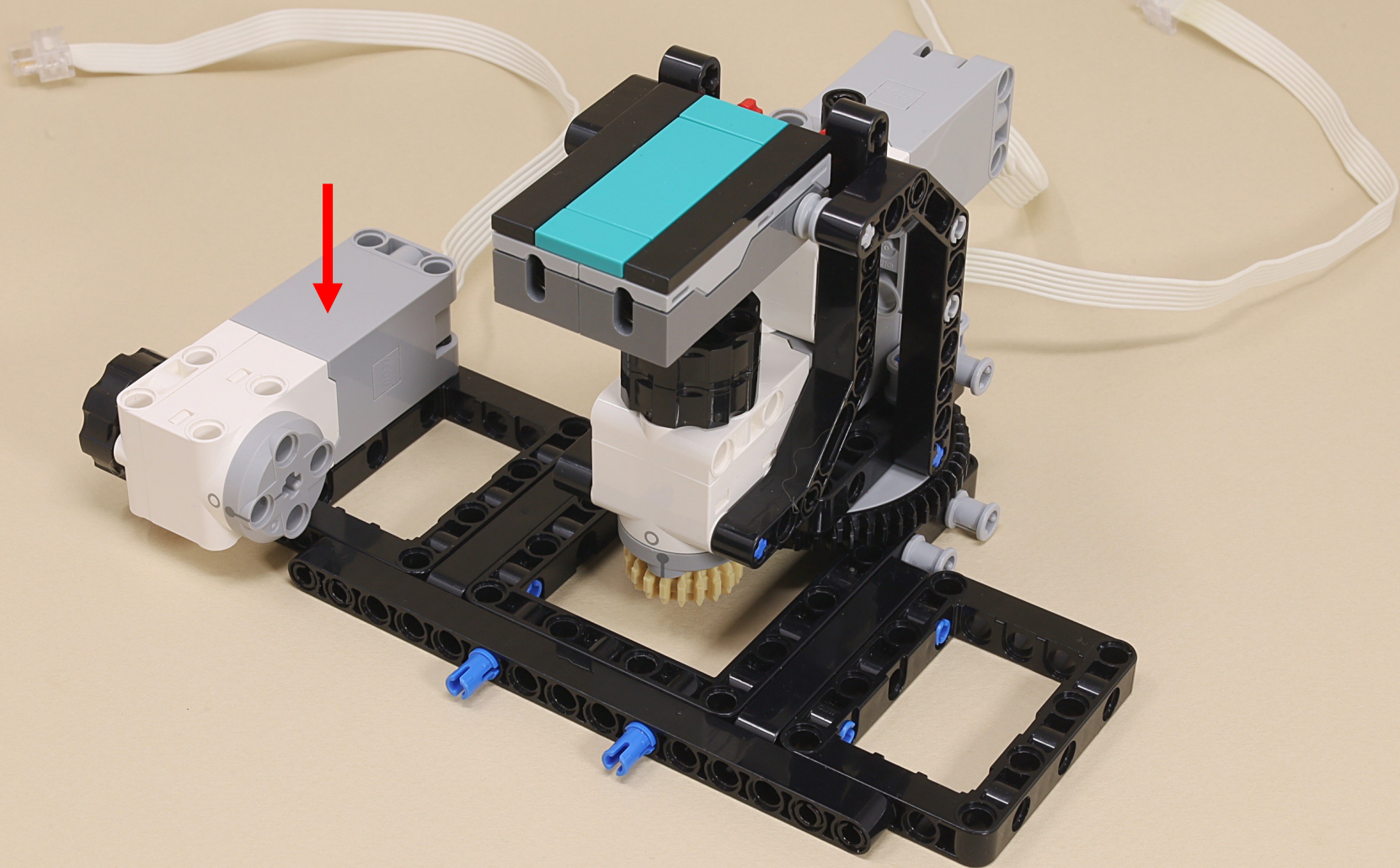


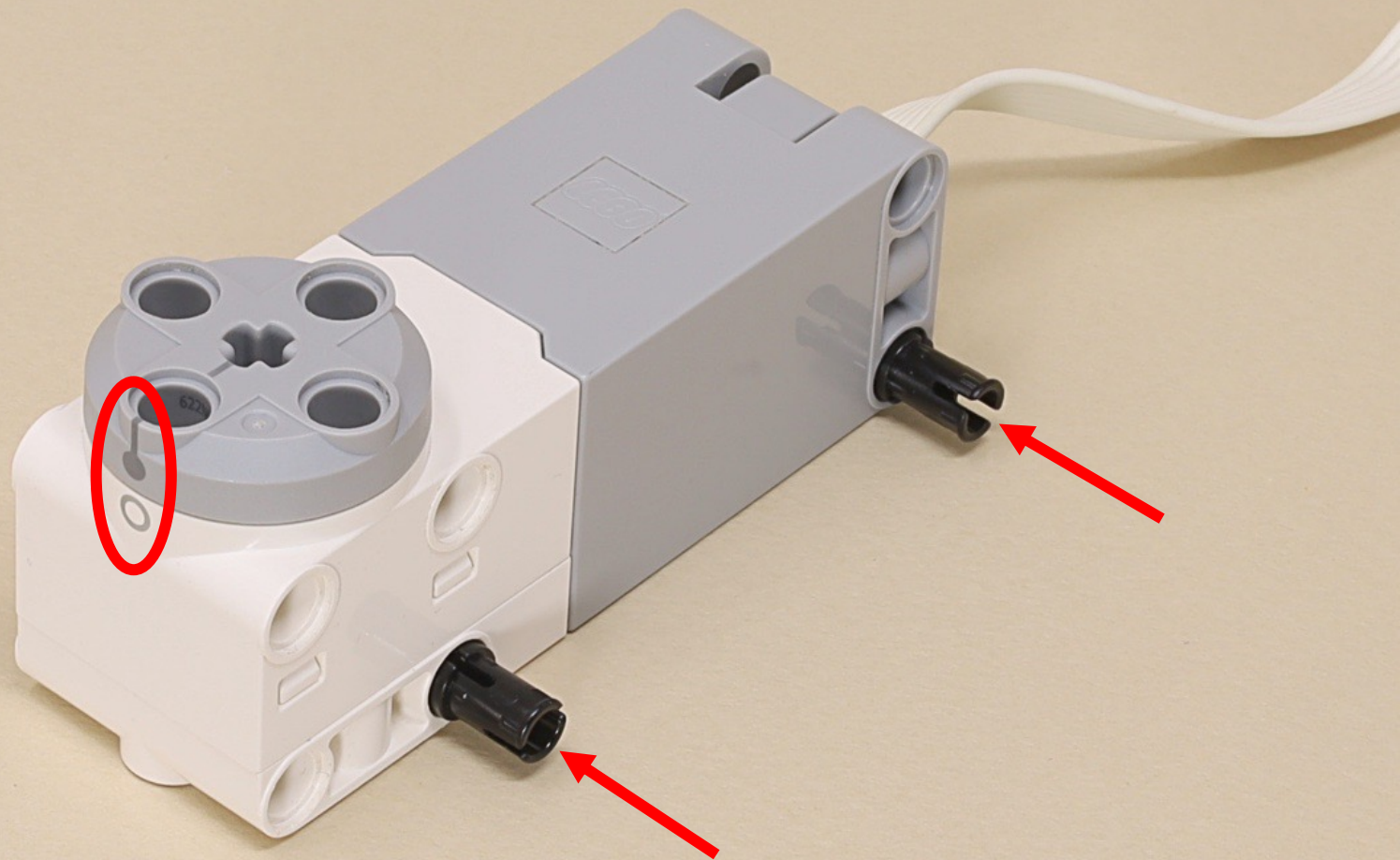


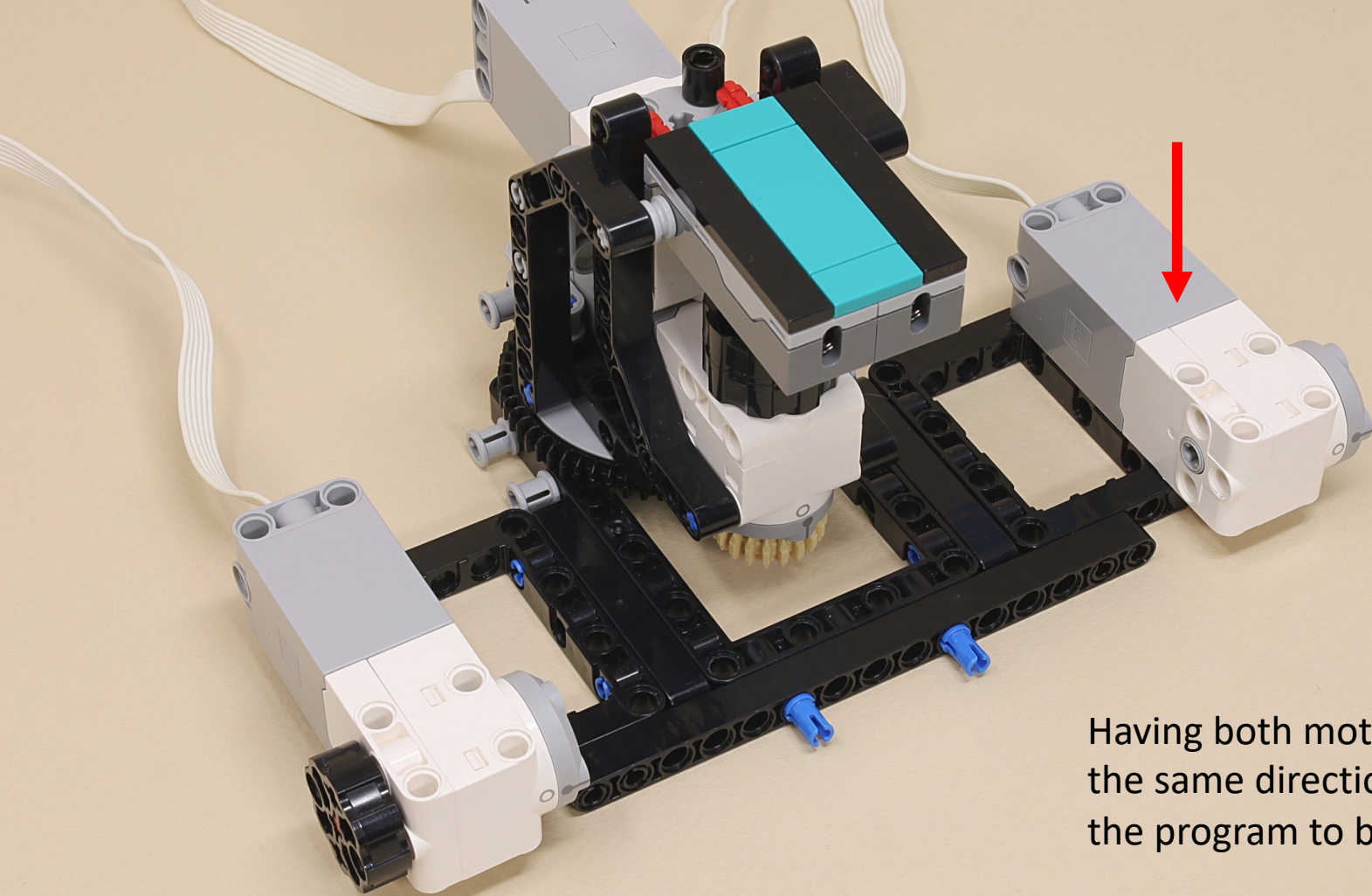




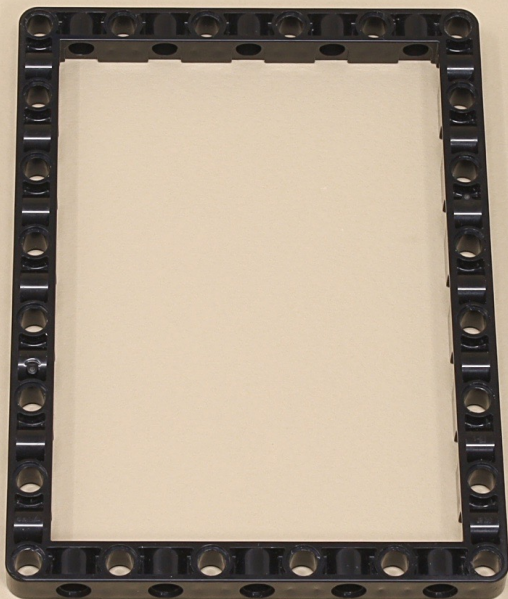
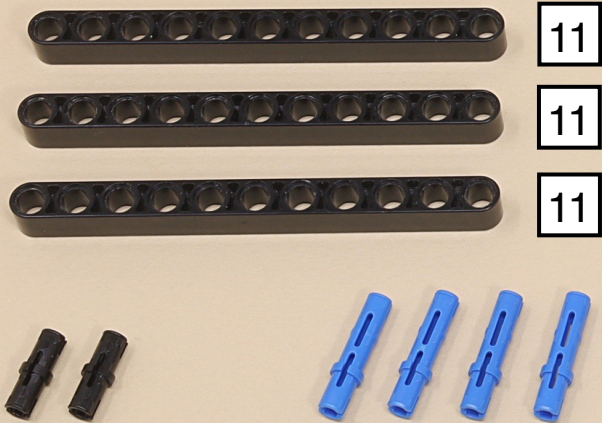


