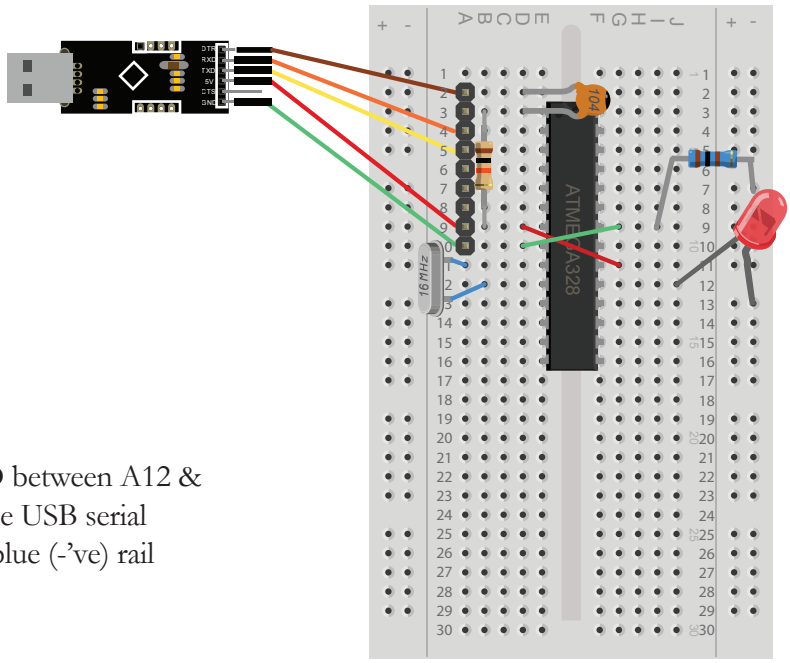
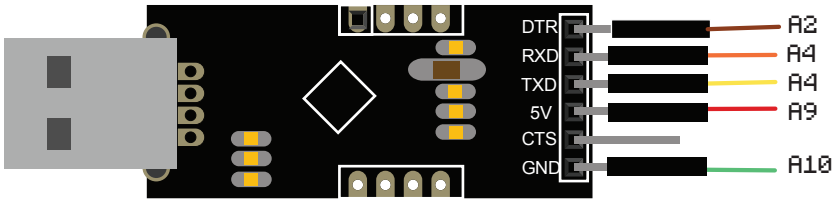


Red LED x1

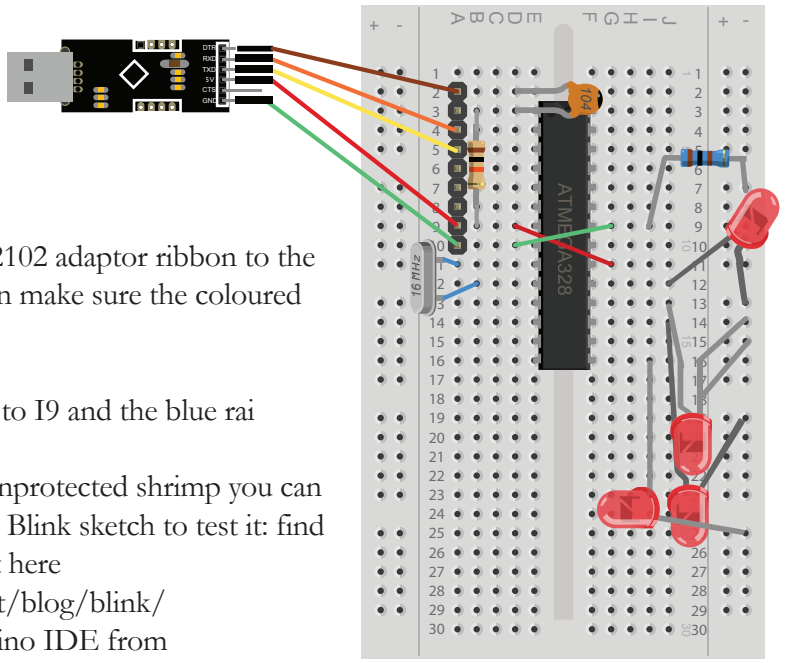
#Place the red LED between A12 & anyavConnect up the USB serial adaptor pin on the blue (-'ve) rail

#This is a CP2102 adaptor it lets you communicate with your shrimp over USB
#go to /dev/ when its plugged in and it will appear as a serial address

x1



#Download & install USB drivers from http://shrimping.it/drivers/cp2102/
#Connect up the USB serial adaptor with the coloured ribbon connector as shown



100 Ohm Resistor x1

LED x3

#Connect the CP2102 adaptor ribbon to the 9pin head as shown make sure the coloured wires match up!

#Connect resistor to I9 and the blue rai

#Connect another LEDs between the blue (-'ve) rail to J13, J14 & J16

#The LEDs have a flat base on one side with a longer leg this is the -'ve side of the LED and needs to go in the blue -'ve rail

That's it! A basic unprotected shrimp you can now download the Blink sketch to test it: find out how to do that here http://shrimping.it/blog/blink/
You need the arduino IDE from http://arduino.cc