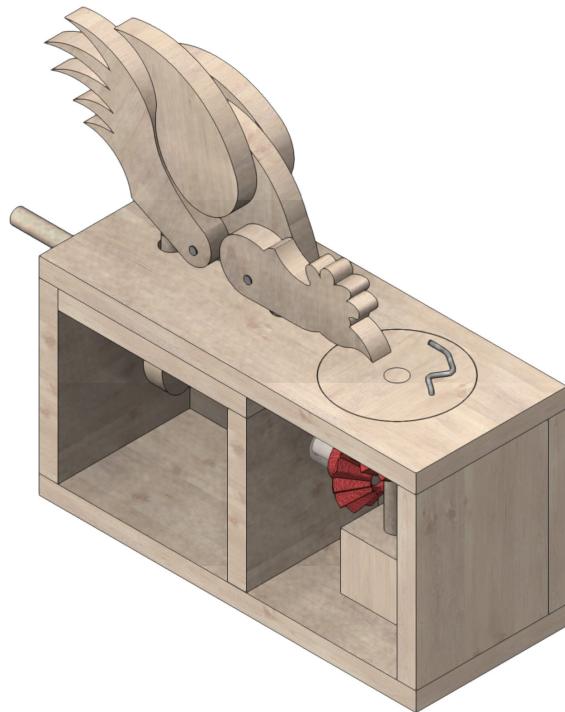


122.991

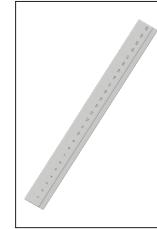
Mechanical catch game



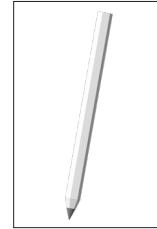
Tools required:



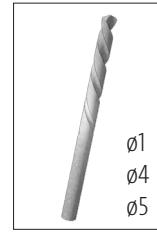
Scissors



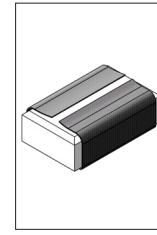
Ruler



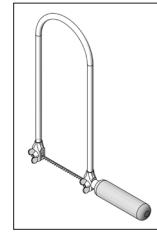
Pencil



Drill bits



Sandpaper



Jigsaw



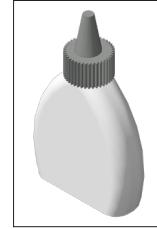
Side cutter



pliers



Engineer's file



Wood glue



Adhesive tape



Hammer

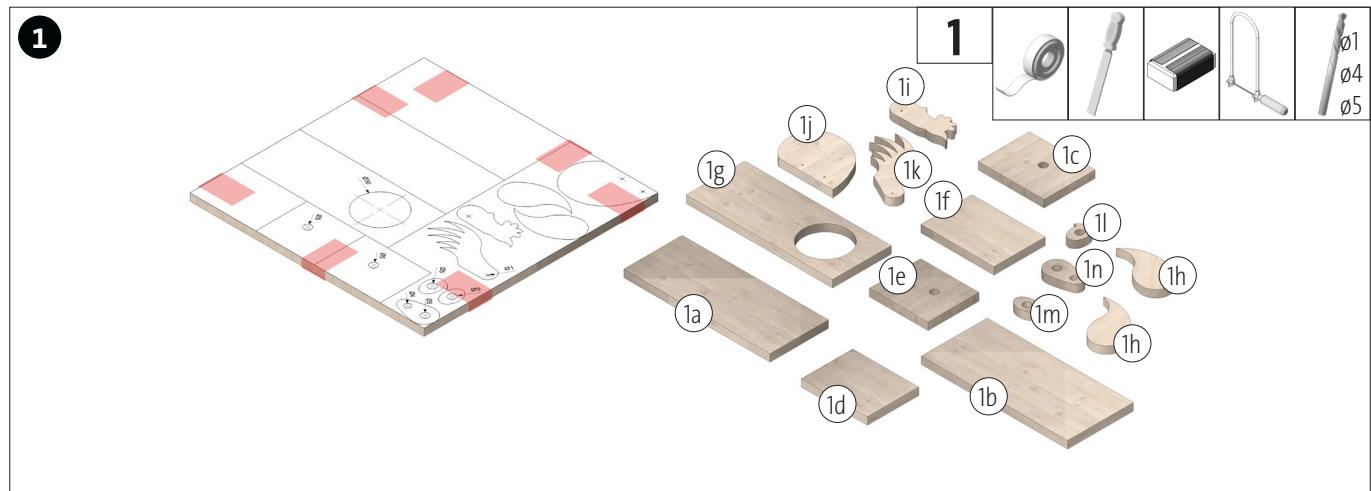
NOTE:

After completion, the OPITEC work kits are not articles with toy character of a generally commercial kind, but teaching and learning aids to support educational work. This kit may only be built and operated by children and young people under the guidance and supervision of competent adults. Not suitable for children under 36 months. Danger of suffocation!

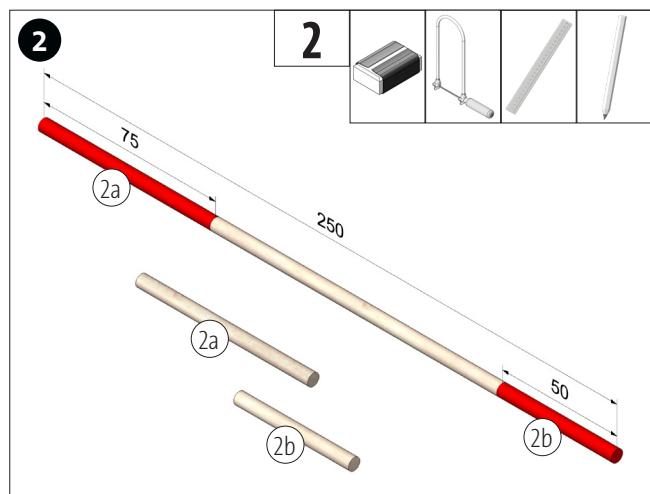
Parts list	Quantity	Dimensions (mm)	Designation	Part no.
Plywood	1	160x160x5	Base plate	1
Round bar	1	ø5x250	Crank & catch wheel	2
Round bar	1	ø4x150	Crank & Hoist	3
Wooden cube	1	15x15x15	Axle support	4
Bevel gears	2		Drive	5
Wire pin	2	ø1x15	Attachment	6
Washer	1	10/5,3	Crank	7
Paperclip	1	26	Worm	8
PVC Tube	1	100	Spacers	9
Wooden Wheel	1	ø30	Pinwheel	10

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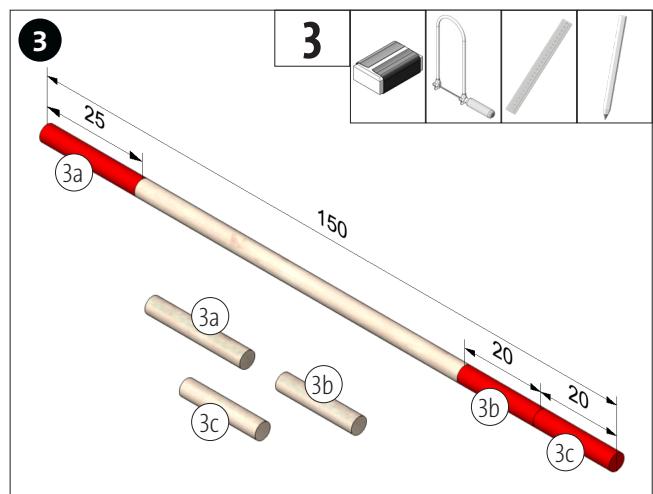
Mechanical catch game



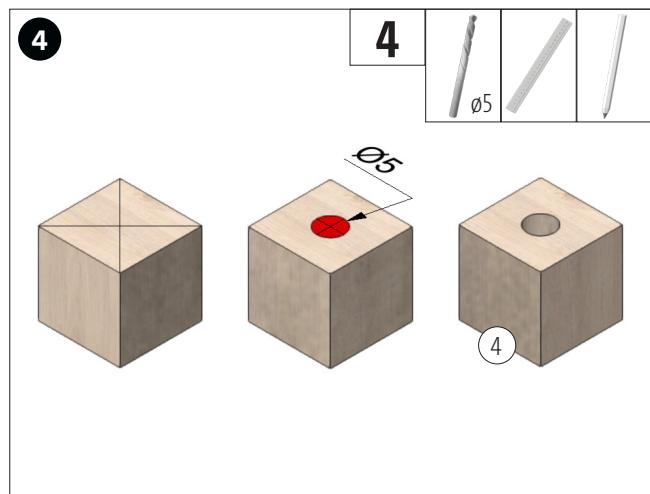
Transfer the template (A) to the base plate (1). Drill through all the holes ($\varnothing 1$, $\varnothing 4$, $\varnothing 5$ mm). Then saw out all the individual parts and clean the saw cuts.