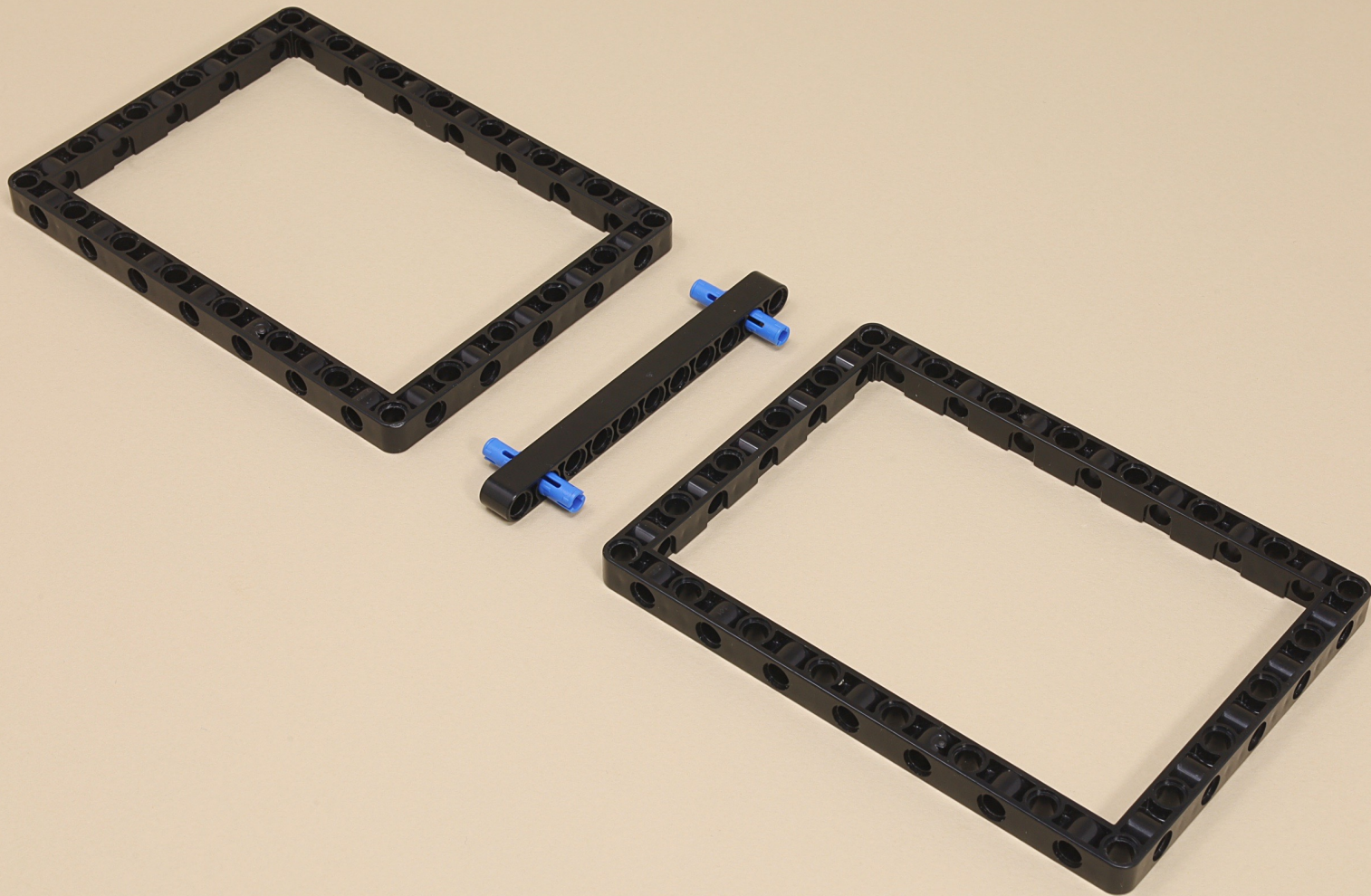


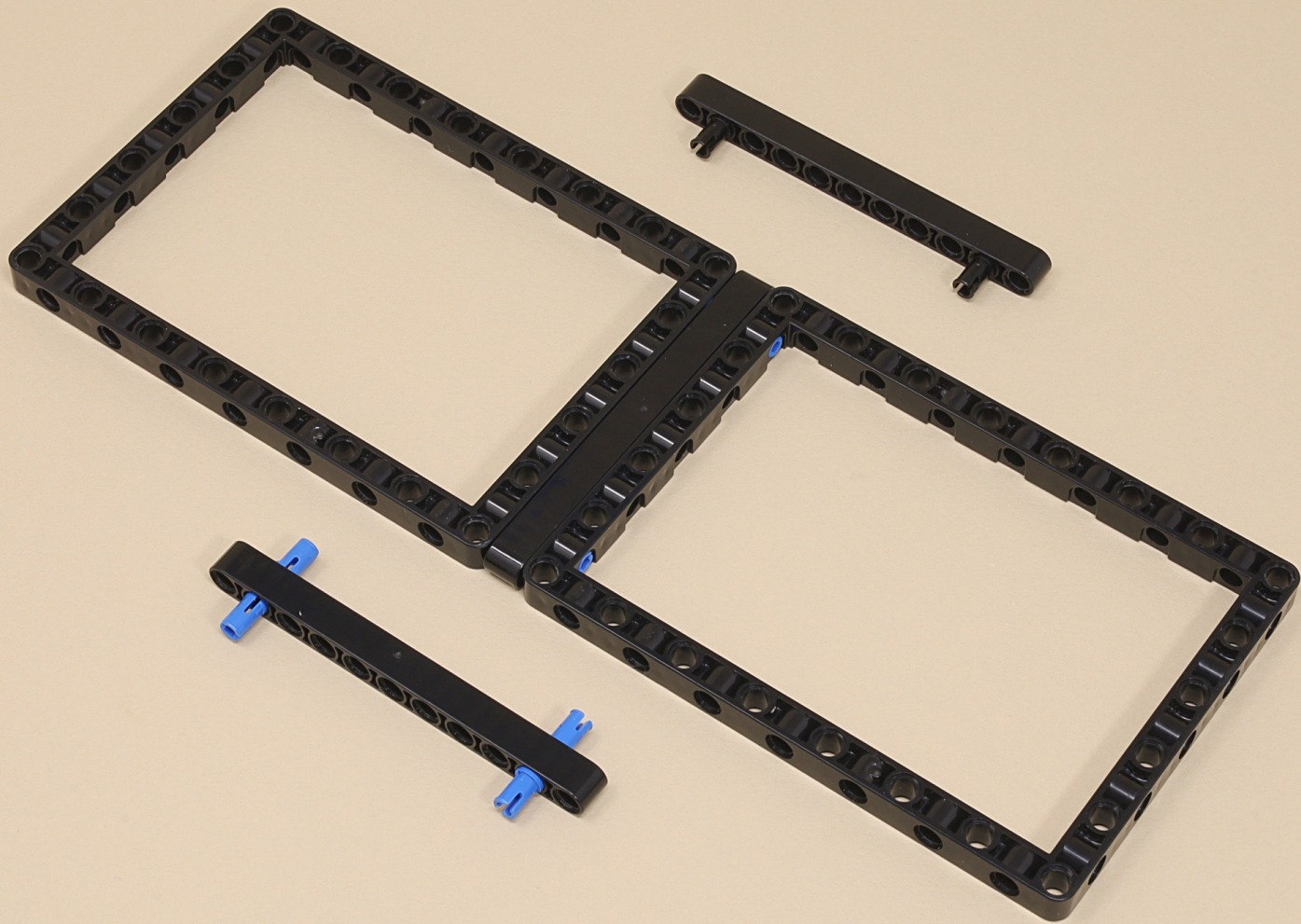


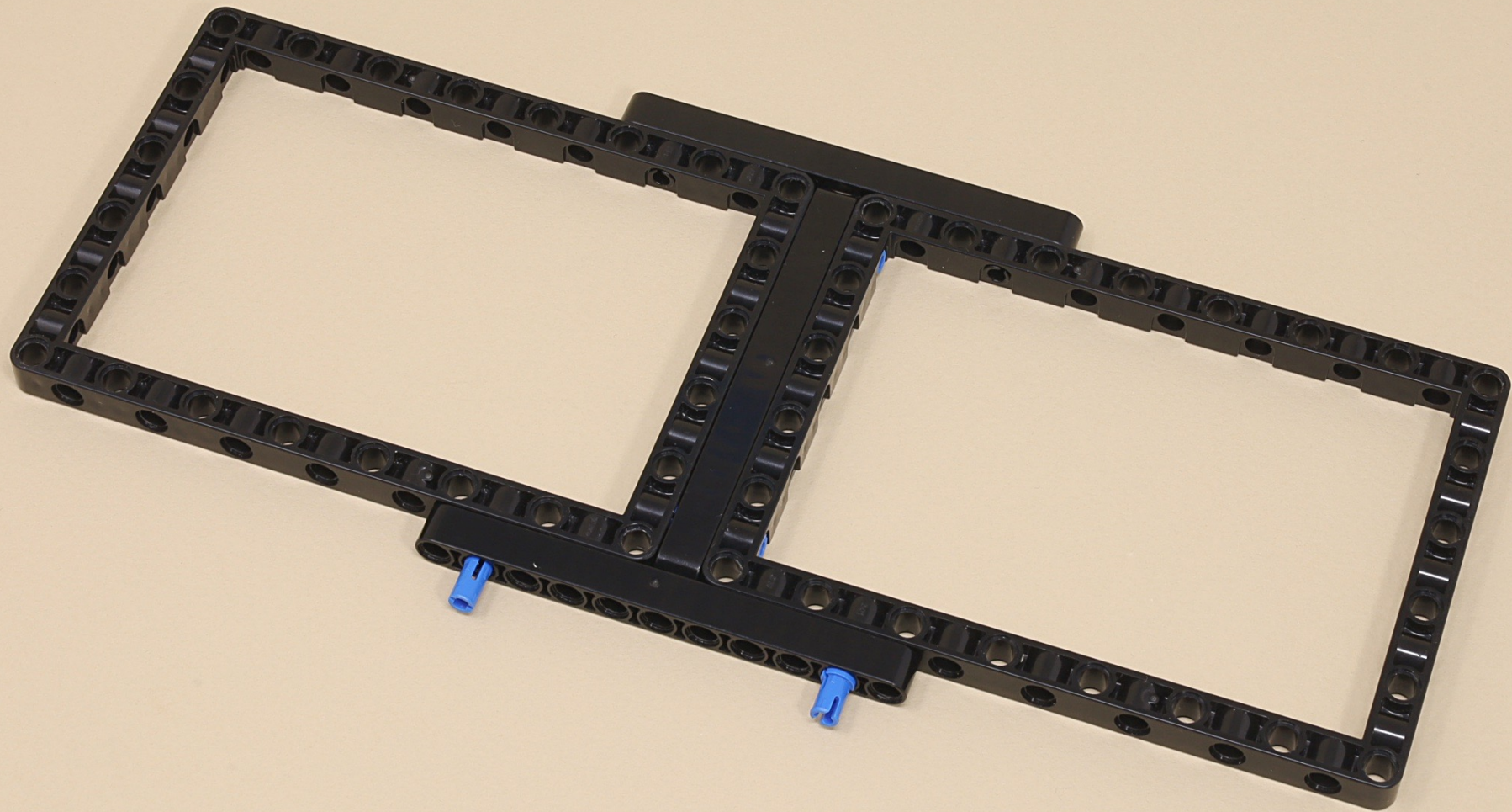


Having both motors face the same direction allows the program to be simpler.











