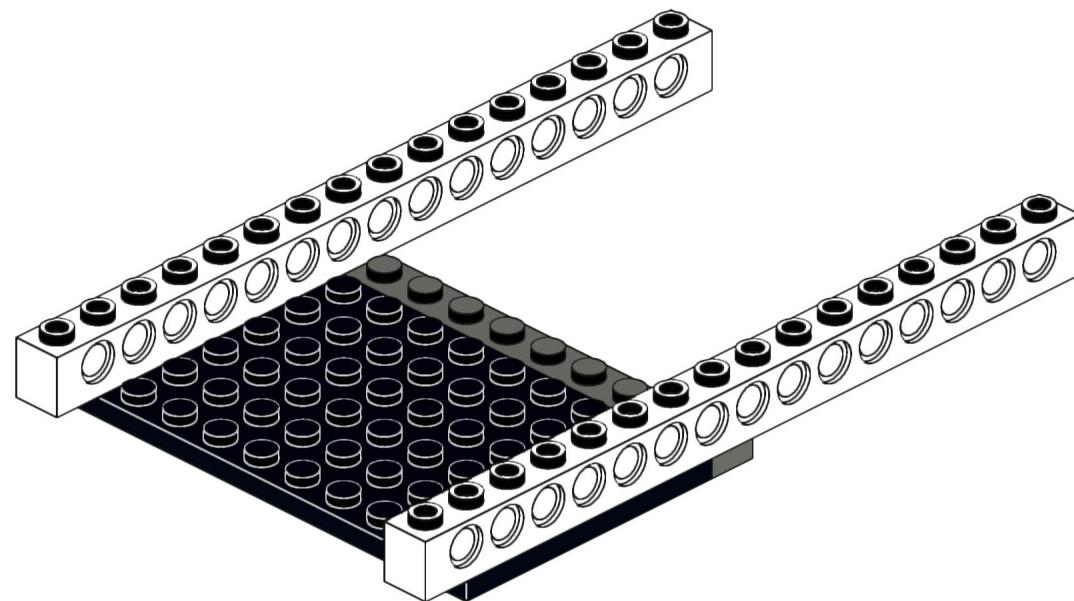
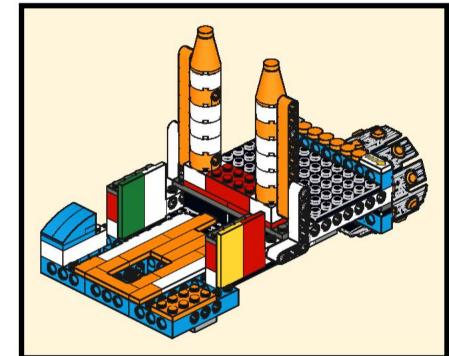
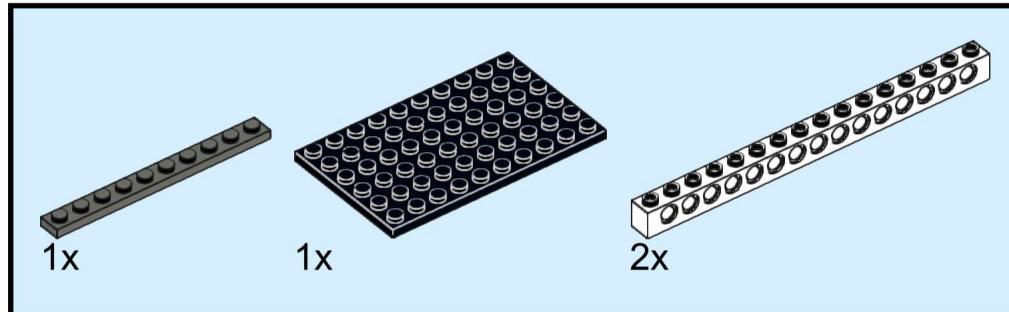
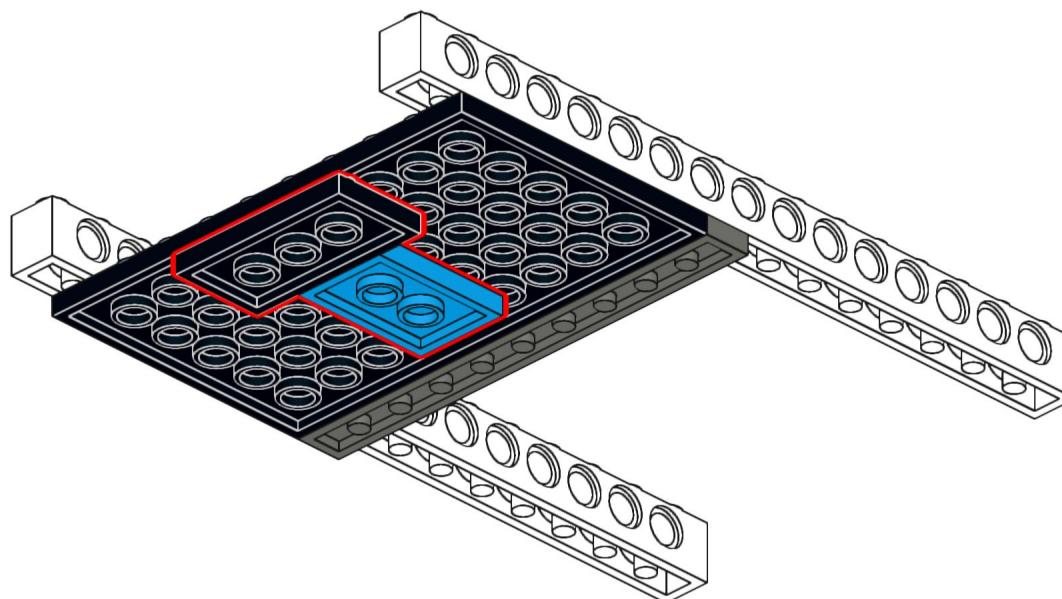
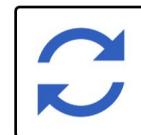
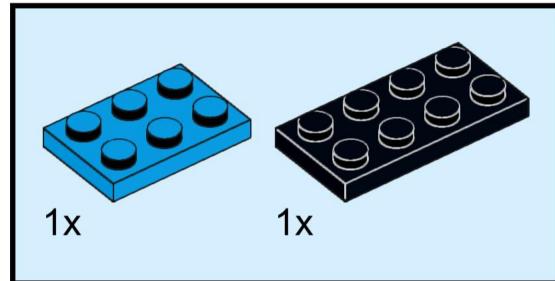
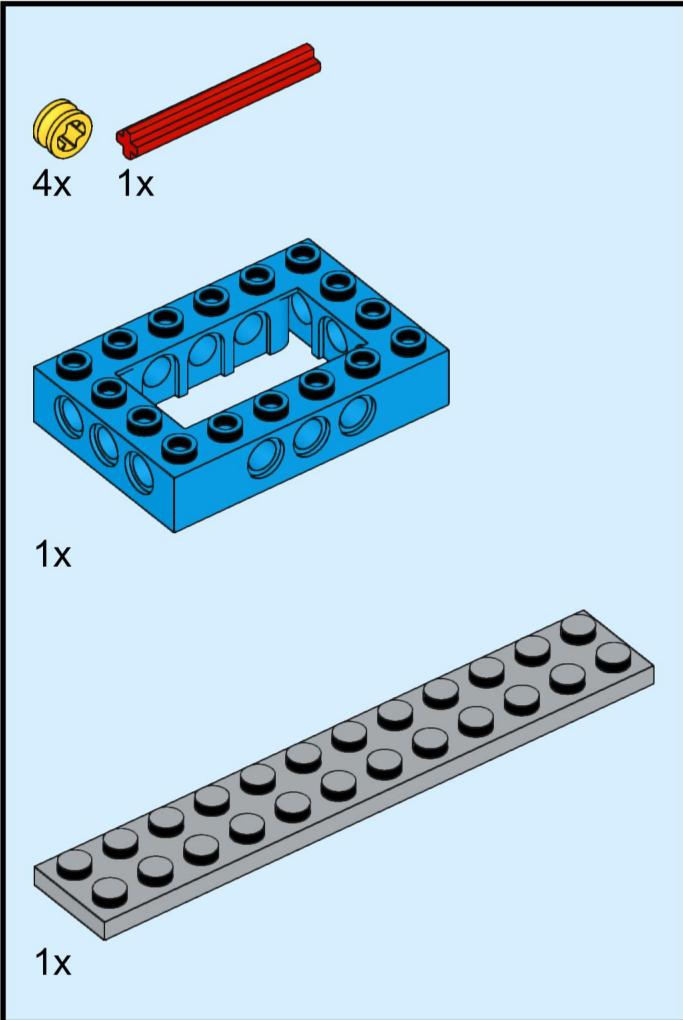


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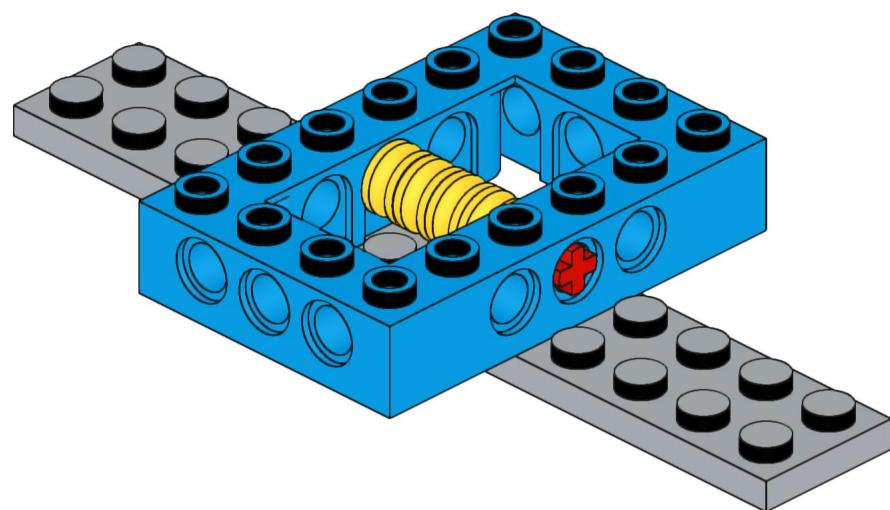
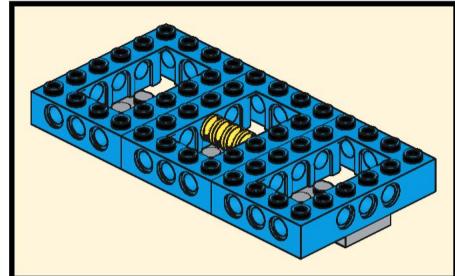


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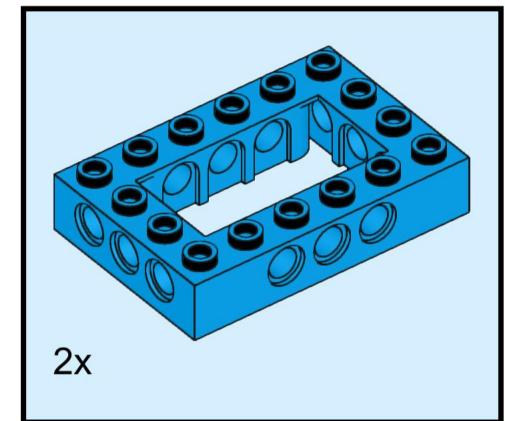
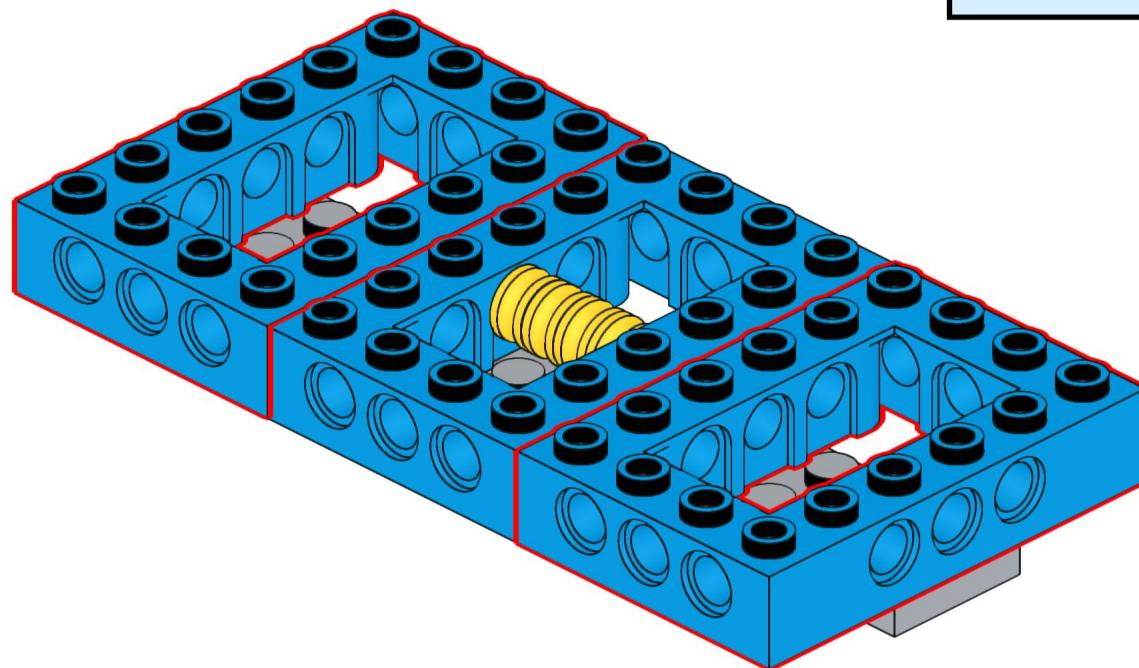




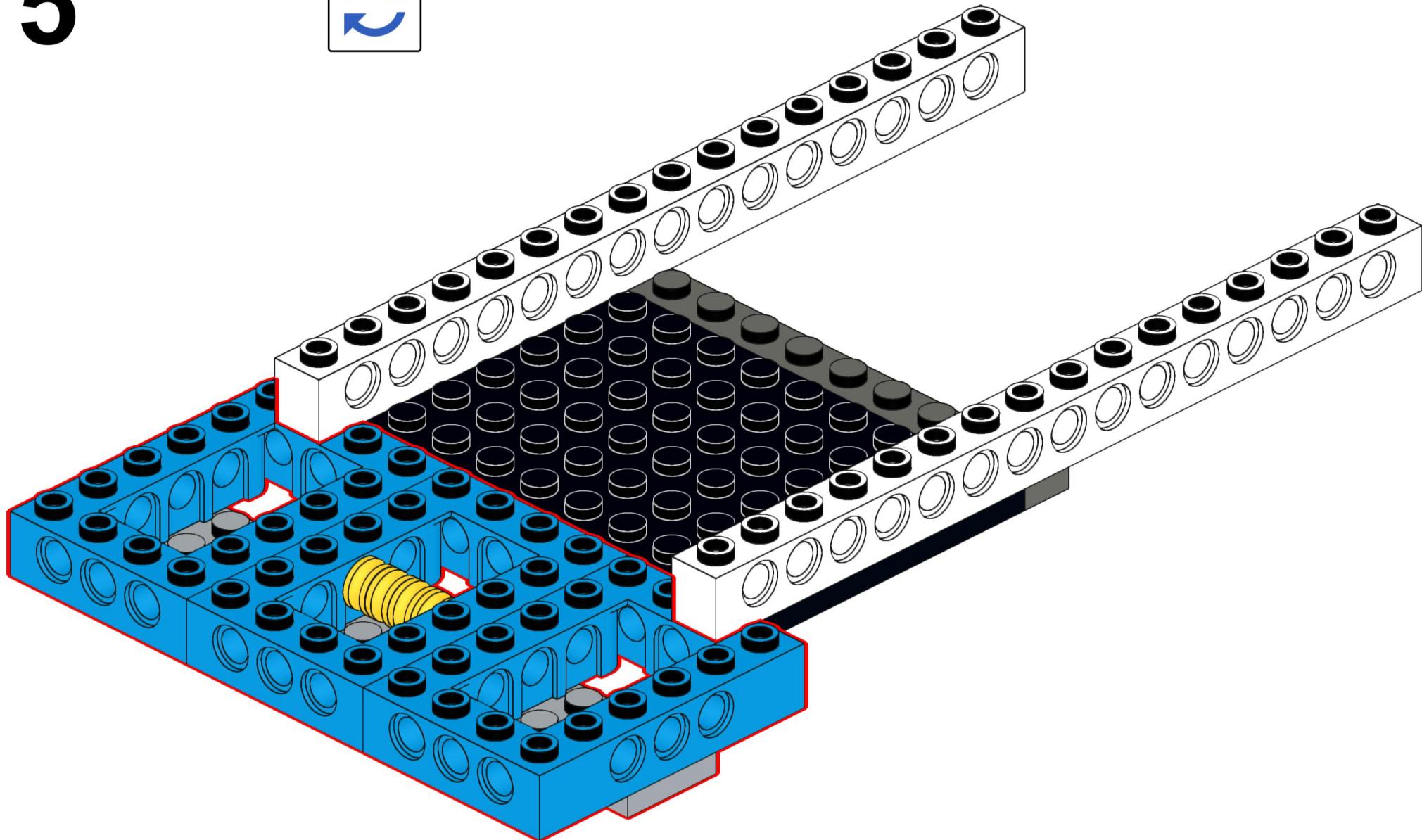
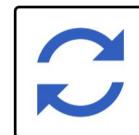
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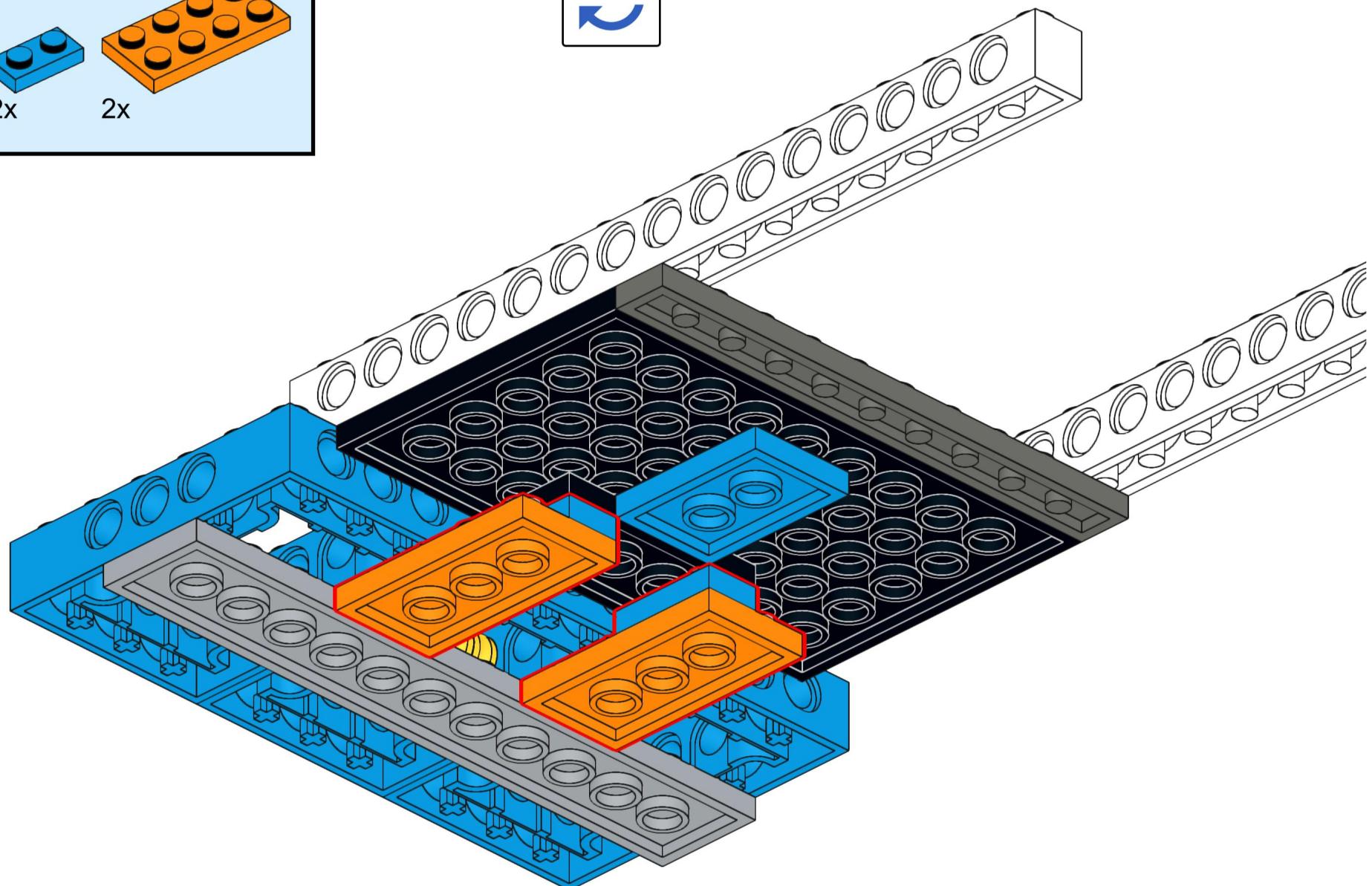
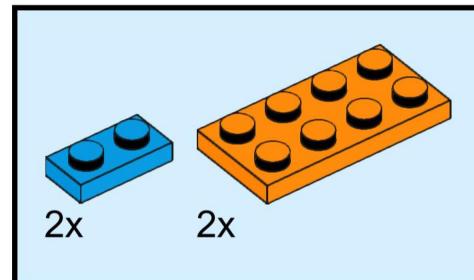
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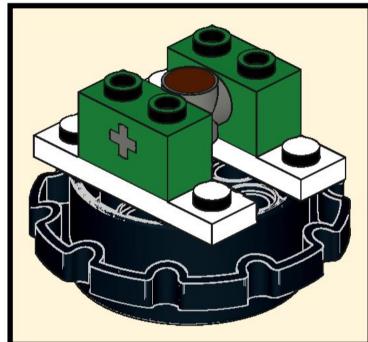
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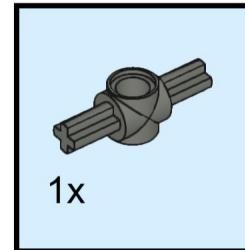
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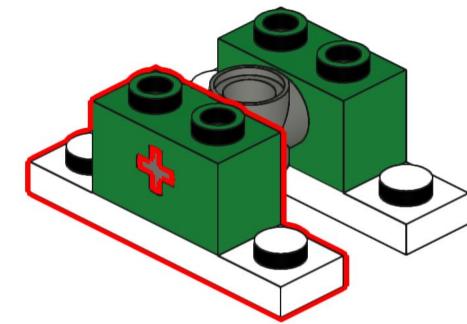
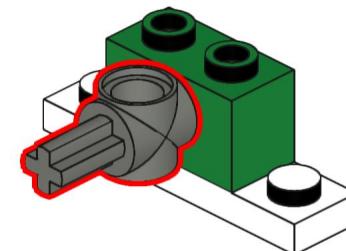
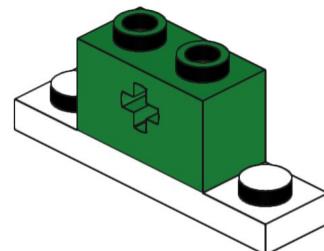
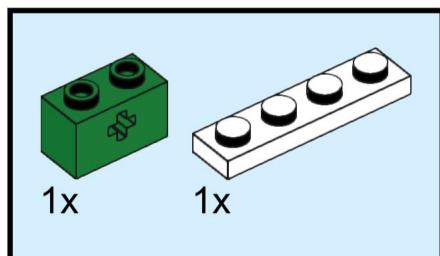
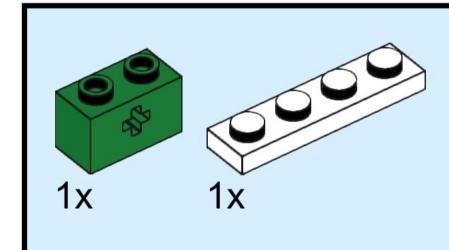
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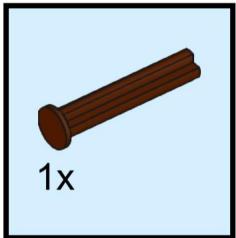
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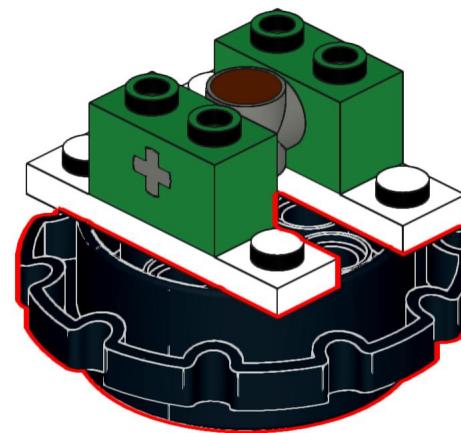
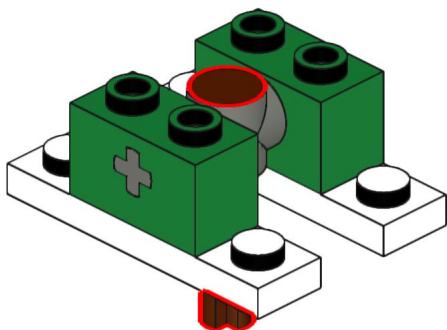


