Implementation of current passes through a closed circuit in the game Touch Me Not using Arduino Uno.

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A***bstract -*** ***This research paper explores the innovative integration of electronics and gaming by implementing a closed circuit current passing mechanism within the popular game "Touch Me Not" using the Arduino Uno microcontroller. "Touch Me Not" is a classic electronic game that challenges players to complete a circuit without touching the the wire in the middle with the copper handle. Traditionally, this game relies on passive components like wires and metal contacts. In this study, we present a novel approach by incorporating the Arduino Uno platform to enhance the gameplay experience and educational value.***

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