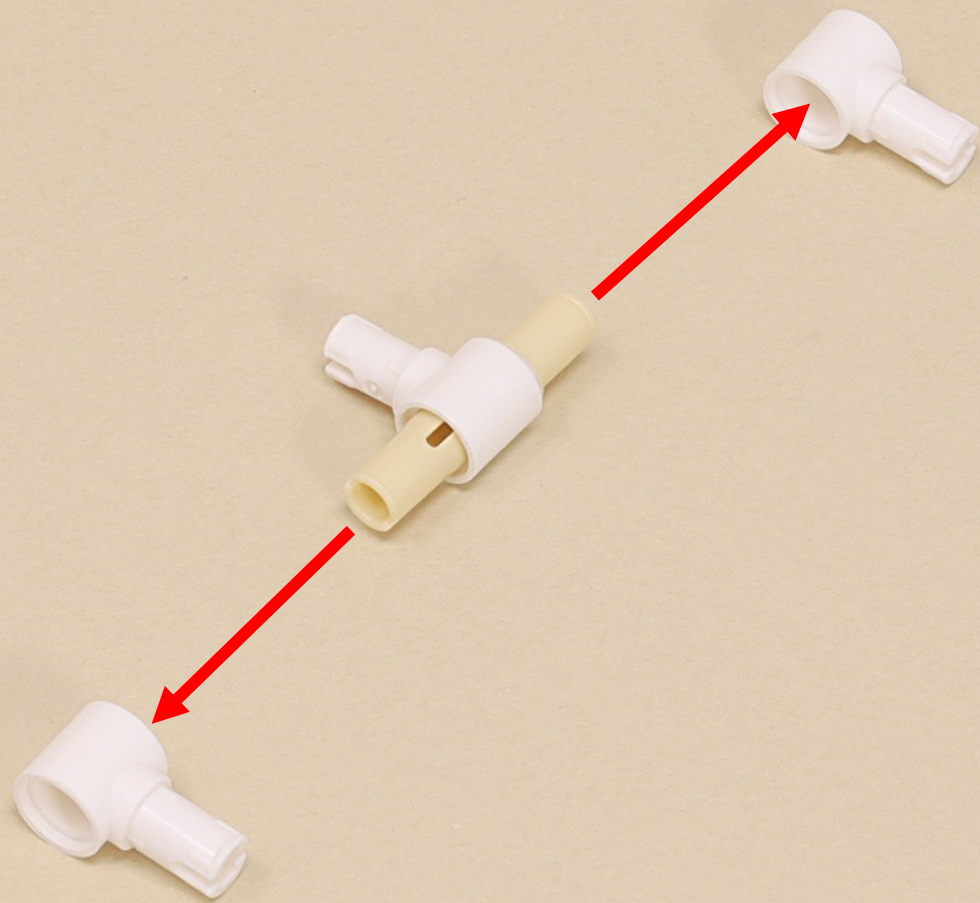
13



13

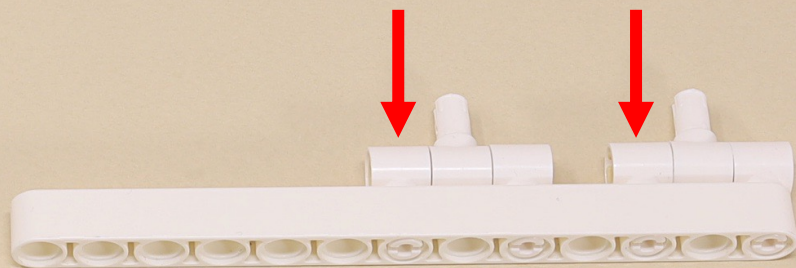
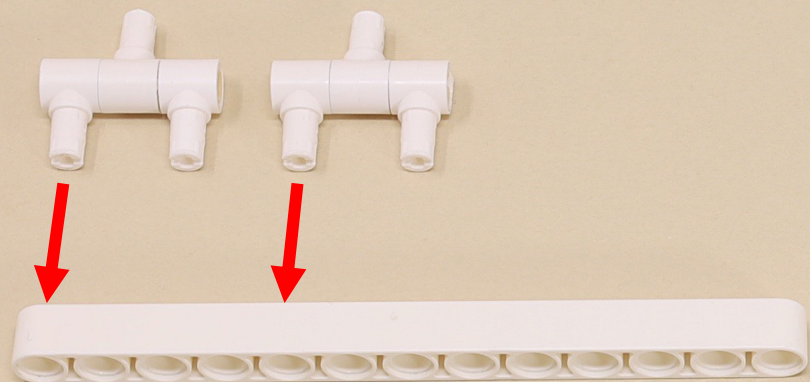


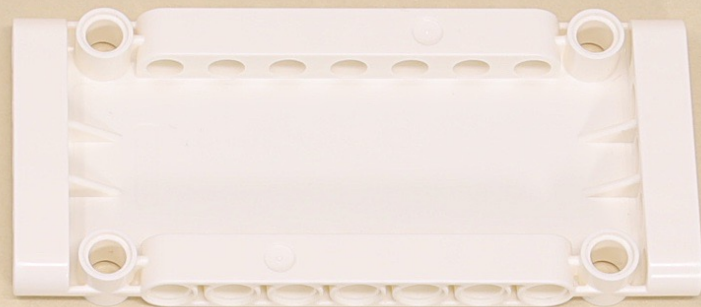
(12 x)



(4 x)