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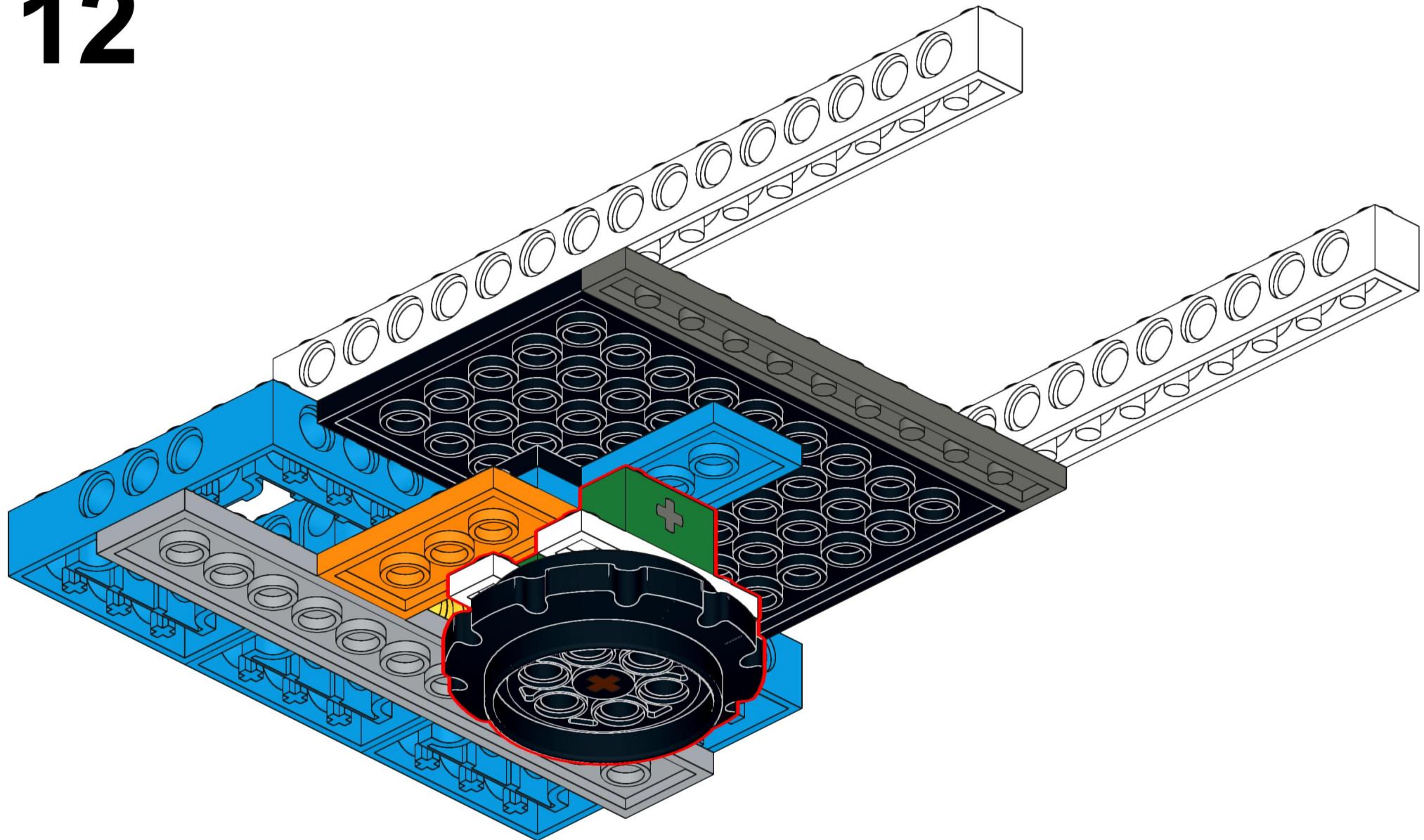
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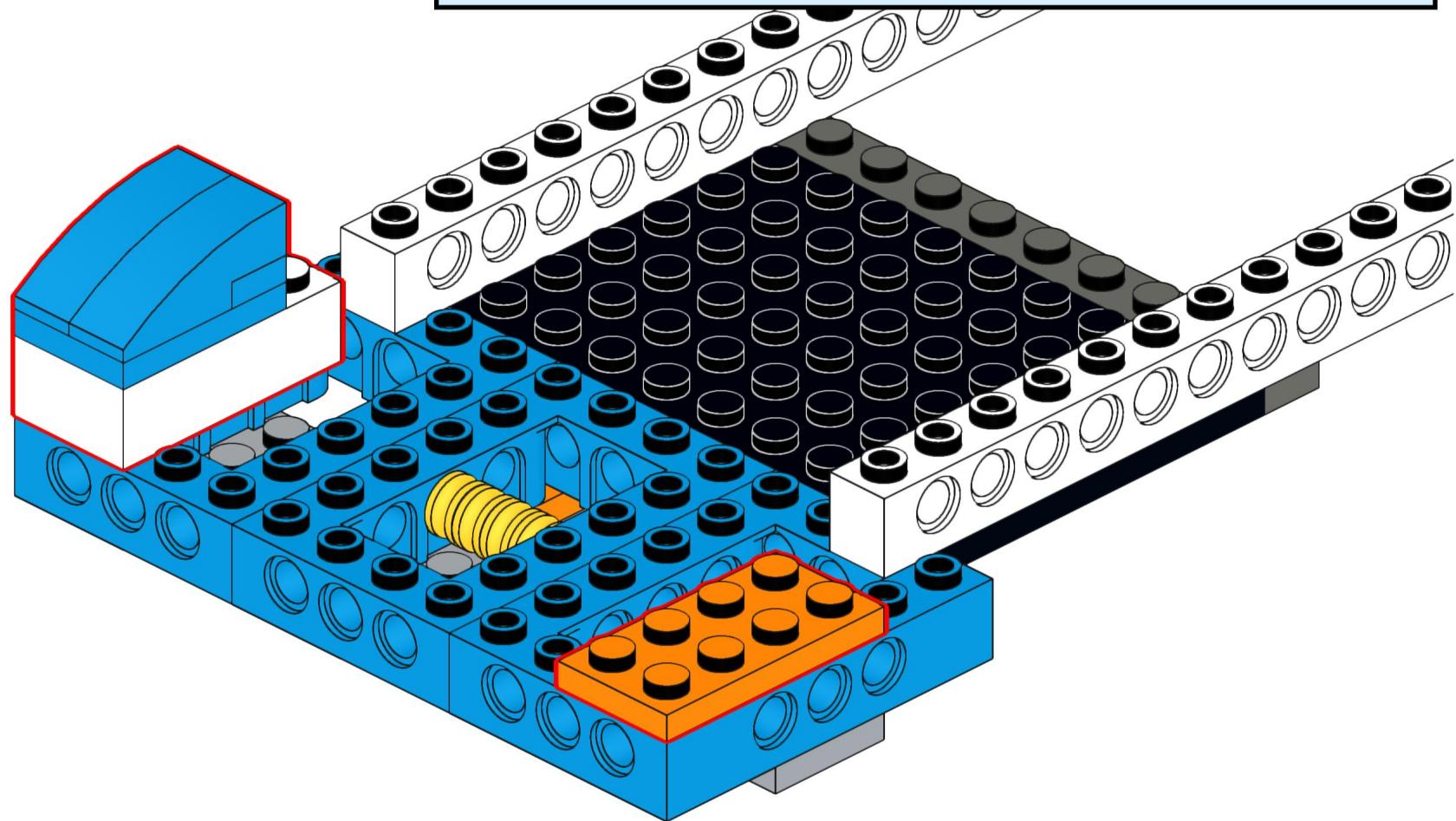
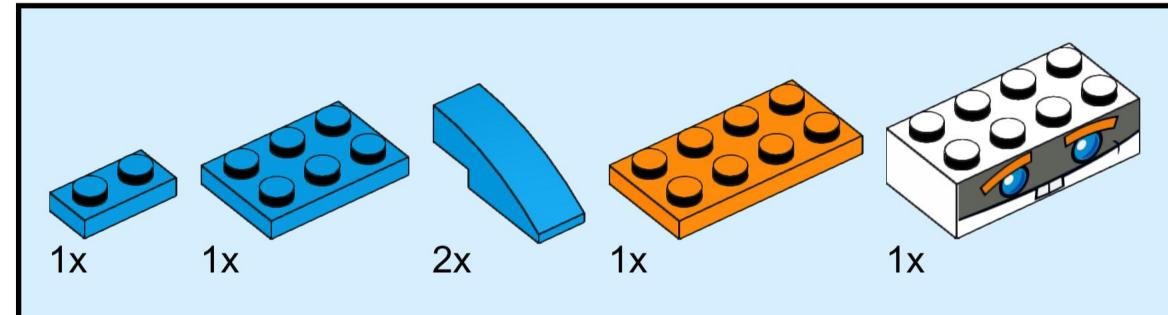
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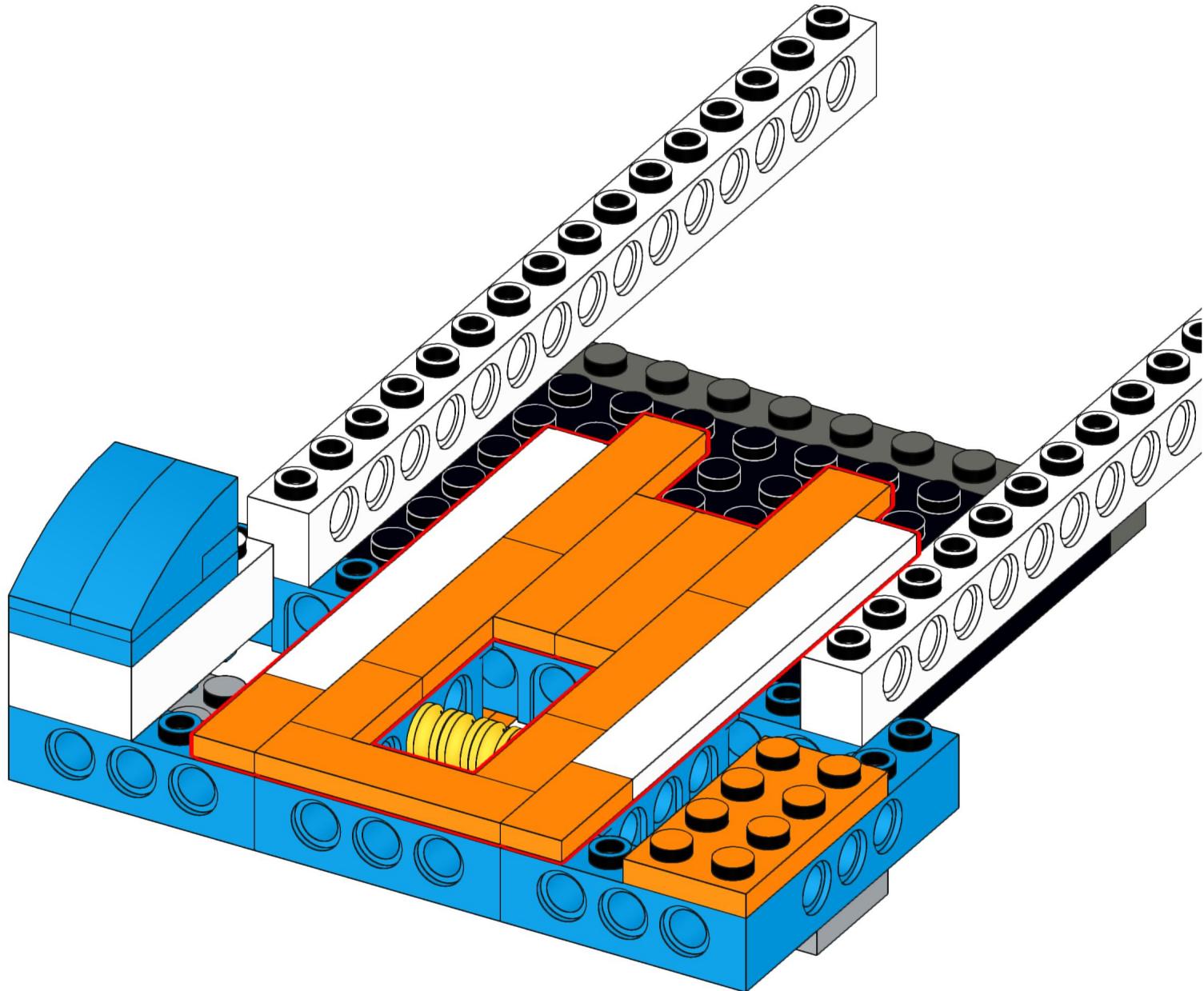
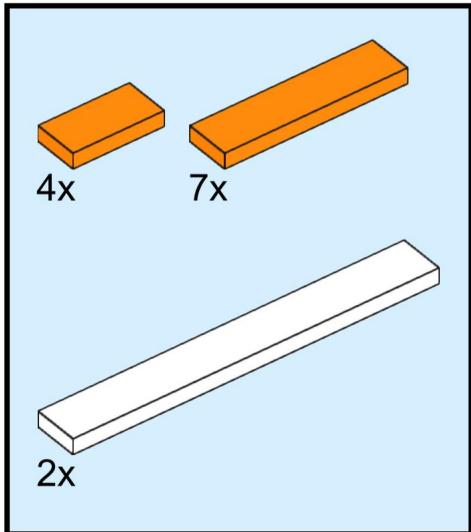
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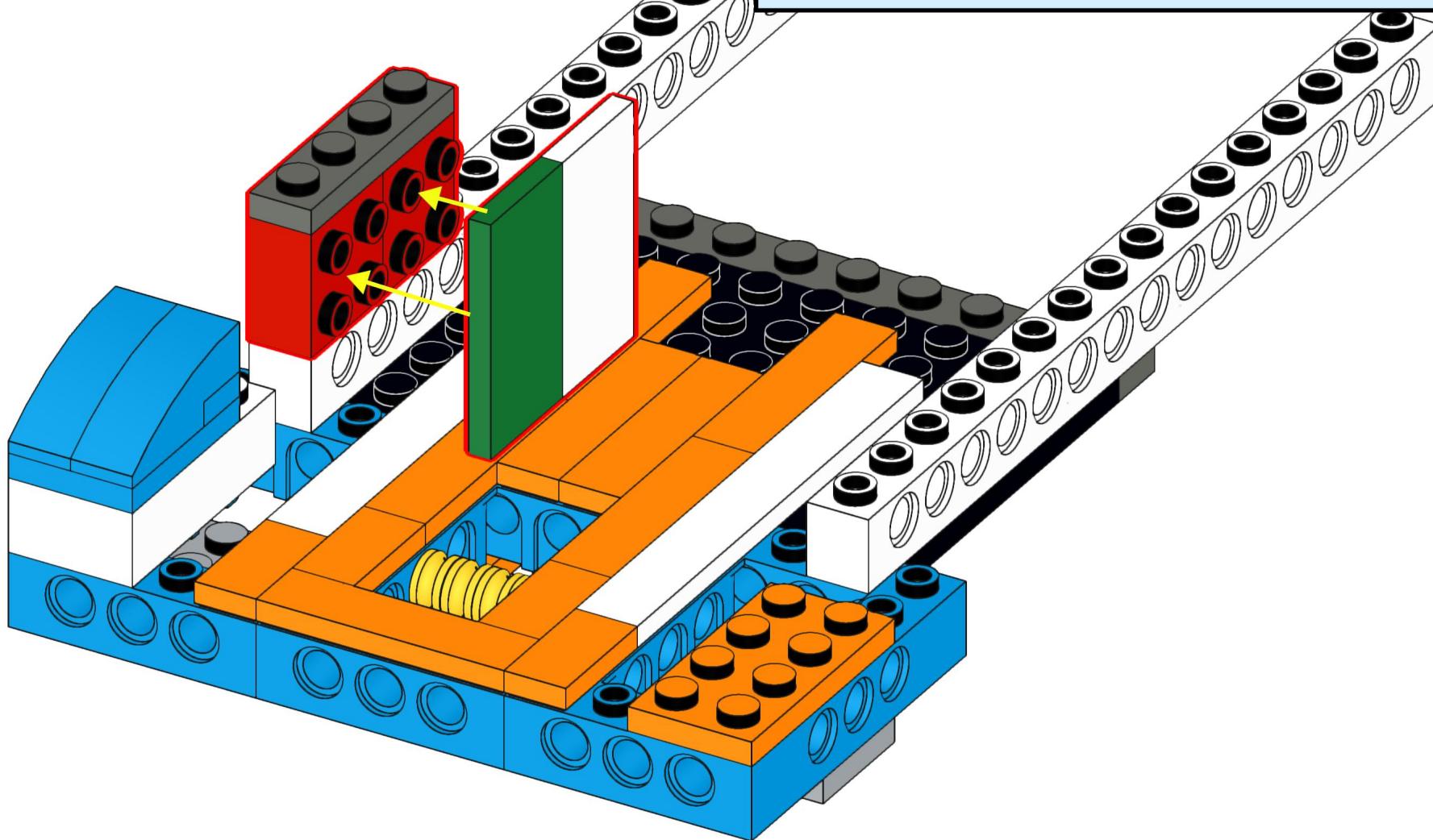
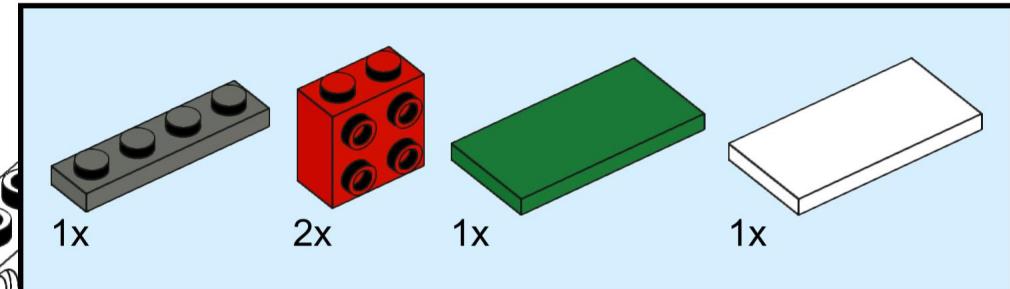
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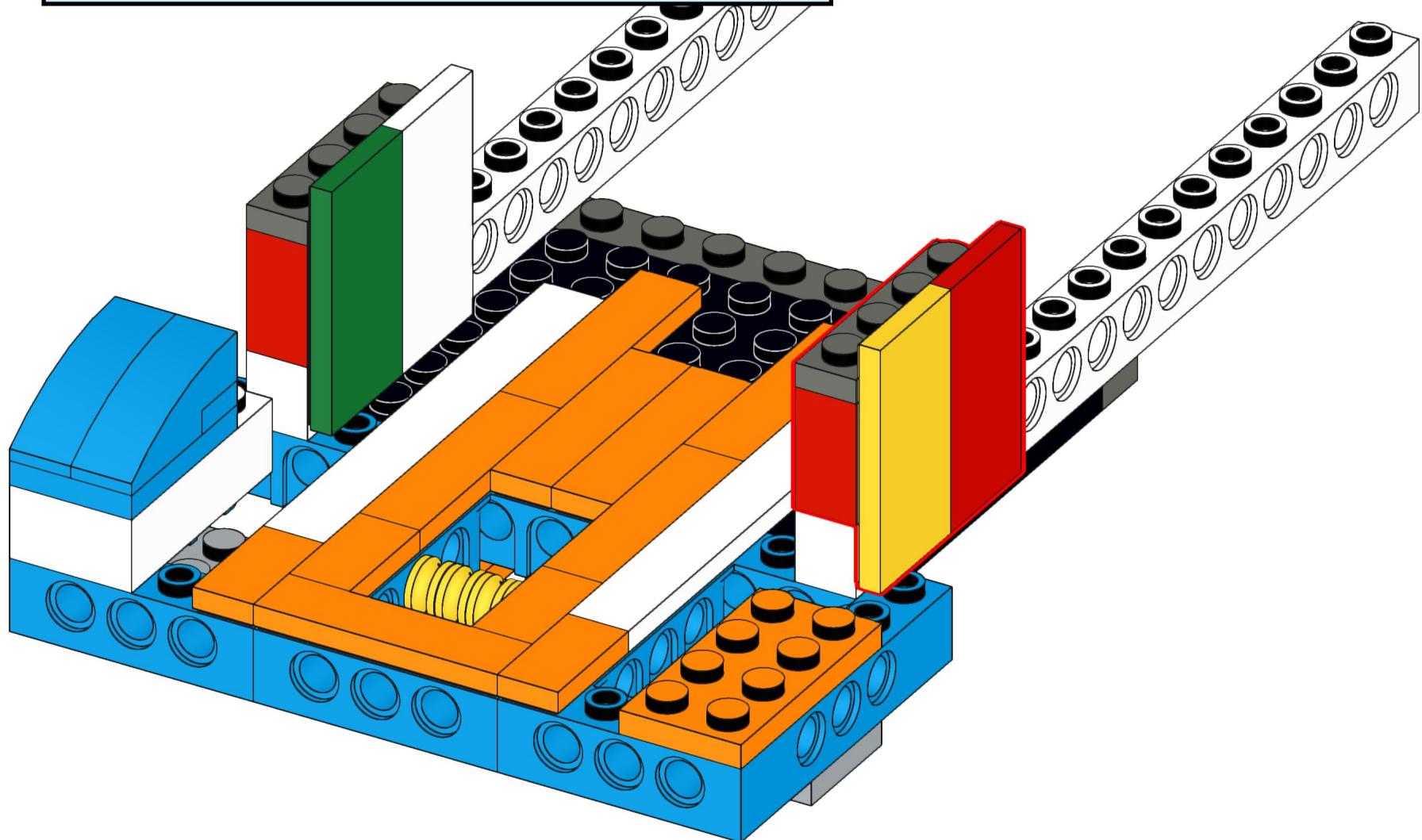
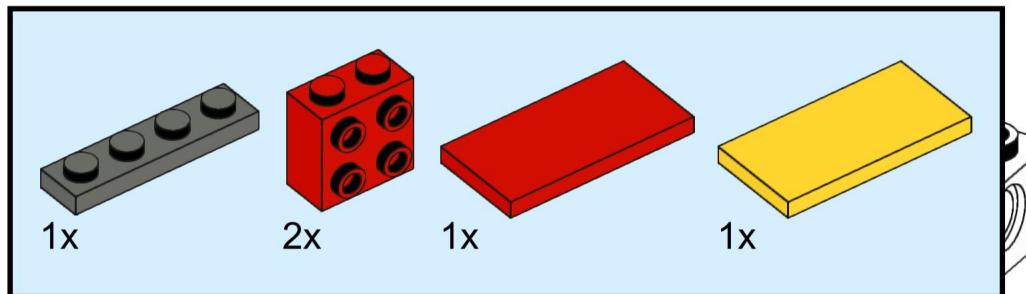
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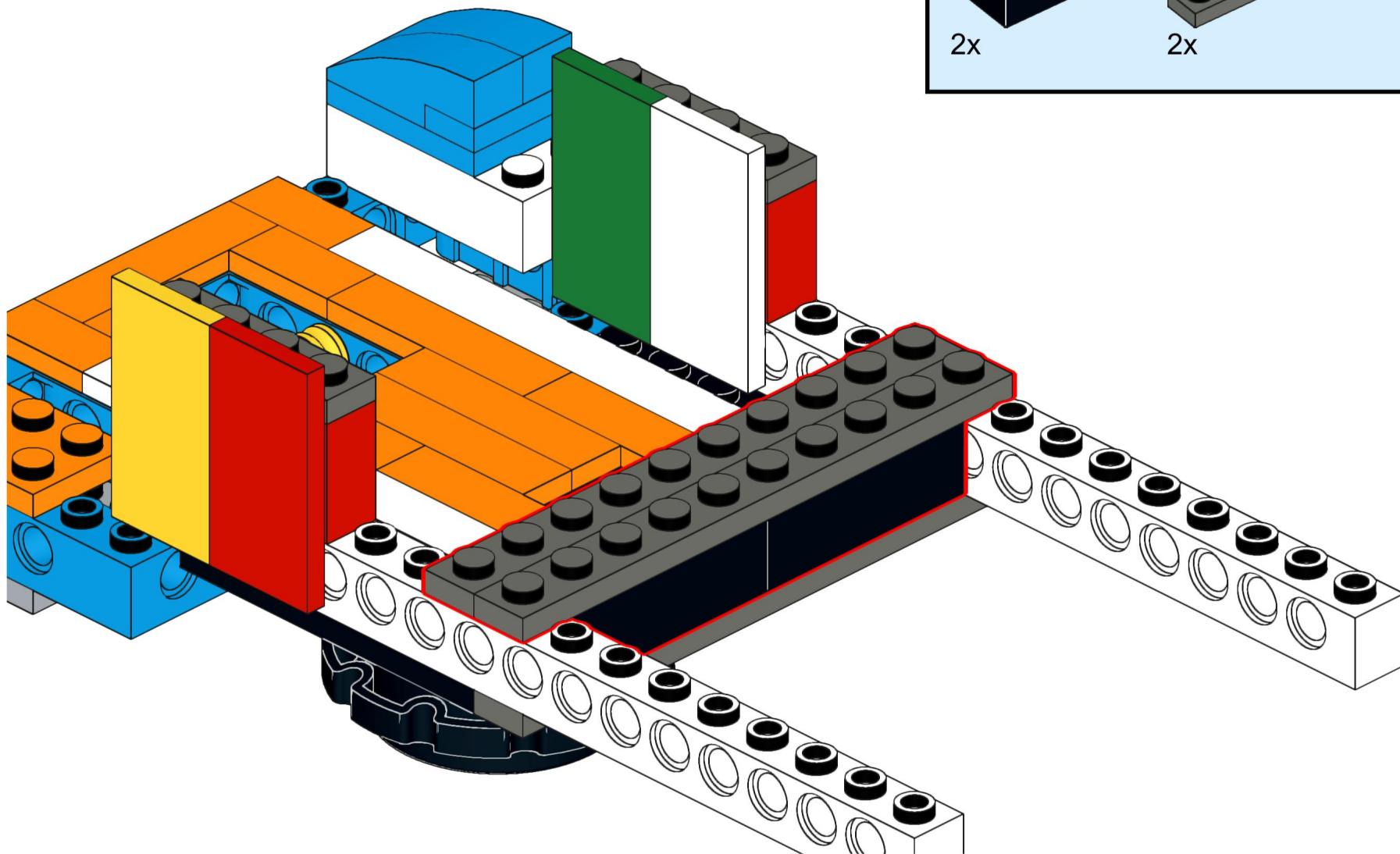
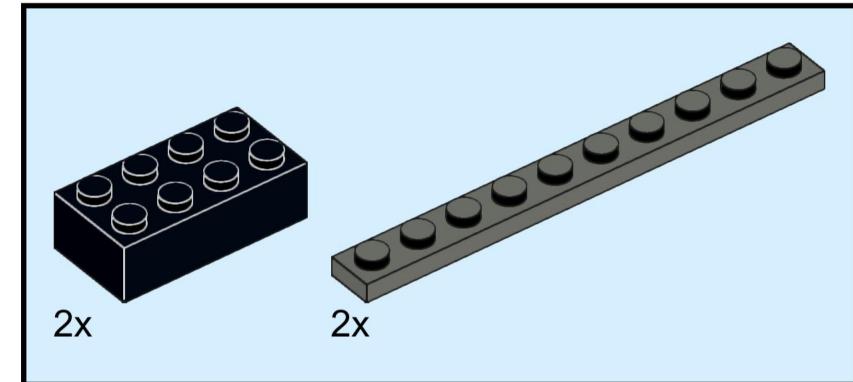
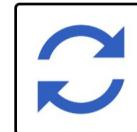
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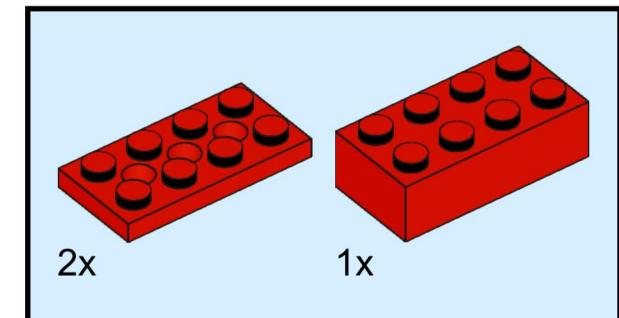
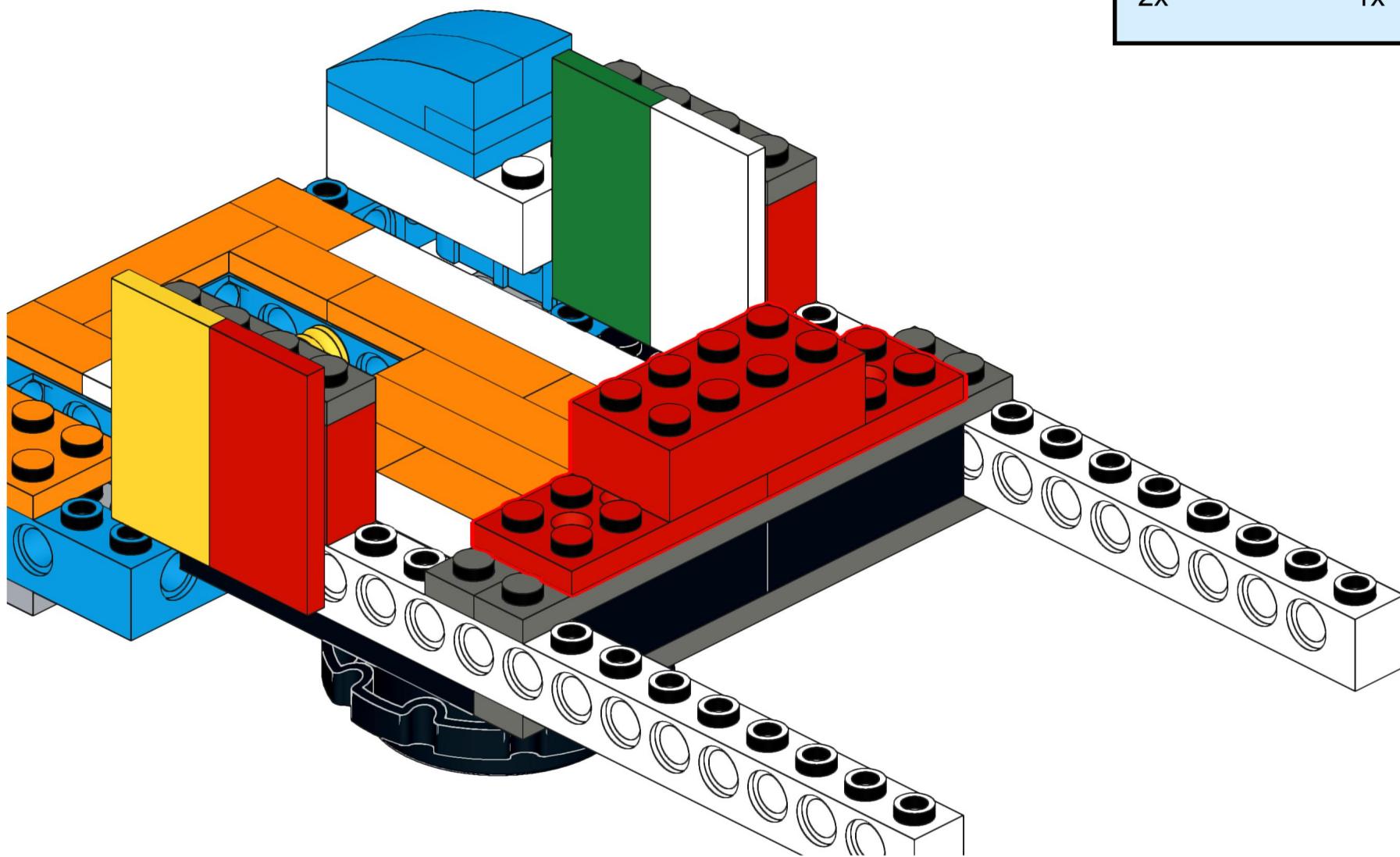
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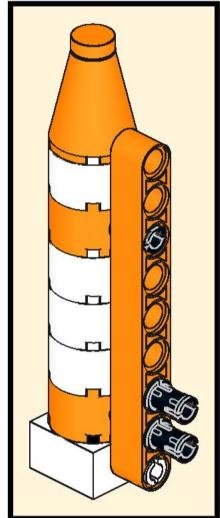
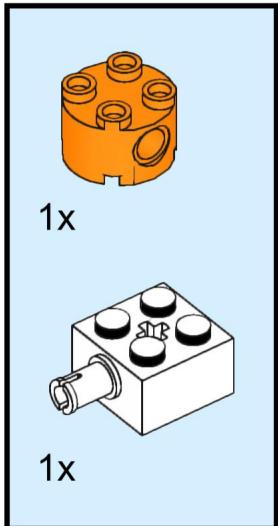
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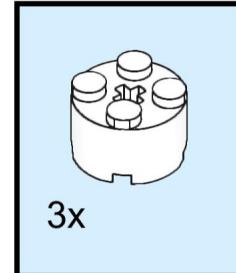
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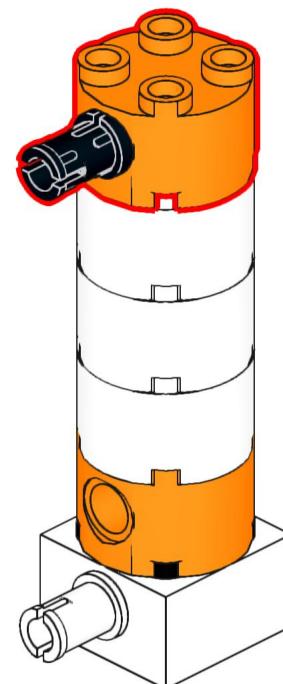
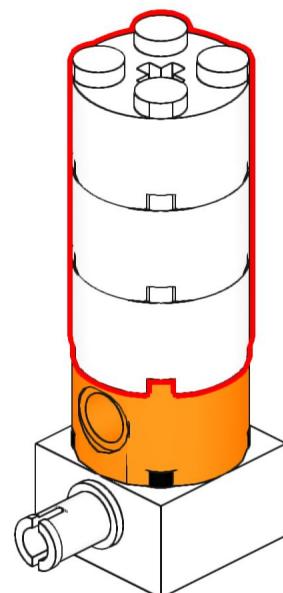
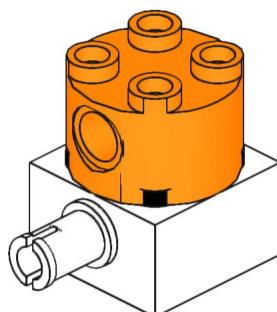
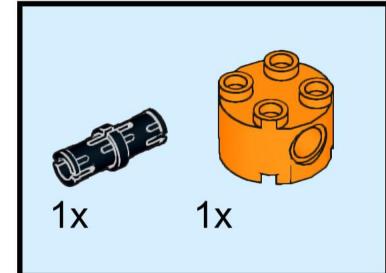
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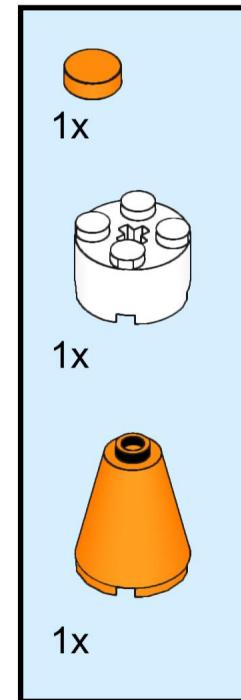
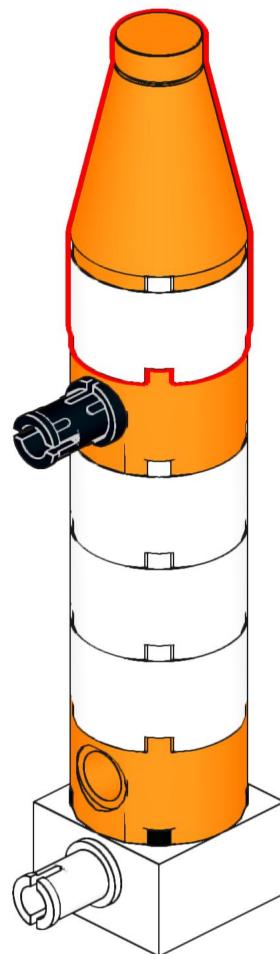
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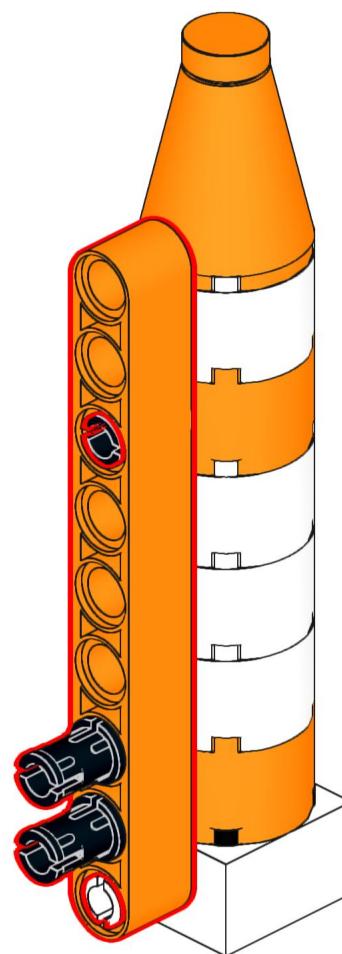
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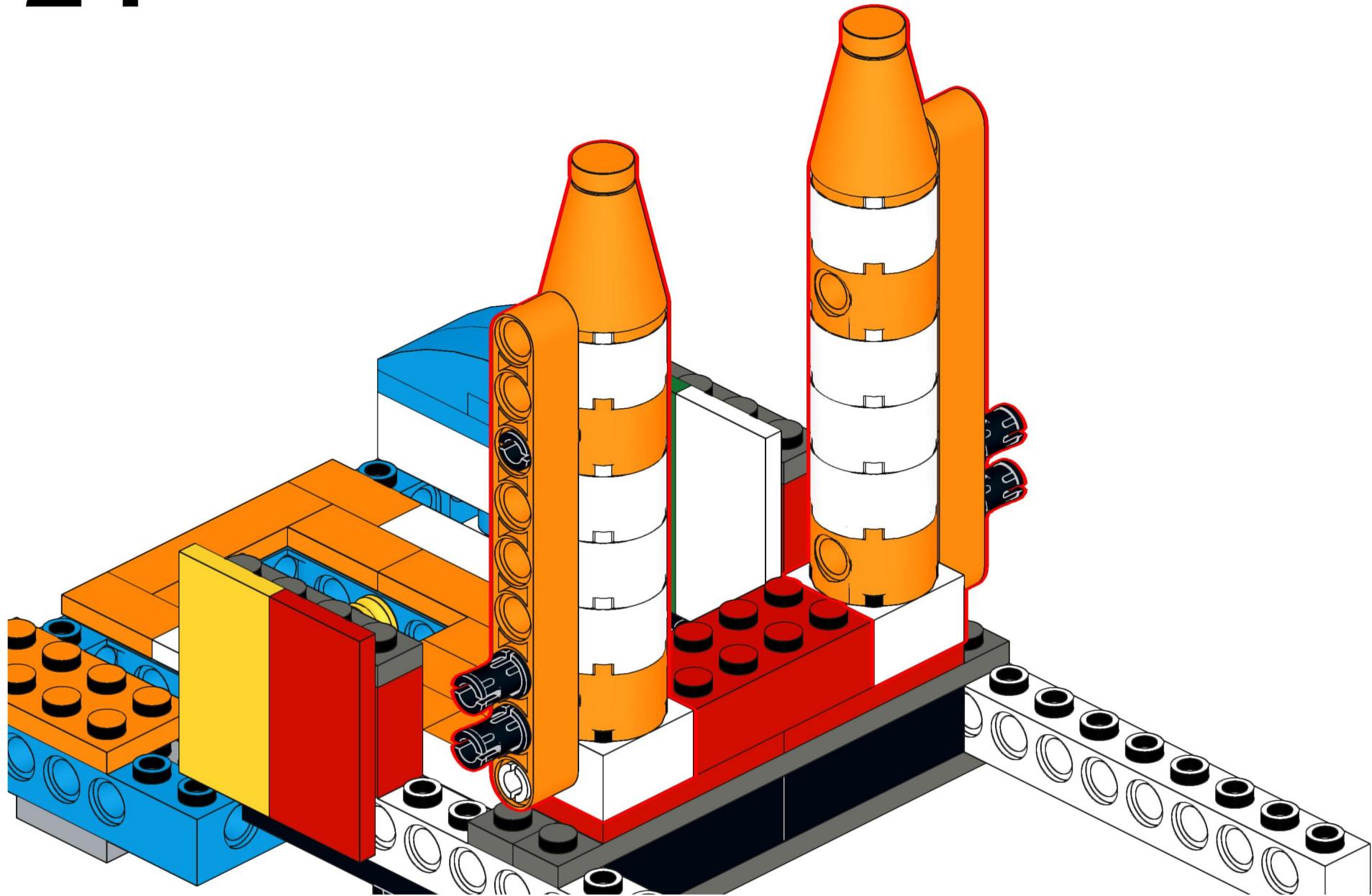
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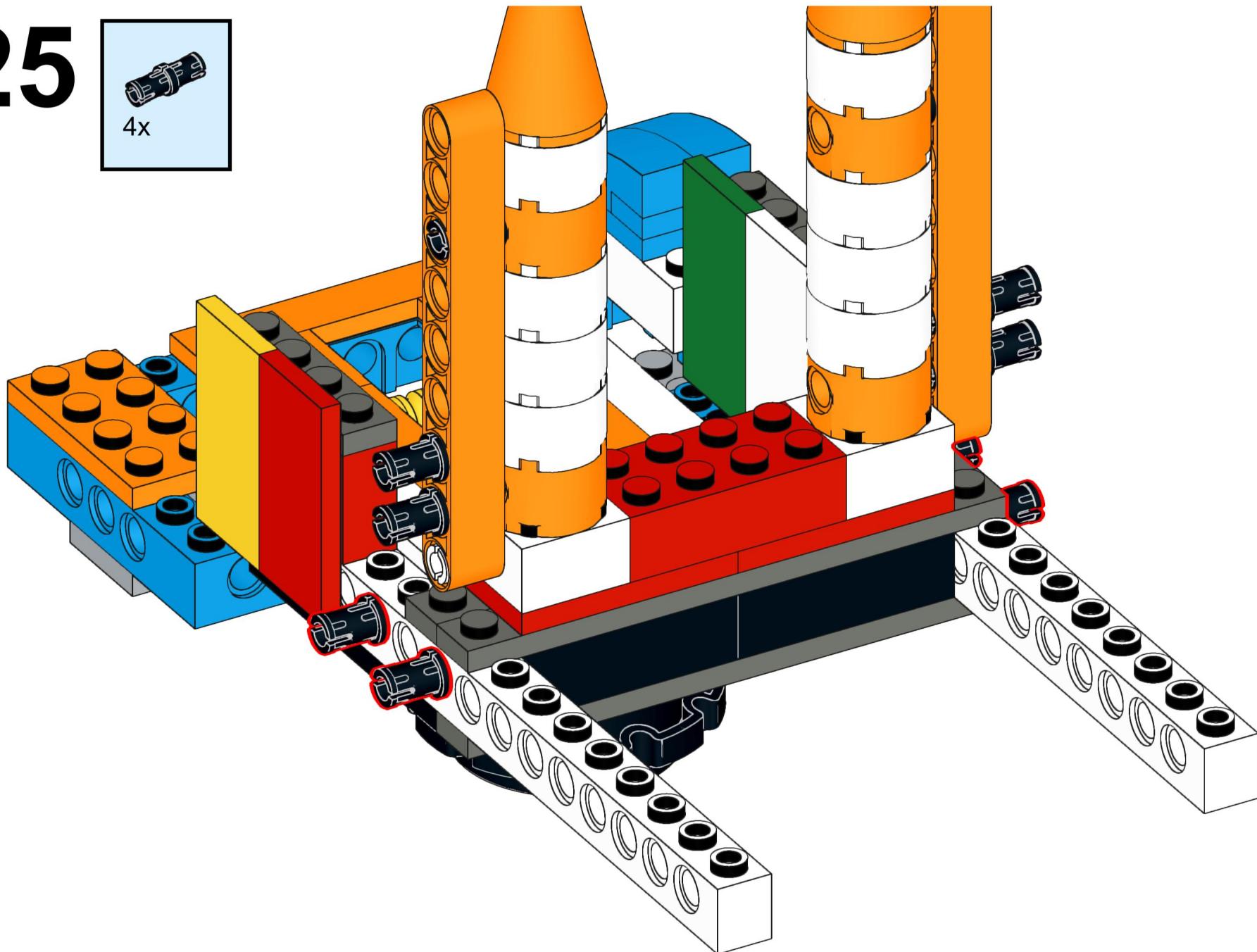
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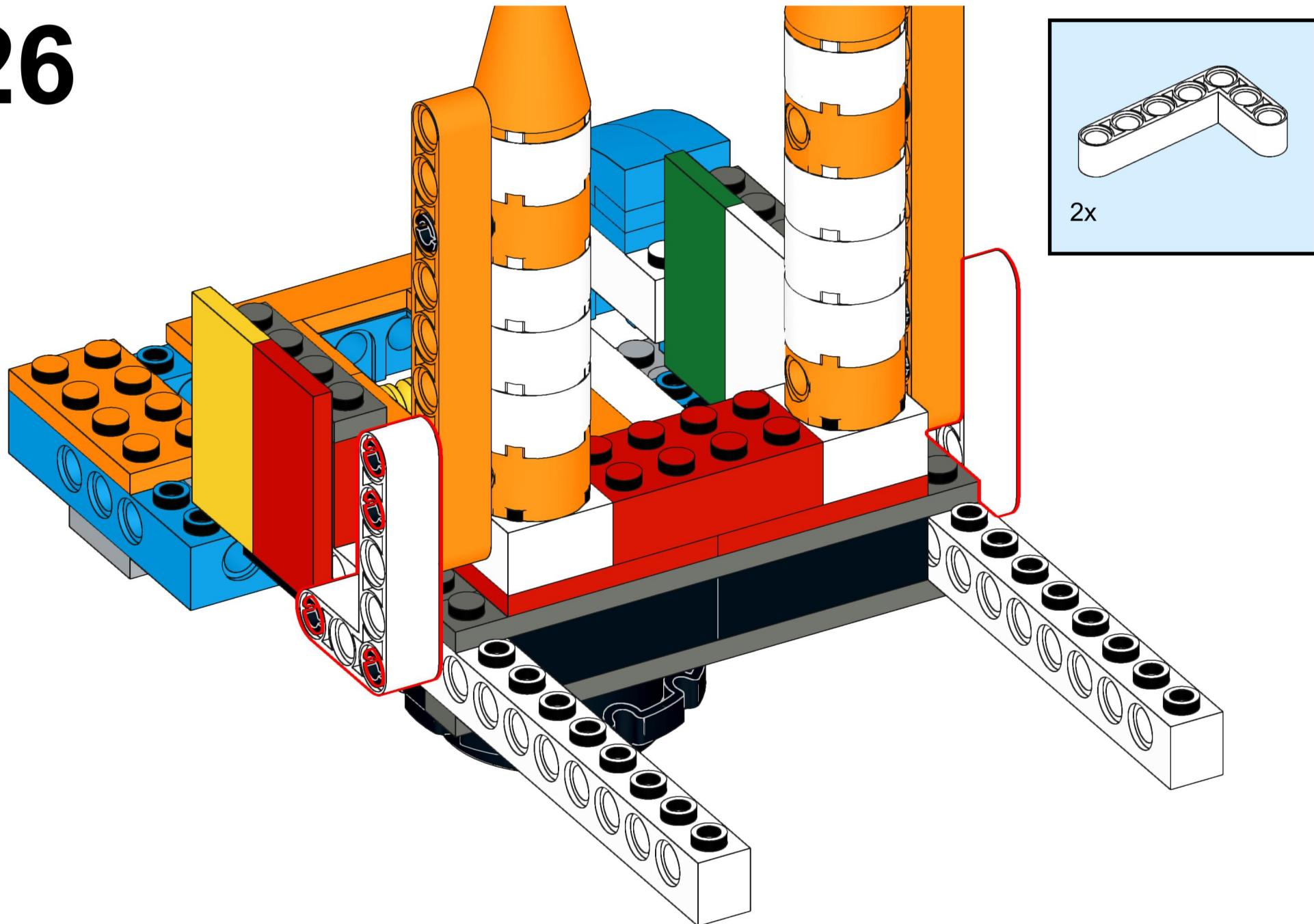
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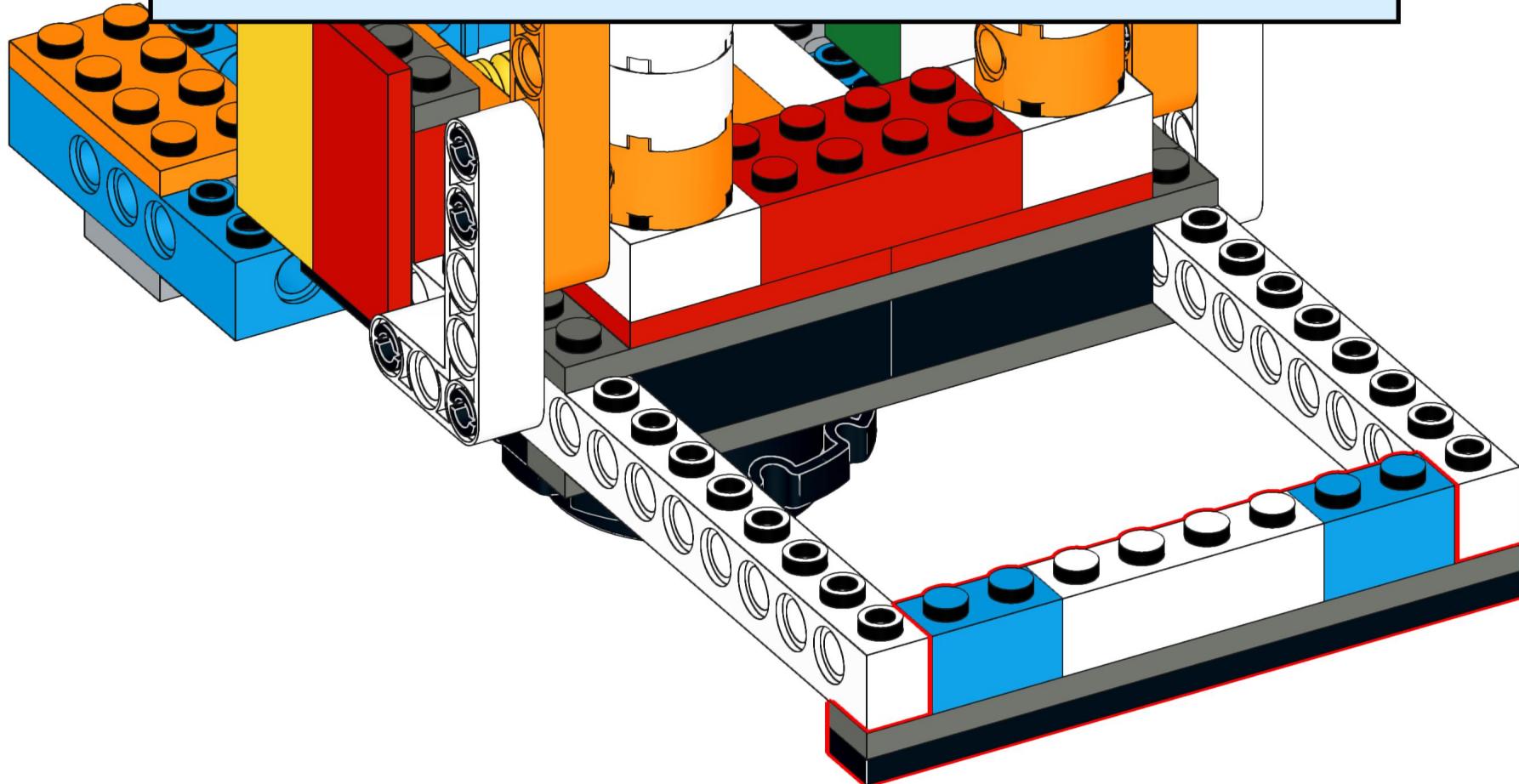
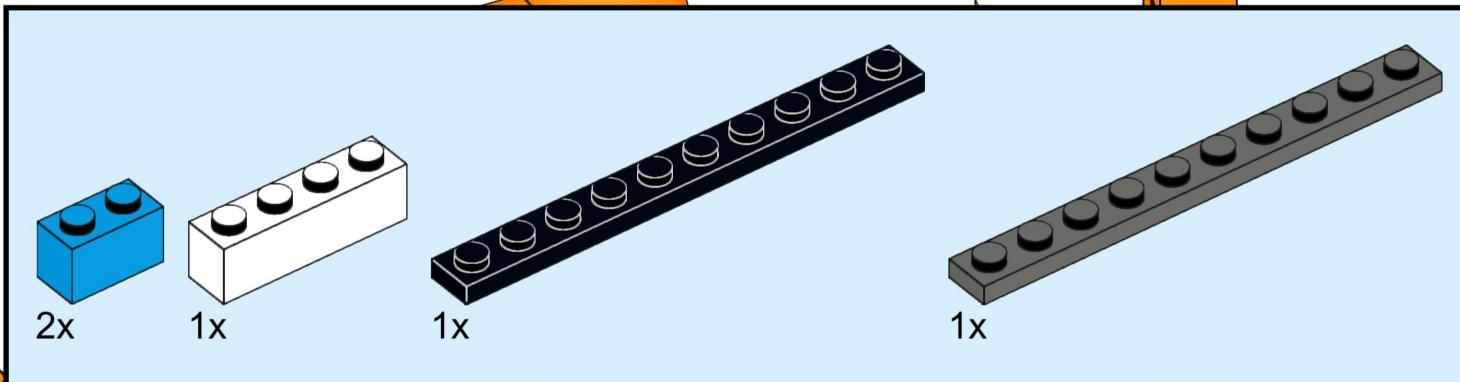
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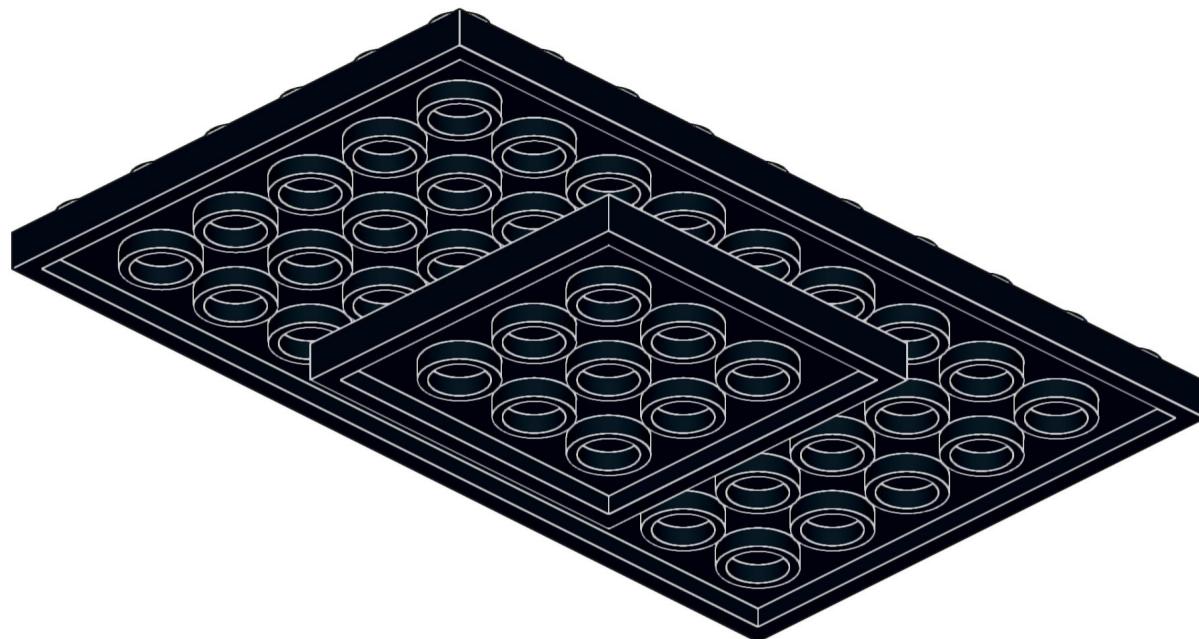
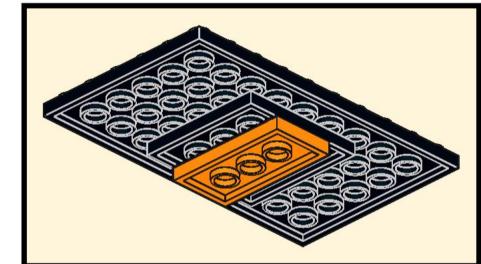
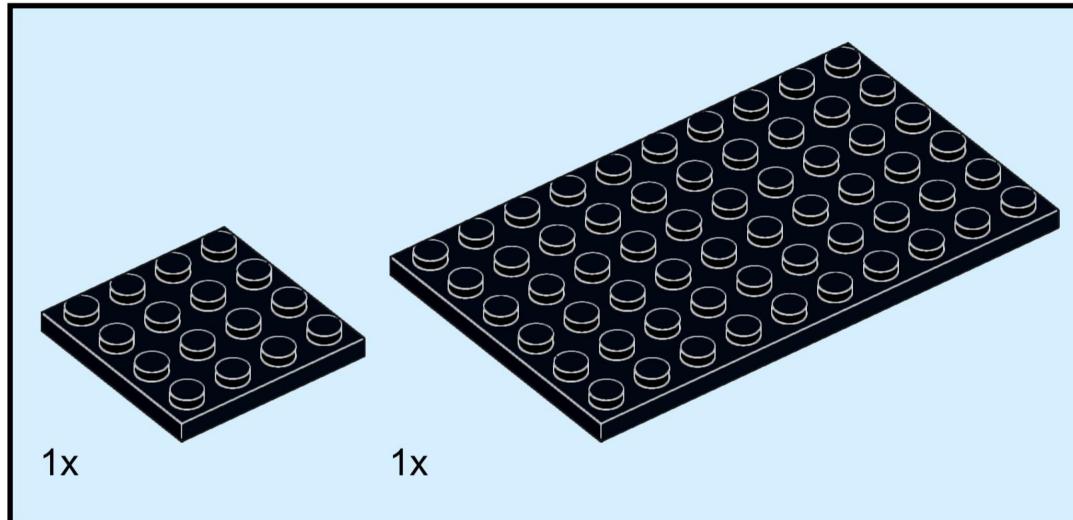
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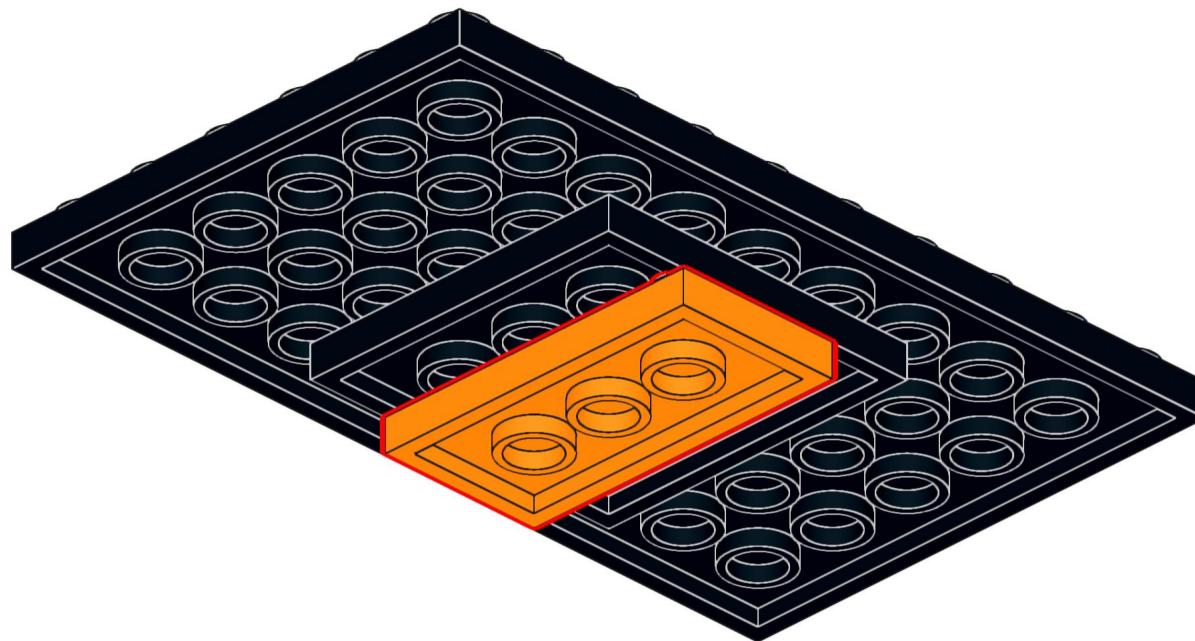
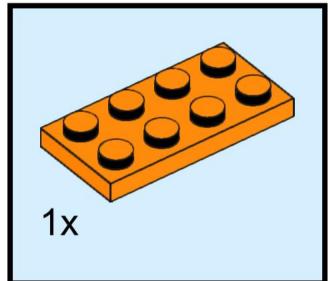
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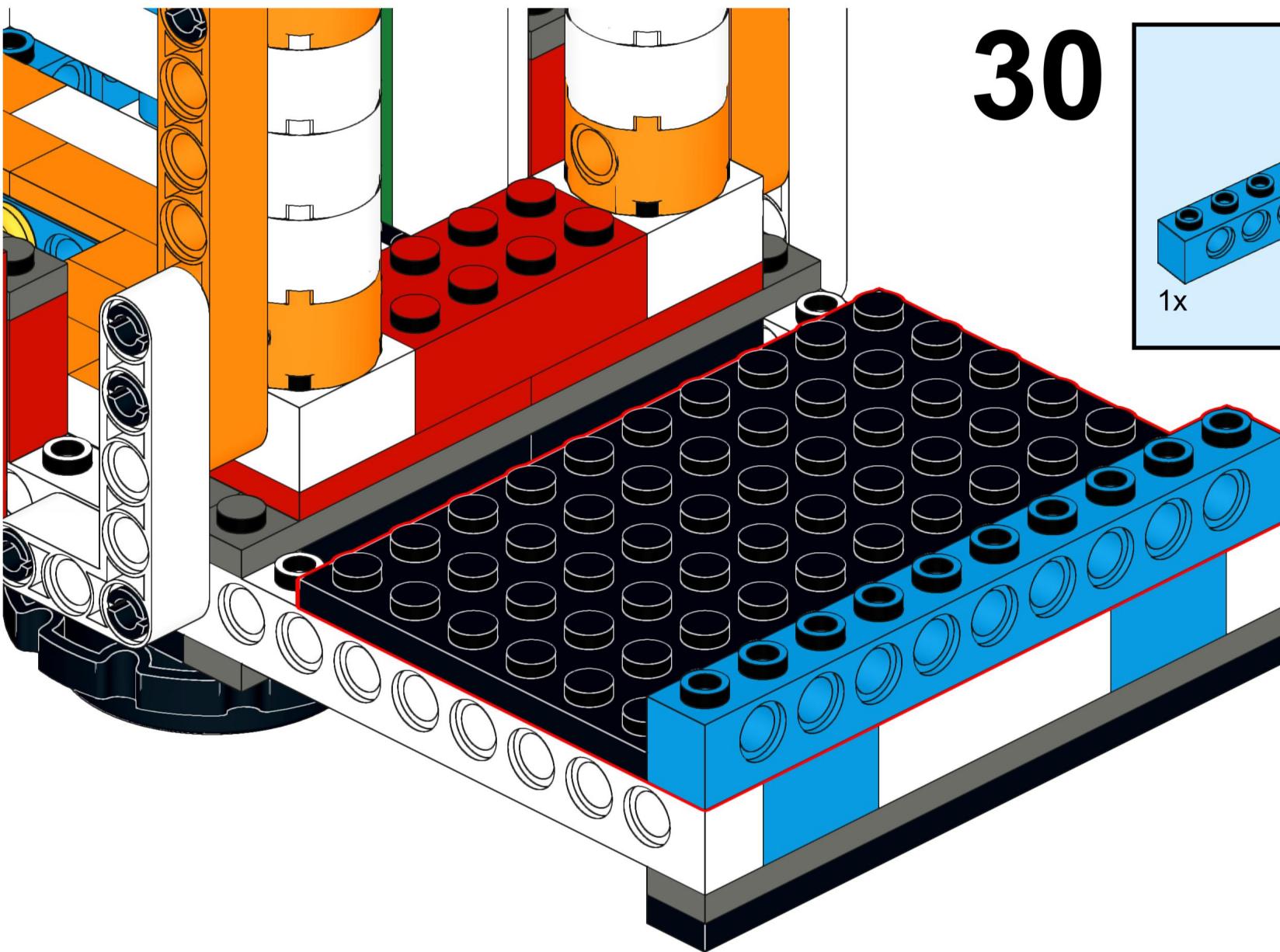


