On each artwork listing there are alpha-numerical listings showing you which holes are connected to other hole locations. After some of the these listings you will see three stars (***). These stars tell you that at the end of the line, as you come to the last hole, that a resistor must be added to the line. A resistor on the board is a three legged part designated by two diamonds and one solid diamond below or above the other two. These are drawn on the mylar at 45 degree angles of each other and must be located on the grid pattern as are all the other holes. Resistors may be placed only in the jumper fields where no jumper will be in the way or inbetween chips. The best place for resistors is in the jumper field location, however if there are no places available the next best location is between chips. If one resistor is used between chips it should line up directly under the jumper field positions. If two resistors are used between chips they must be side by side. Also resistors may share the center hole of the resistor foot print, thus having two diamonds on top, two diamonds on the bottom with only one solid diamond in the middle.

JUMPER FIELD Single resistor in jumper Side by Side between chips Two resistors sharing the same center hole 00 Single resistor between chips Single resistor directly below two jumpers 00 Side by Side between chips 'n O Ġ. __ Two resistors sharing the same center hole 0 ם, مُم Side by Side between chips Single resistor in the jumper fielin