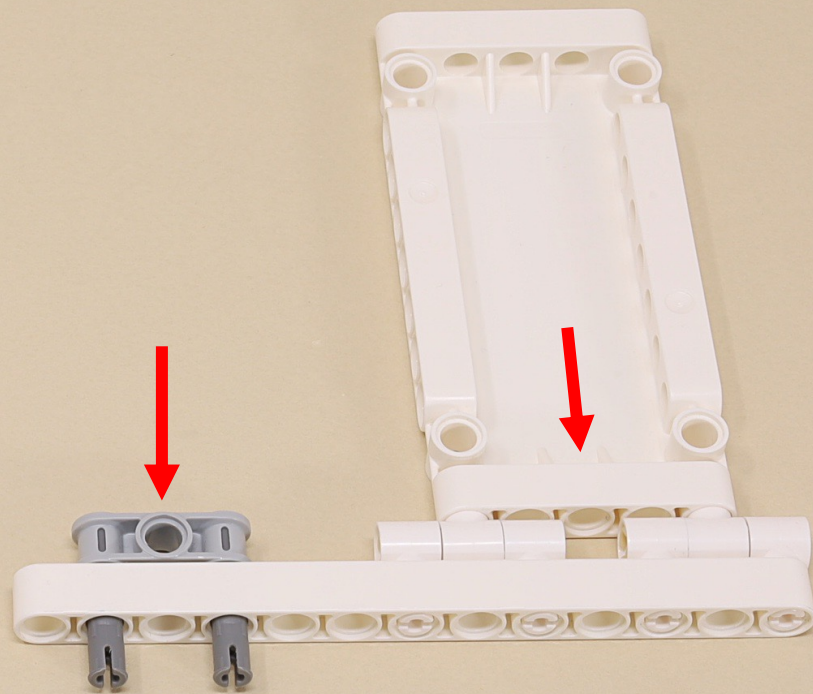
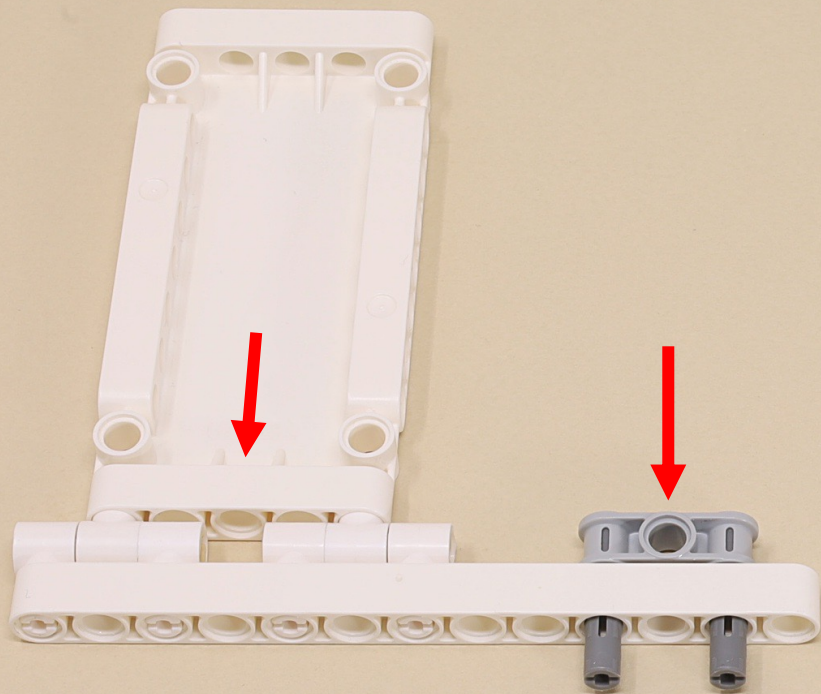


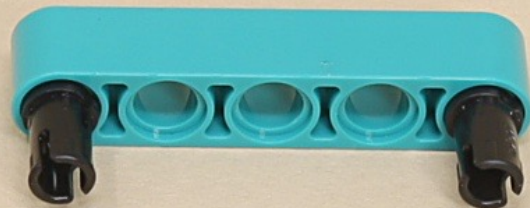


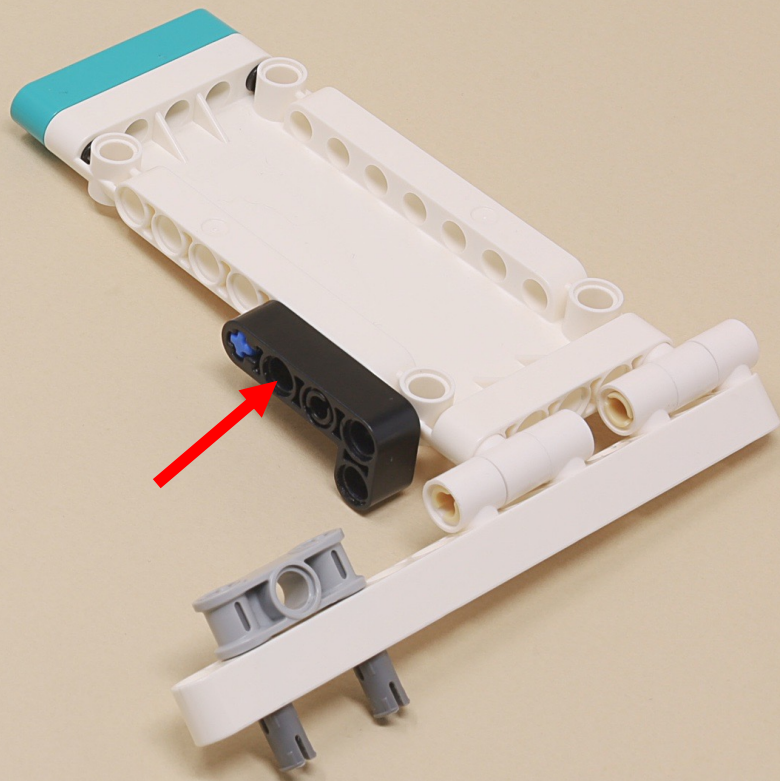
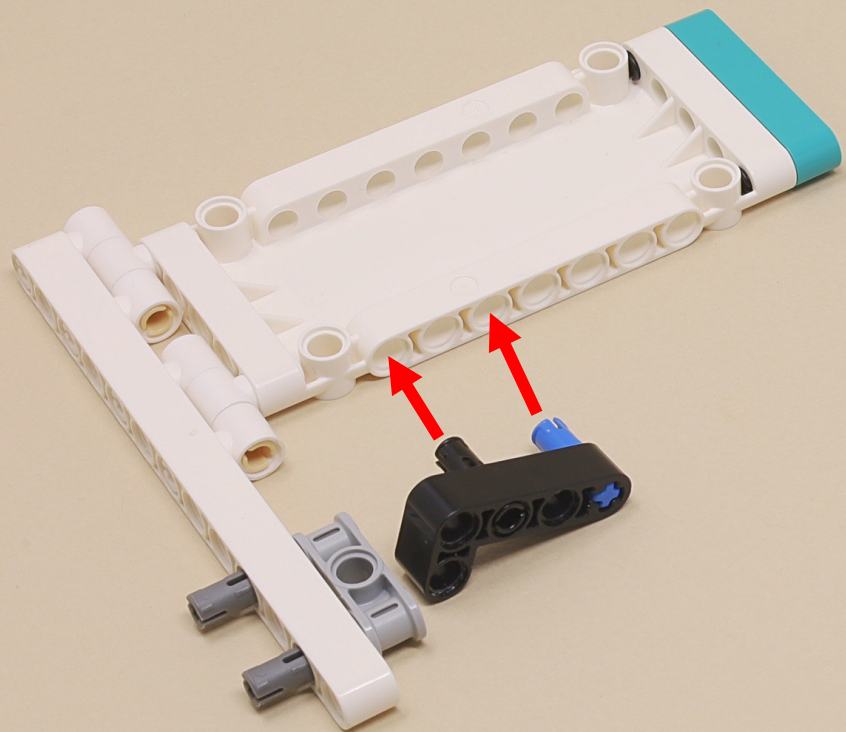
(6 x)