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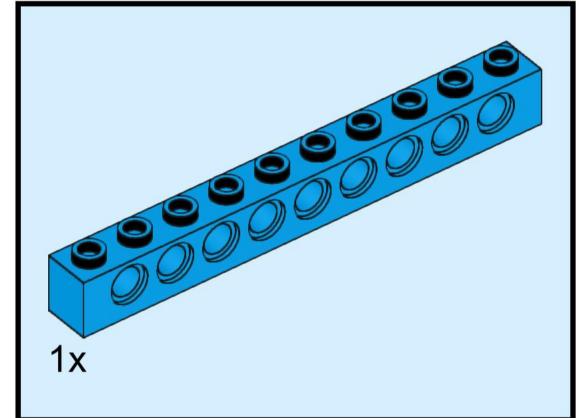


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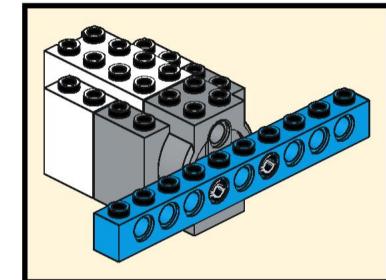
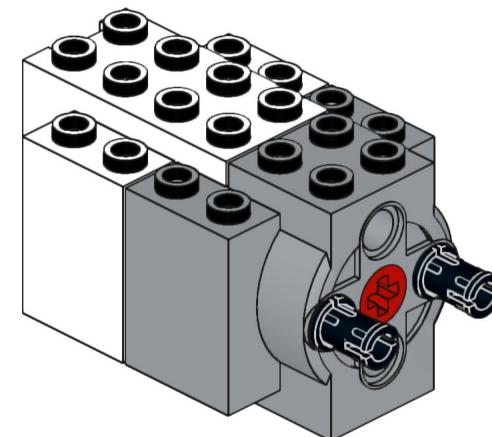
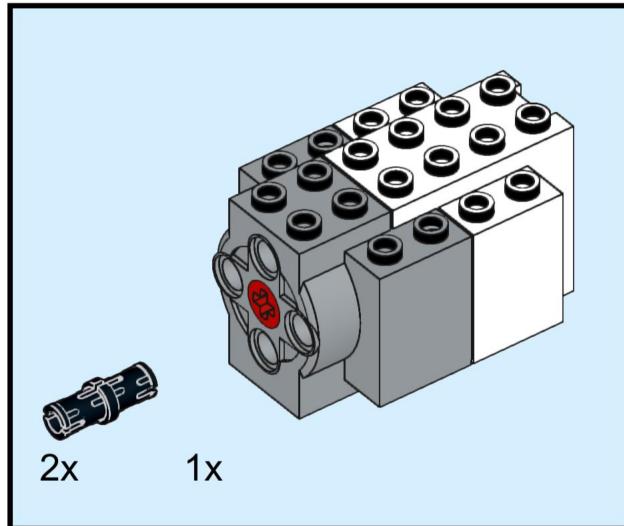




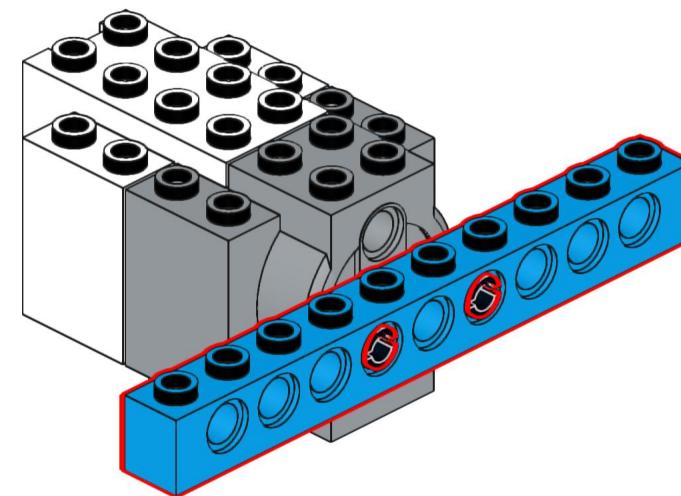
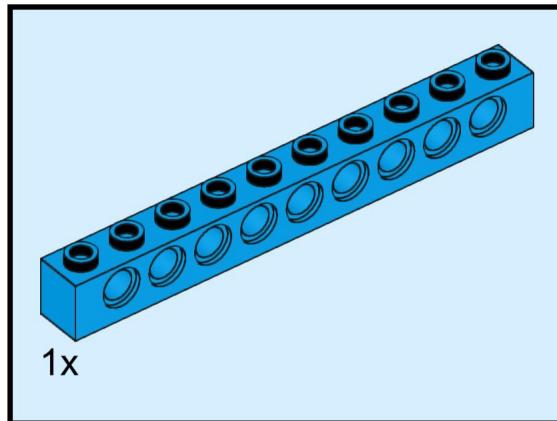
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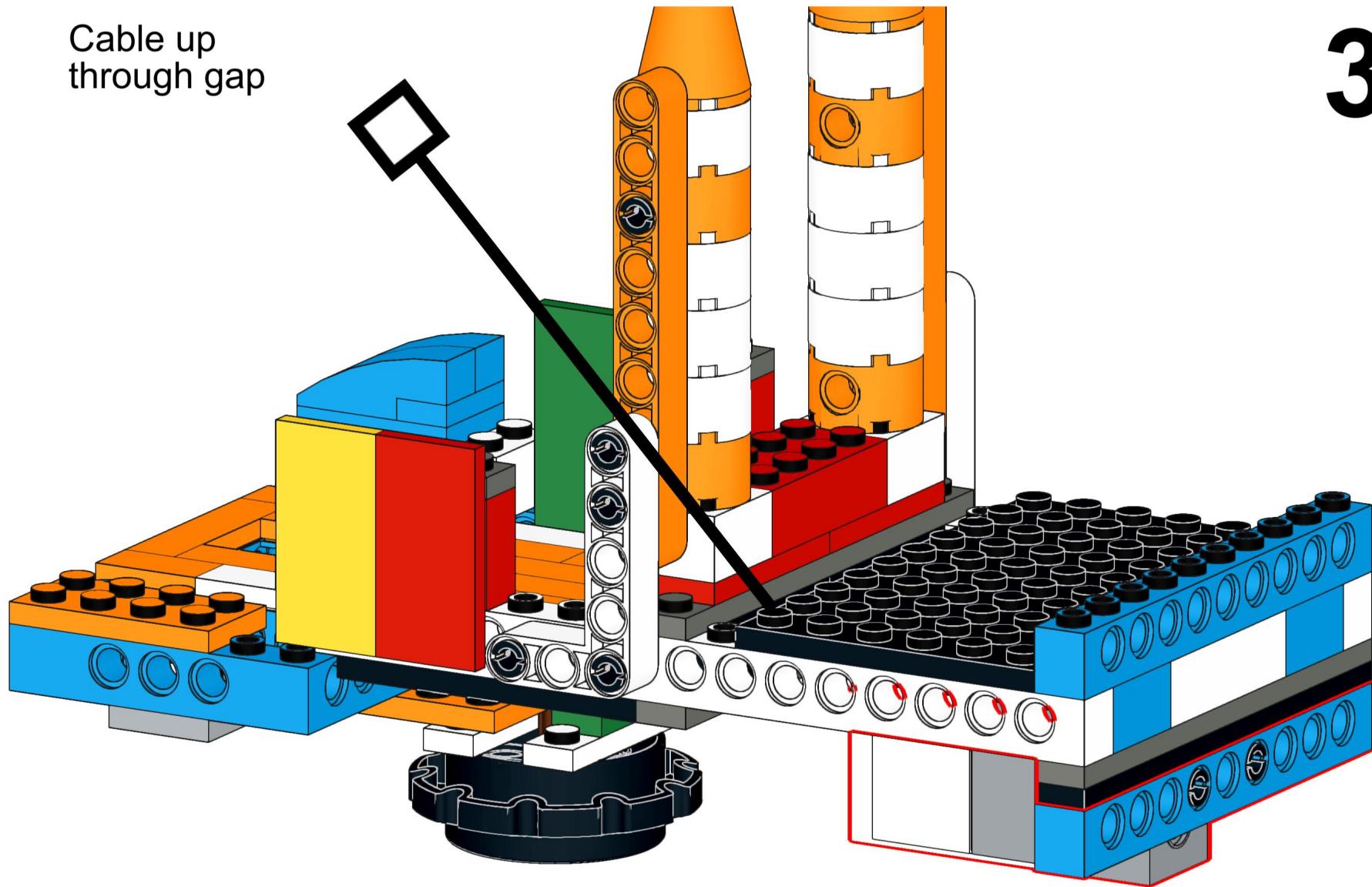


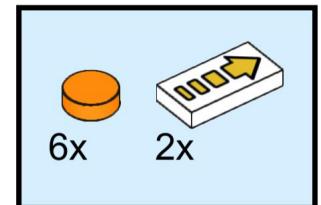
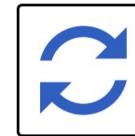
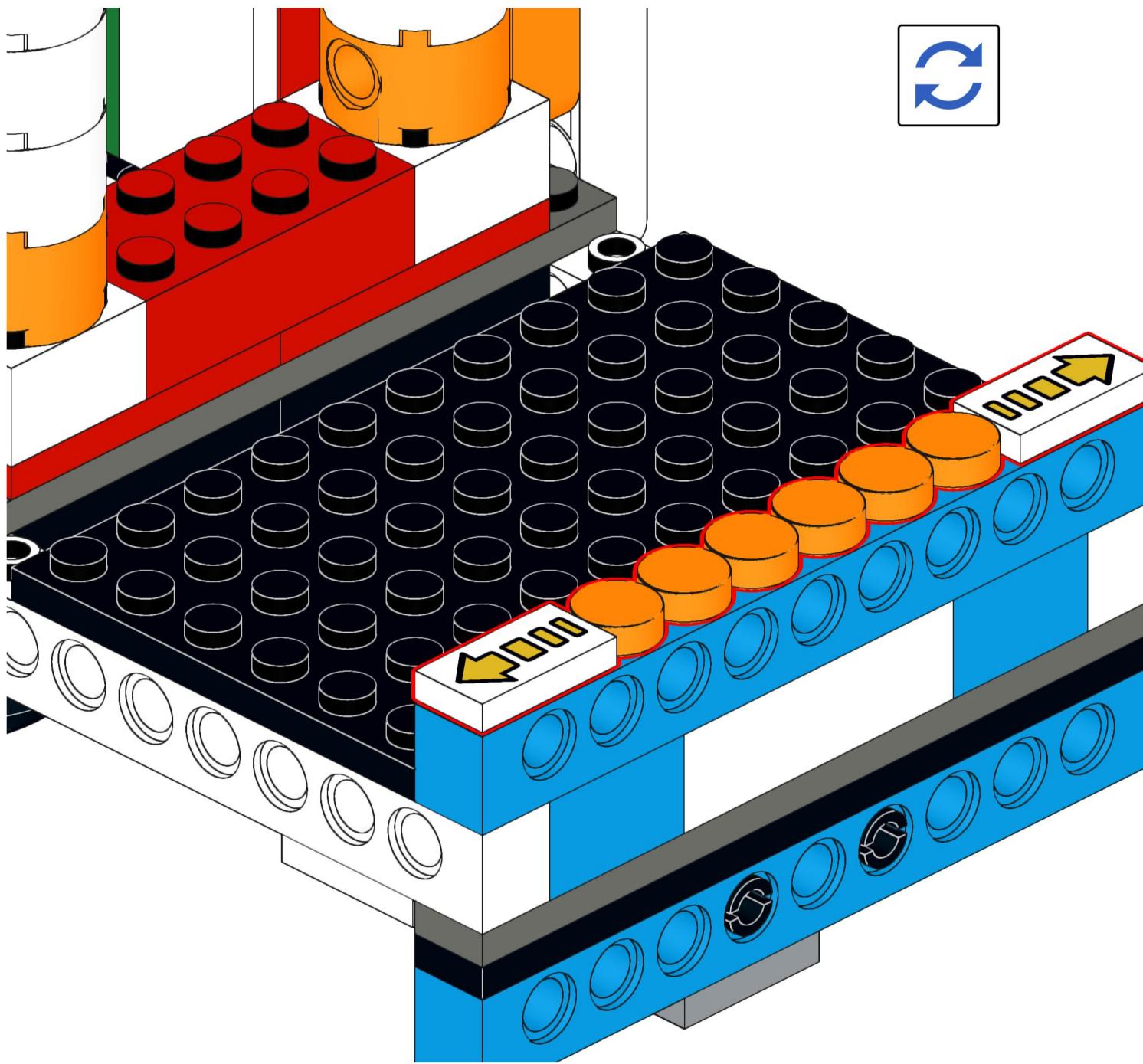
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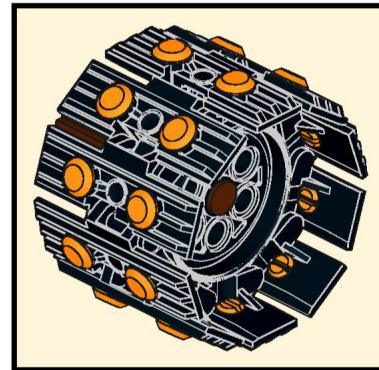
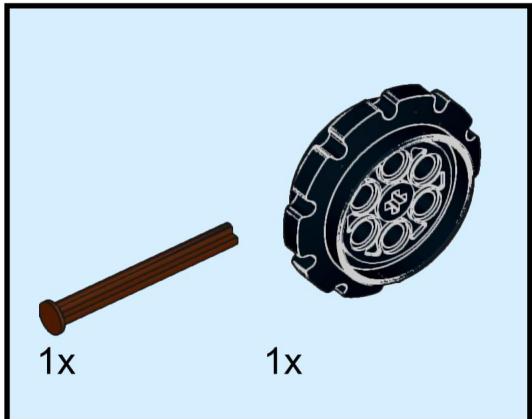
Cable up
through gap



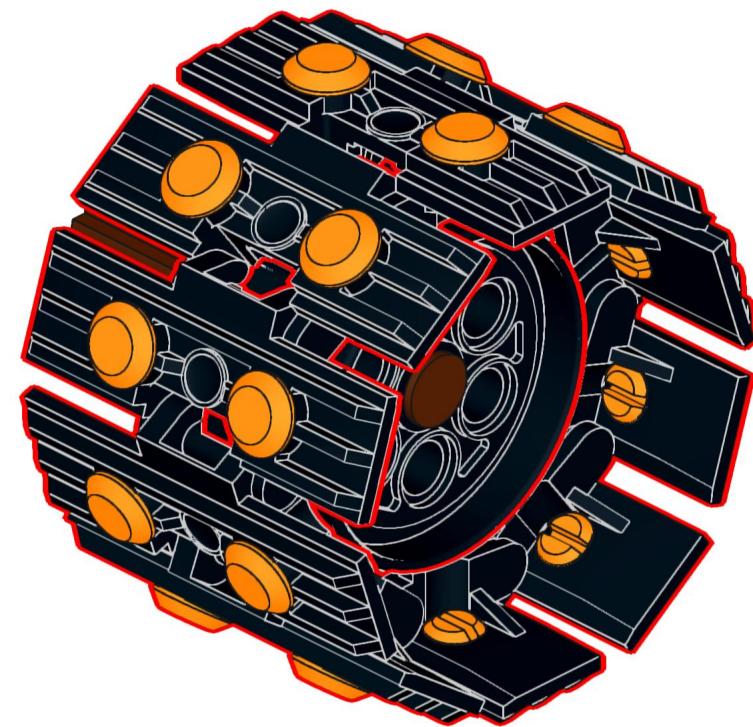
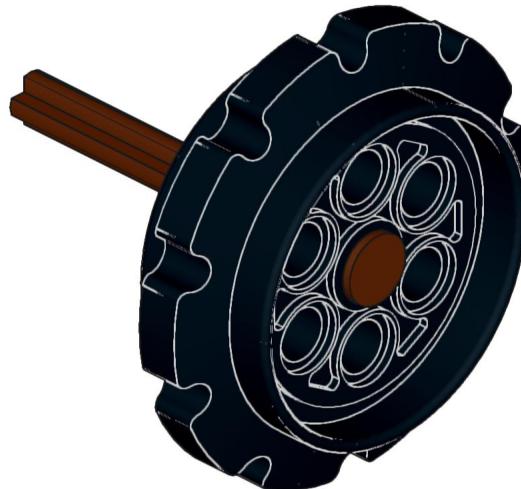
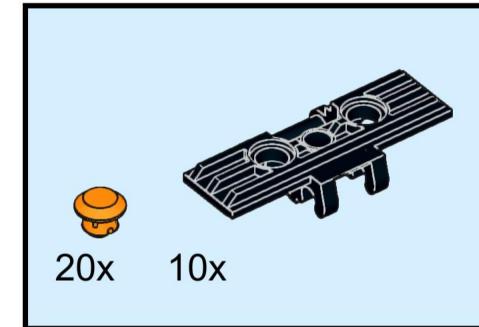