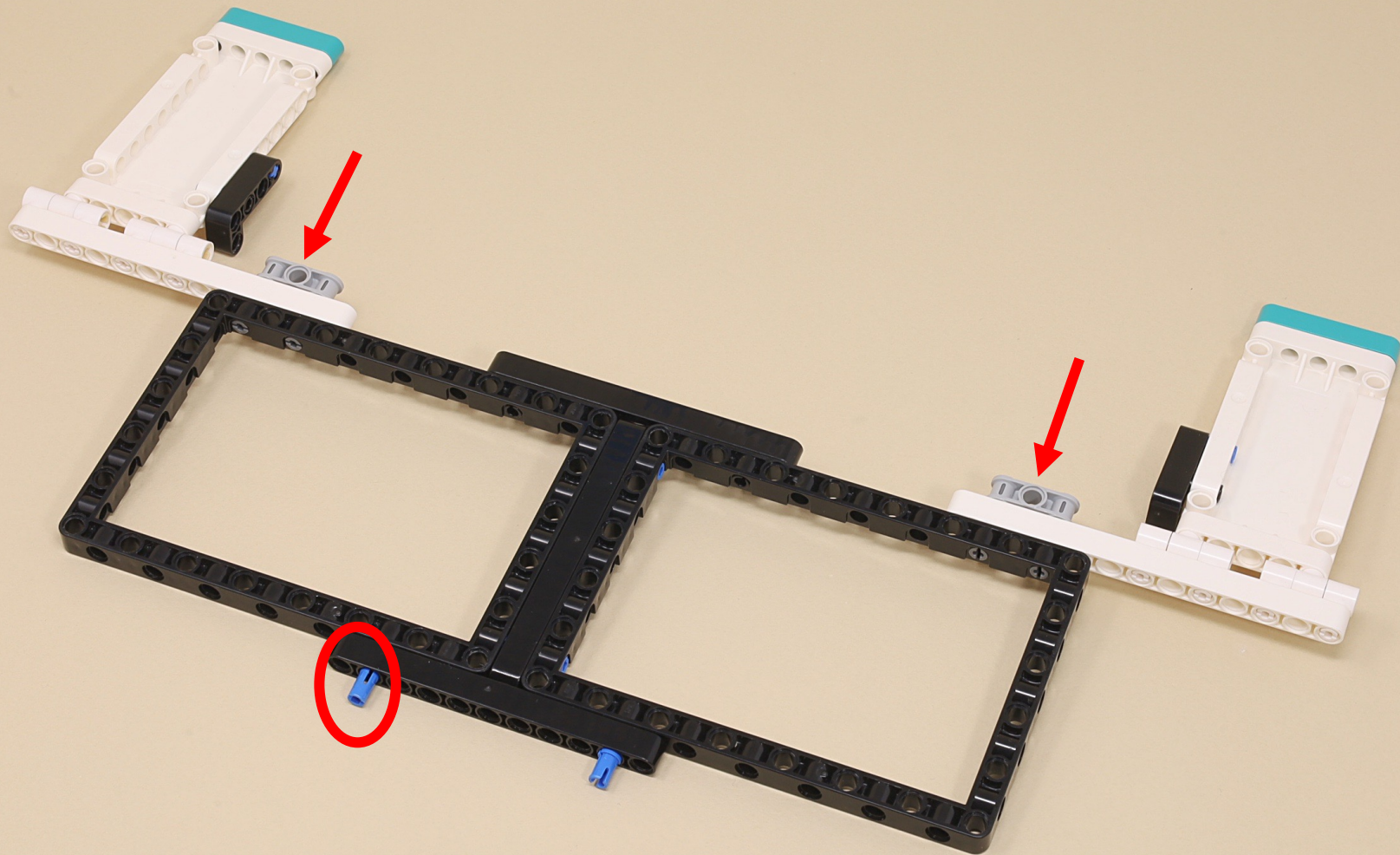


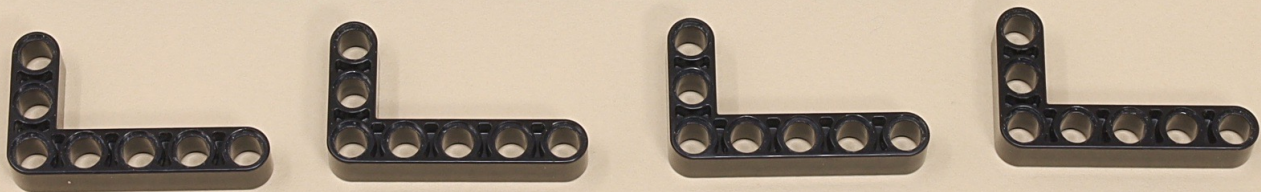
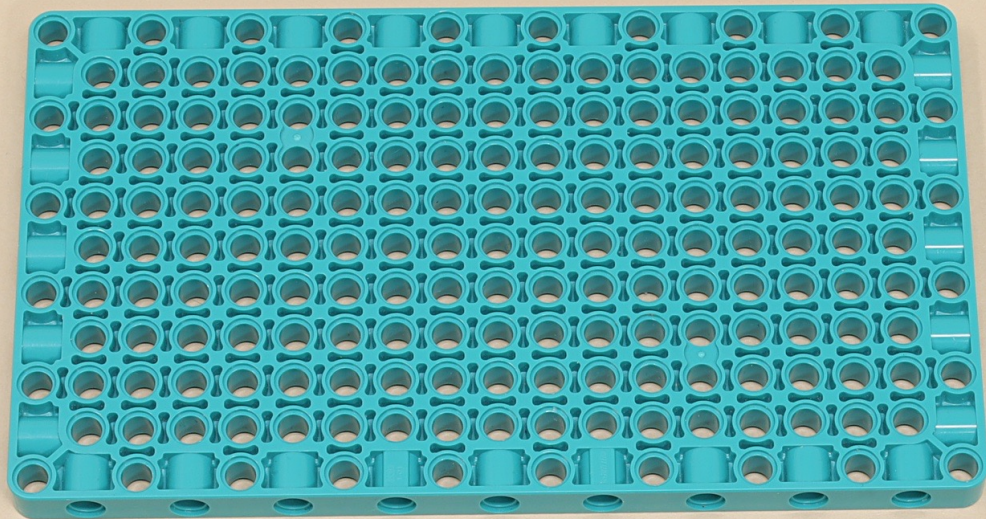




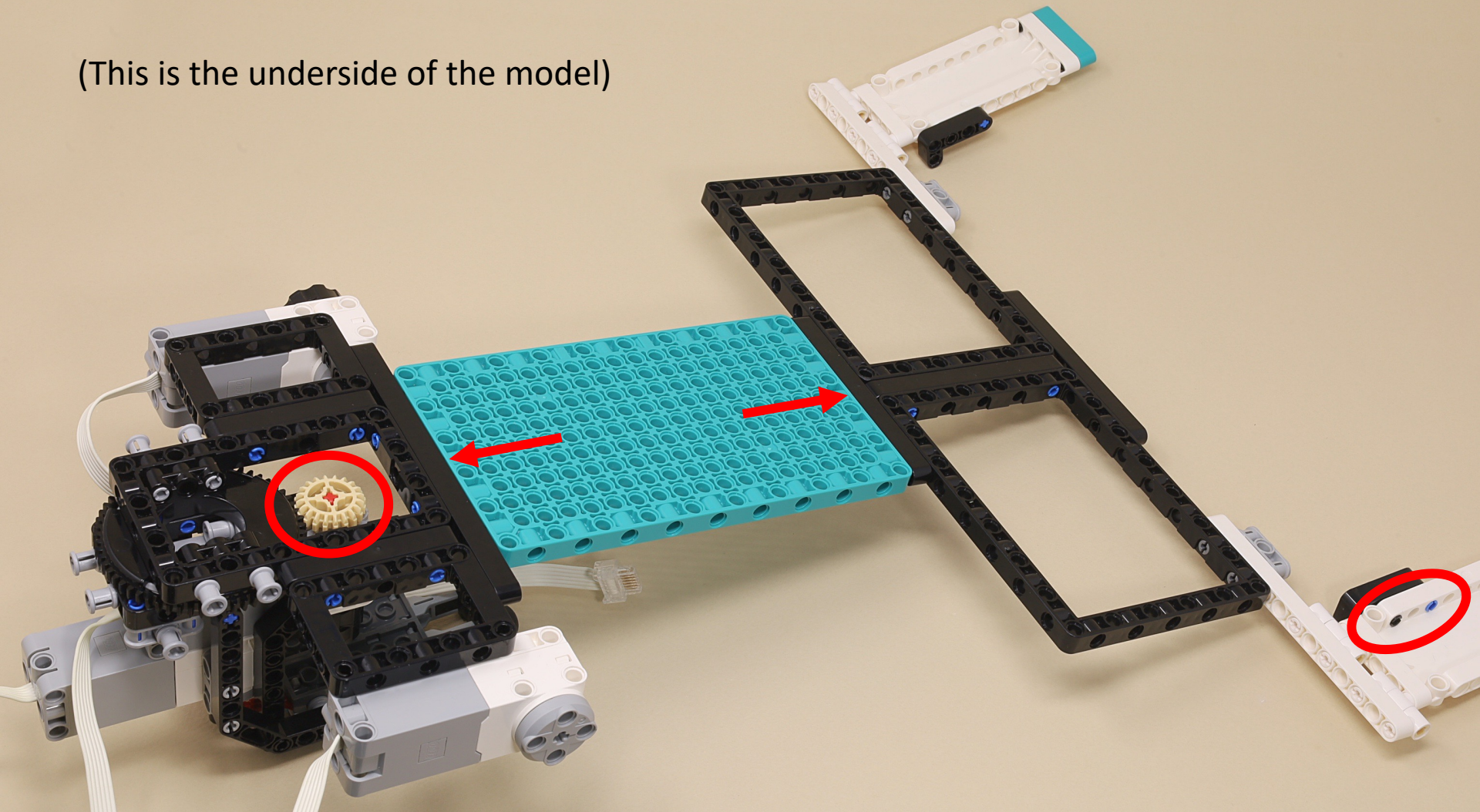


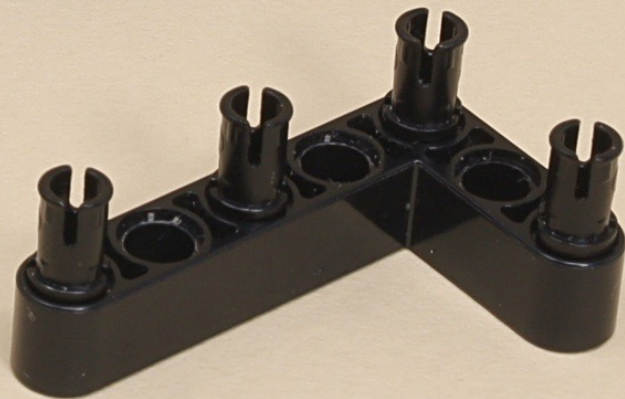
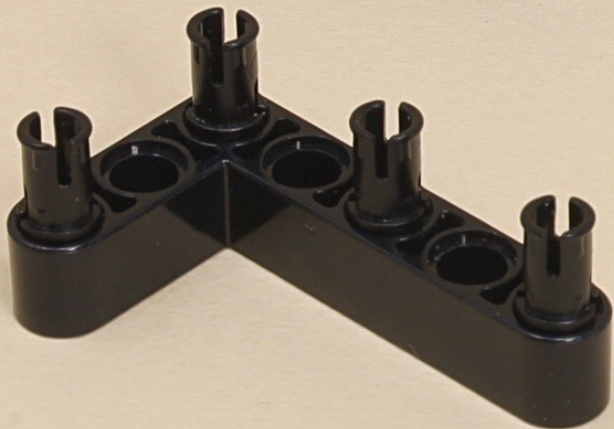
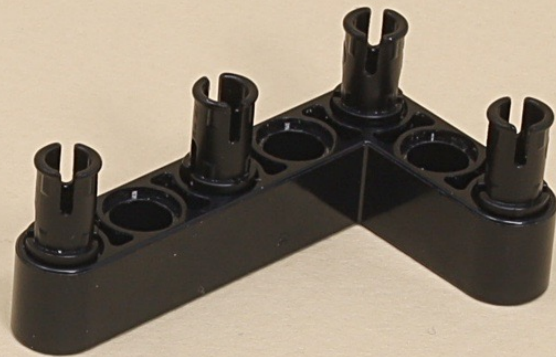
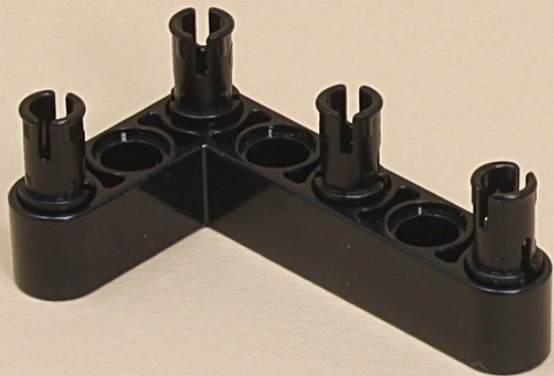


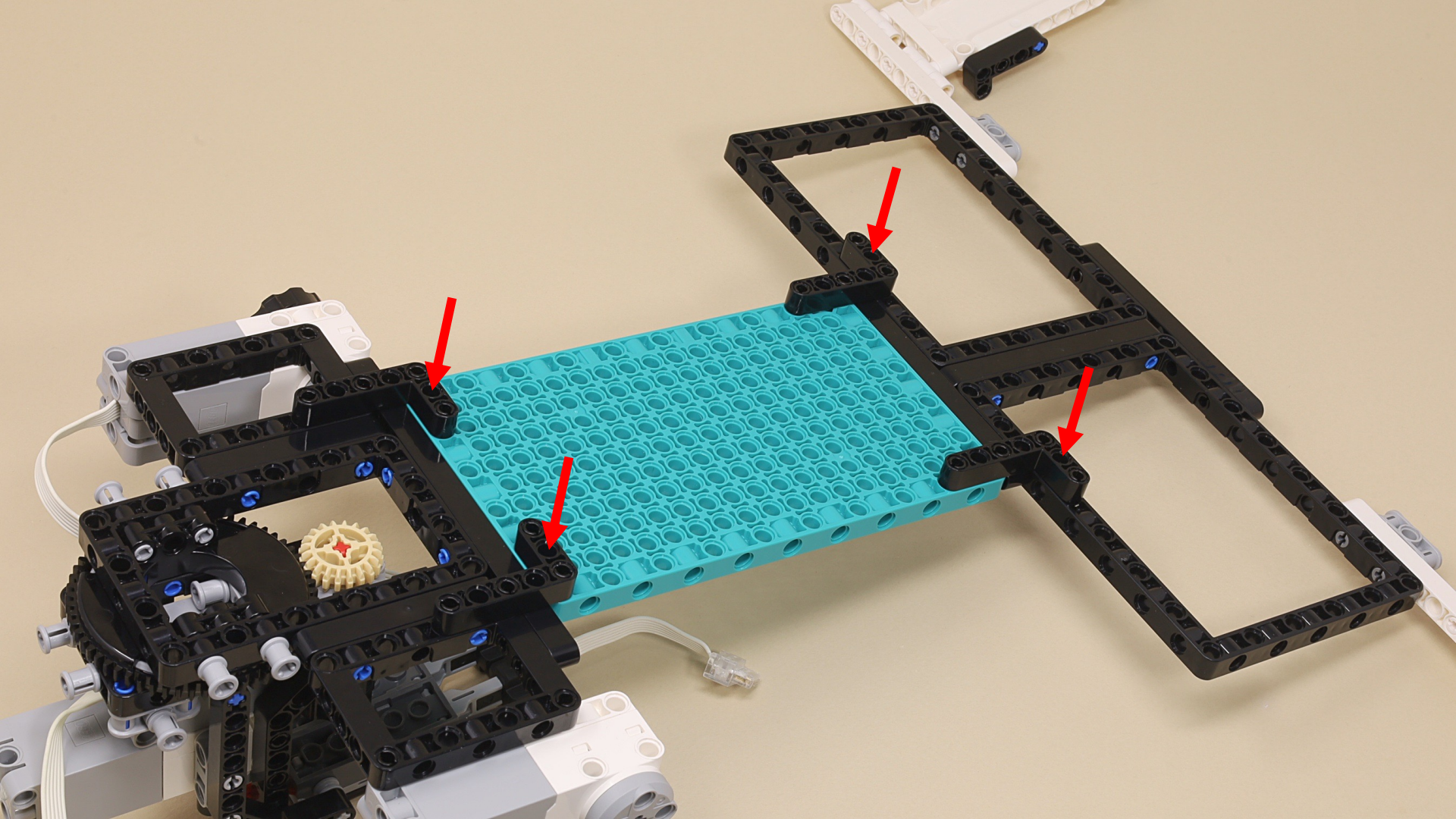


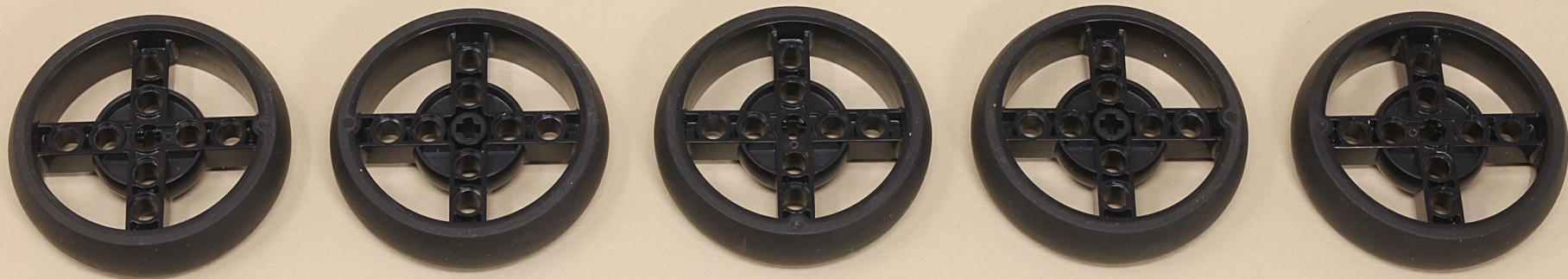


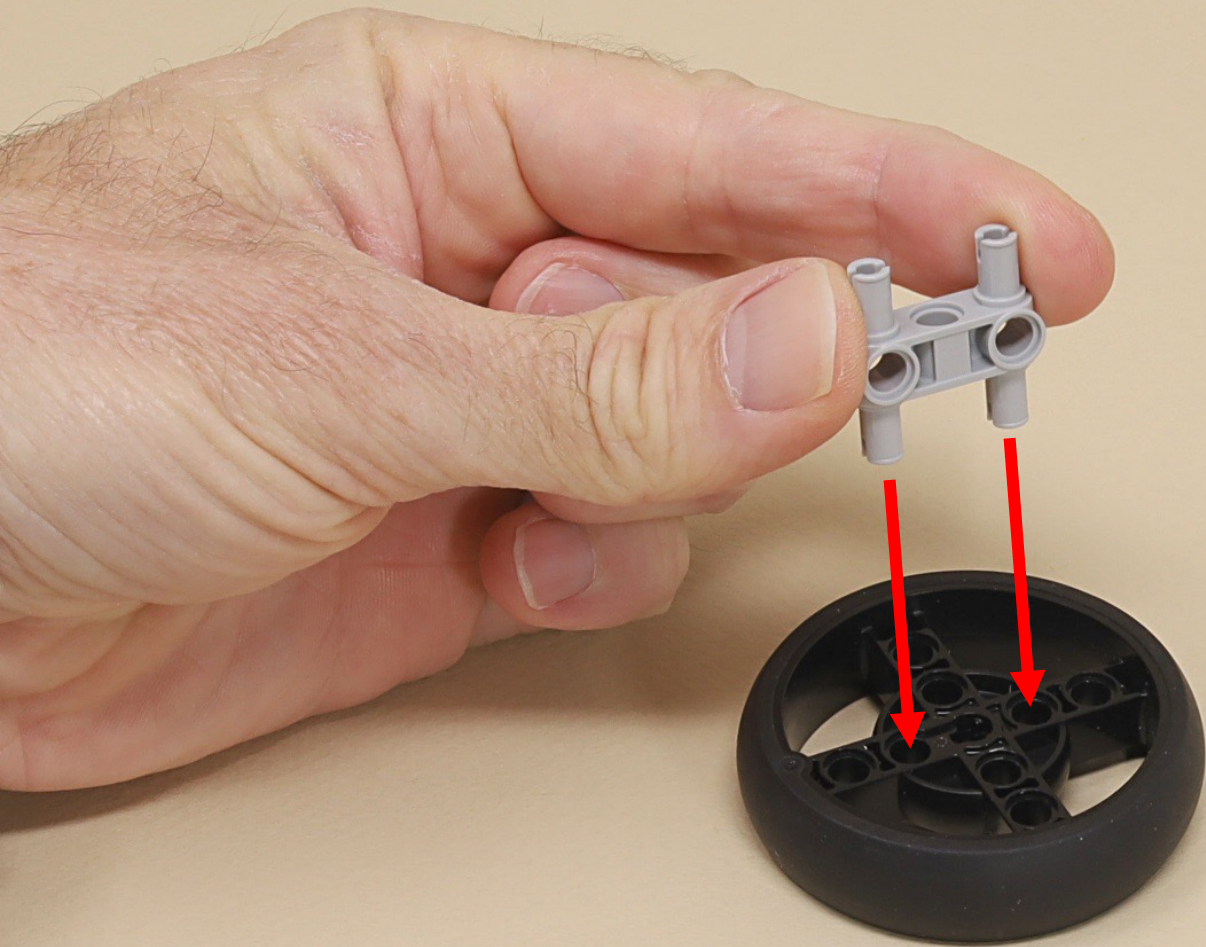
(This is the underside of the model)