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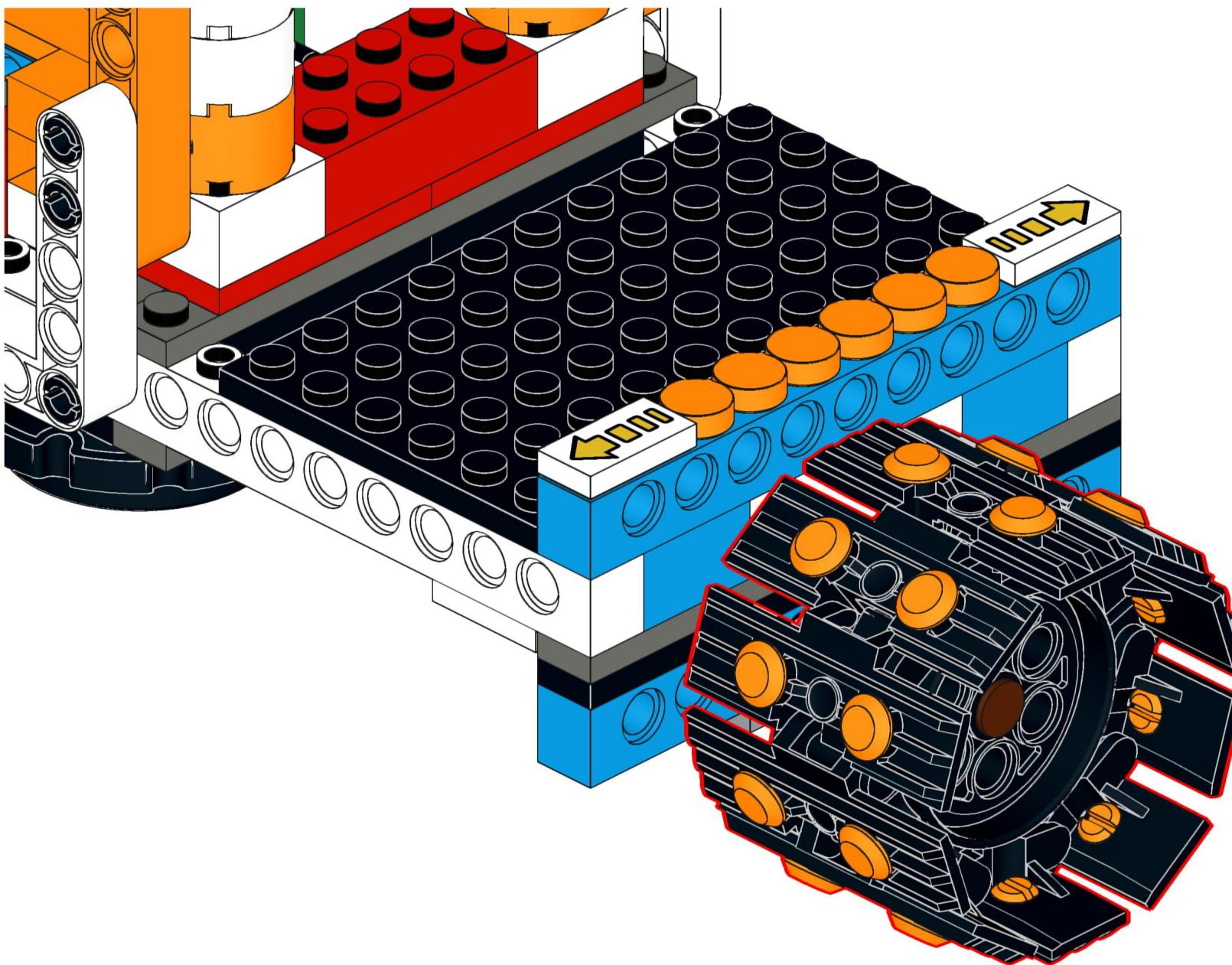
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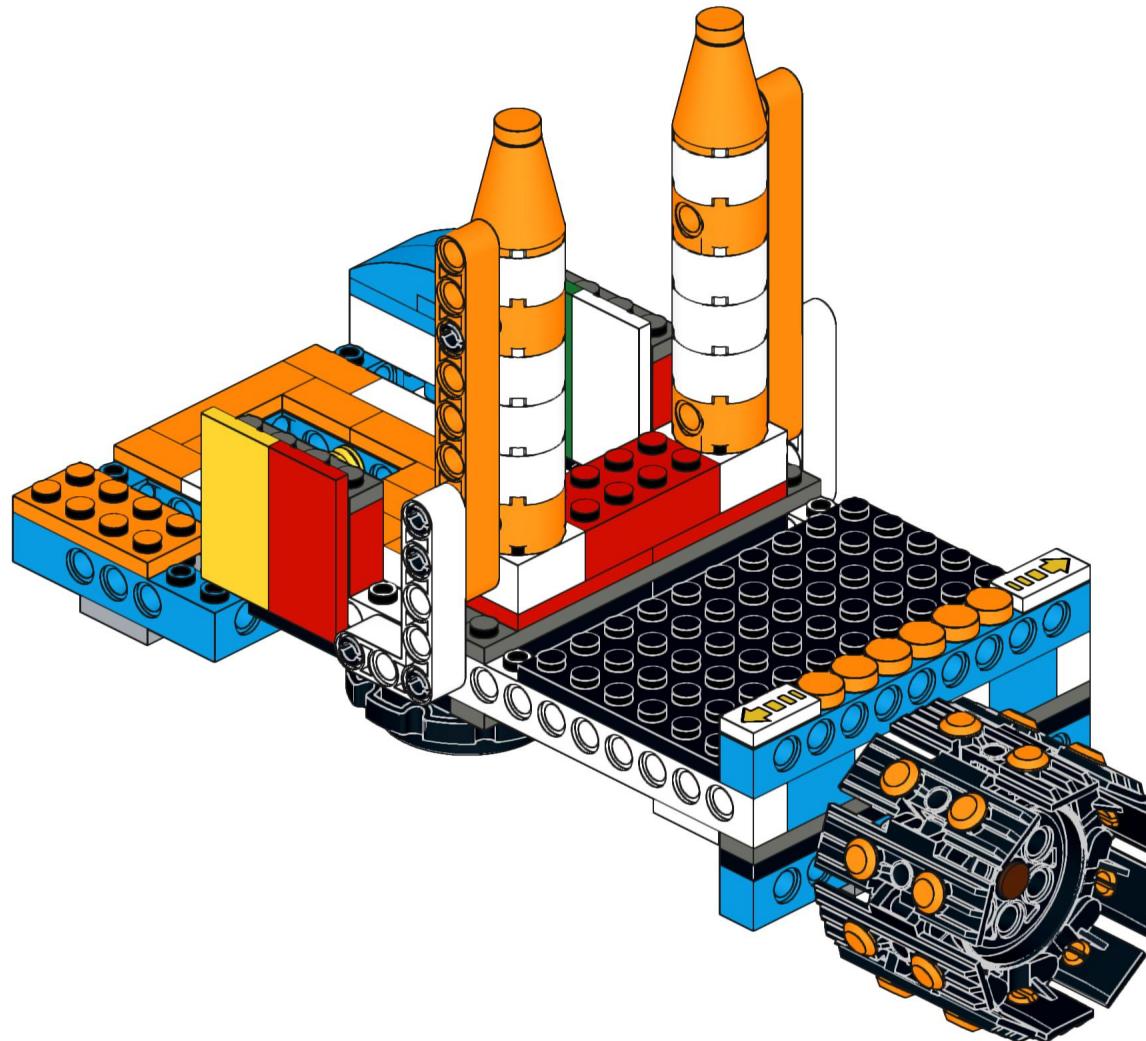
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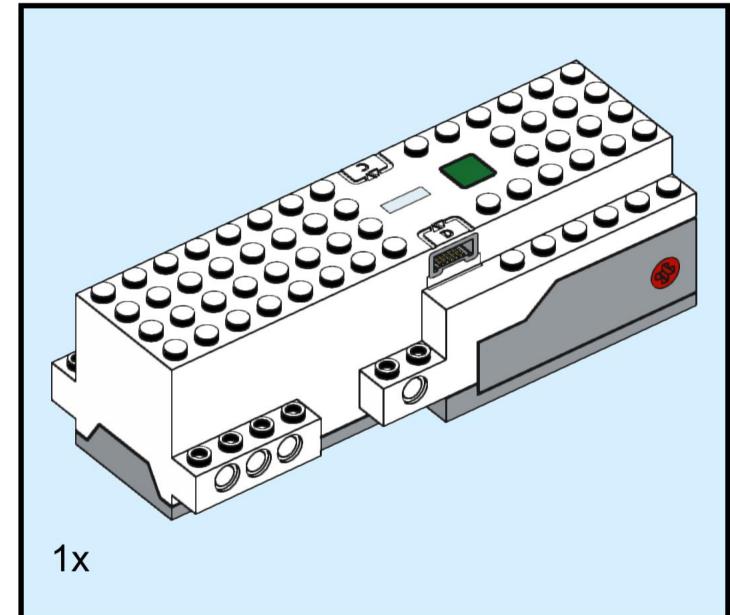
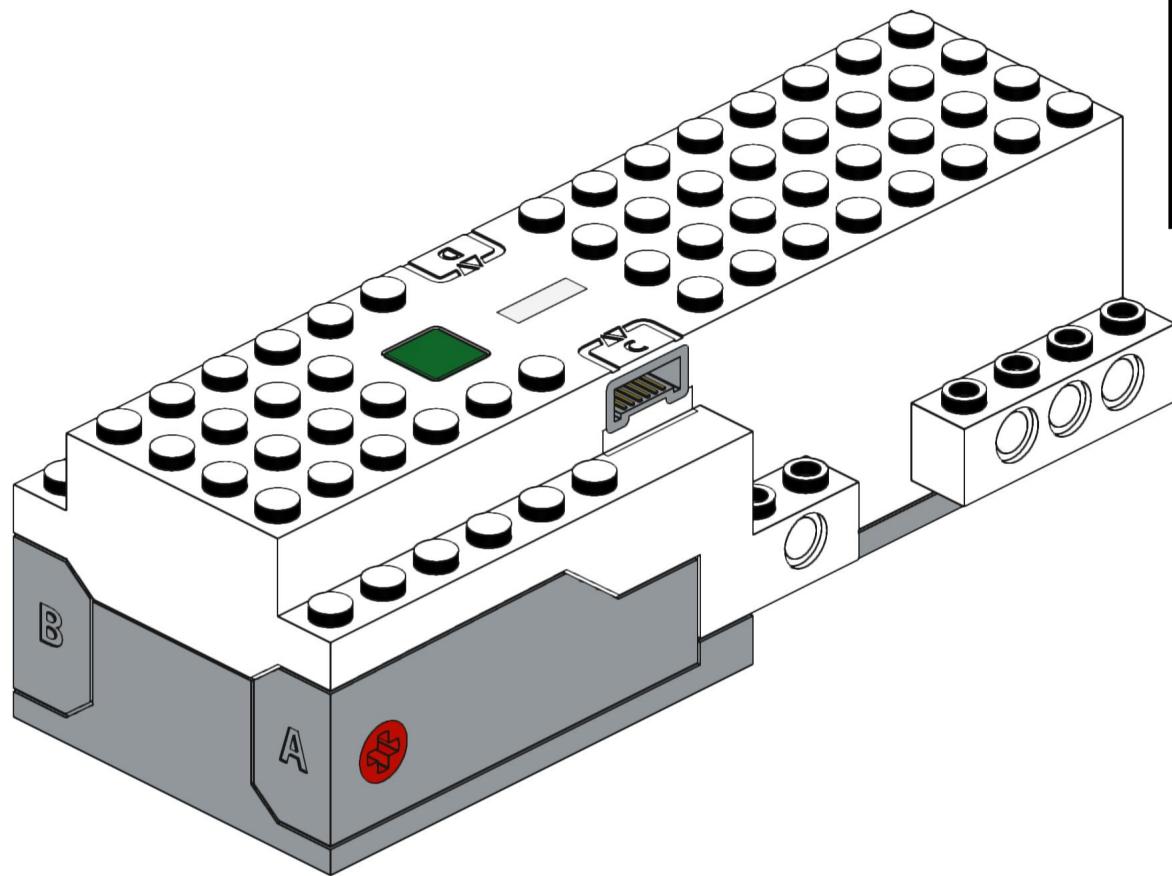
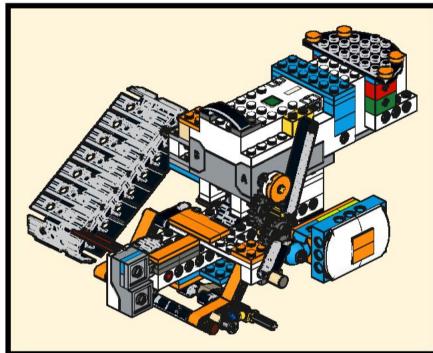
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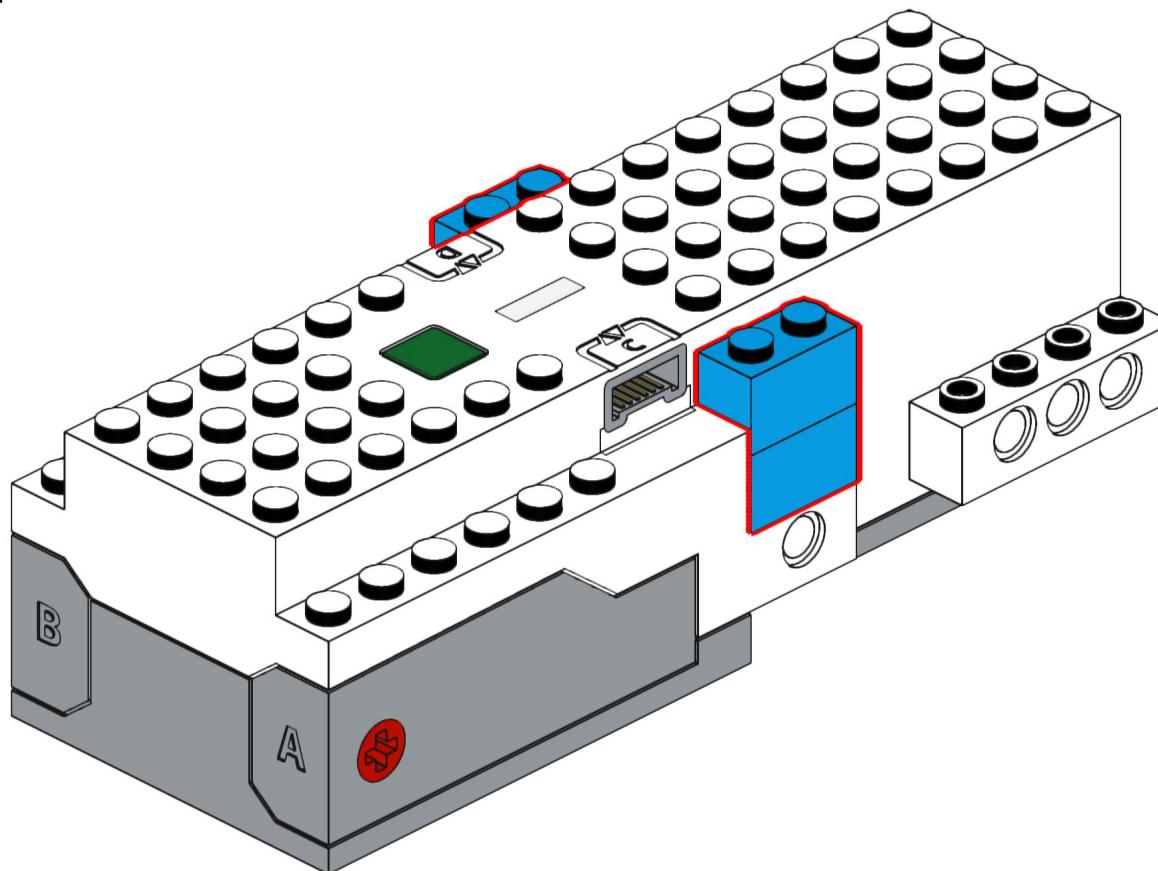
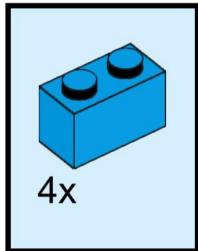
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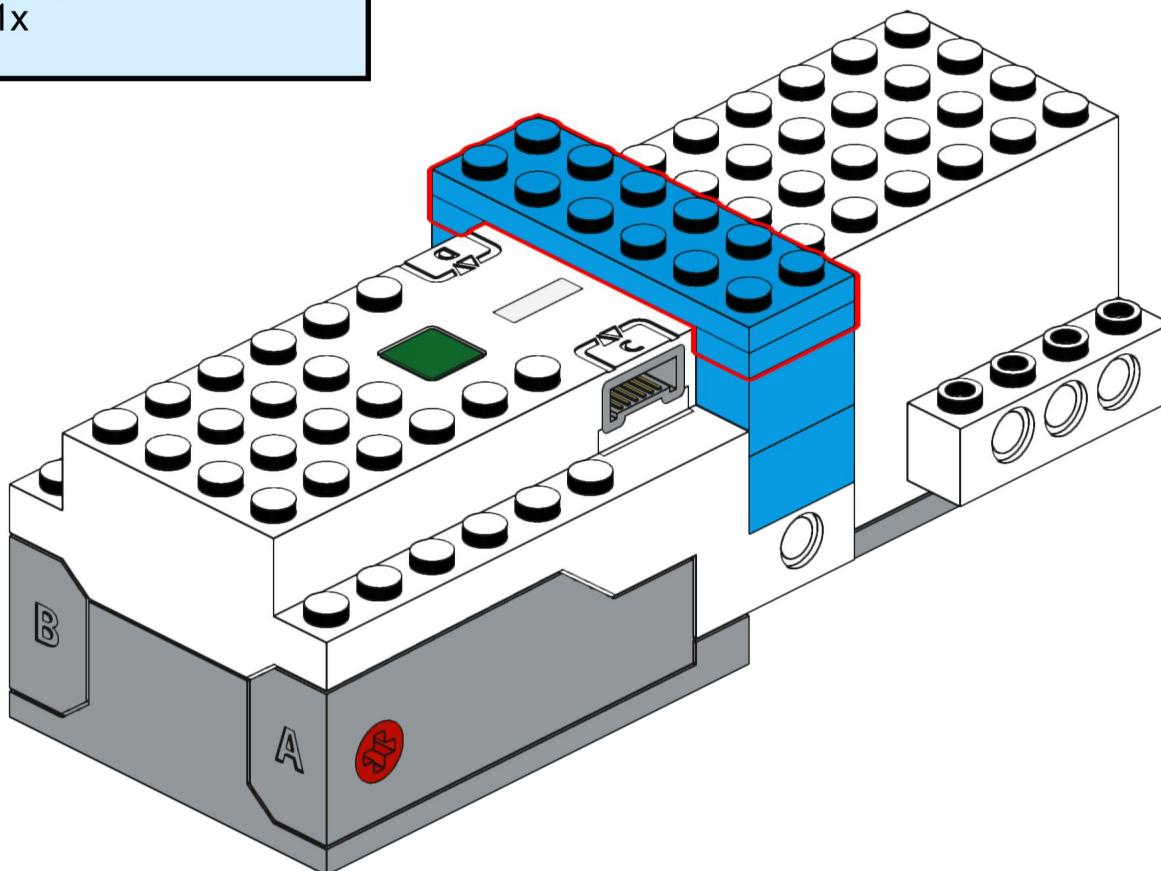
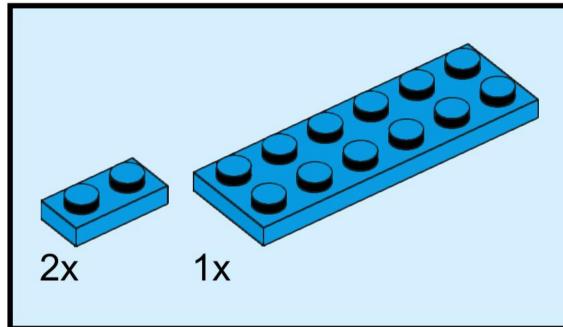
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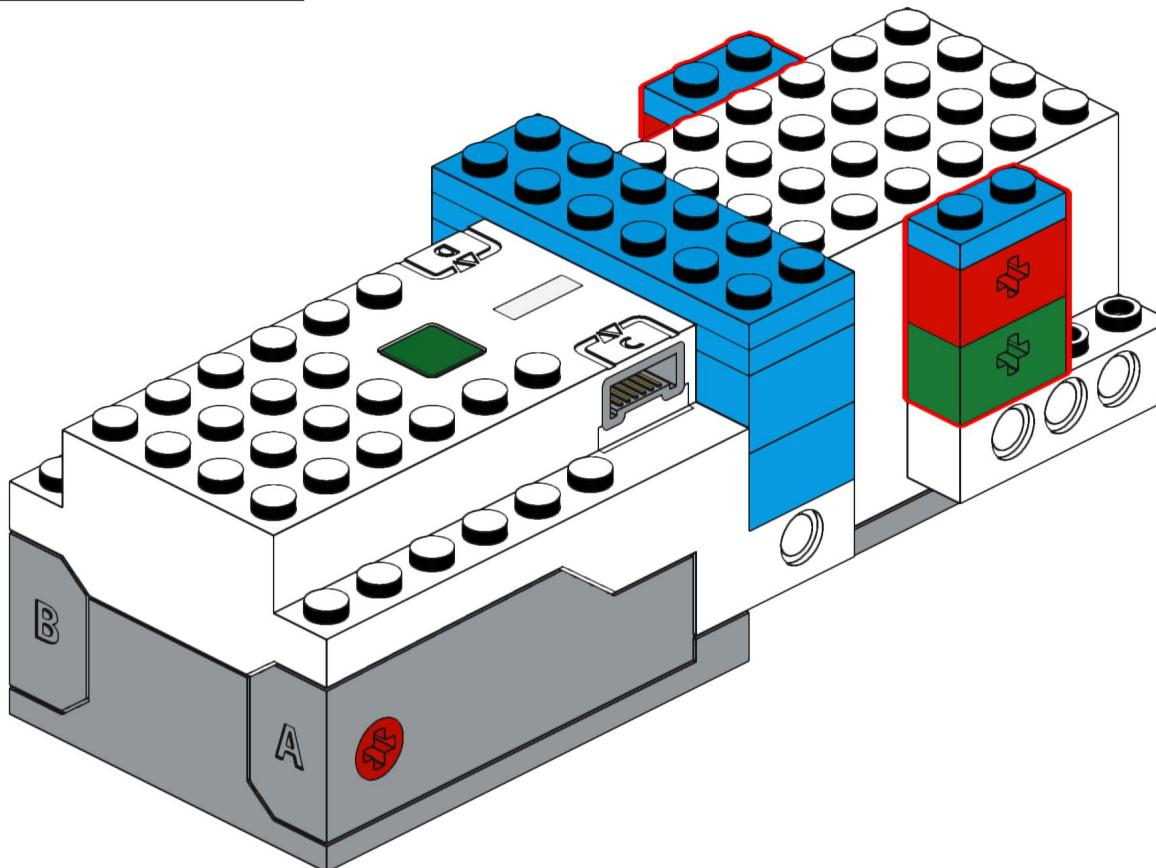
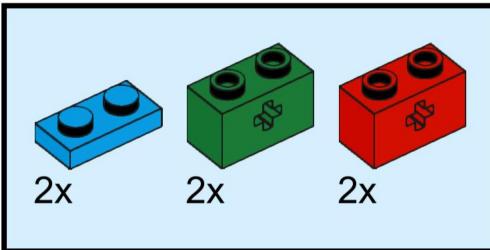
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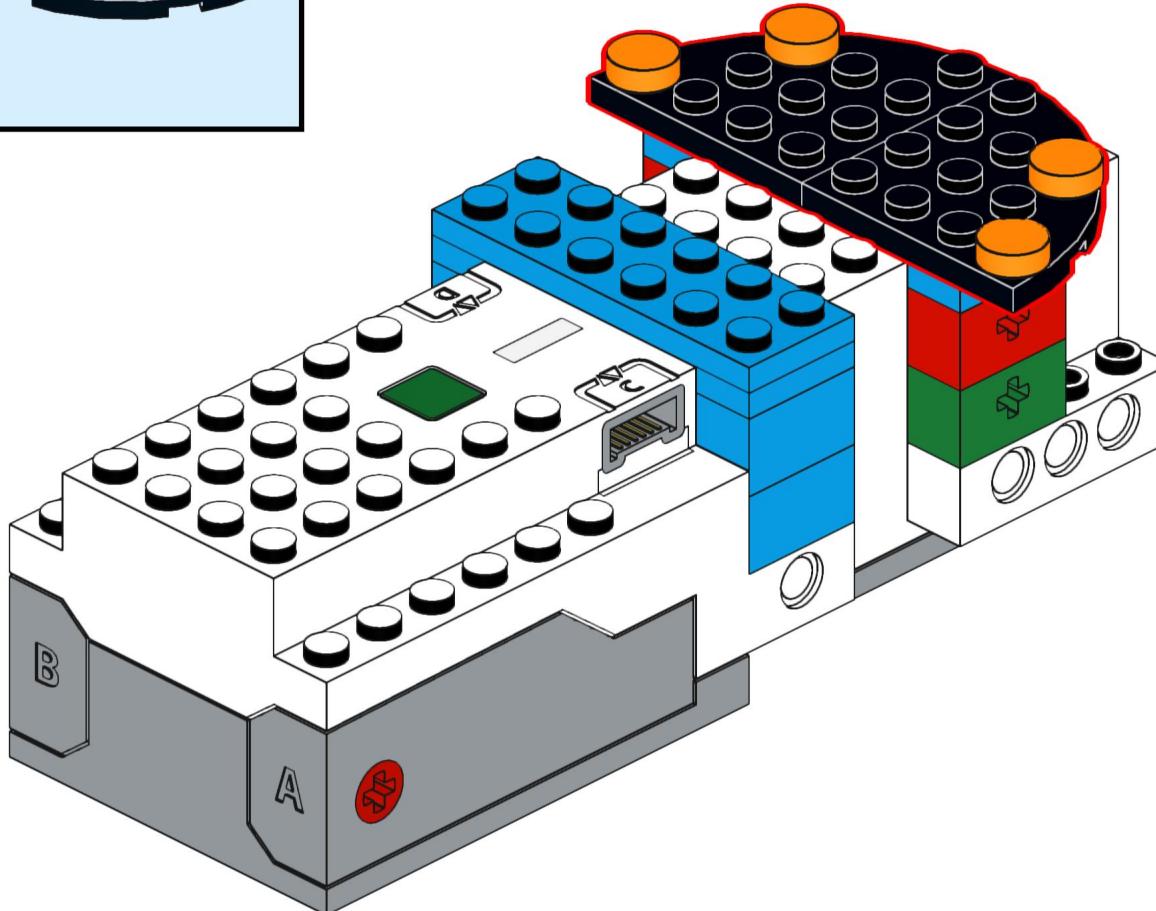
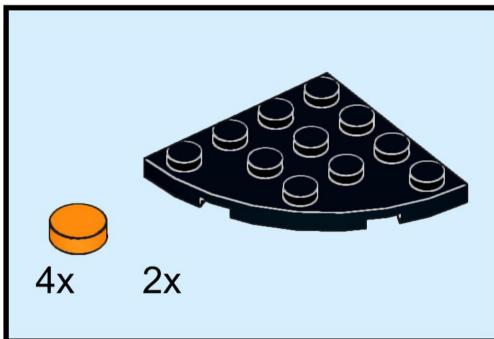
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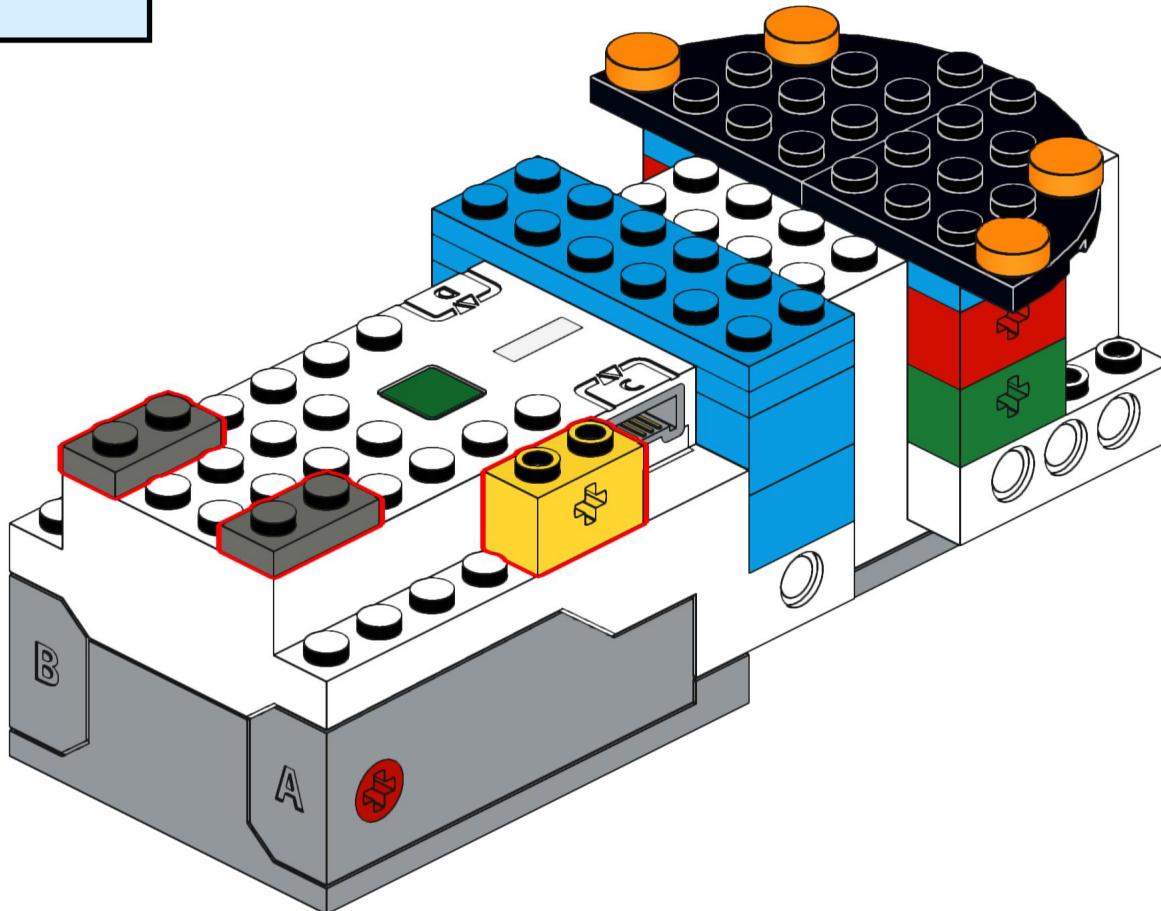
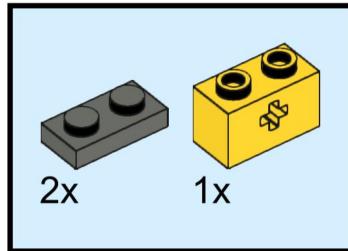
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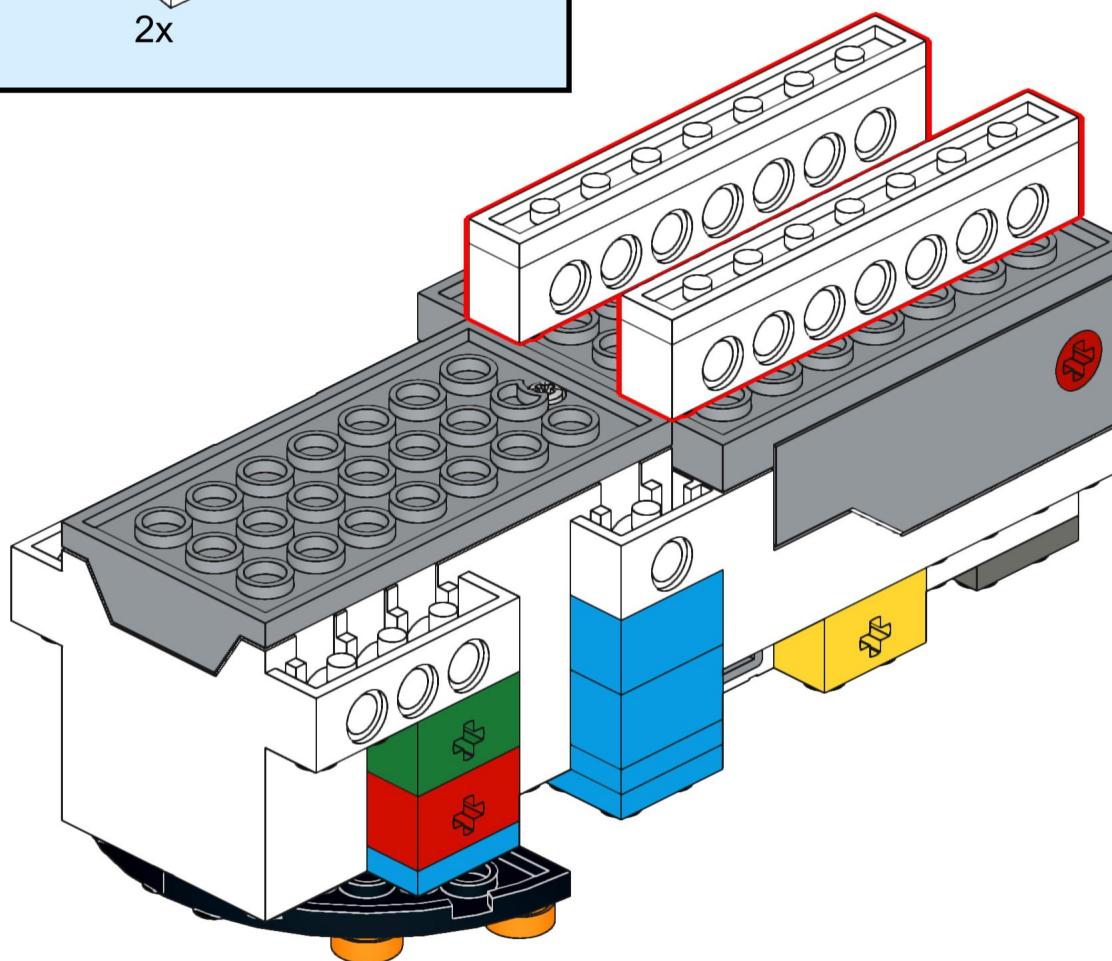
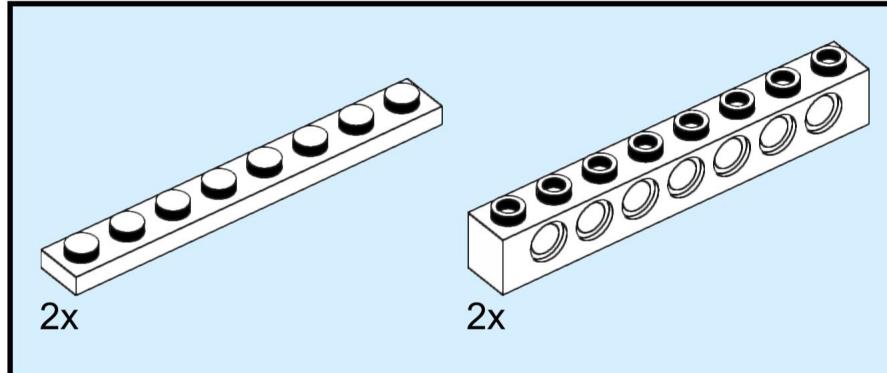
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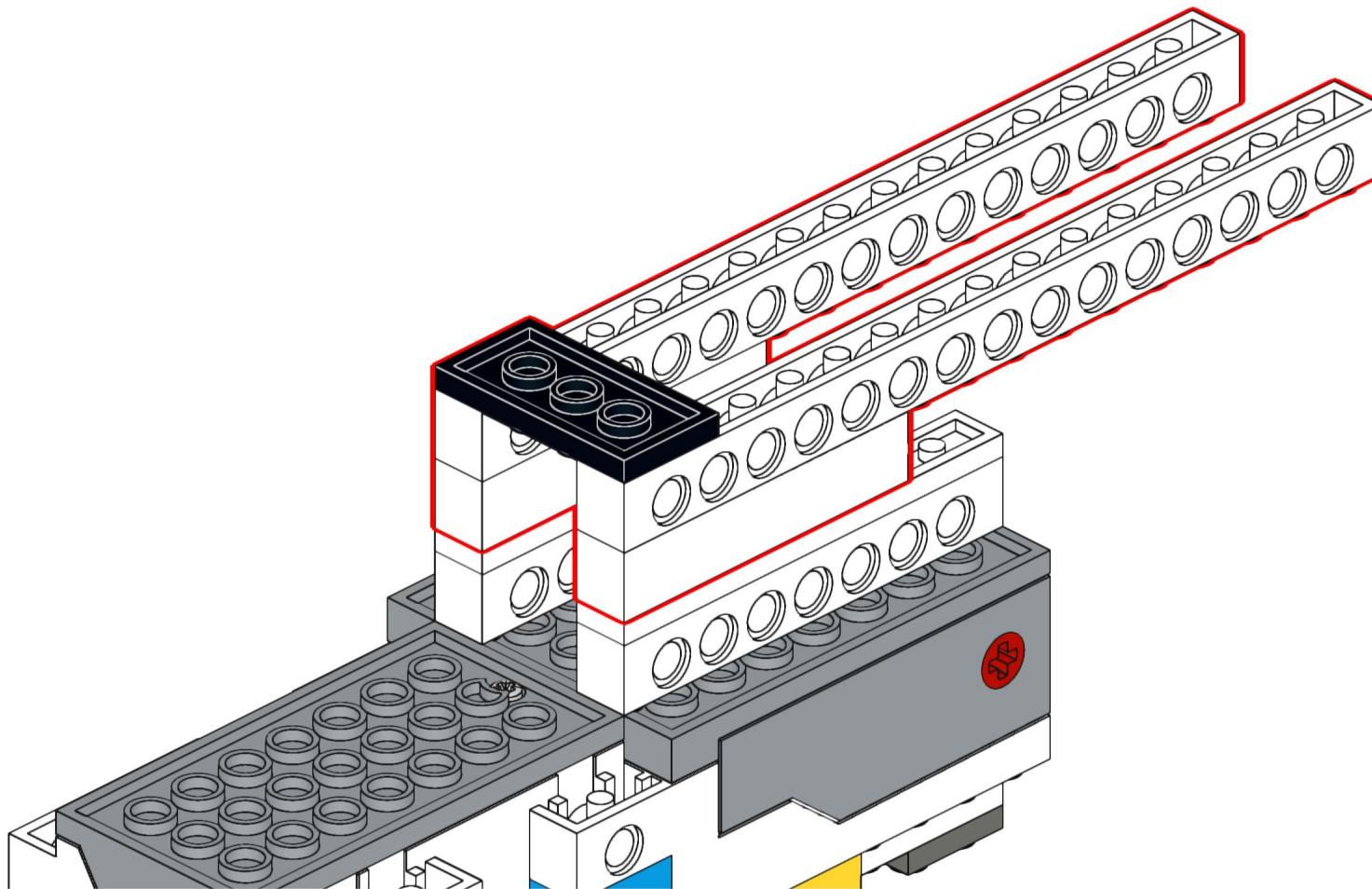
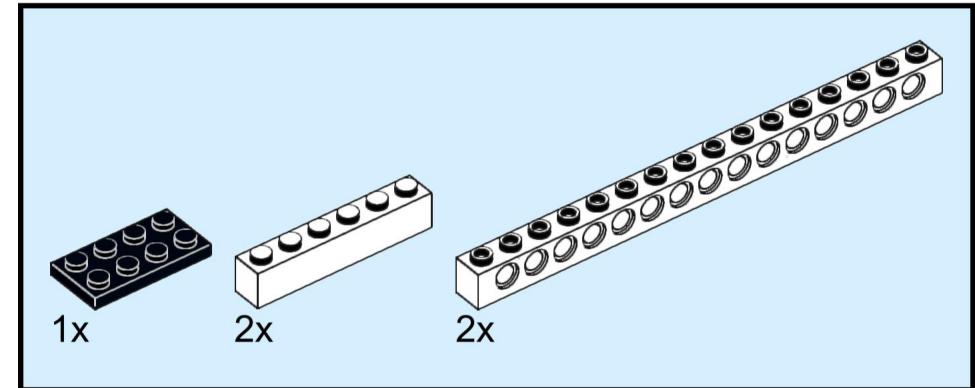
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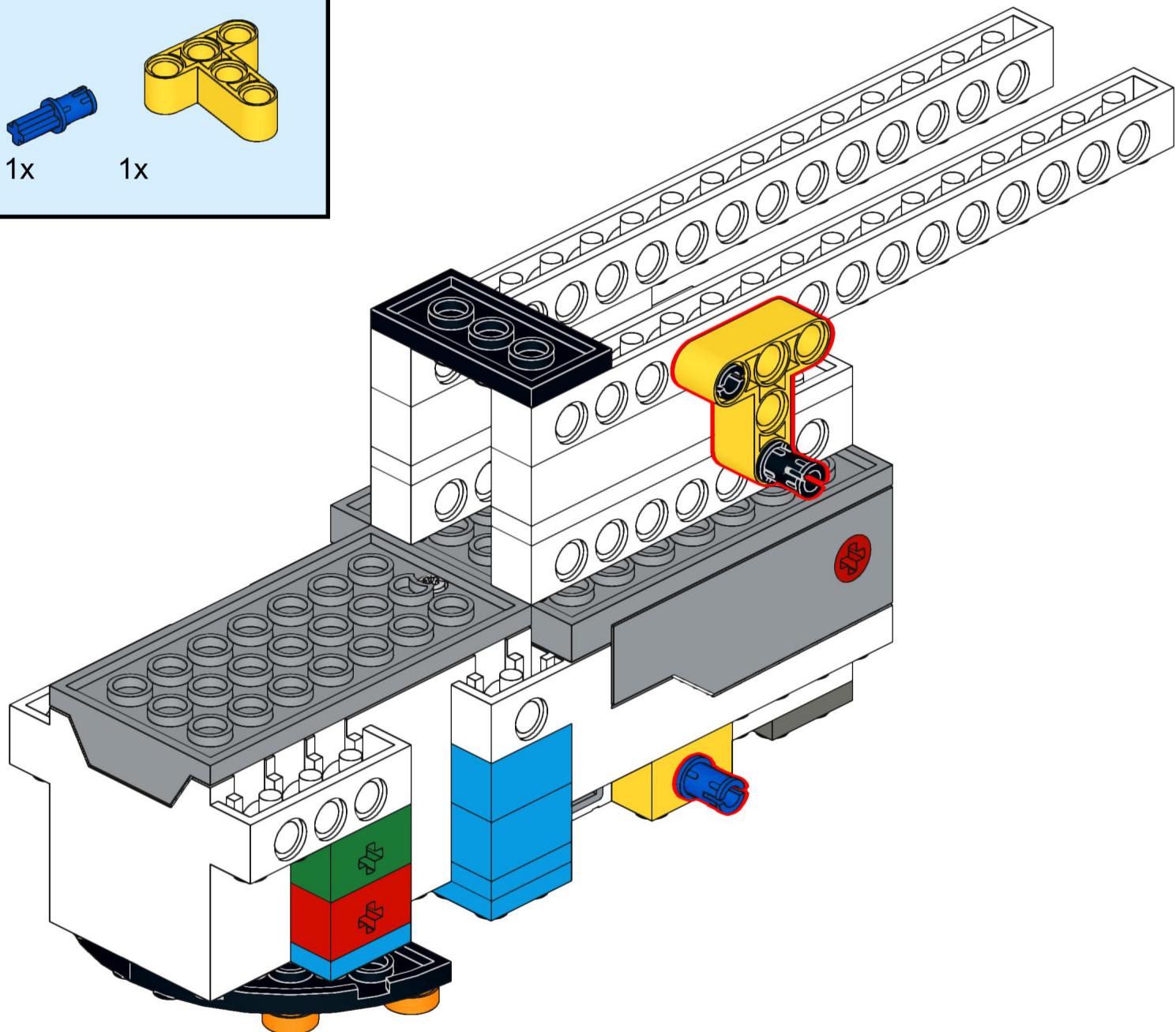
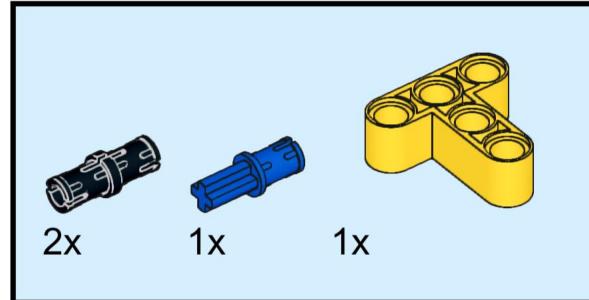
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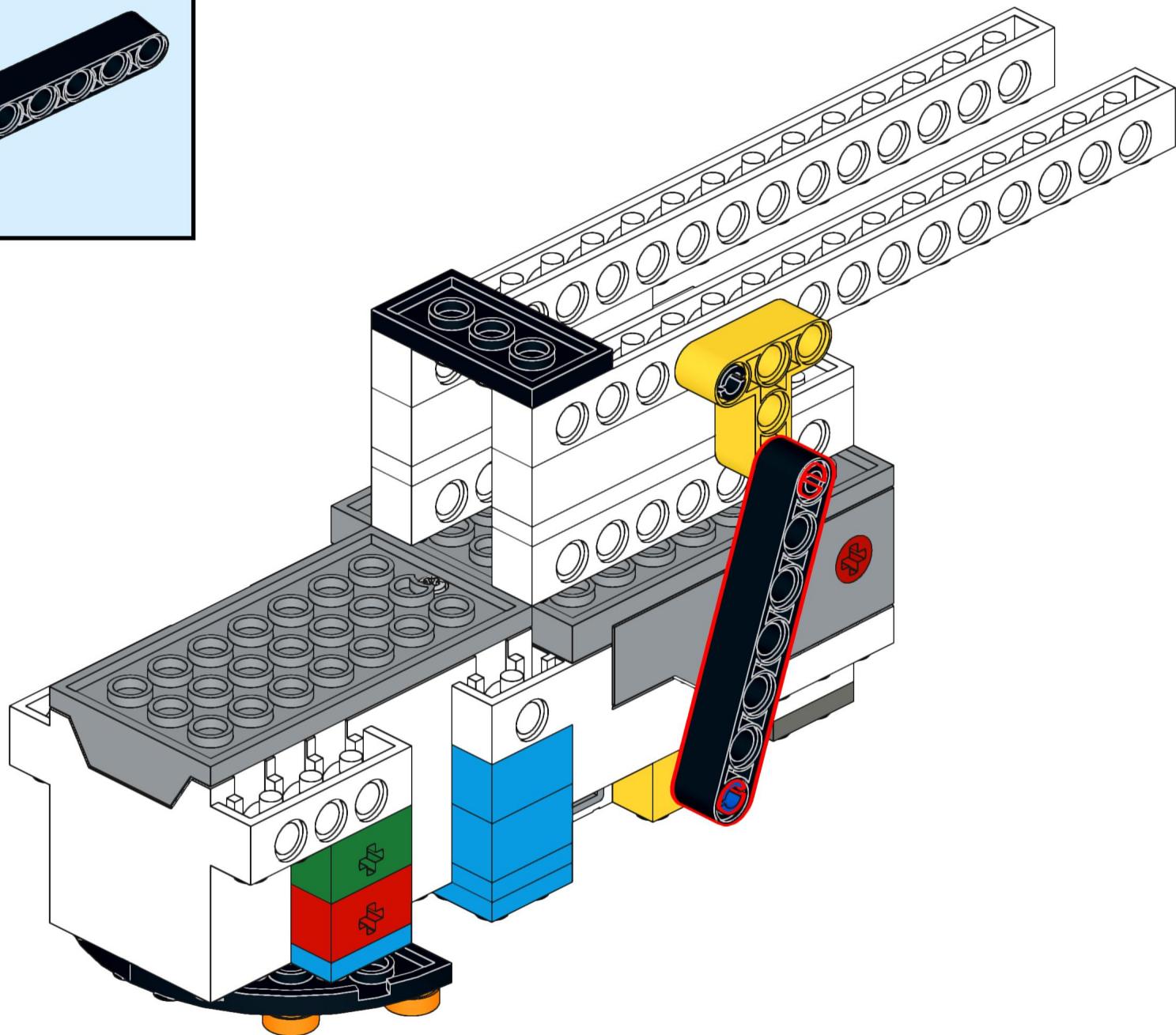
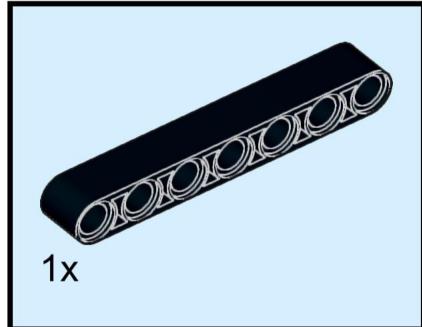
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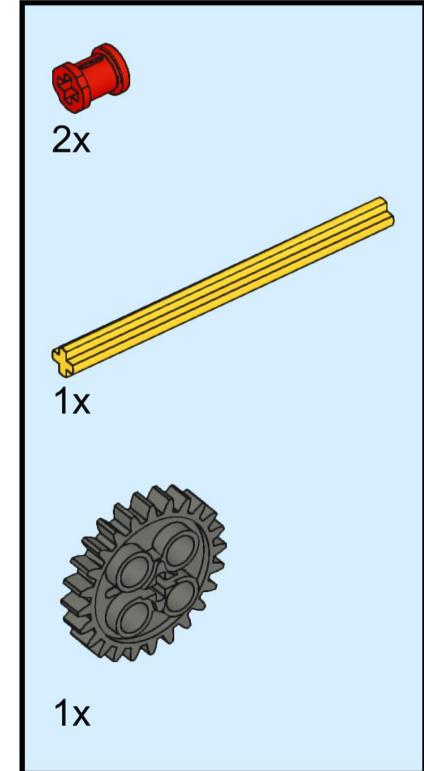
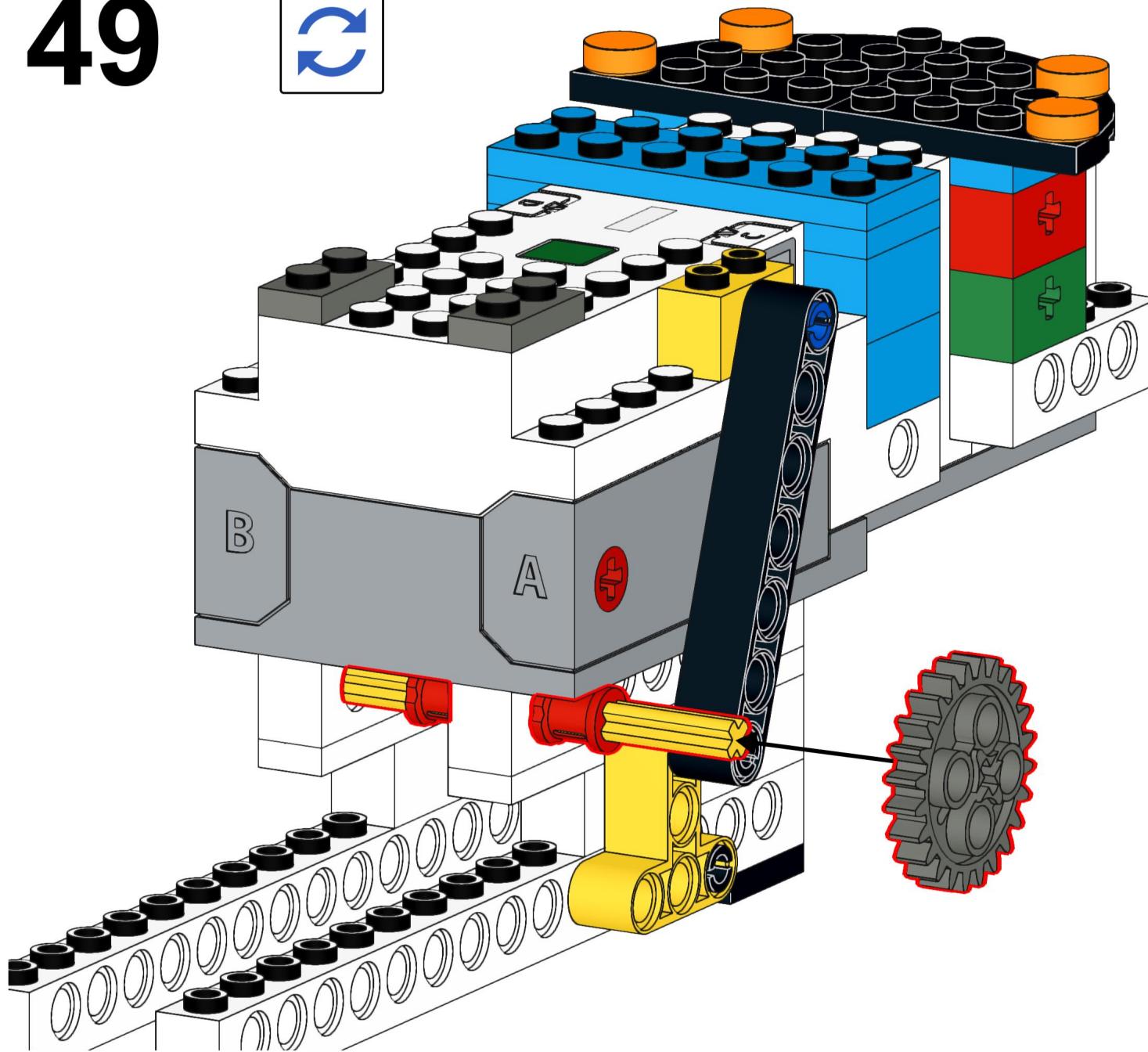
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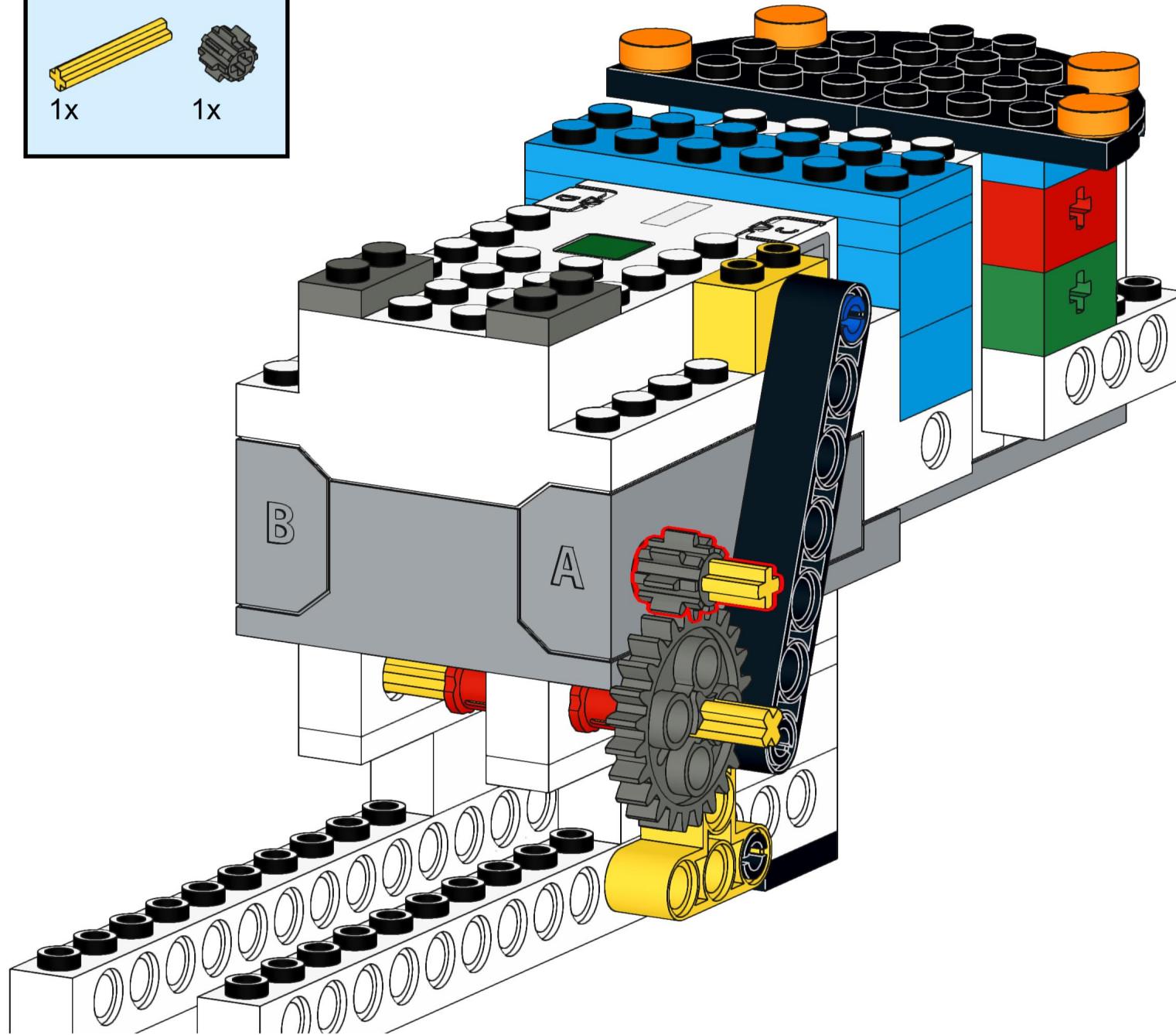
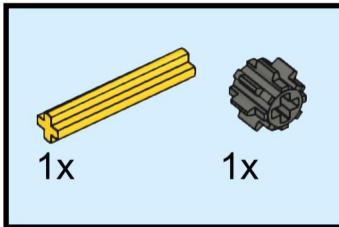
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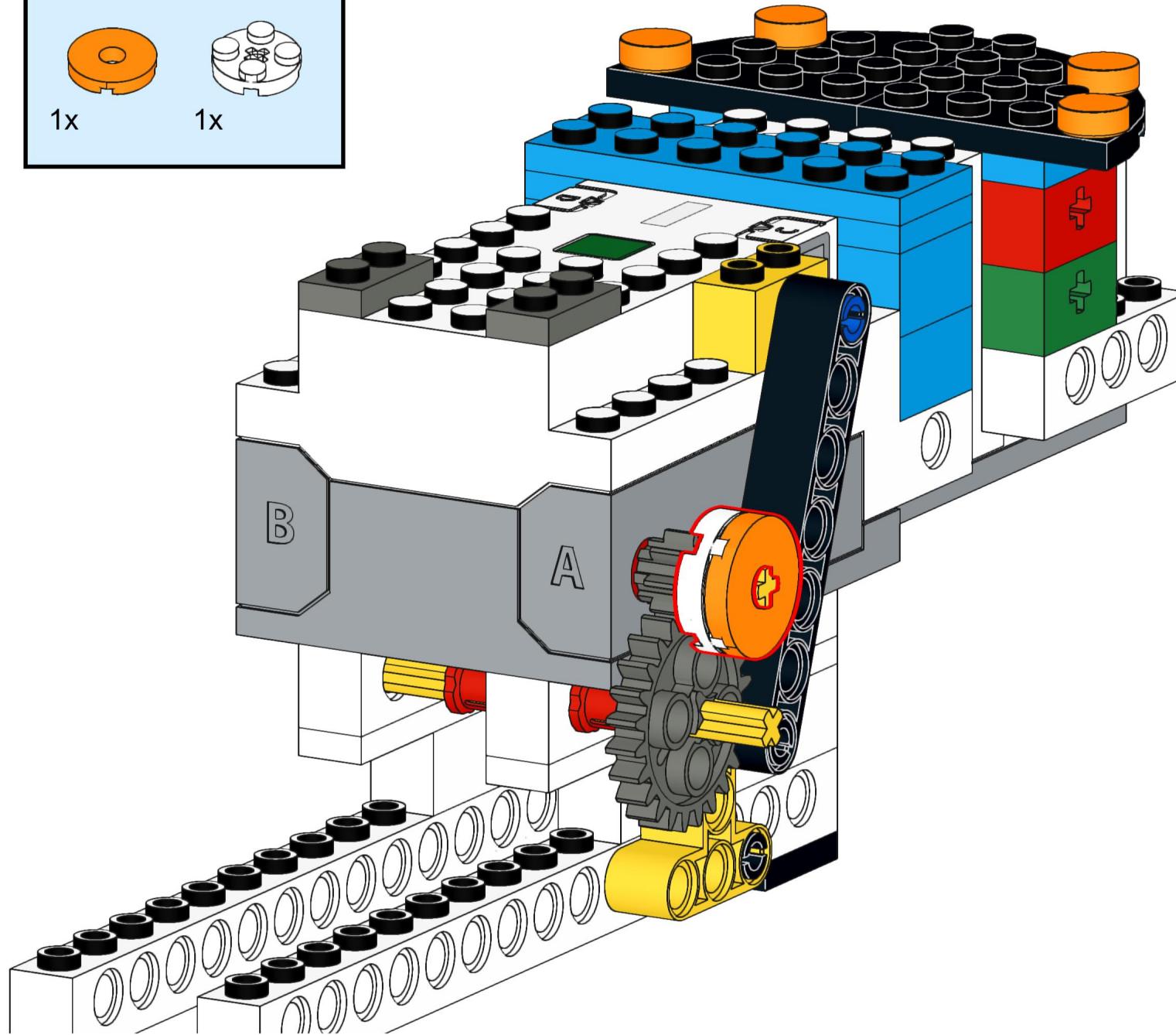
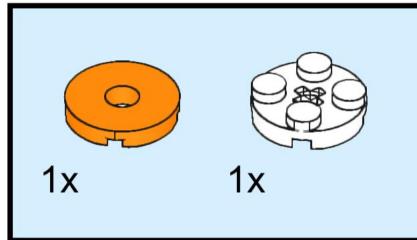
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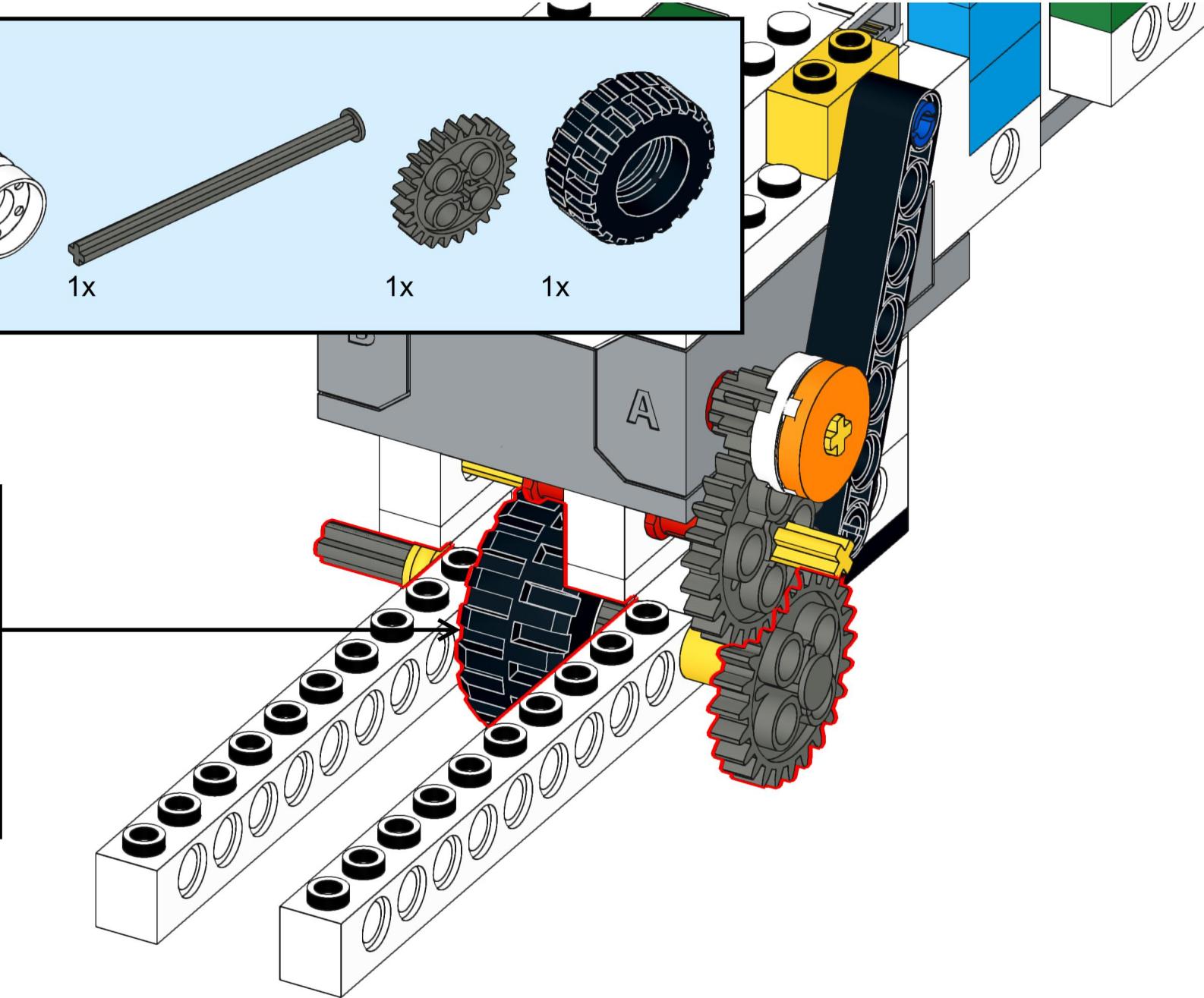
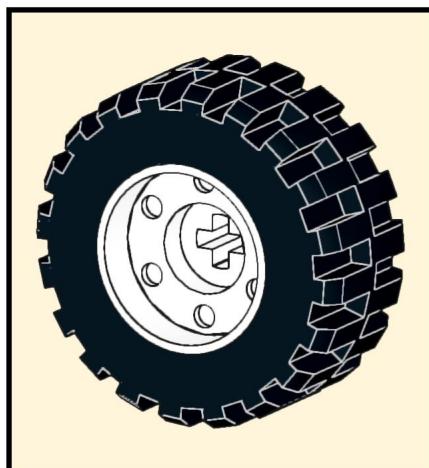
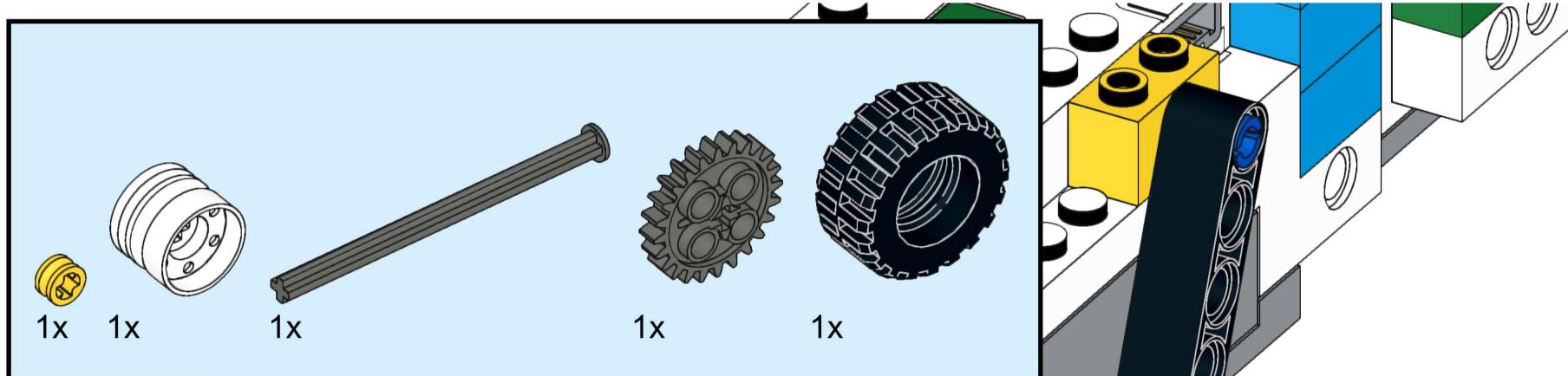
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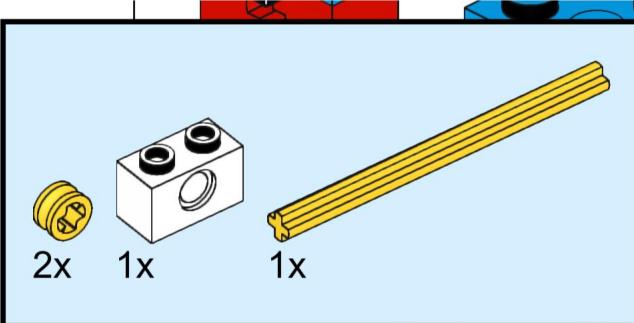