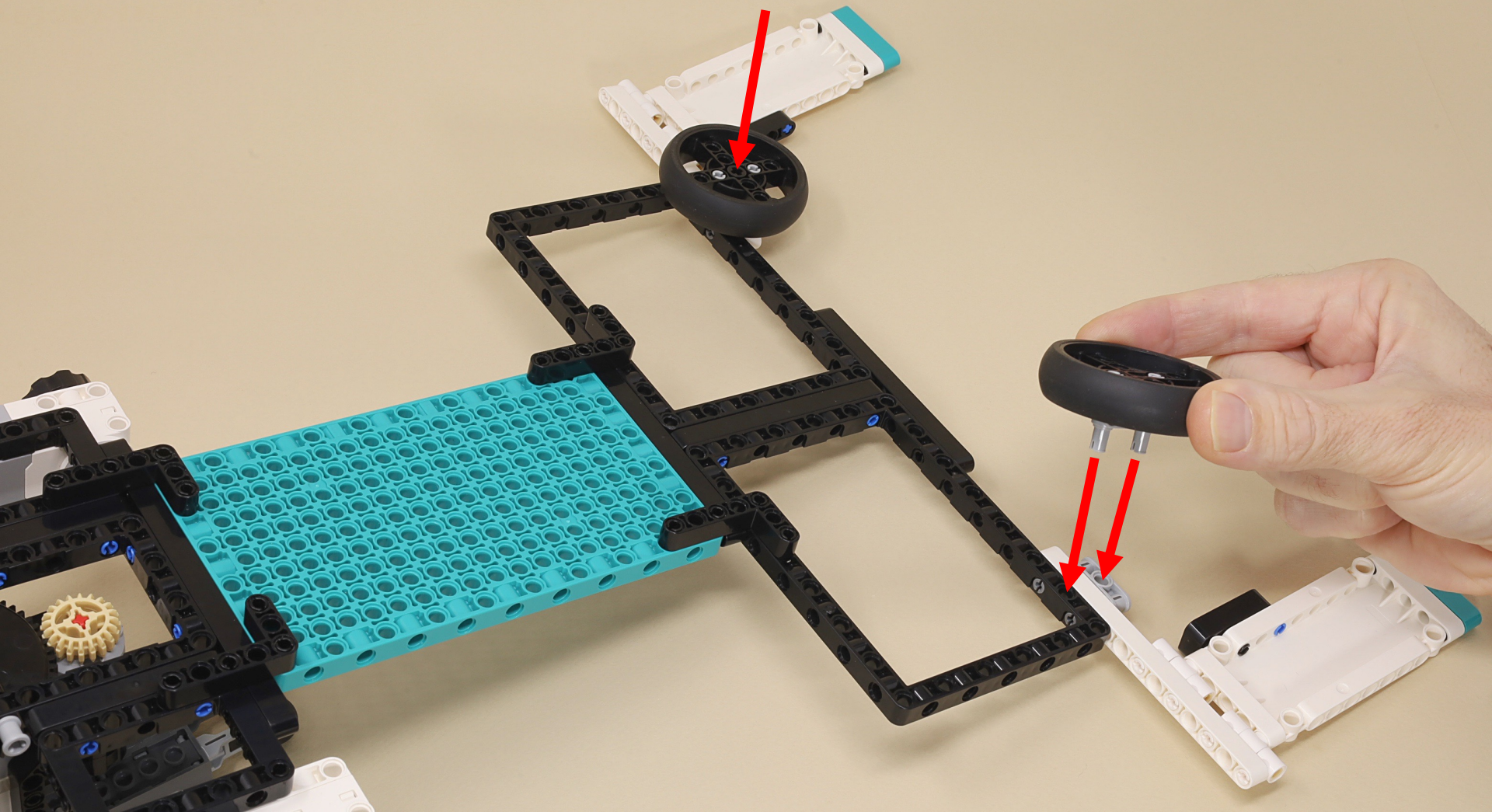


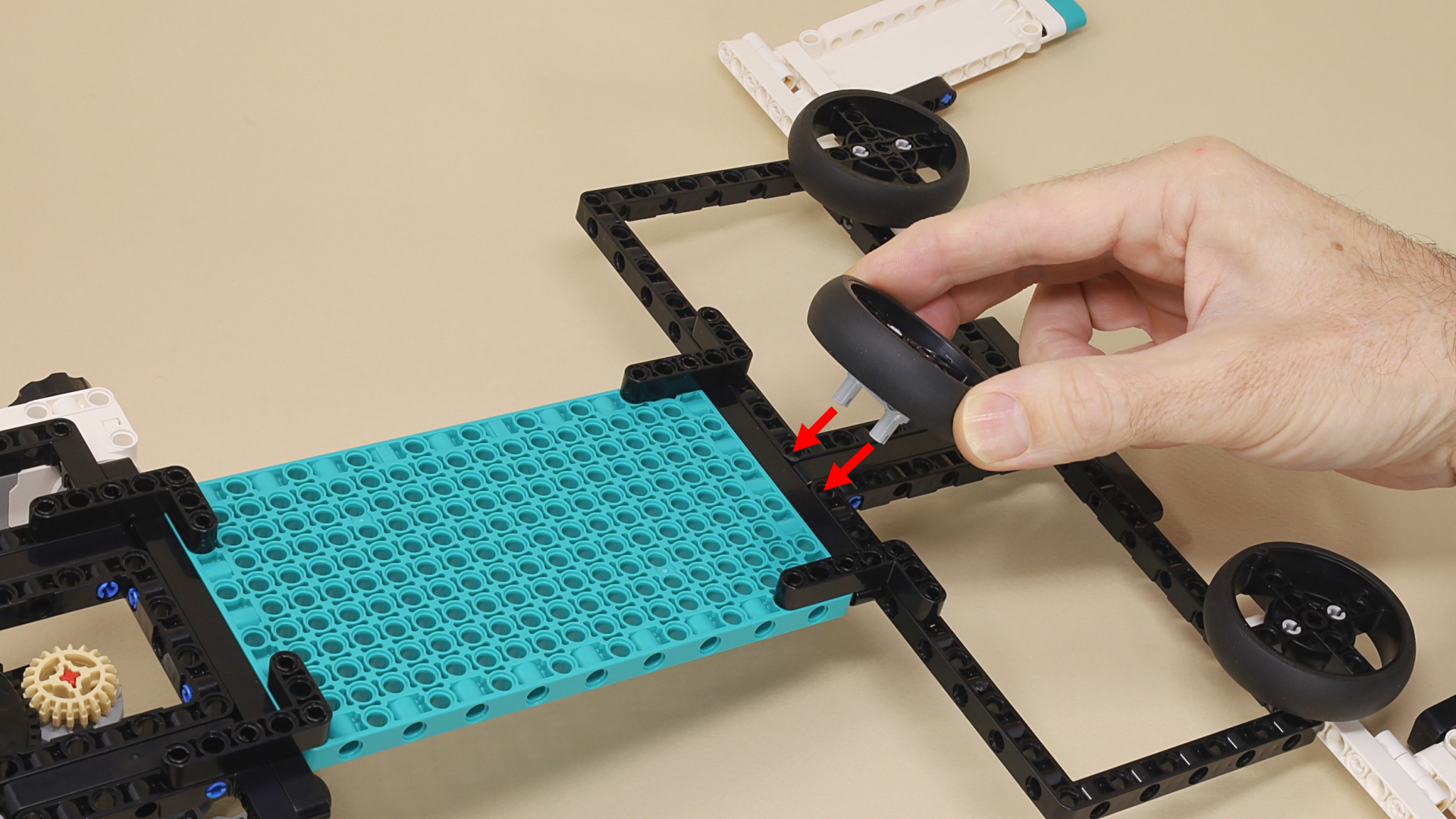


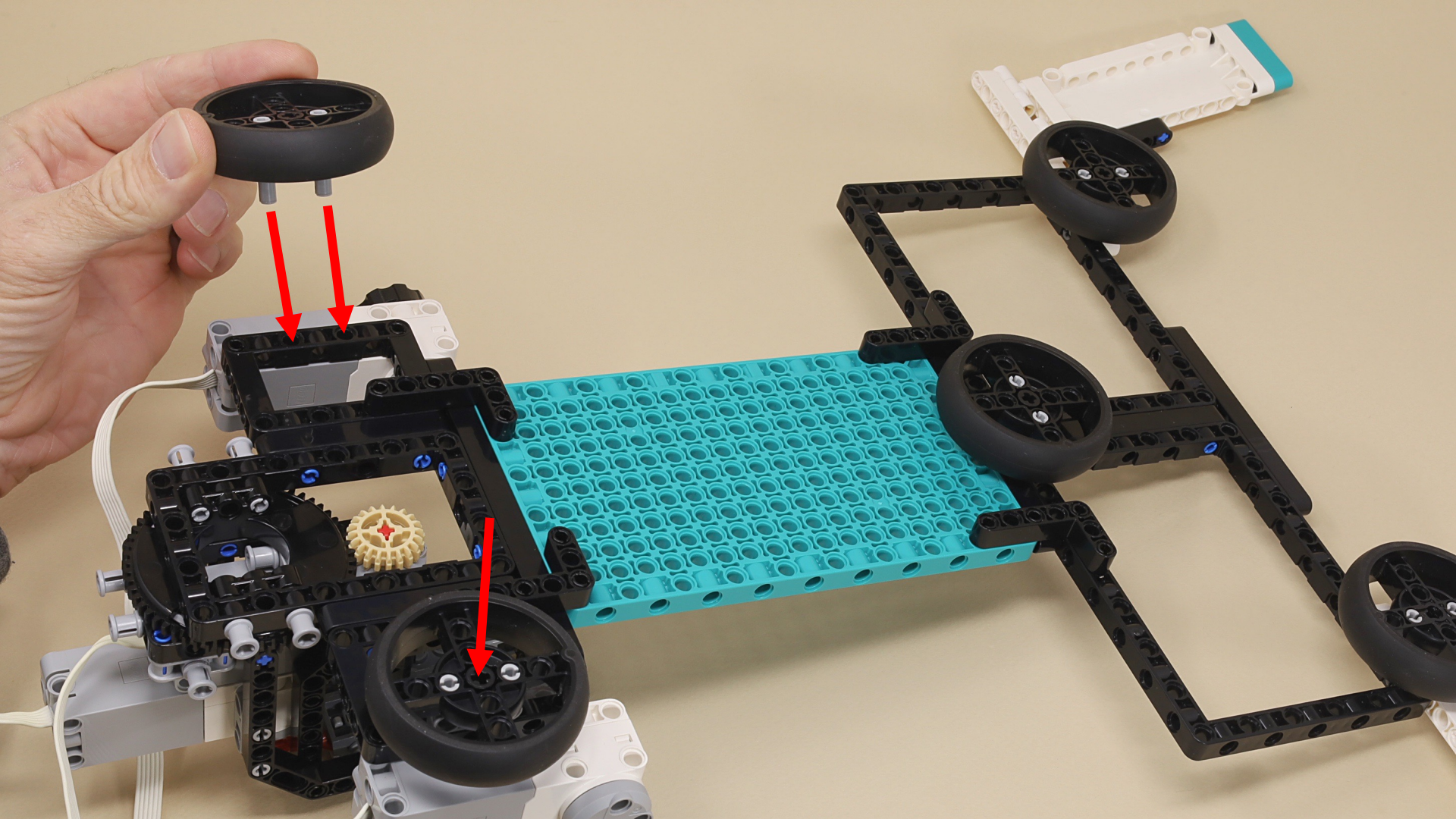


(5 x)











15



15



11



11



11

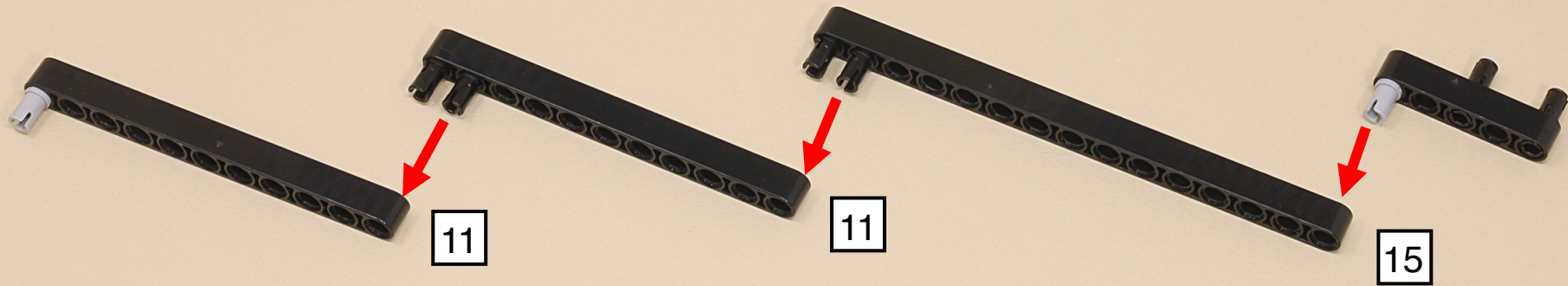


11

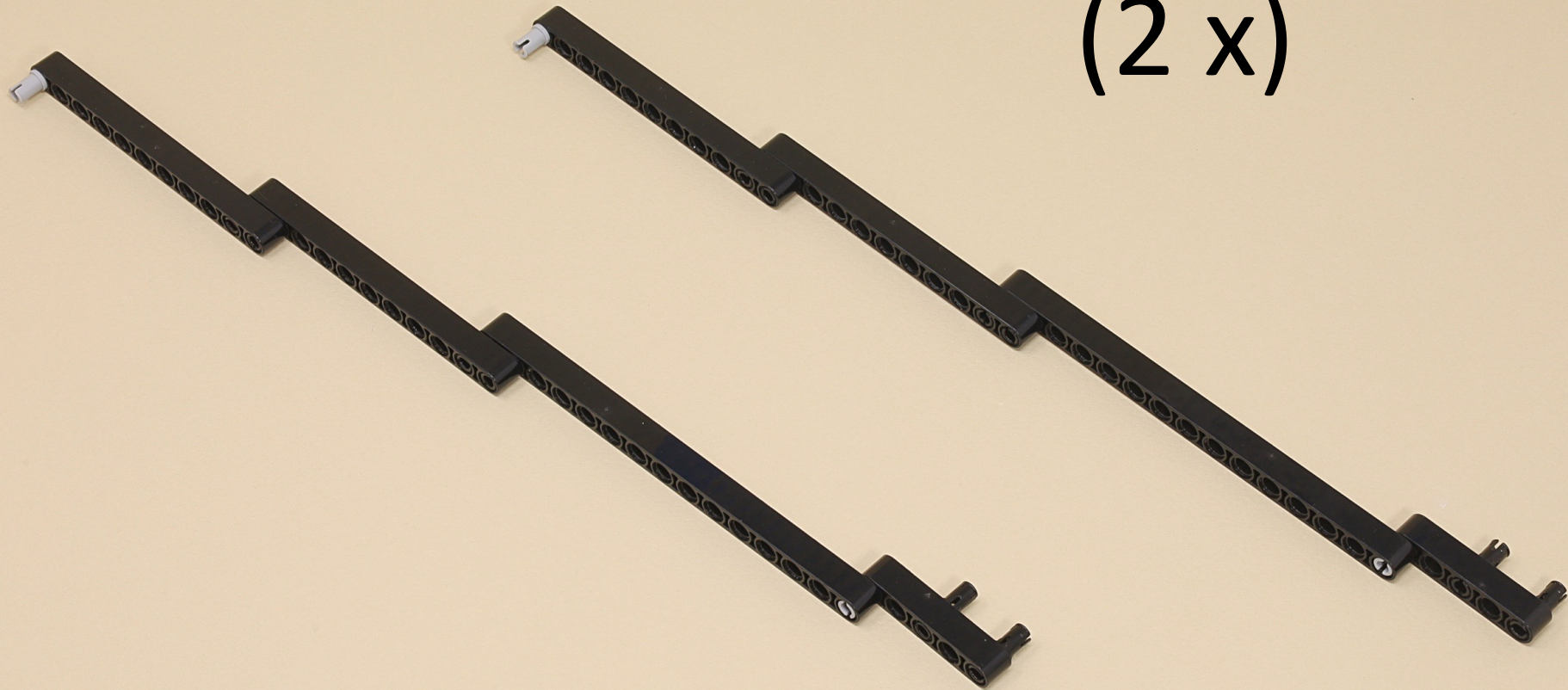


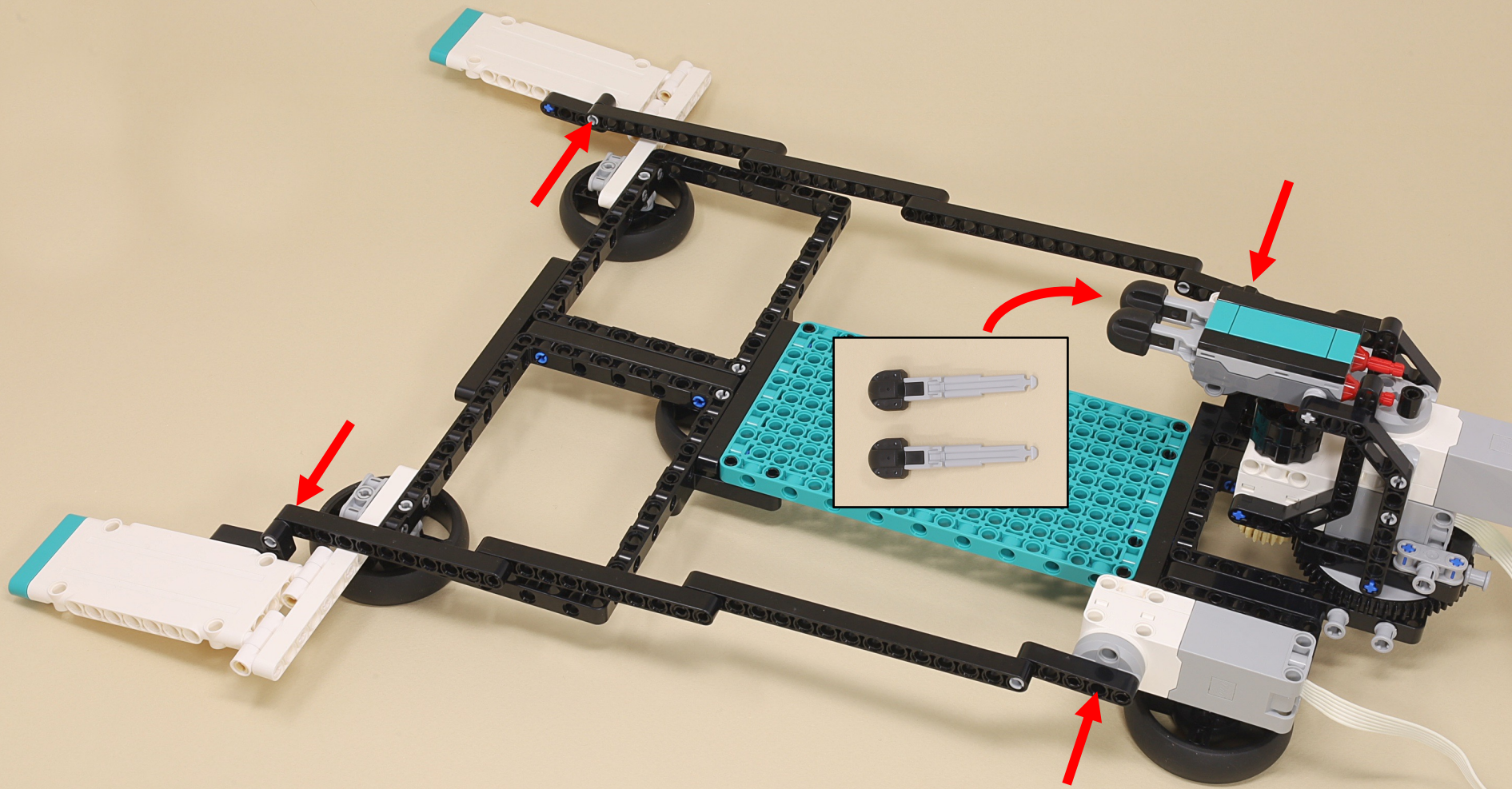
(12 x)

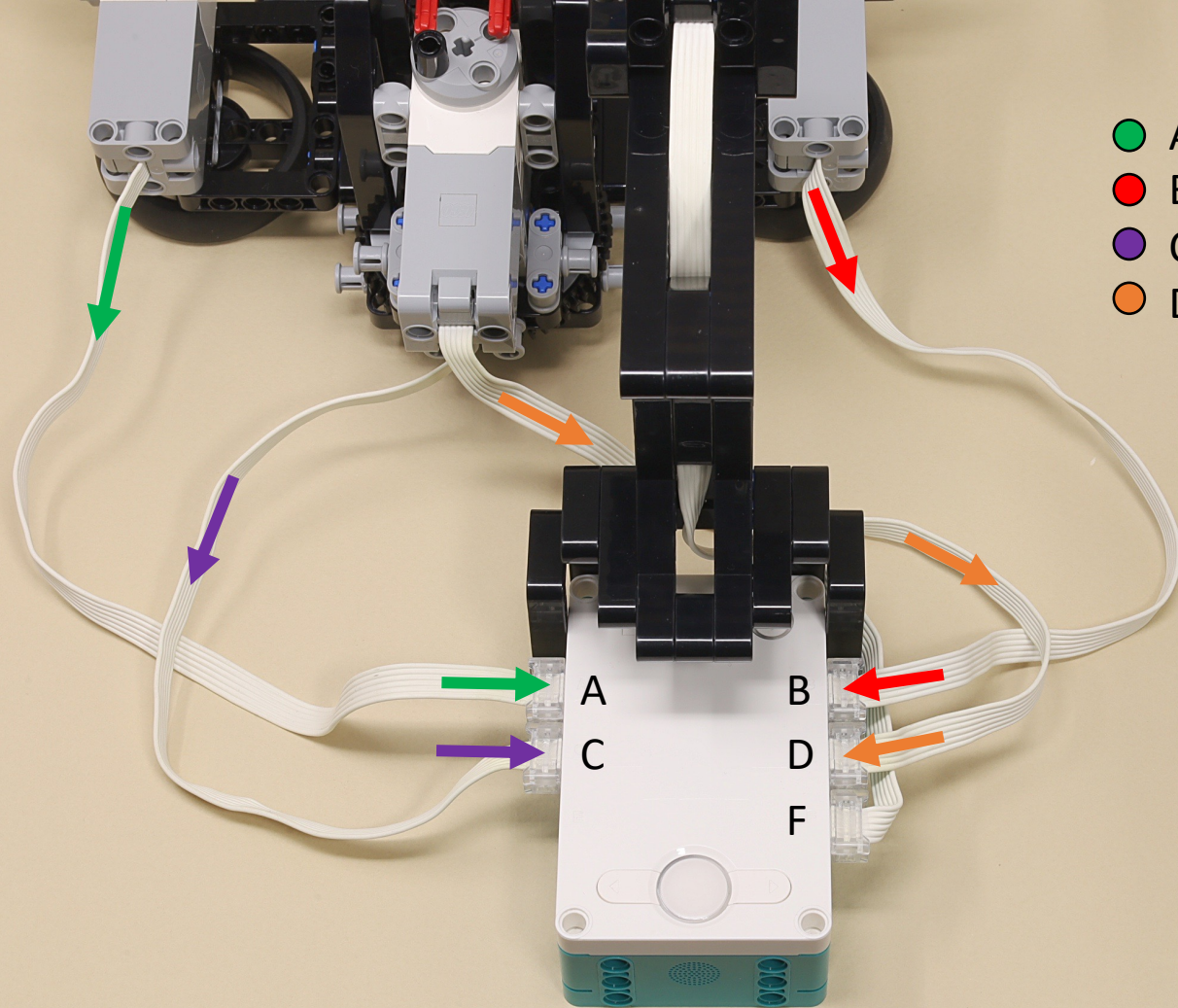




(2 x)







- A = Left Target Motor
- B = Right Target Motor
- C = Turntable Motor
- D = Shooter Motor