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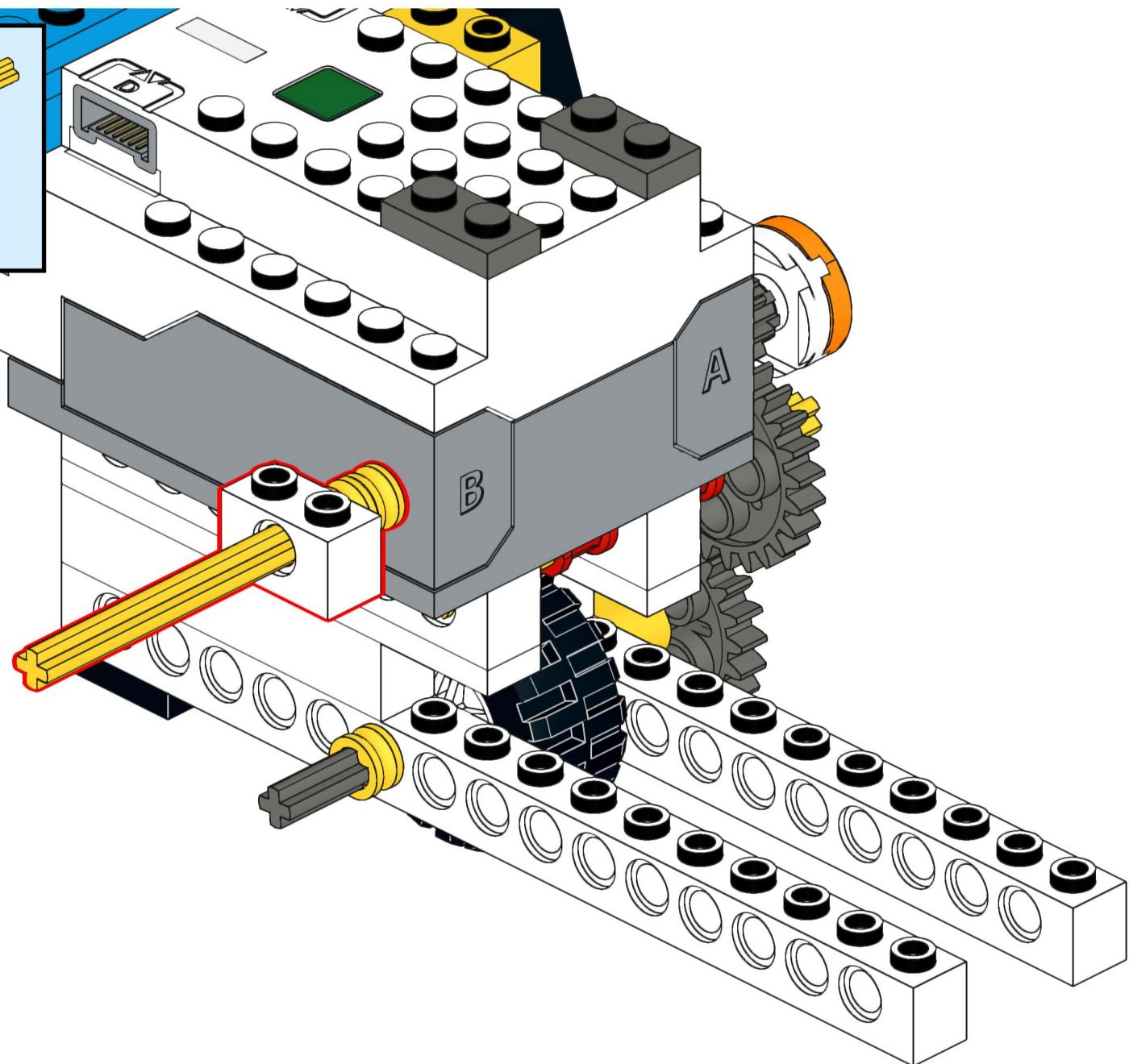


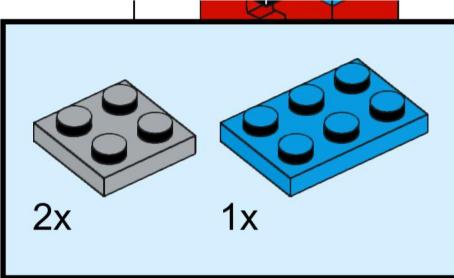
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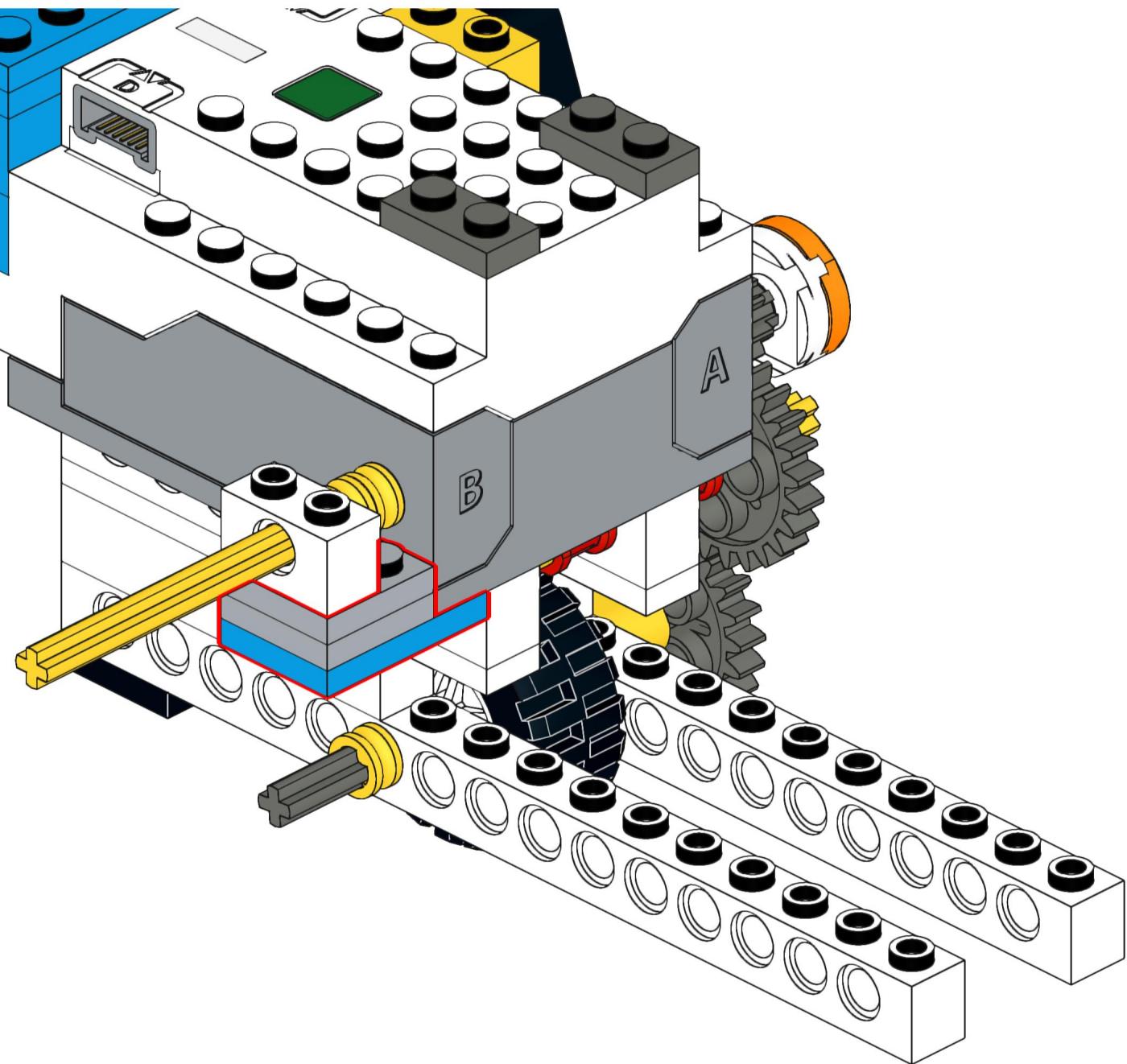


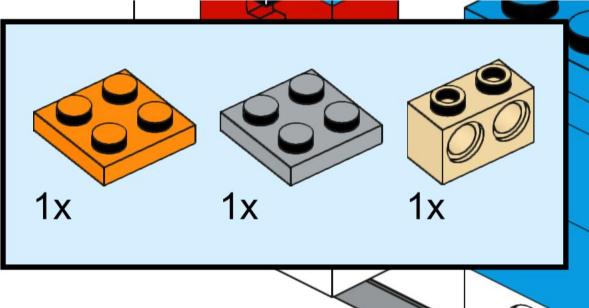
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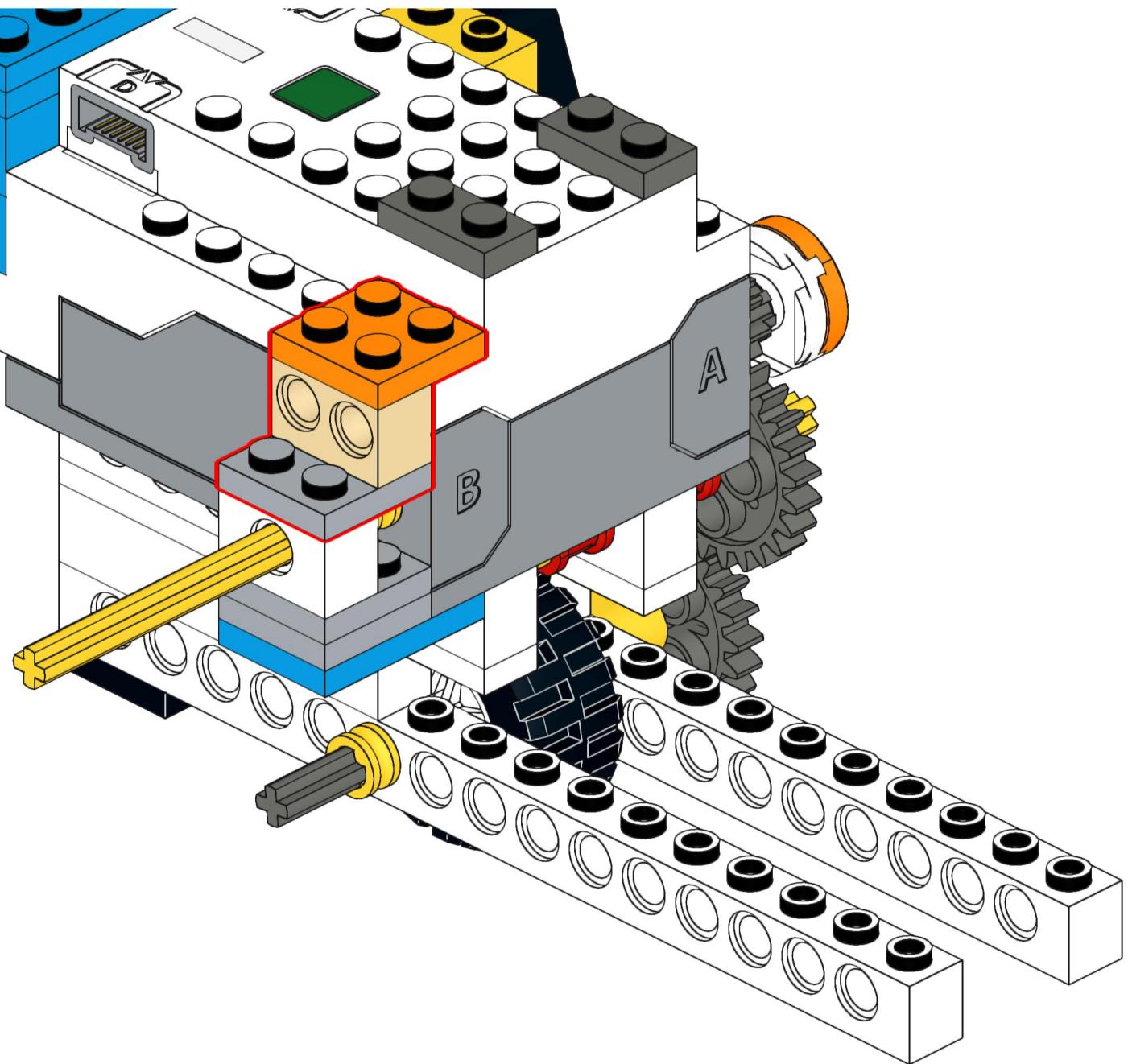


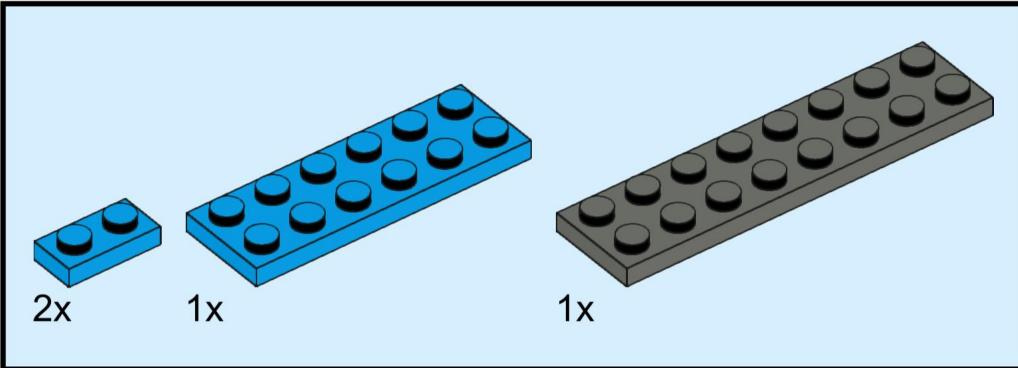
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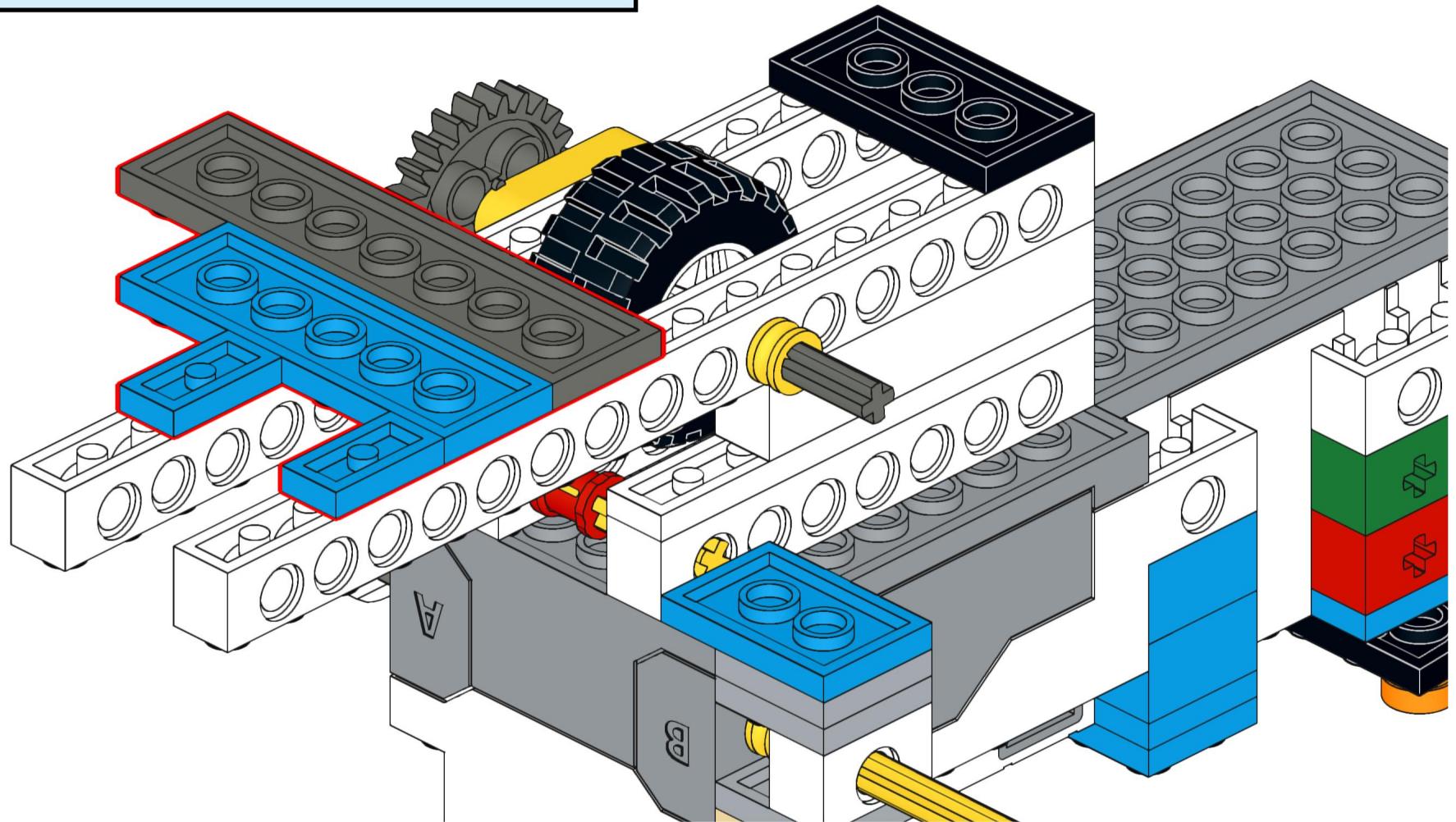


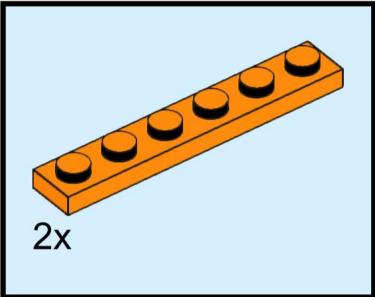
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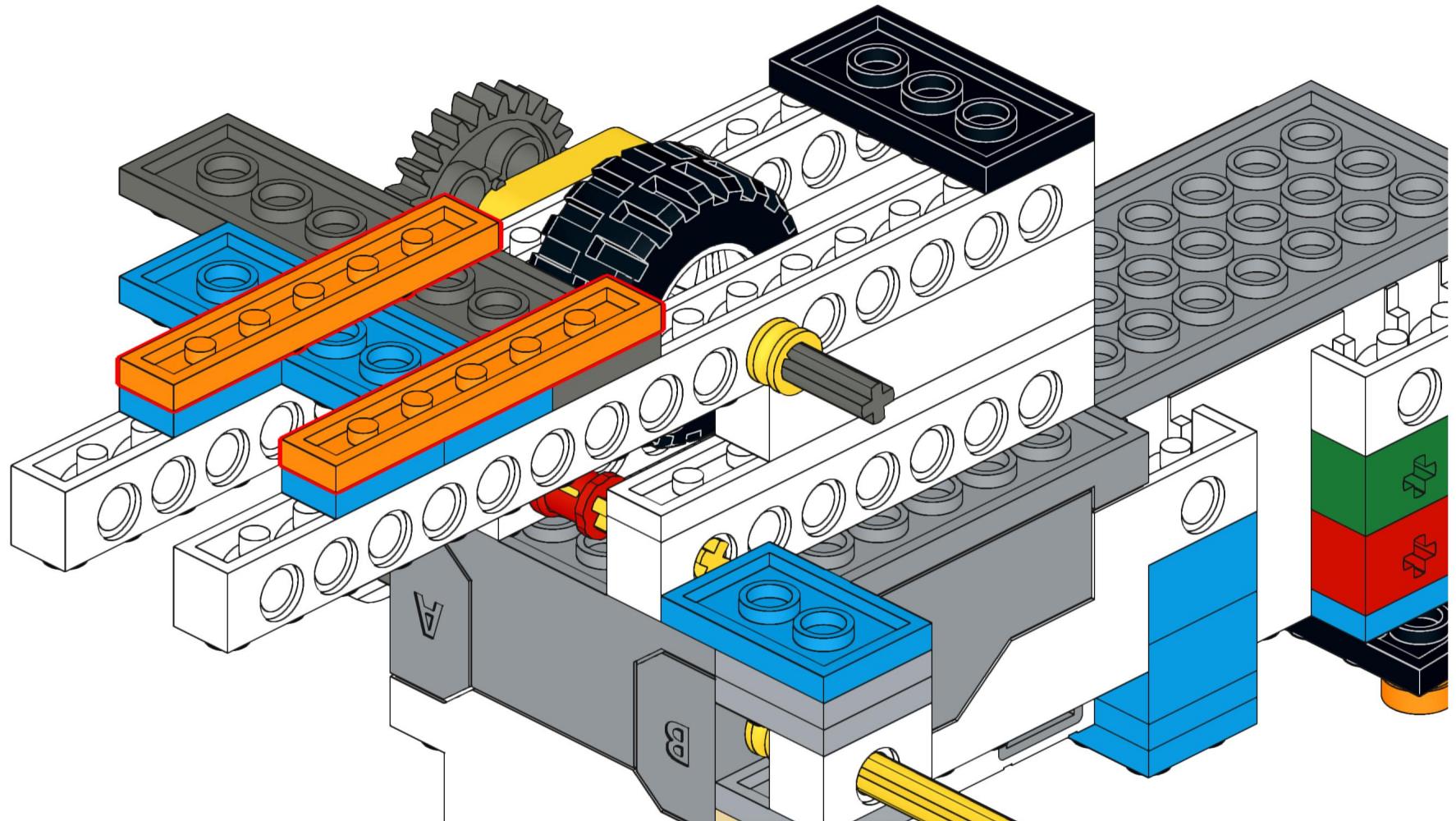


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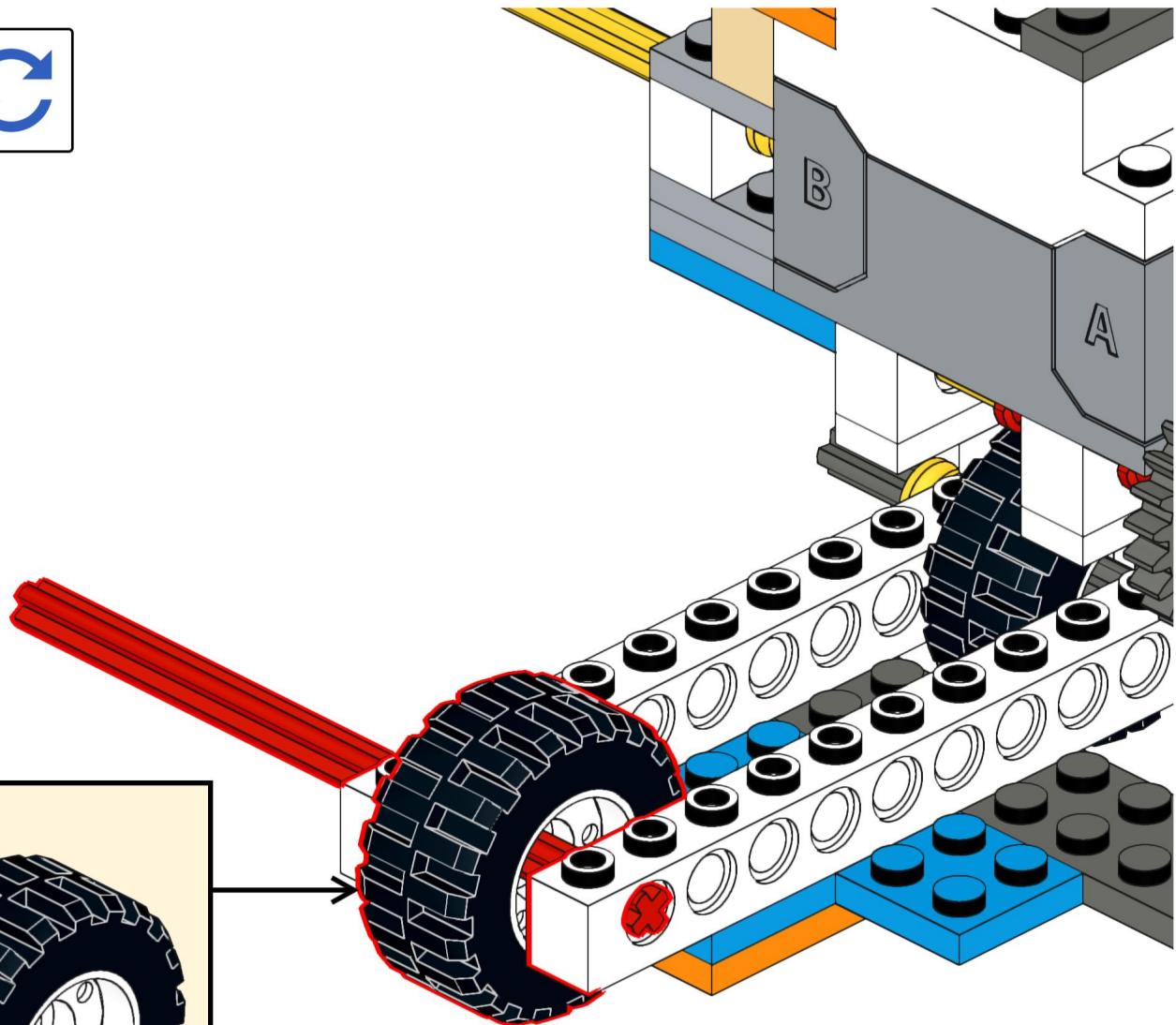
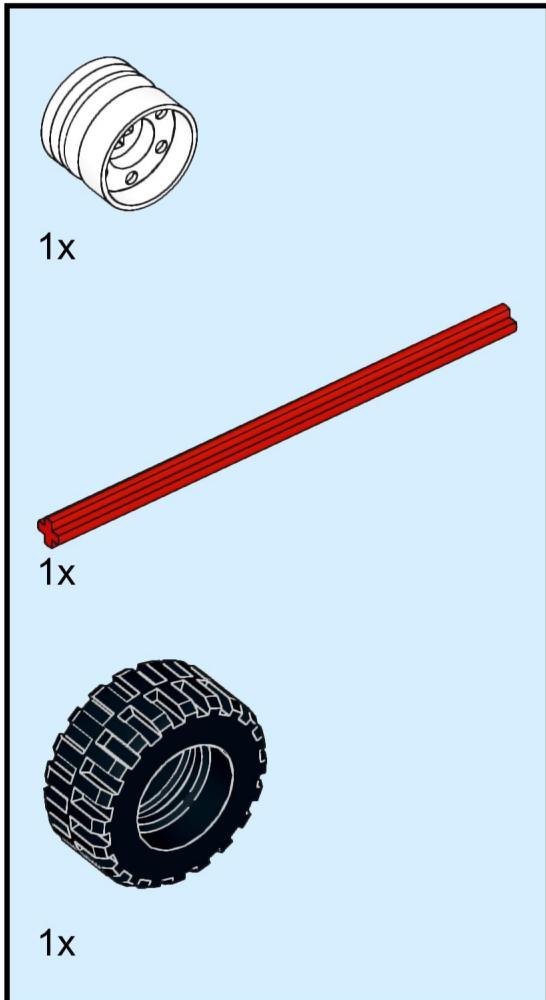




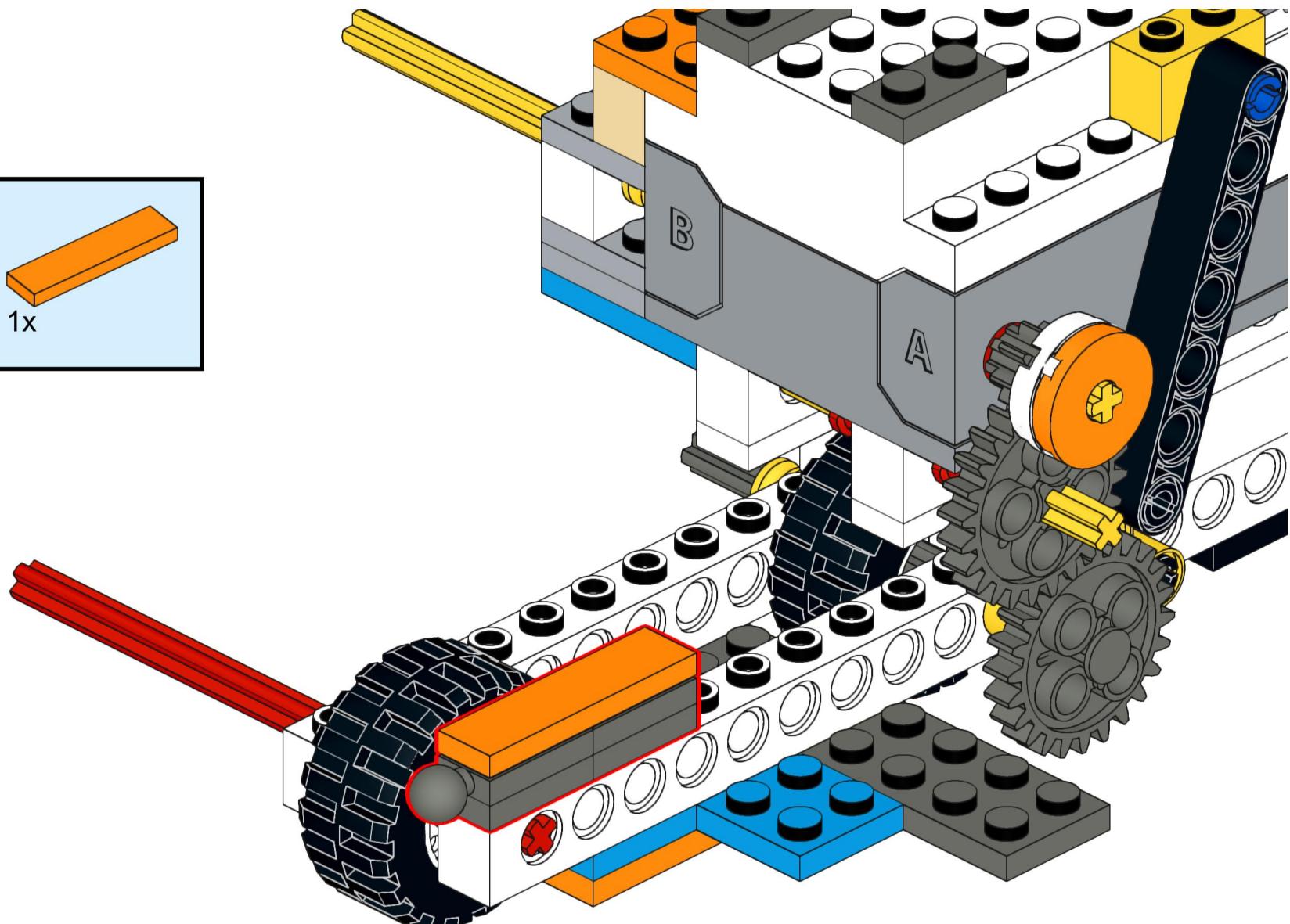
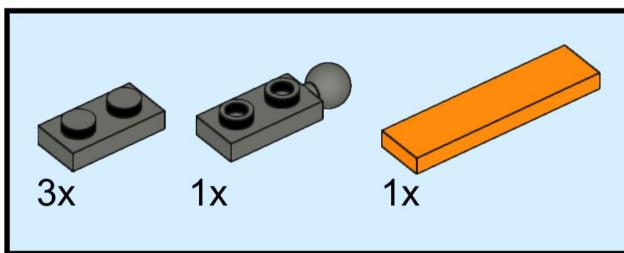
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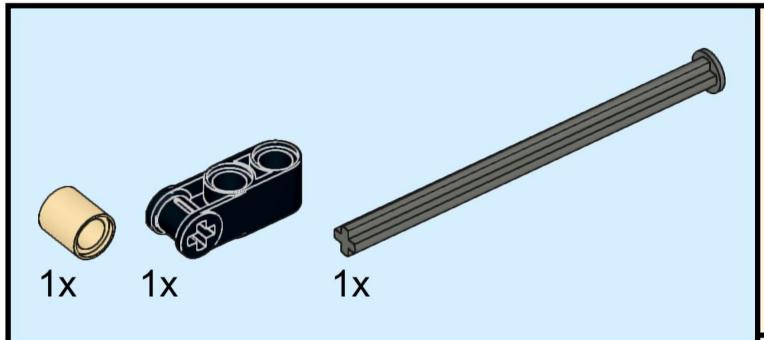
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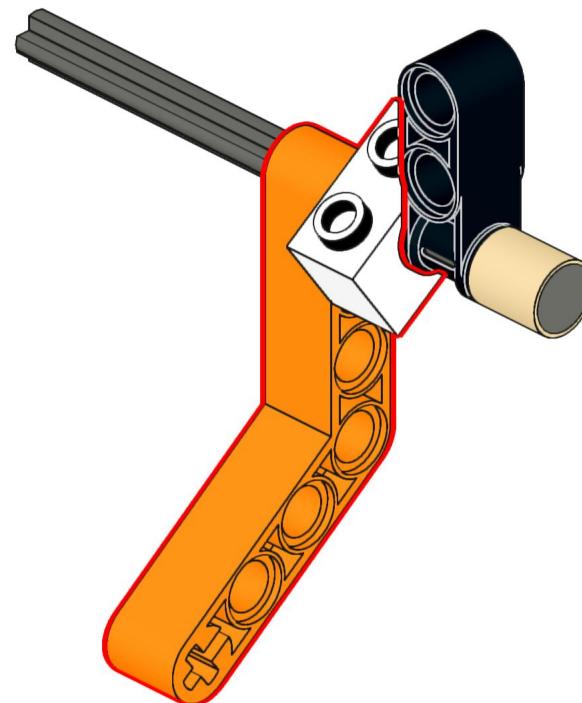
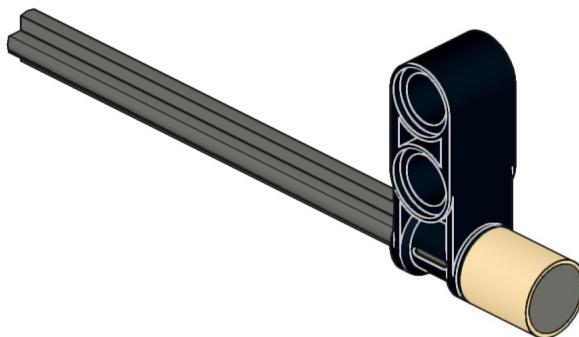
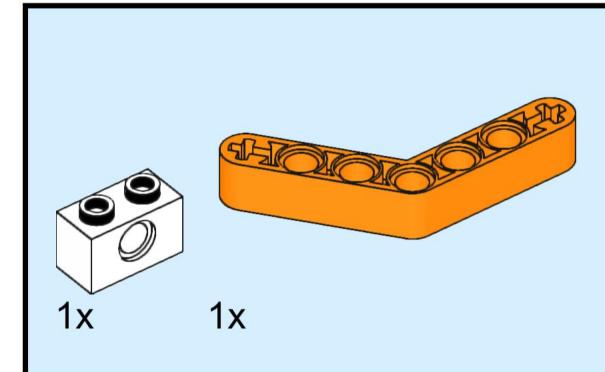
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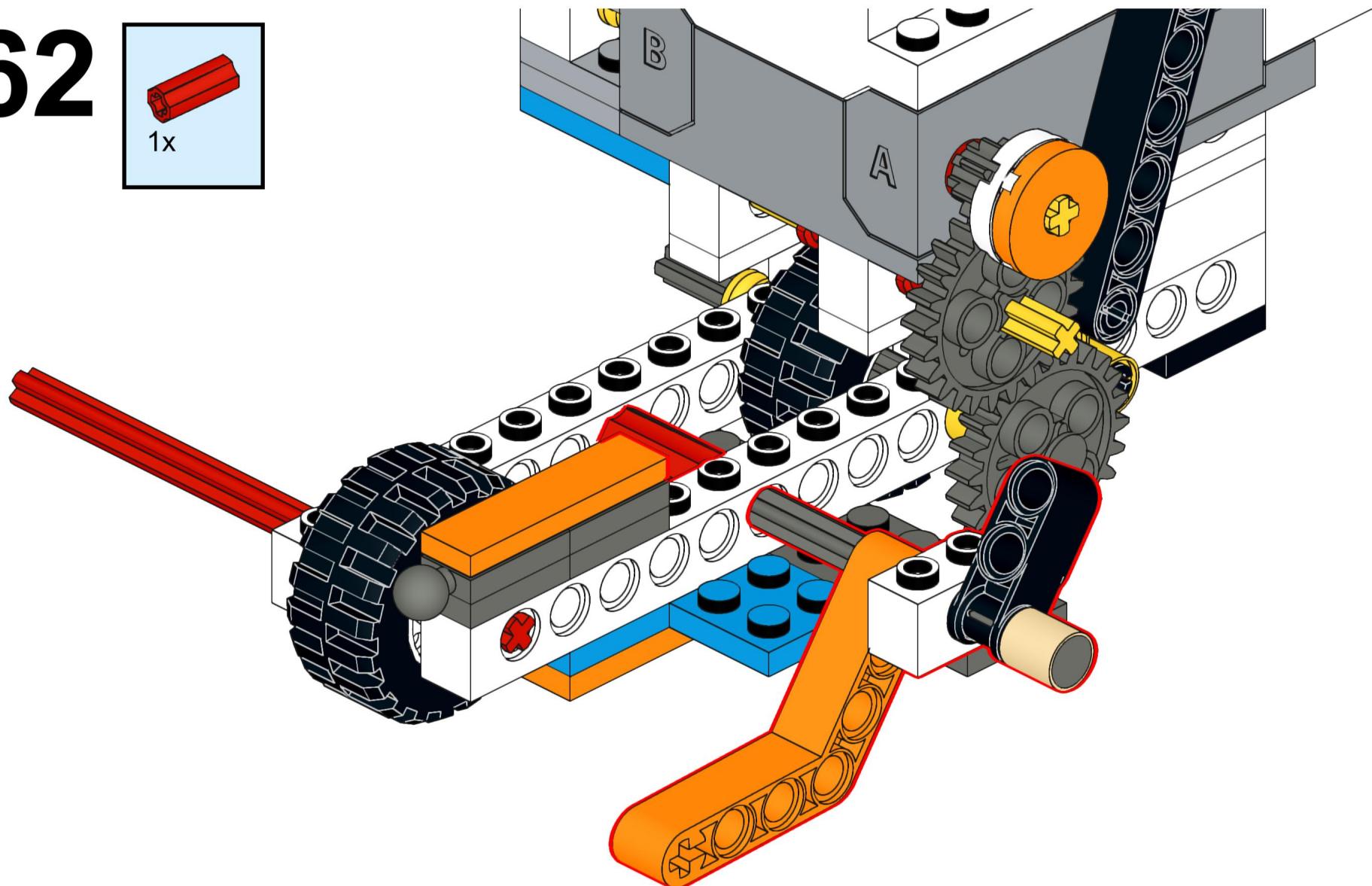
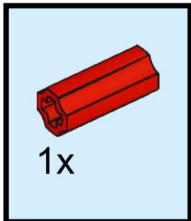
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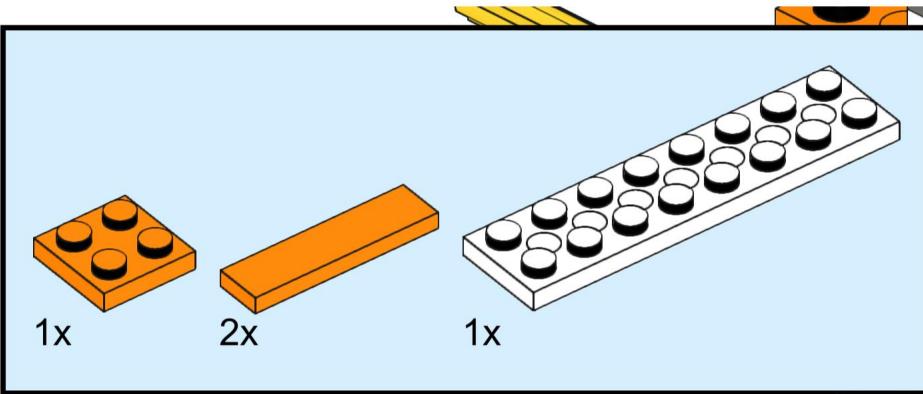


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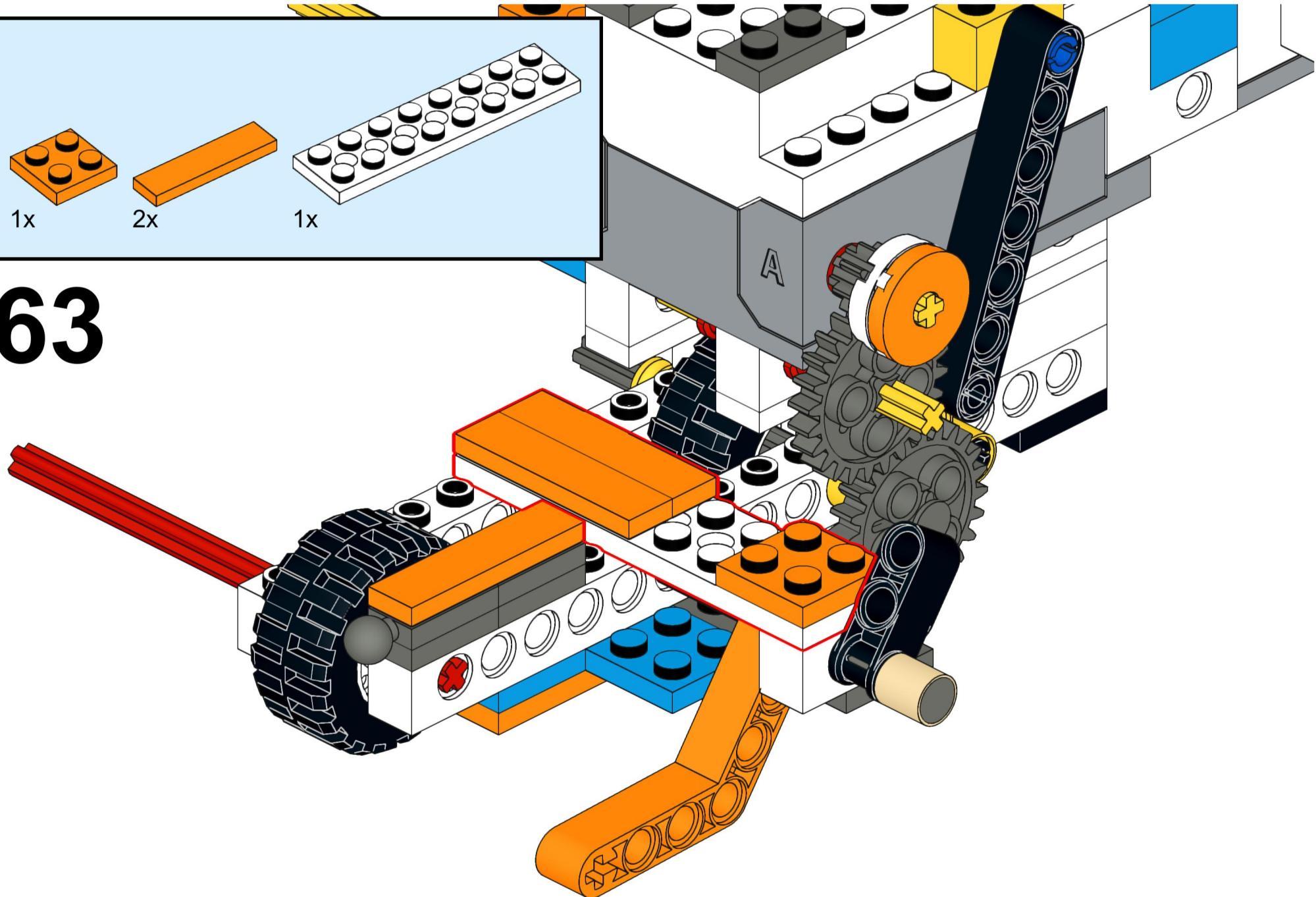


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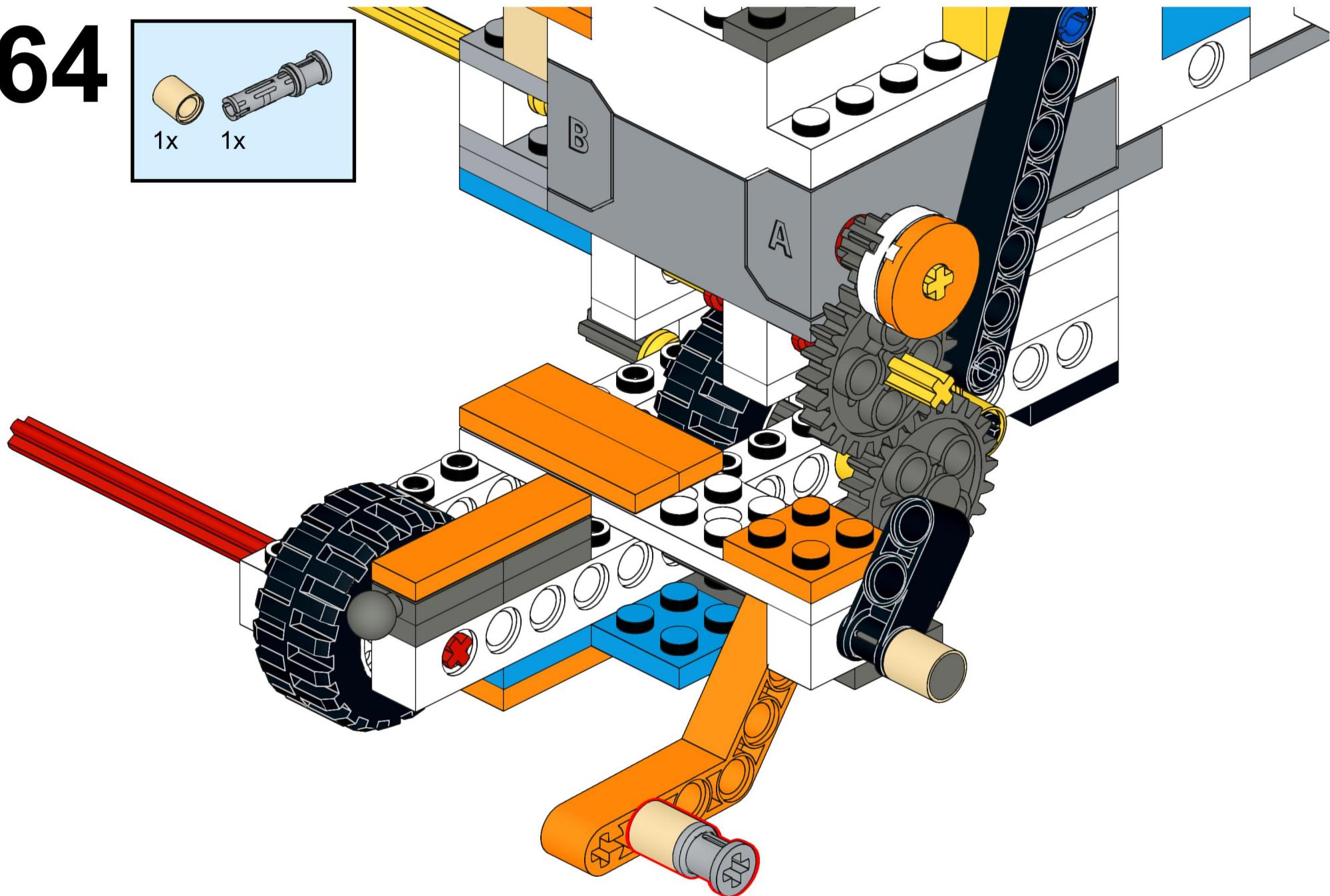
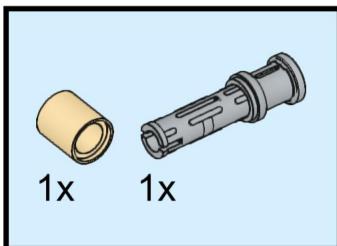




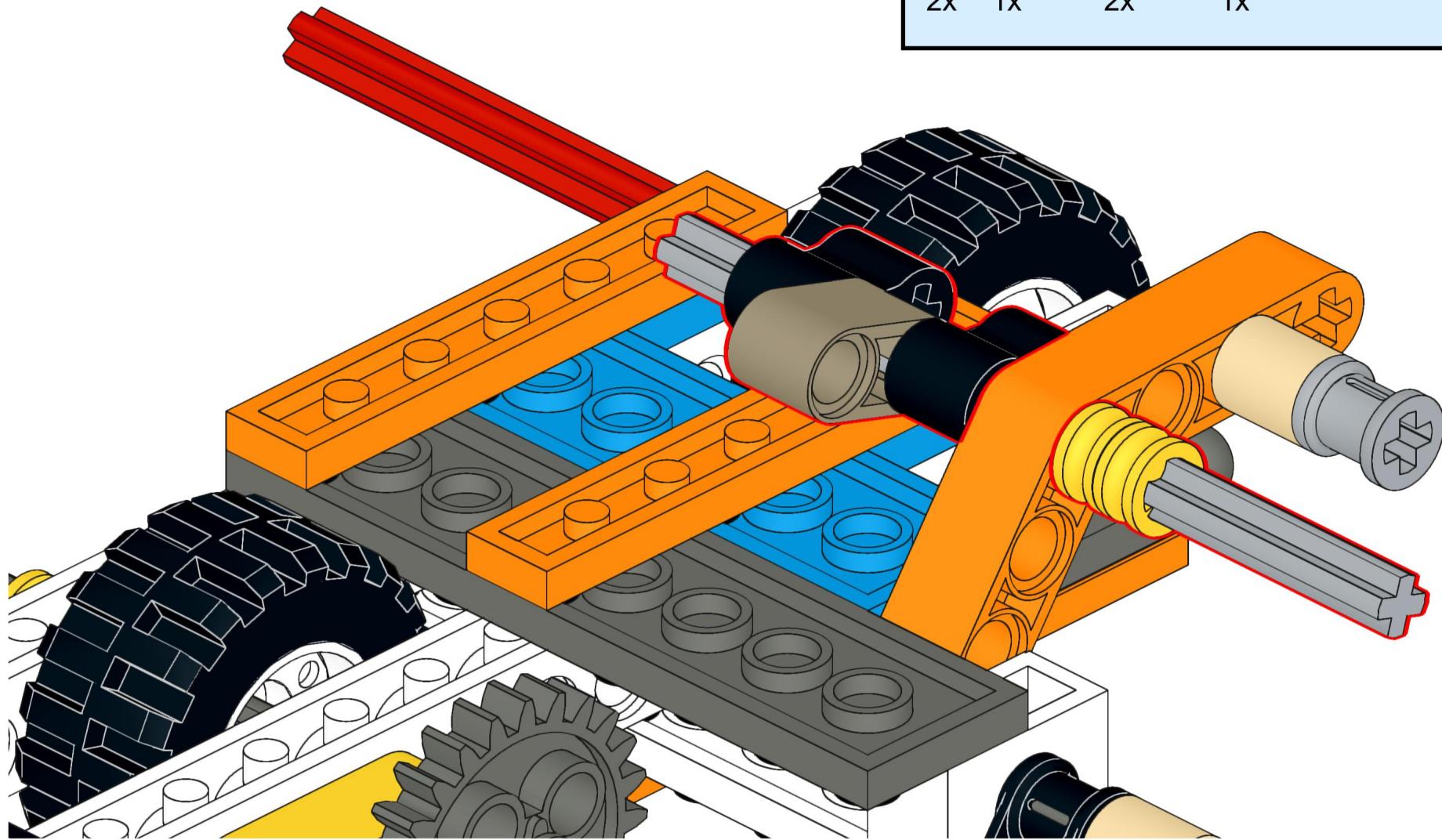
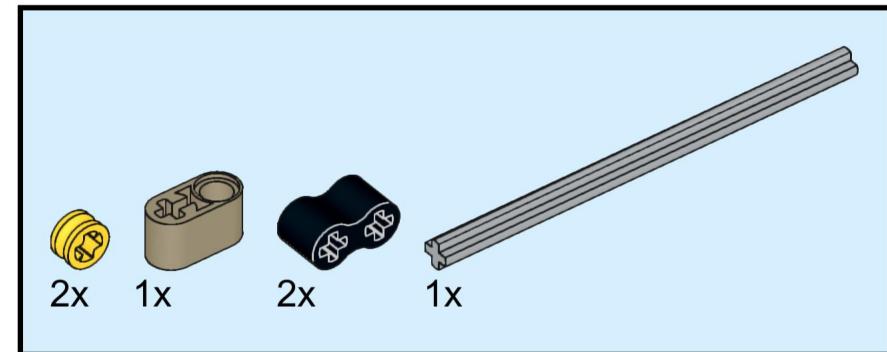
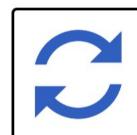
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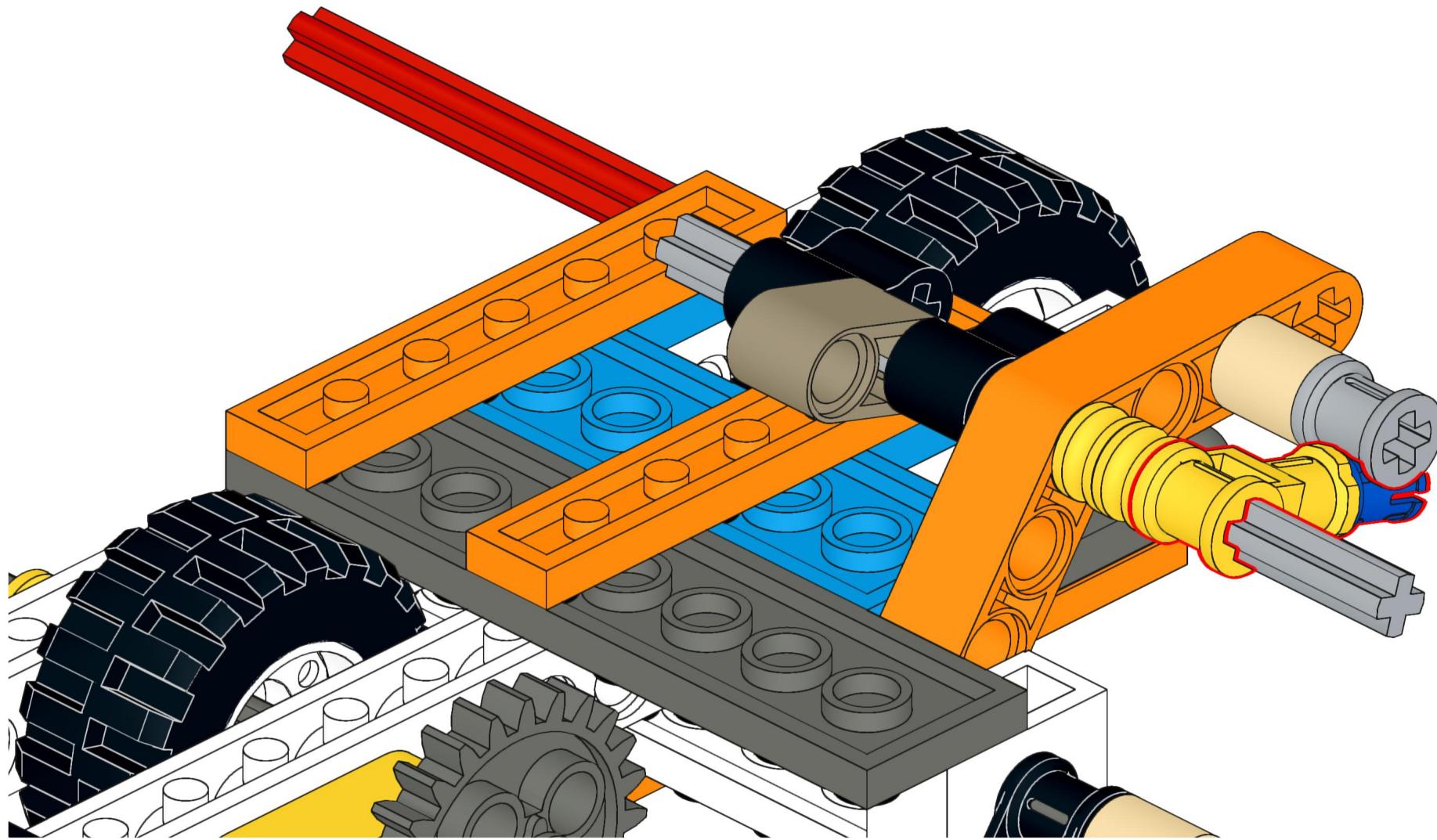
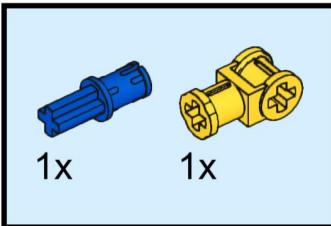
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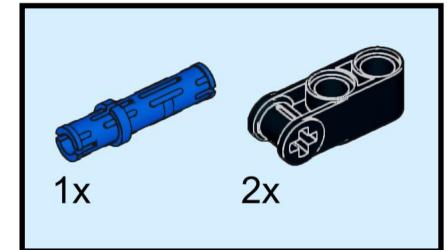
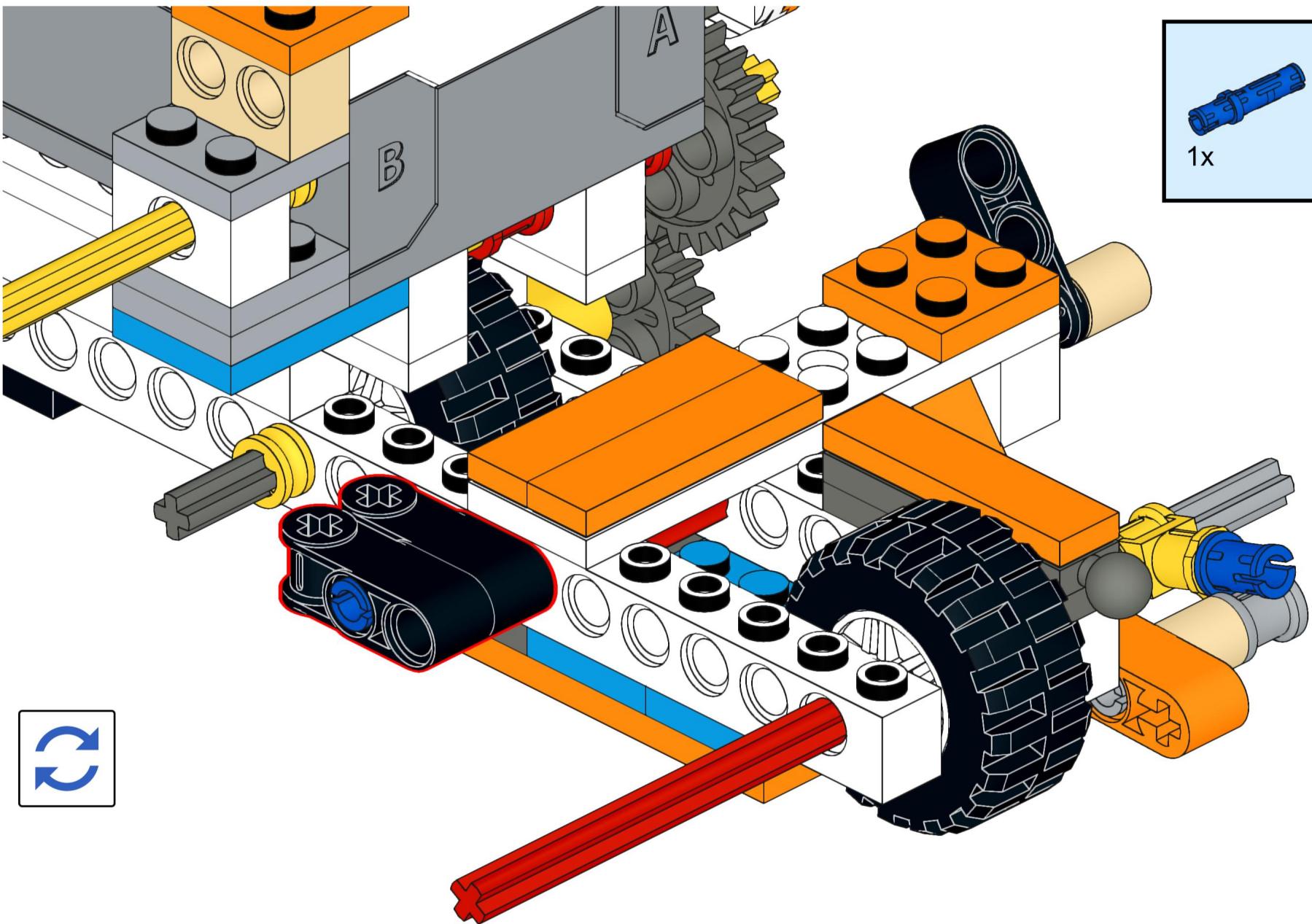


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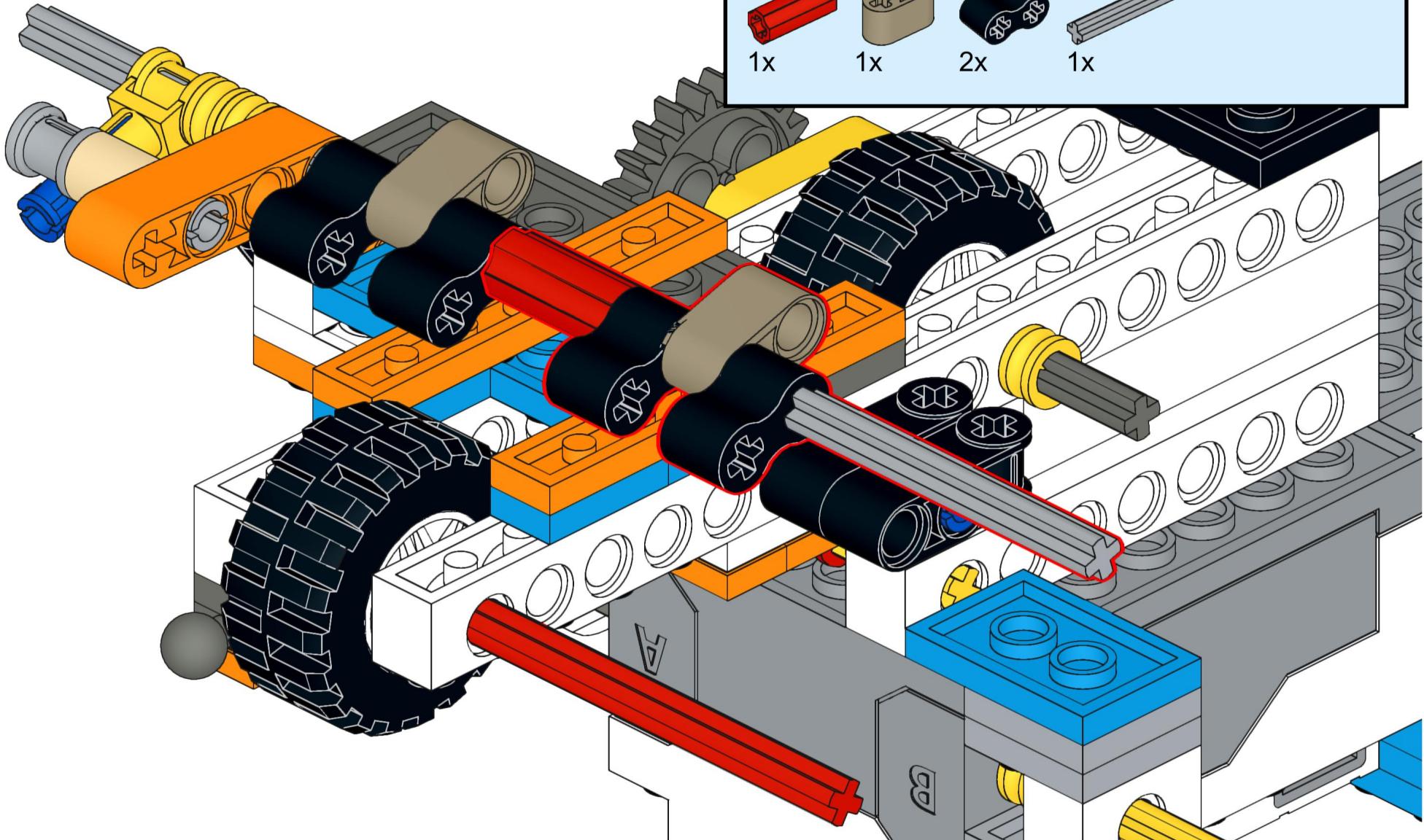
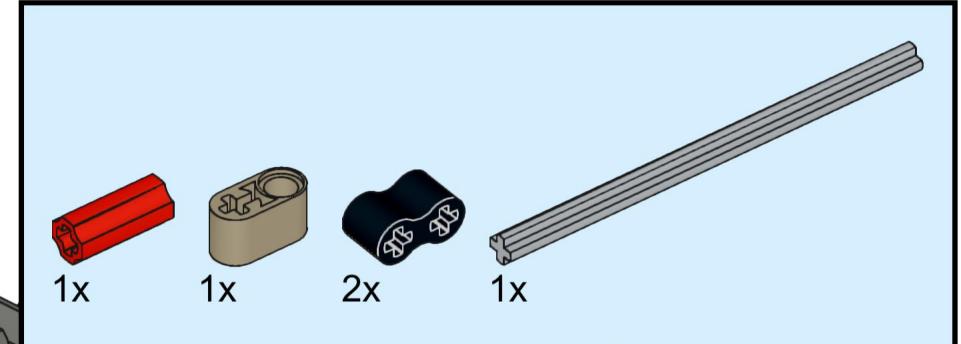
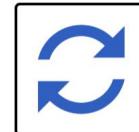
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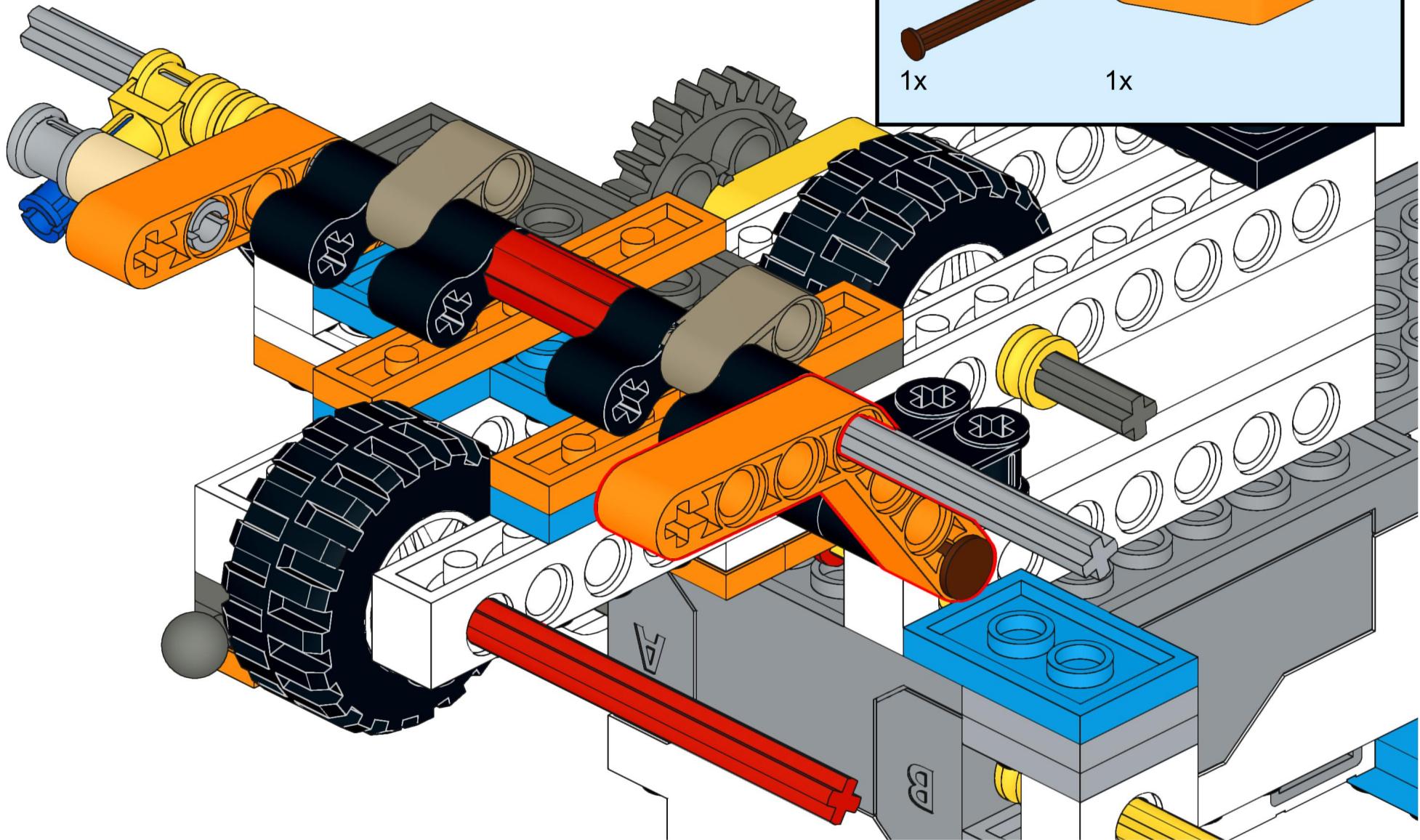


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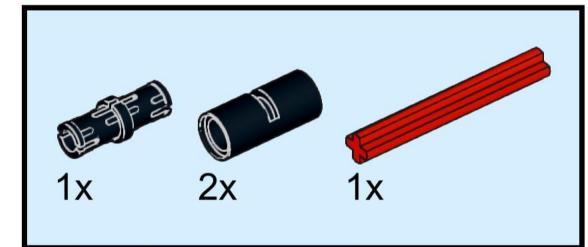
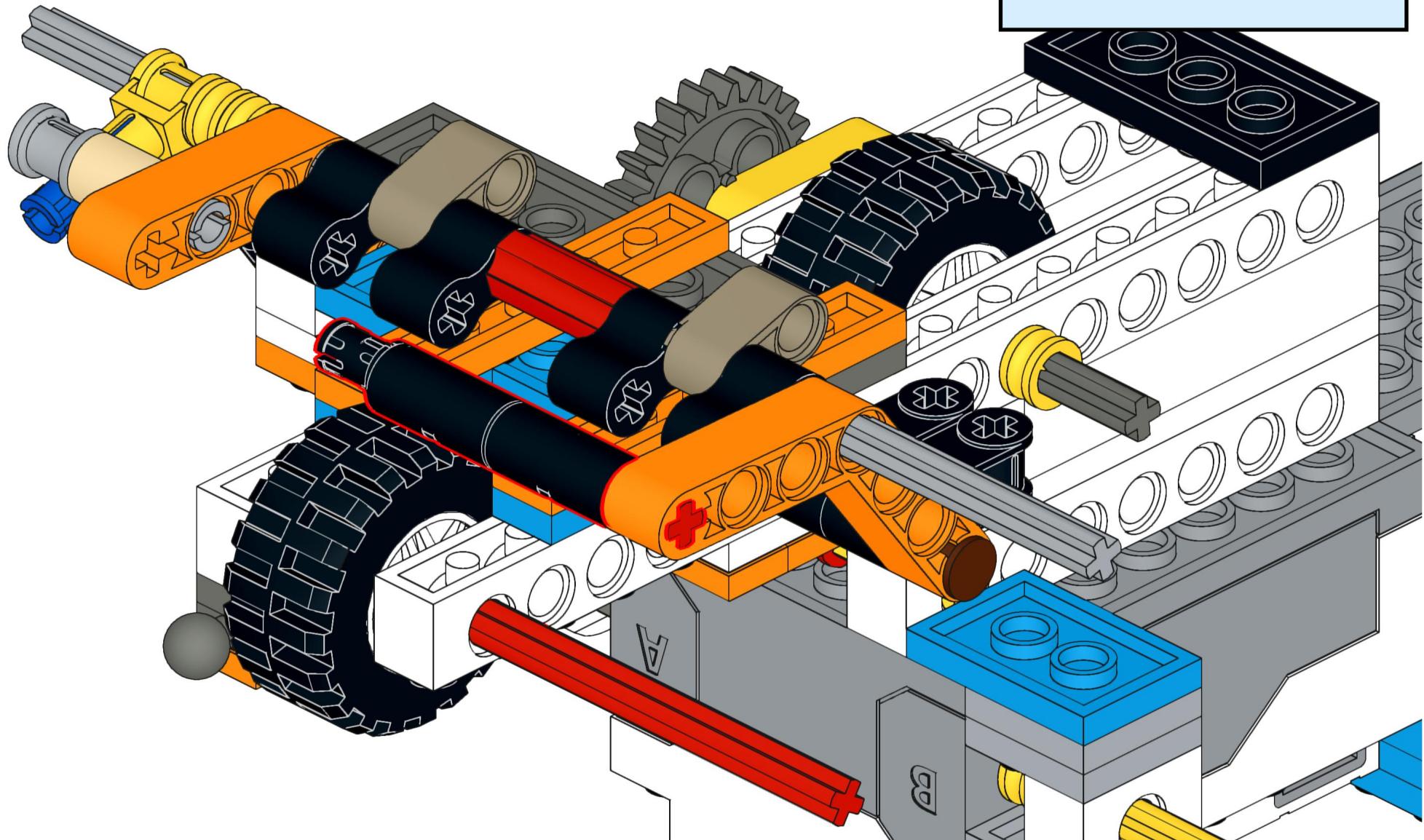
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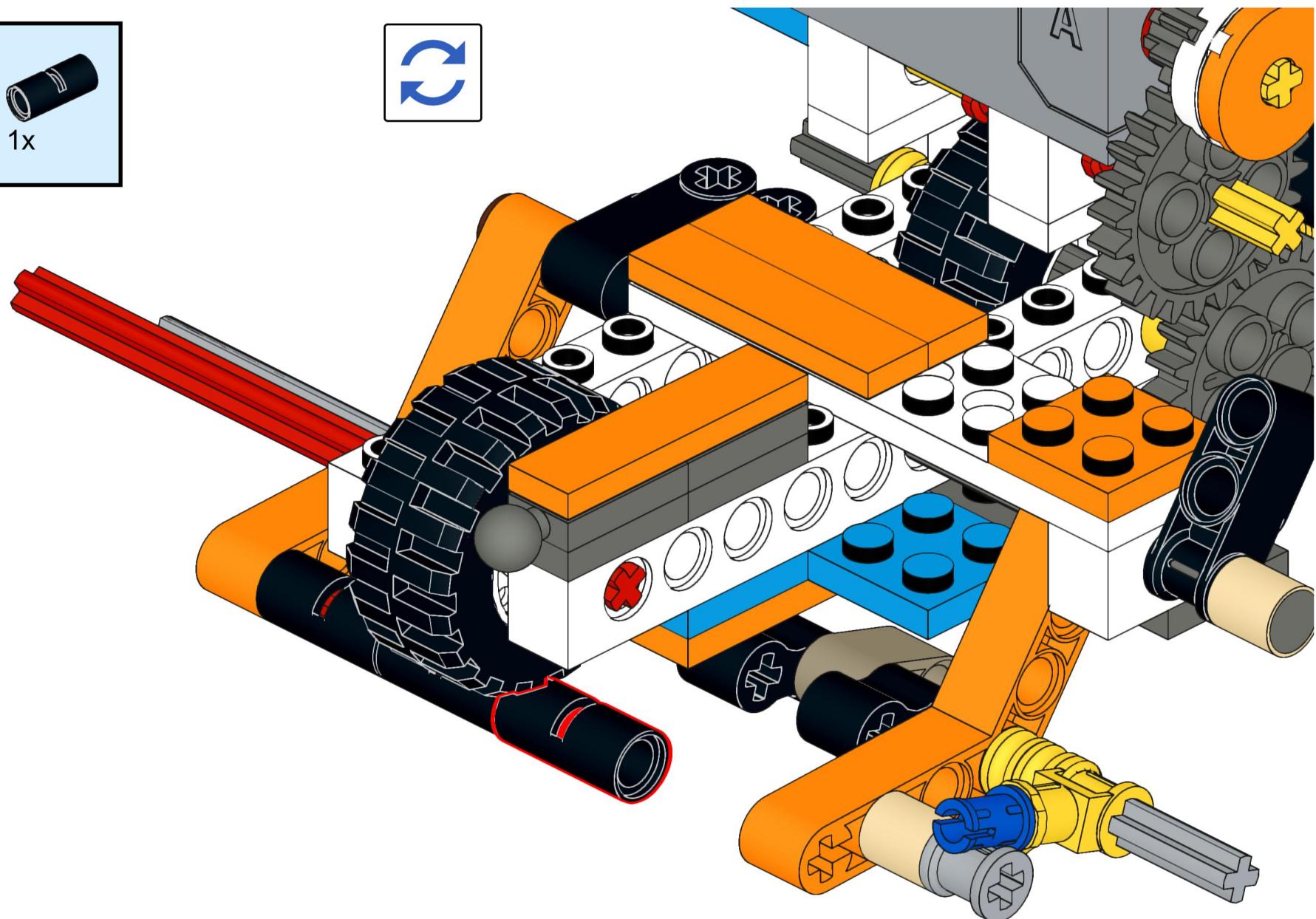
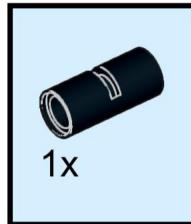
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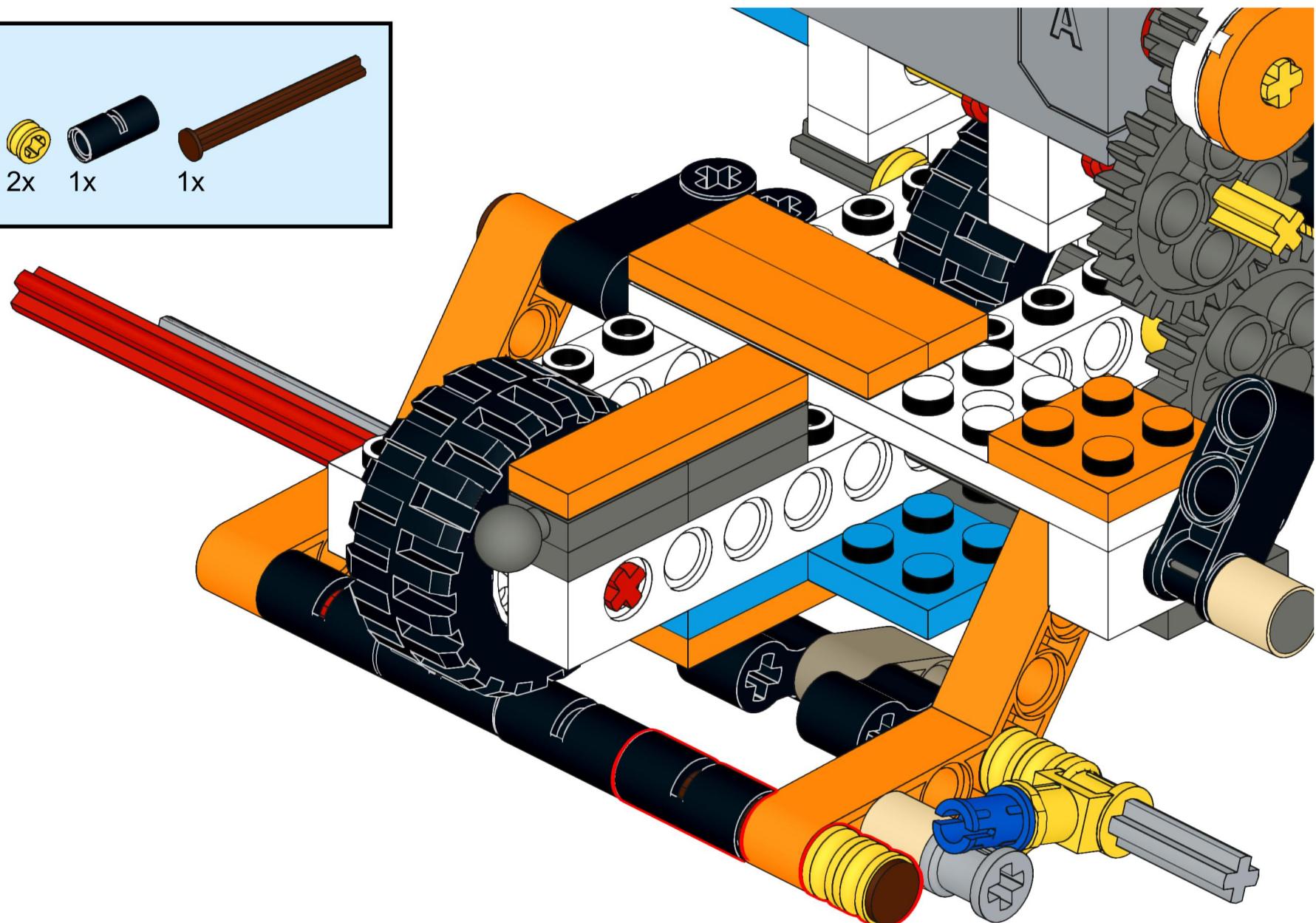
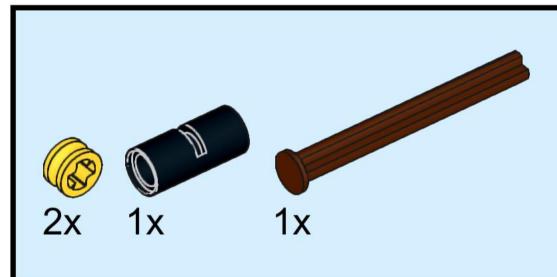
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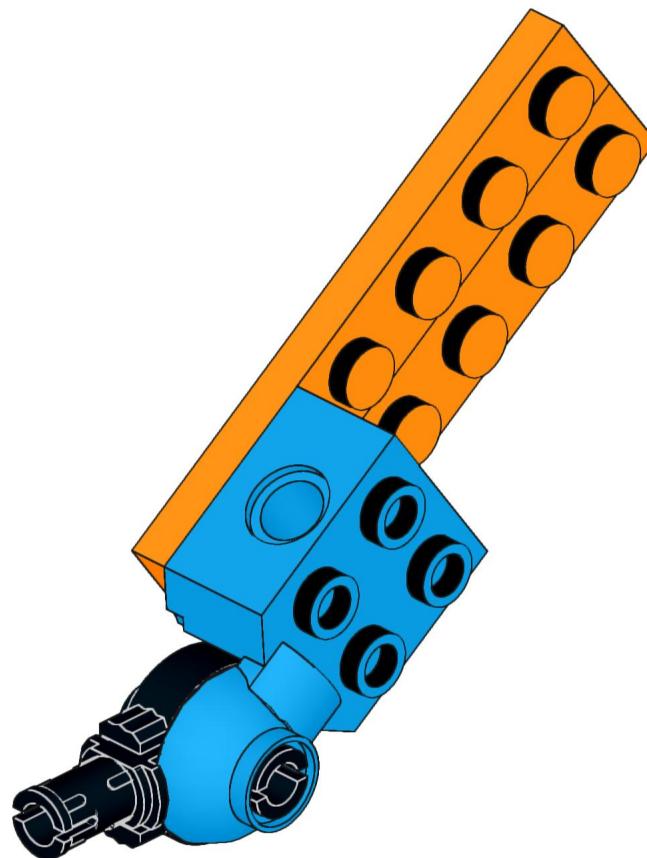
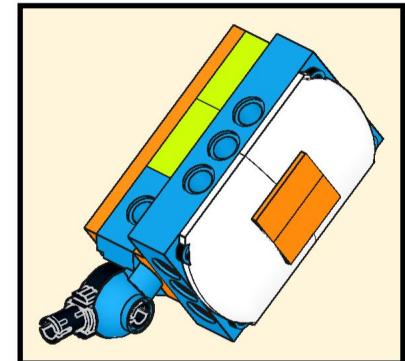
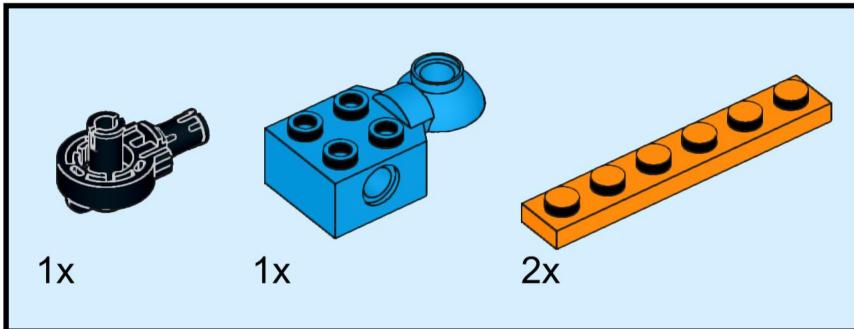
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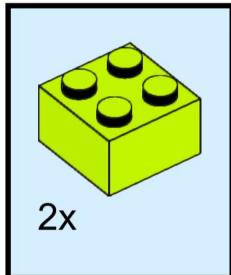
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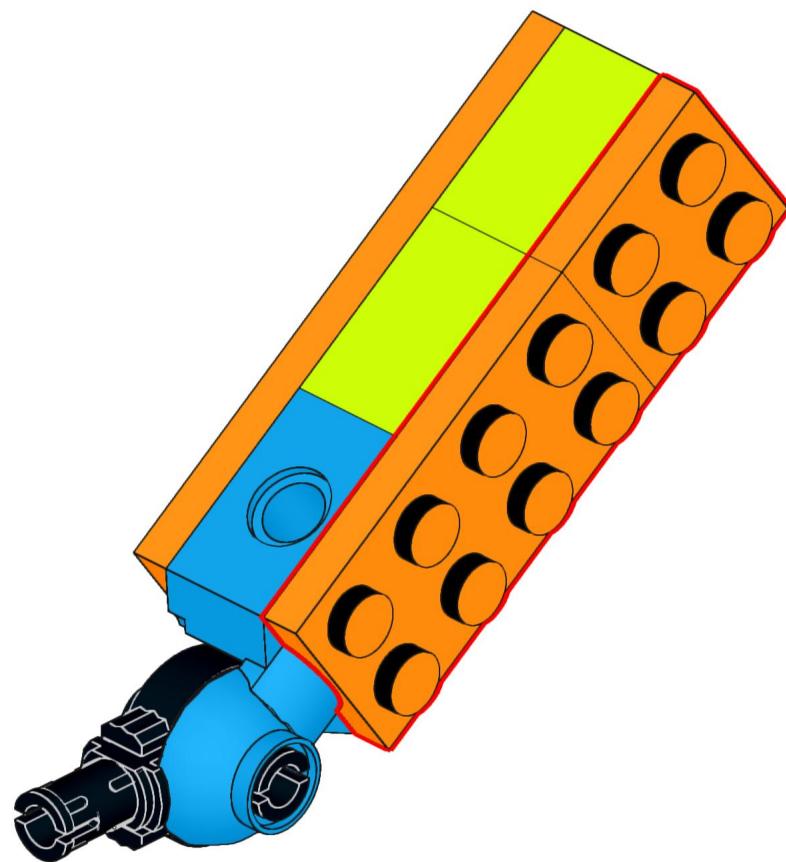
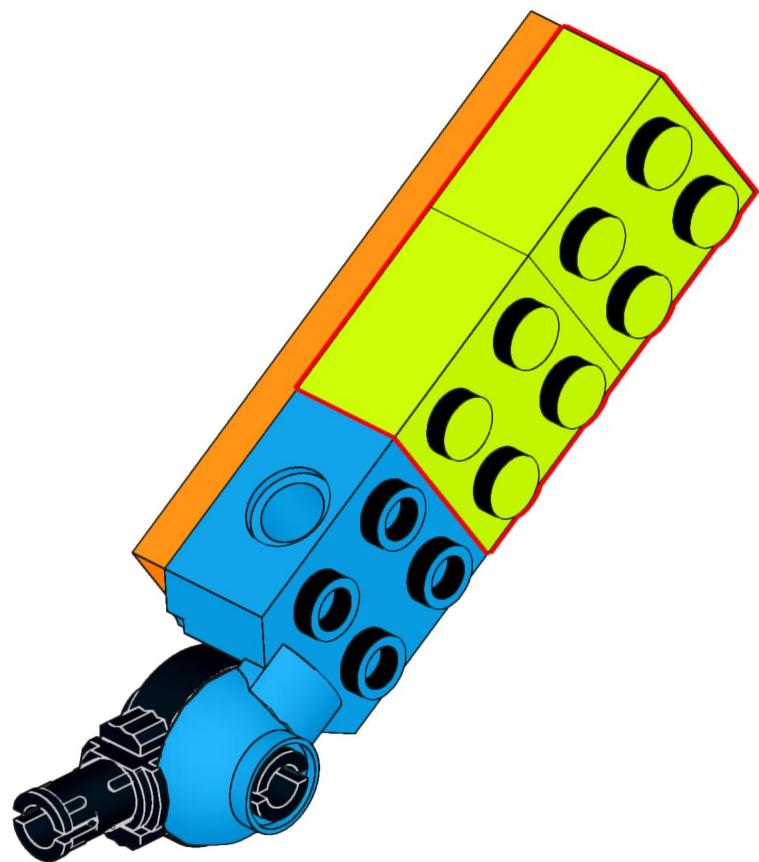
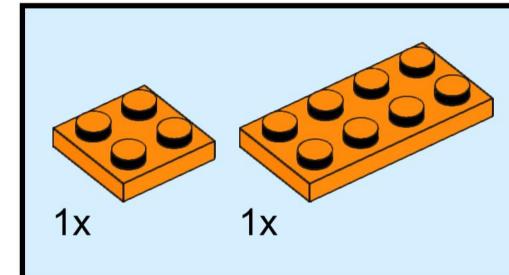
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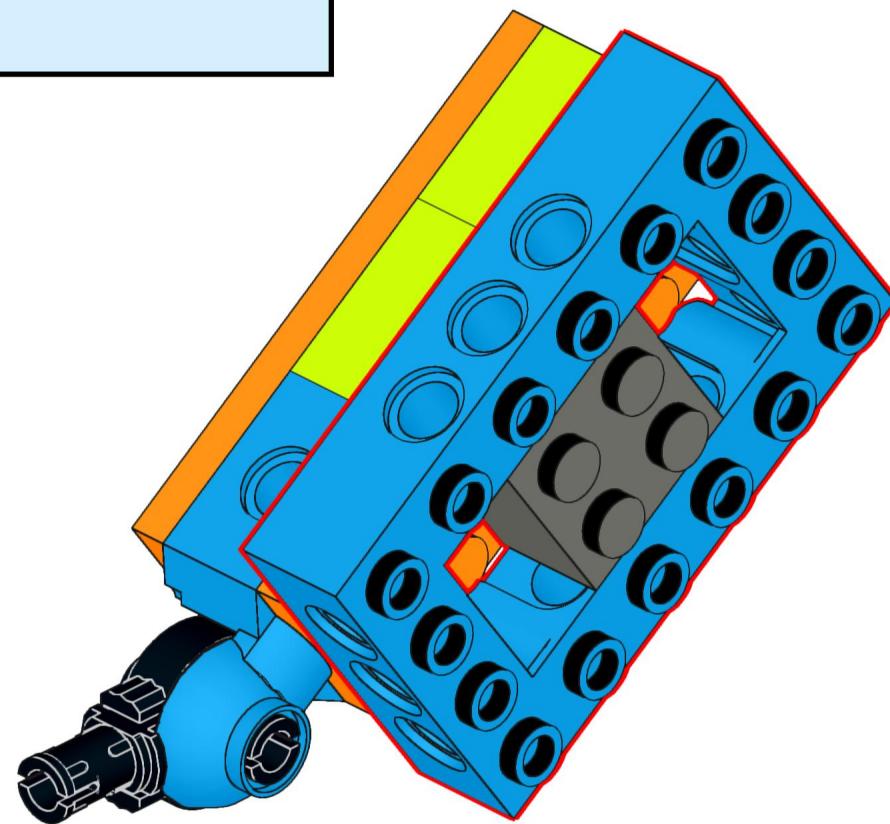
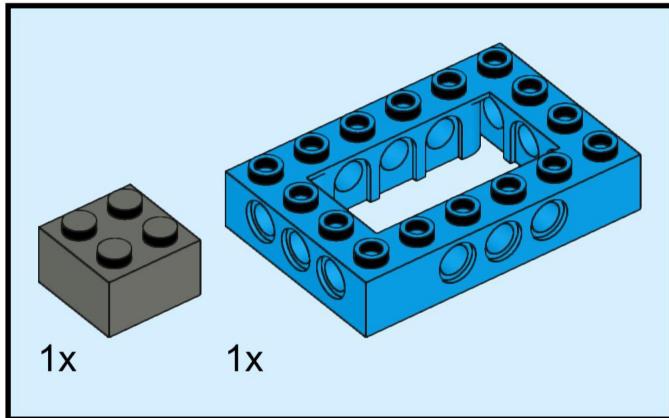
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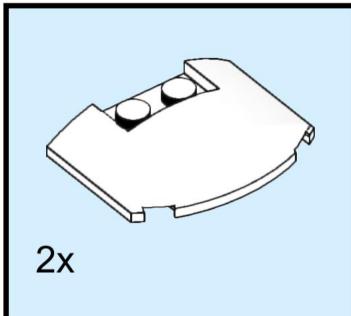
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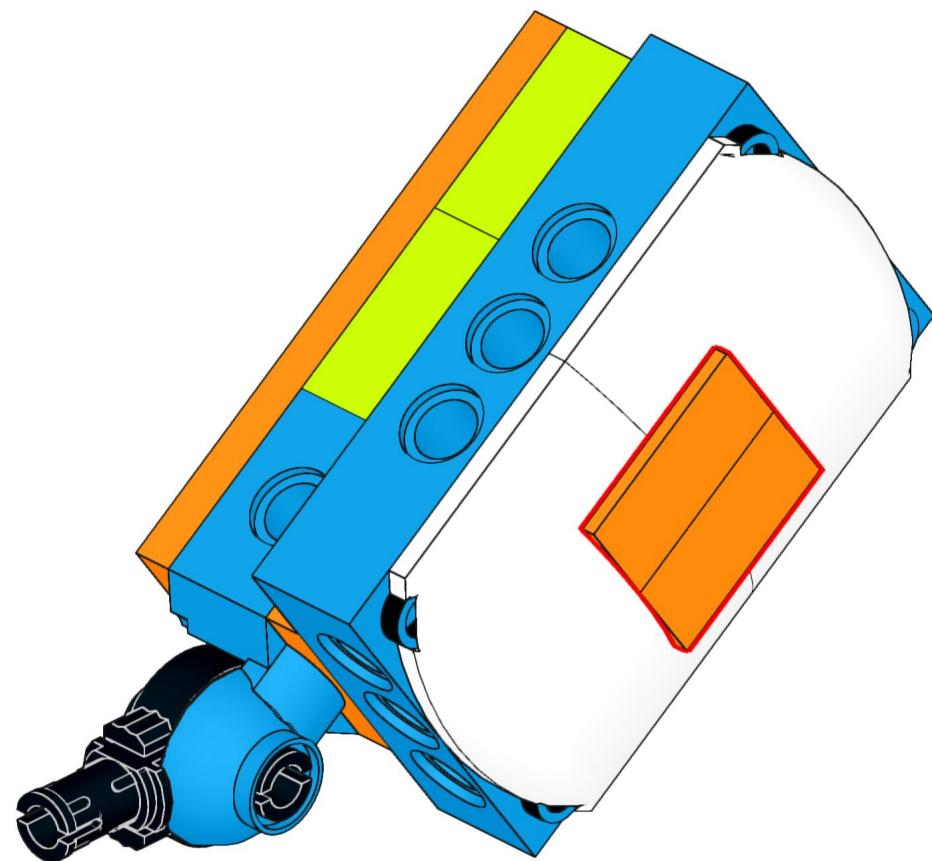
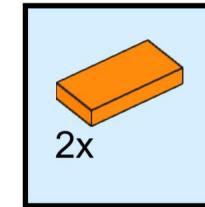
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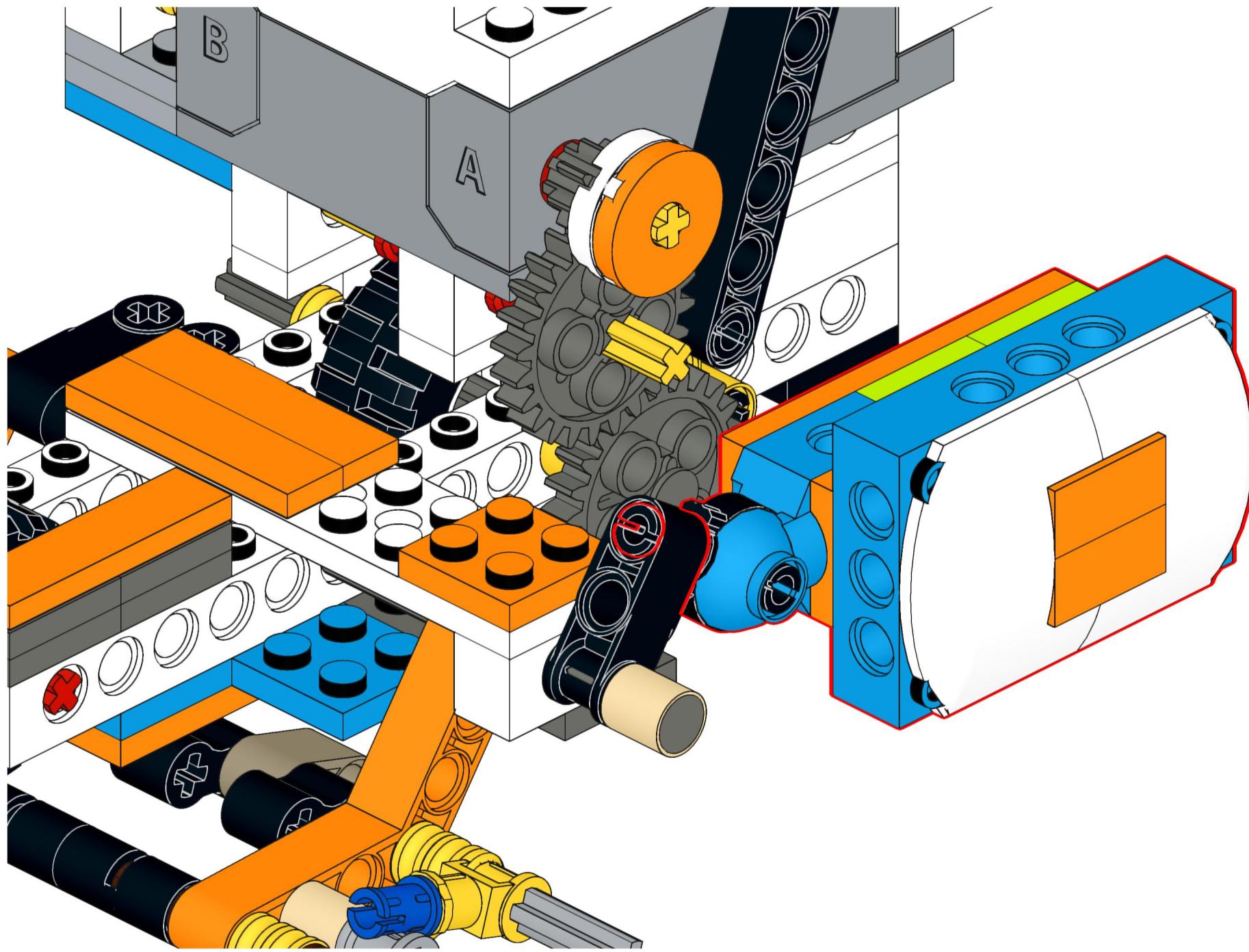
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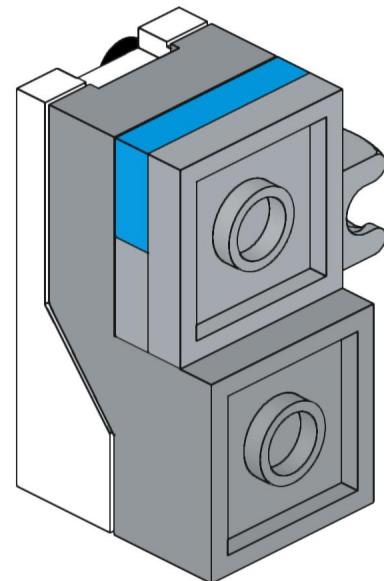
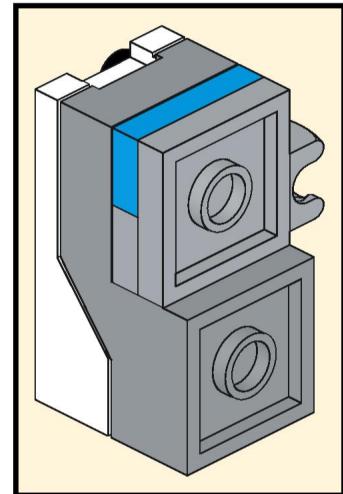
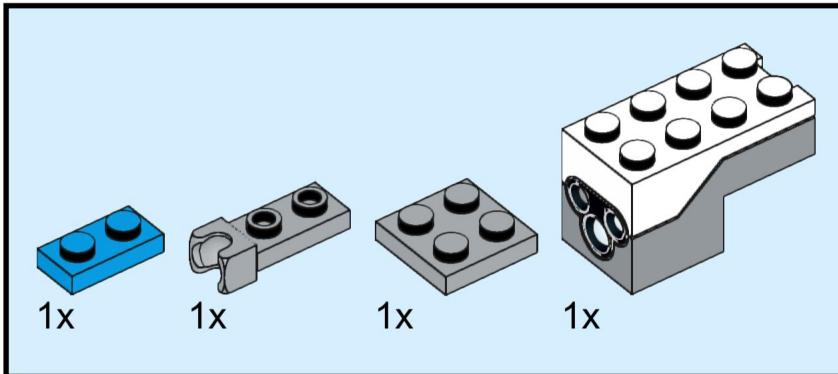
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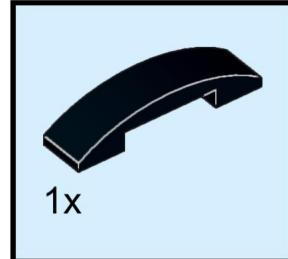
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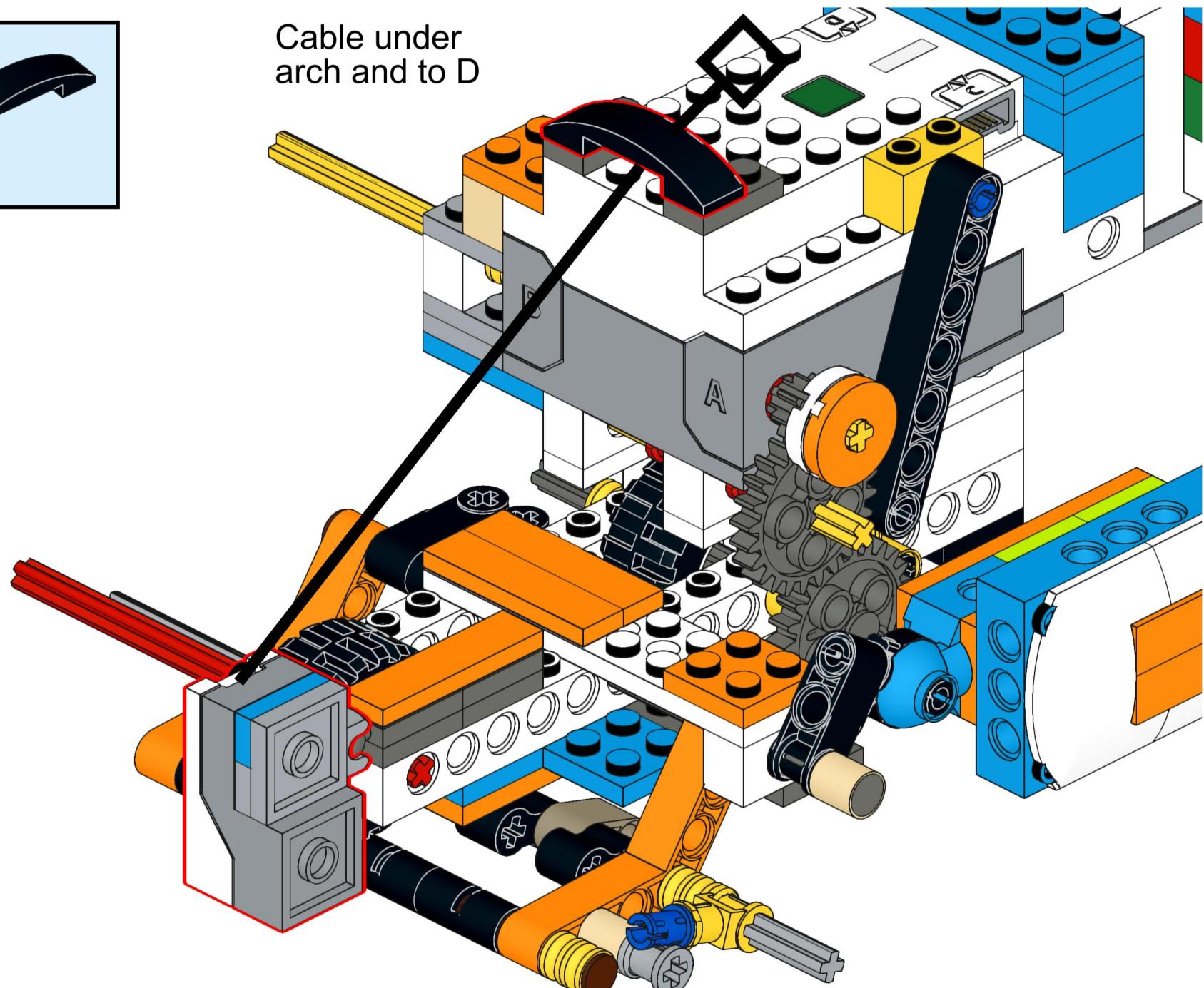
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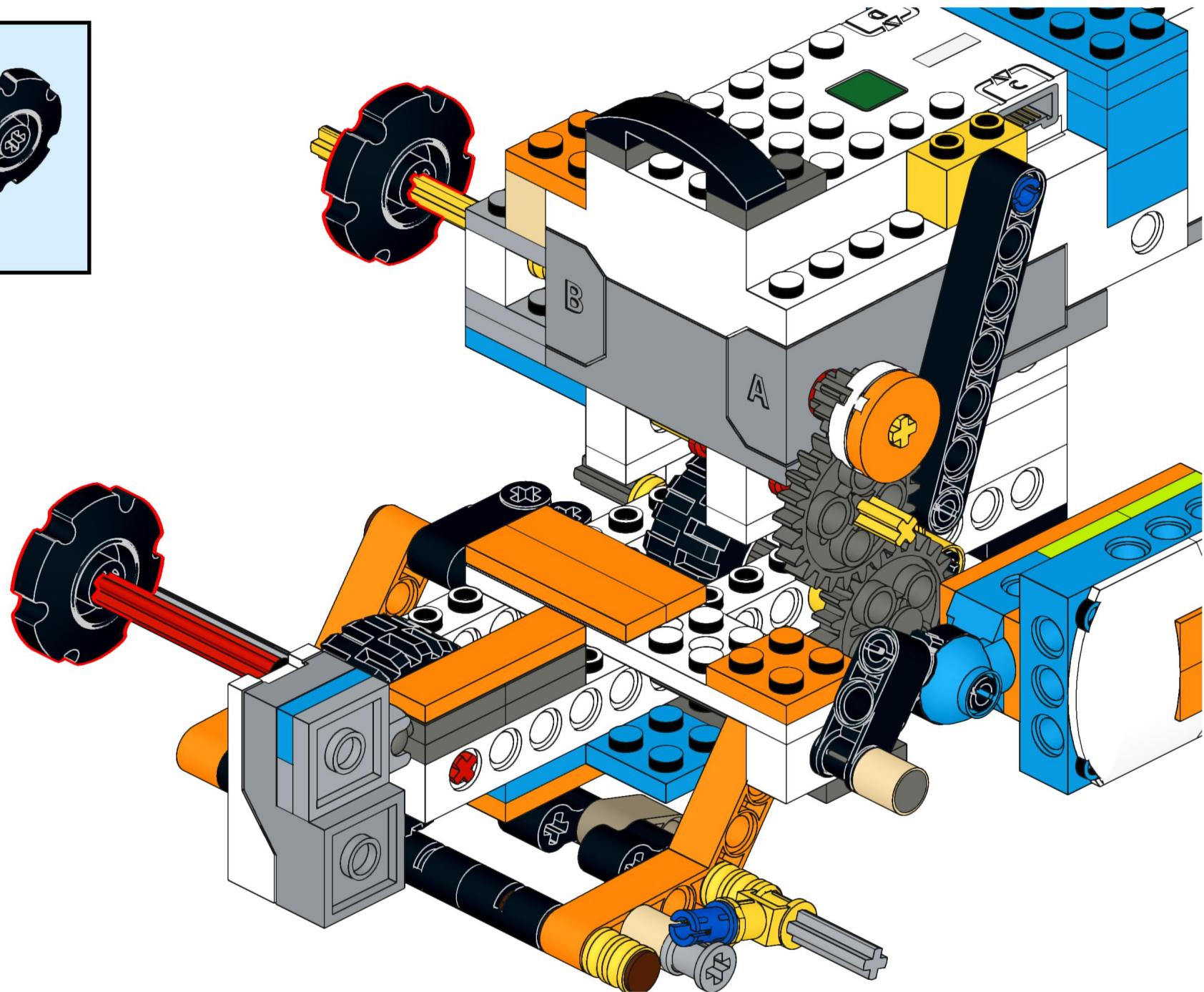
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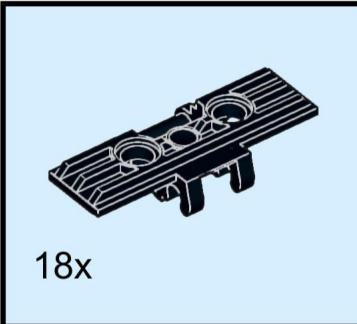


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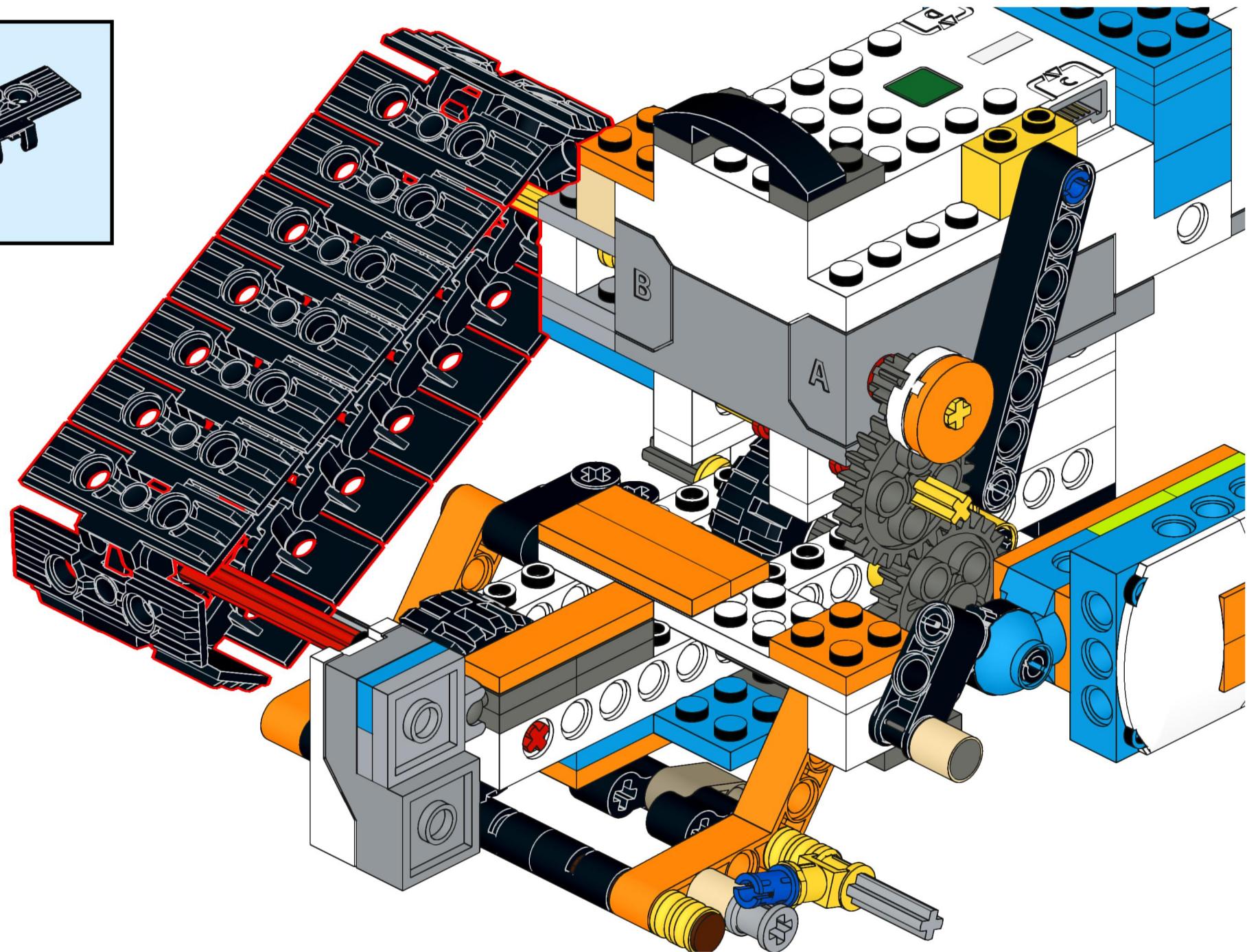


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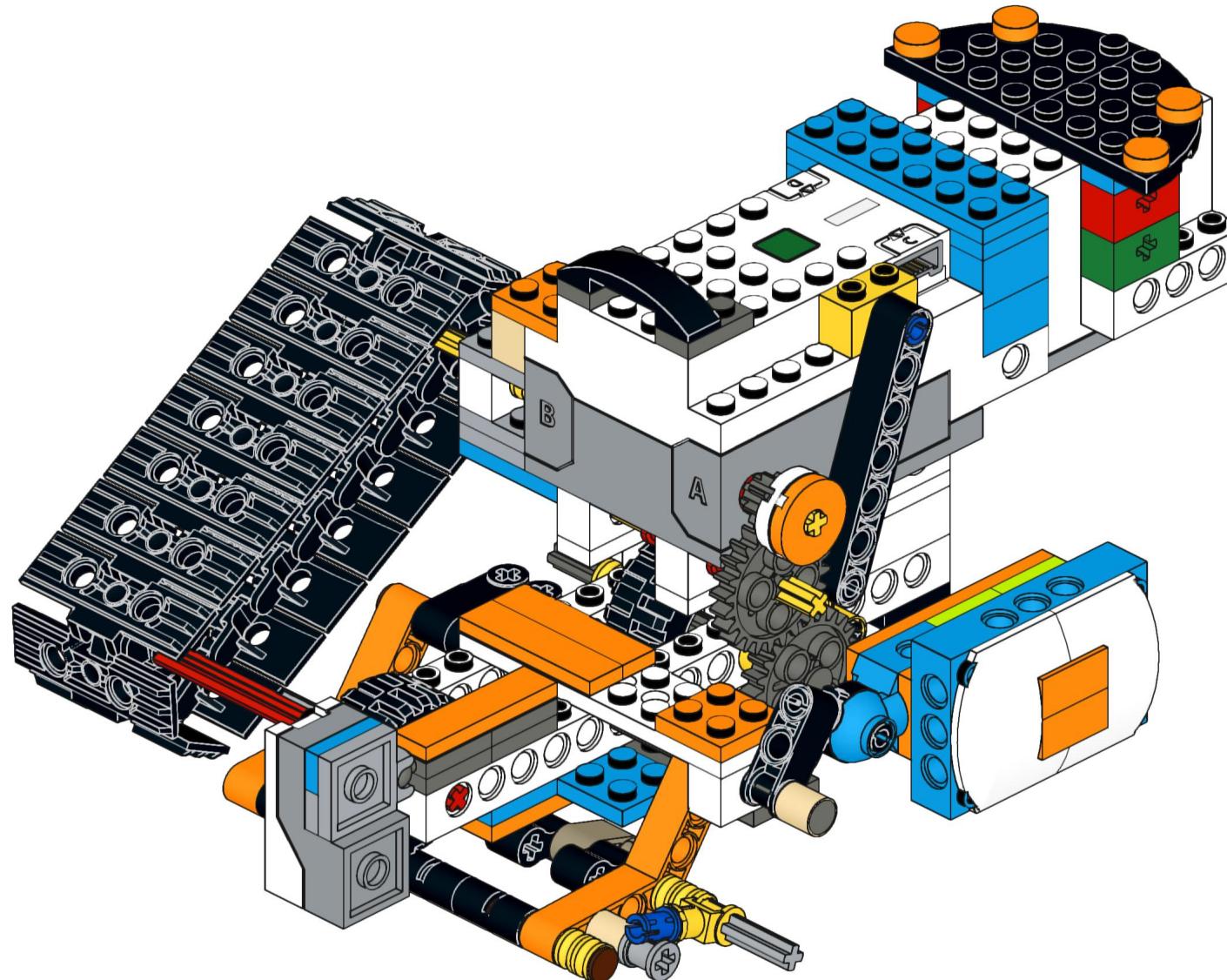




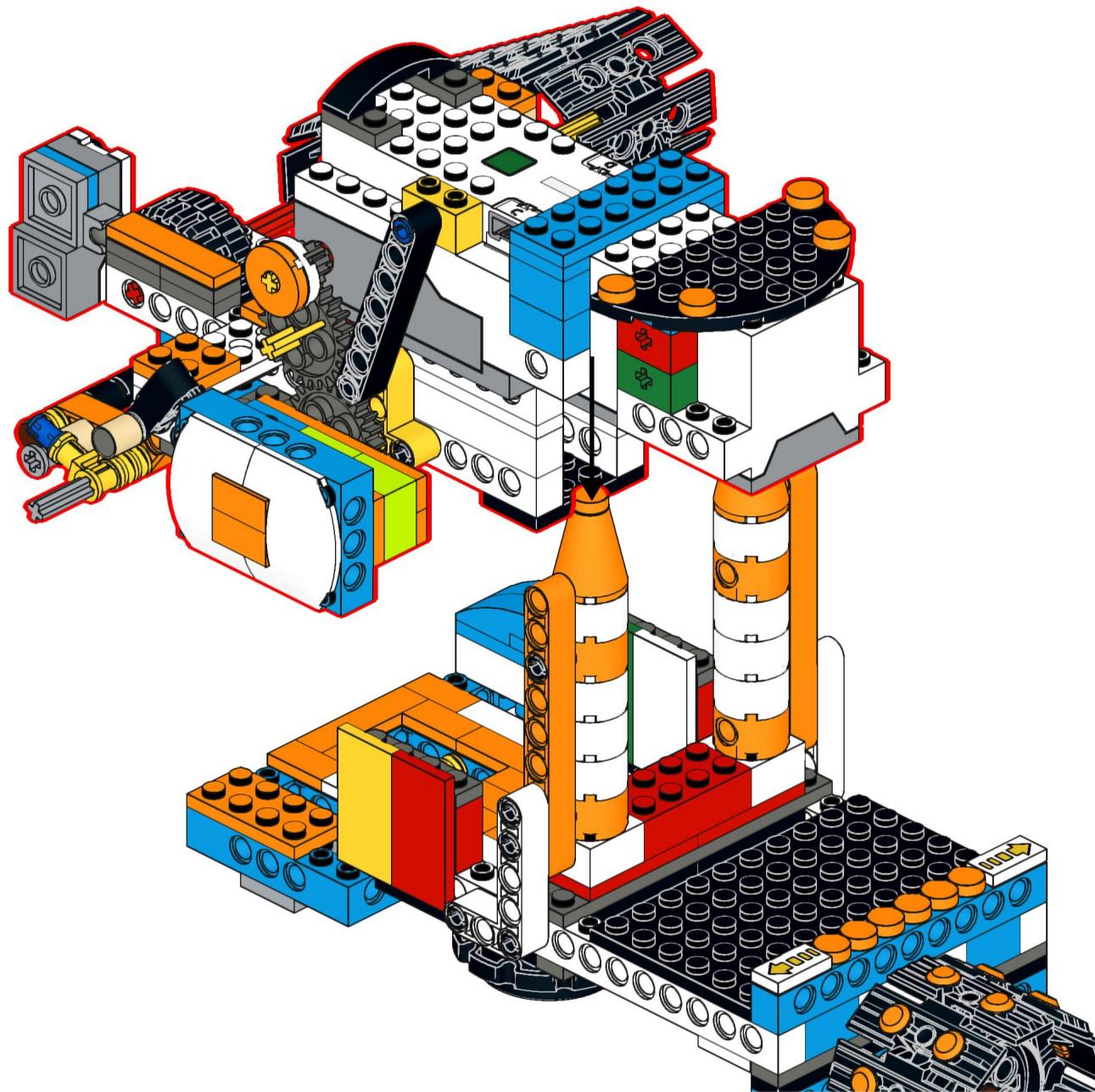
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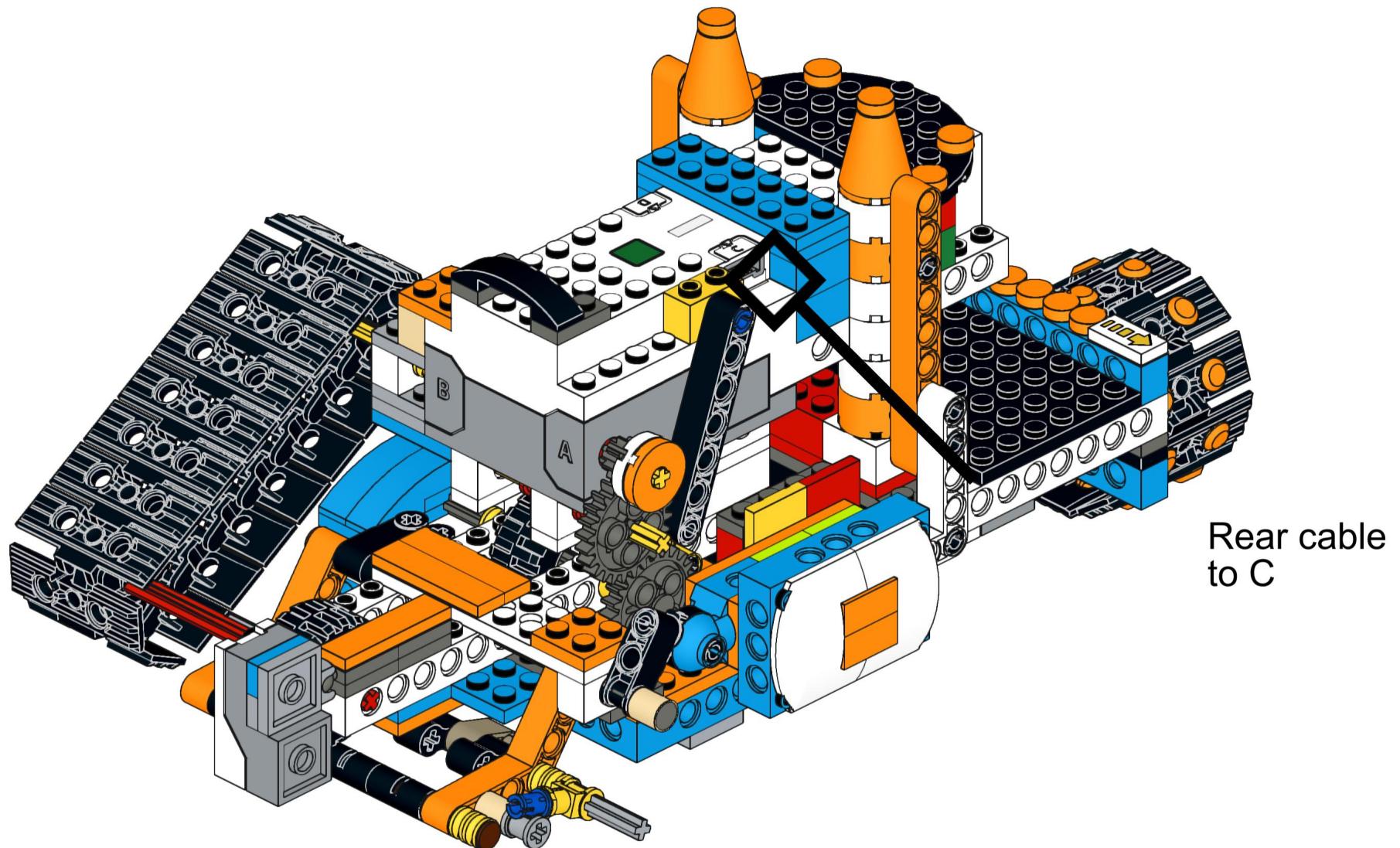
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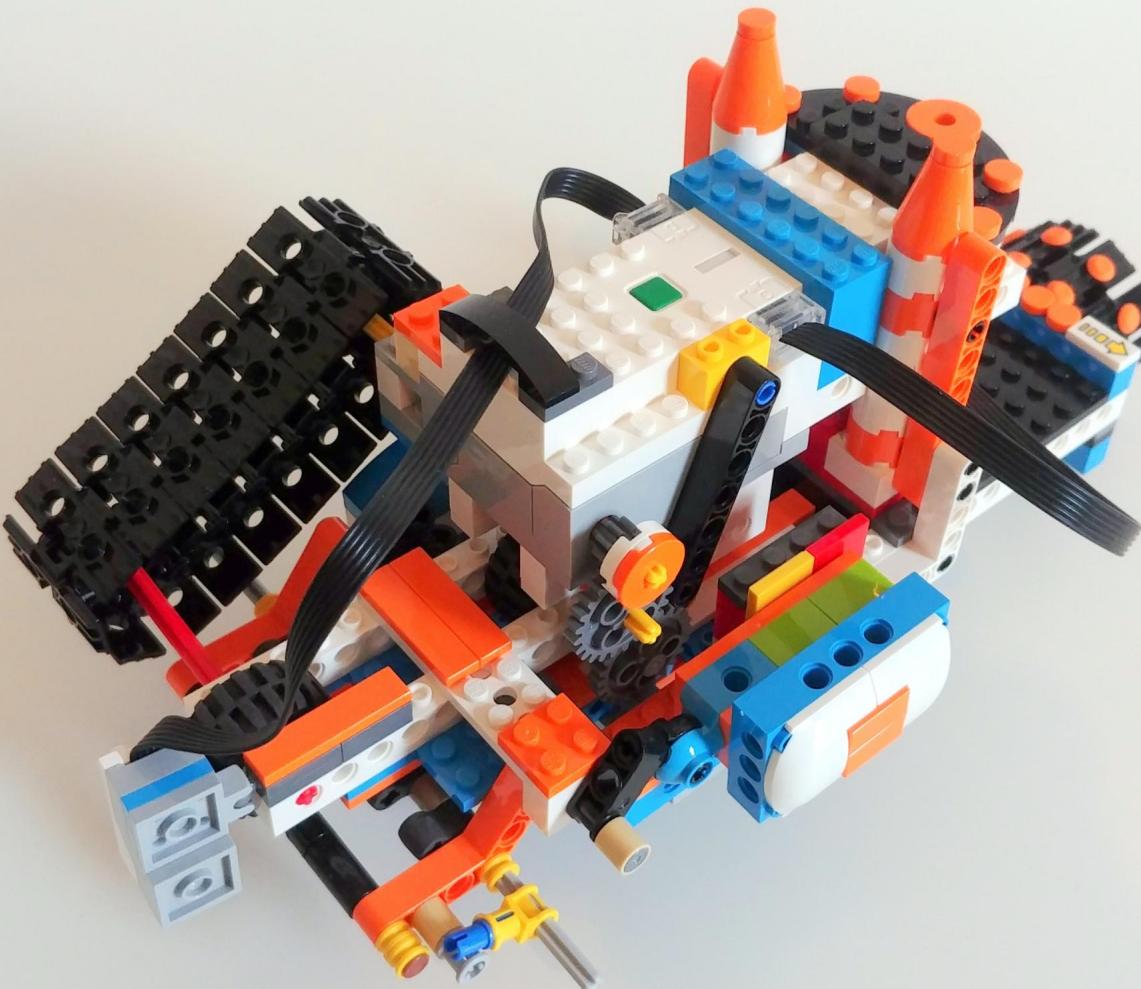


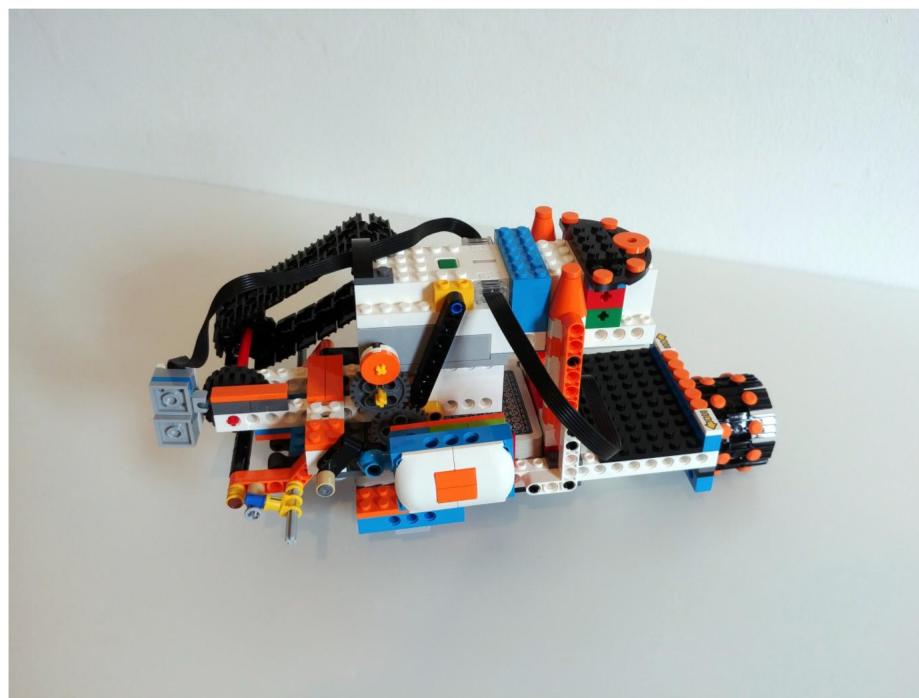
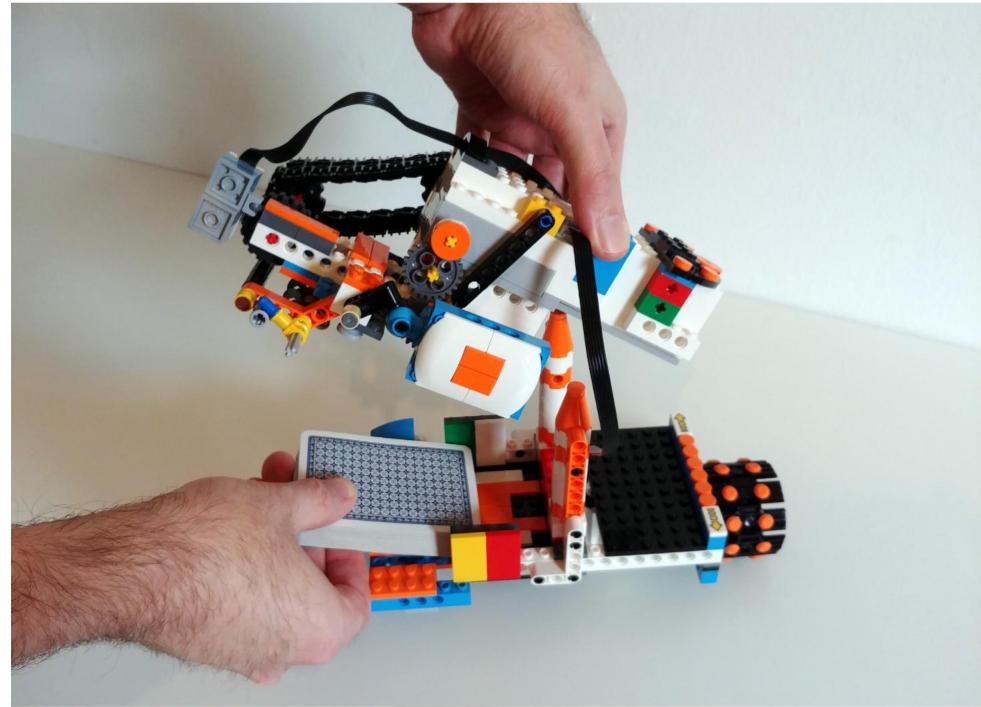
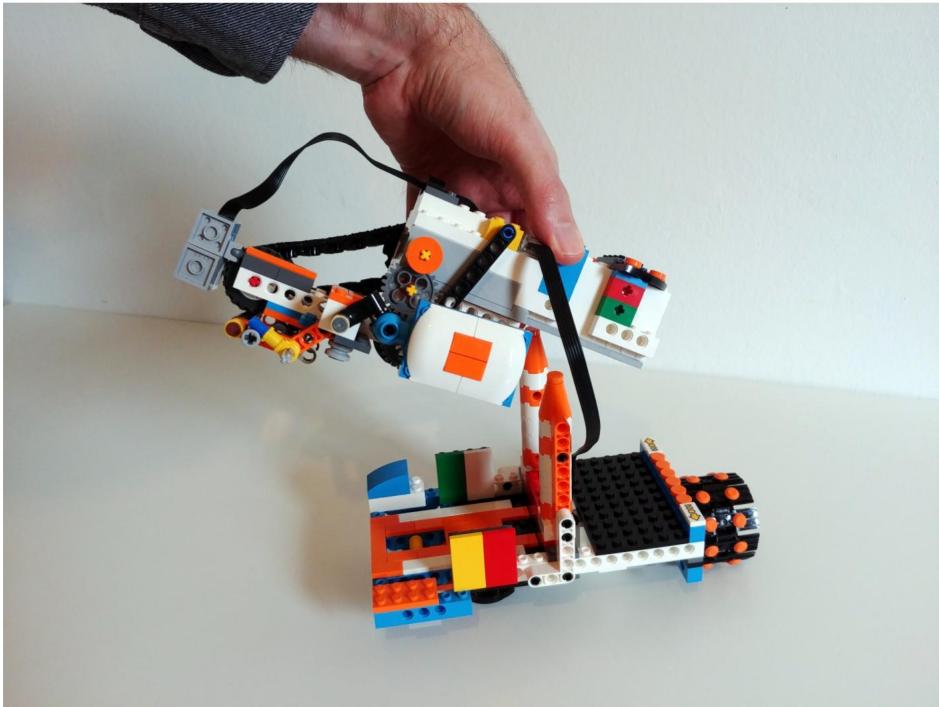
85



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Programming

Step 1: Deal a card

Create a new function and name it d for "deal".

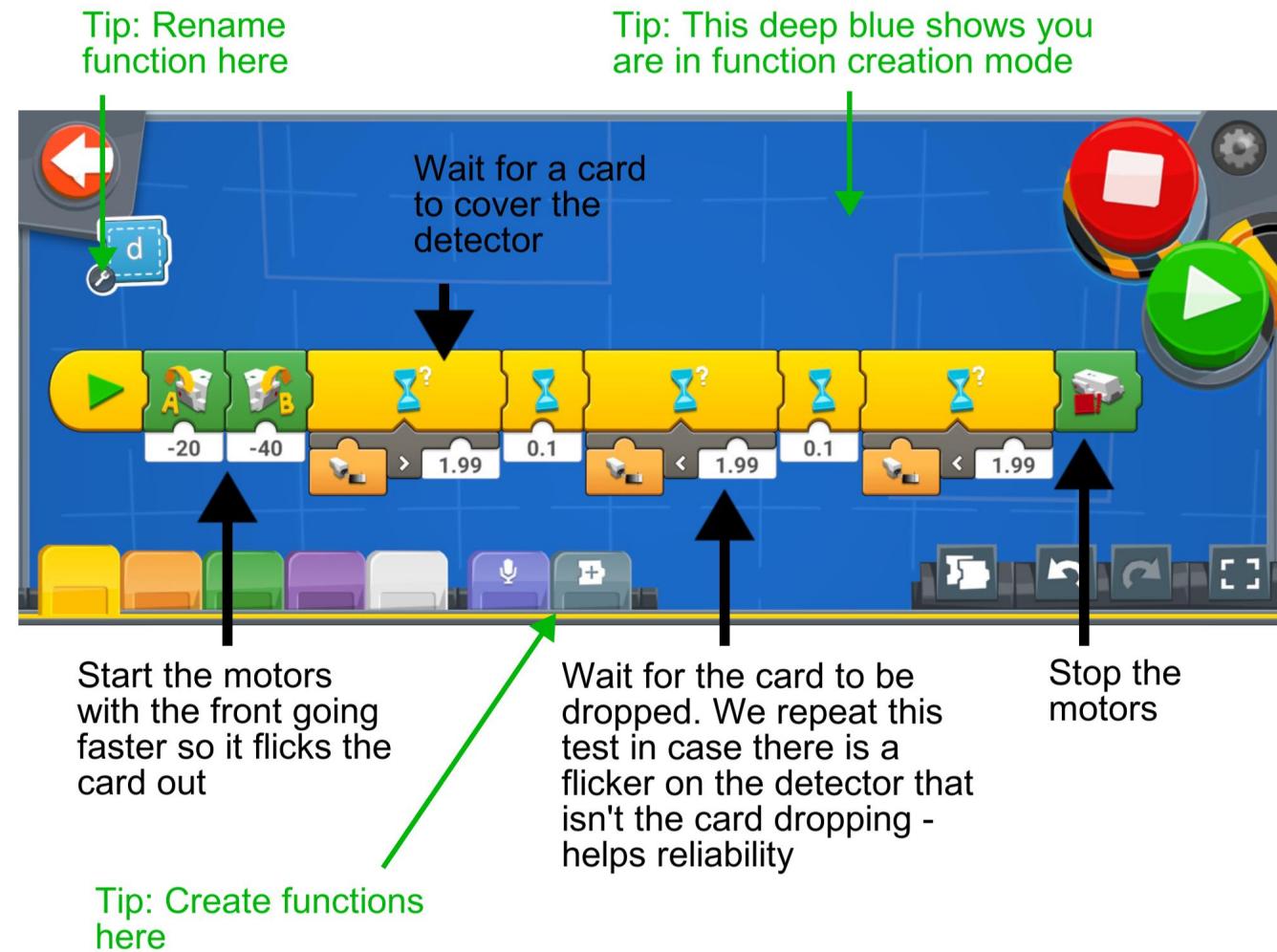
Copy this set of instructions to the function. This will deal a single card.

You can now test this function by loading up a deck of cards and pressing the green play button.

On each press it should deal a single card and then stop.

Sometimes the first card may get jammed and may need adjusting.

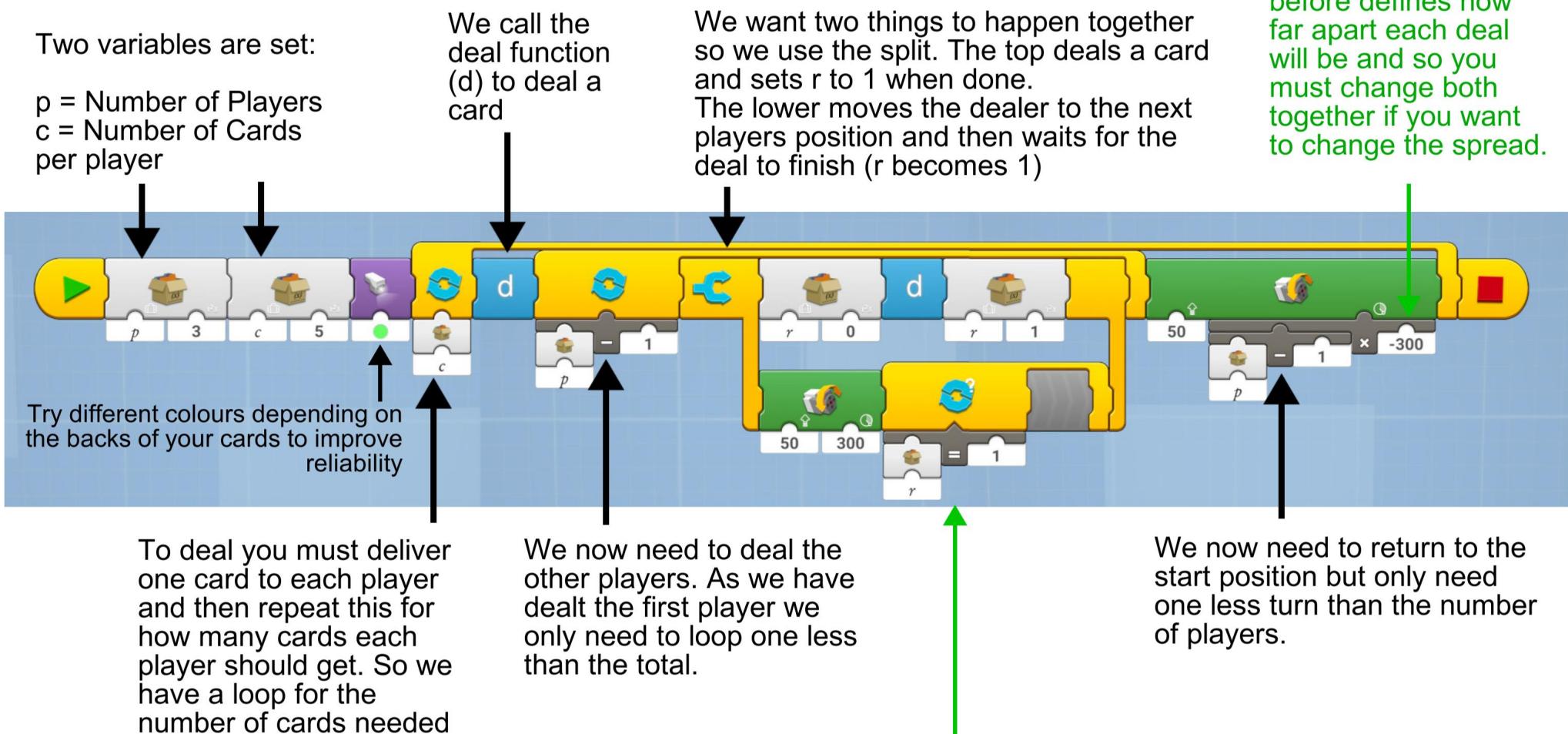
Use the red stop button if it doesn't stop after a few seconds.



Step 2: Deal a game

The next part uses the deal function to deal a number of hands with a number of cards.

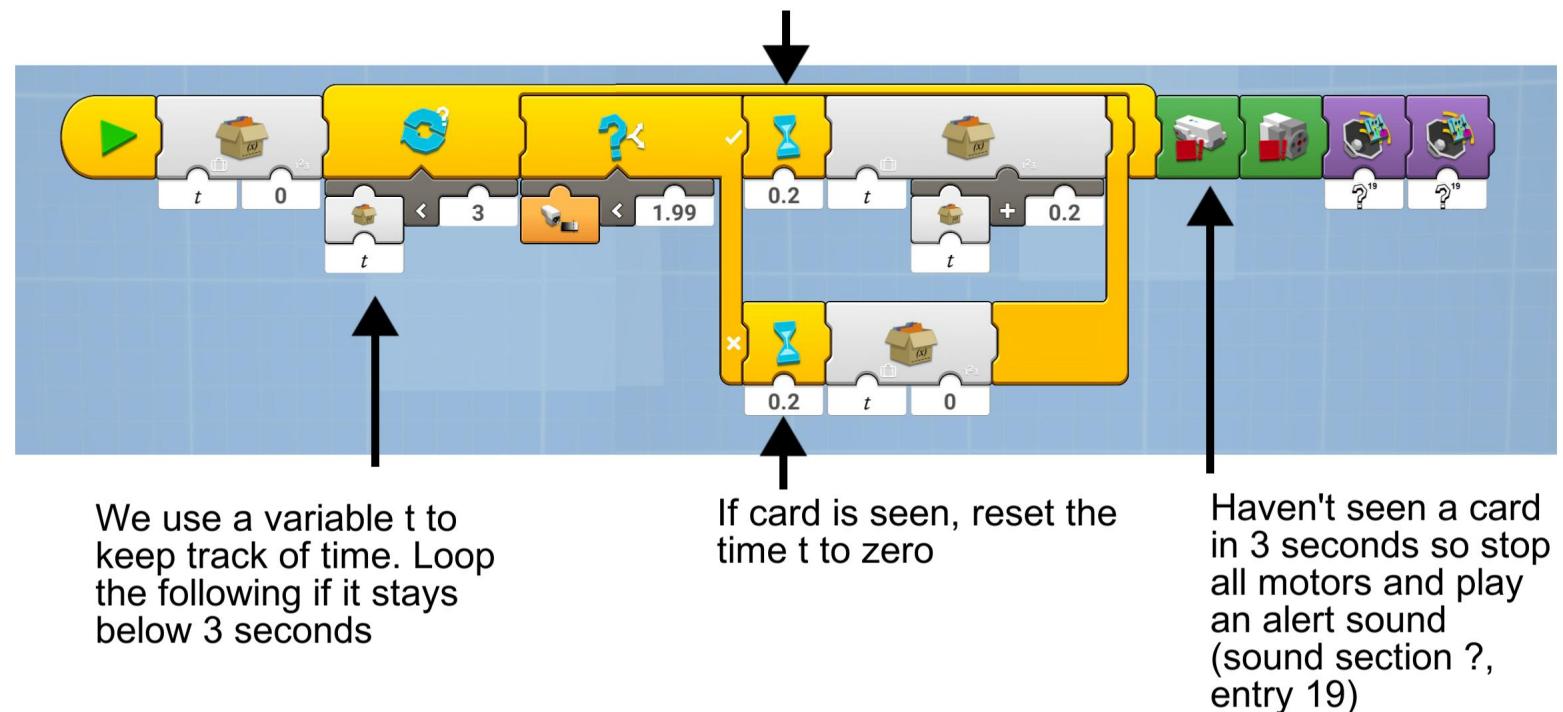
Go back to the main screen and copy the instructions below. Take care to get the loops correct.



Step 3: Safety stop

In case the mechanism gets stuck or it runs out of cards you can add this extra function that will stop the motors.

It checks that it has seen a card within 3 seconds. If not it will stop the motors and play an alert sound



To Deal a set of hands:

Set the required number of players in *p*, and the number of cards in *c* and then press the large play button on the right.