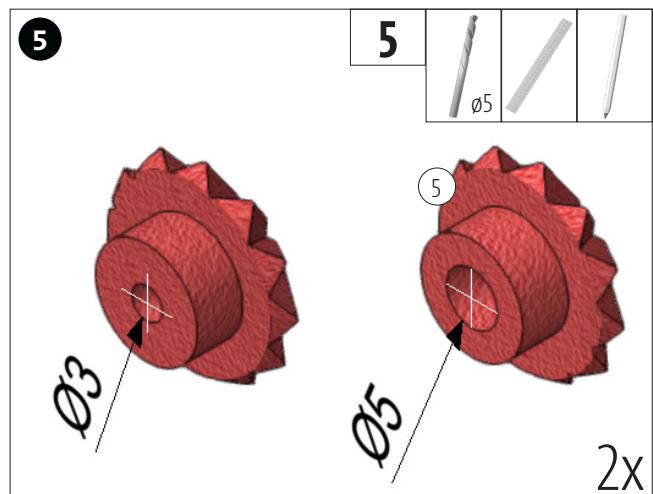
Cut a piece of 75 mm length (2a) and a piece of 50 mm length (2b) from the round bar (2) and clean the saw cuts.



From the round bar (3) cut one piece 25 mm long (3a) and two pieces (3b,3c) 20 mm long and clean the saw cuts.

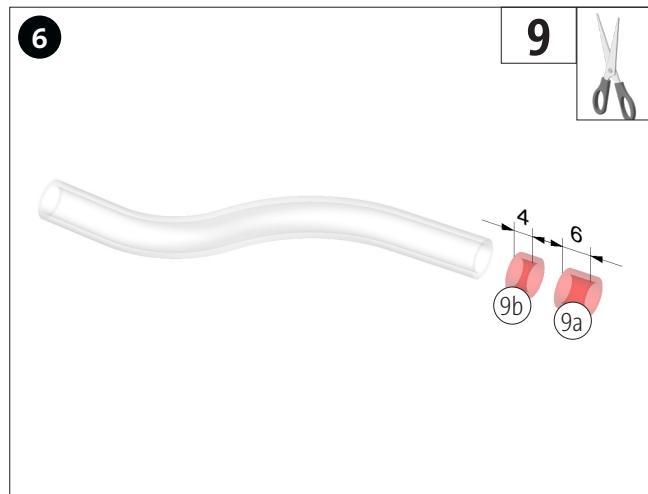


Mark the centre on the wooden cube (4) by diagonals. Then drill through \varnothing mm.

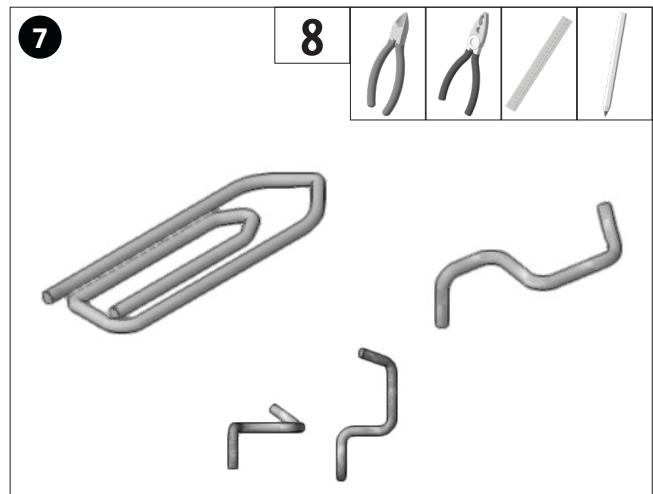


Drill out the bore of the two bevel gears (5) to $\phi 5$ mm.

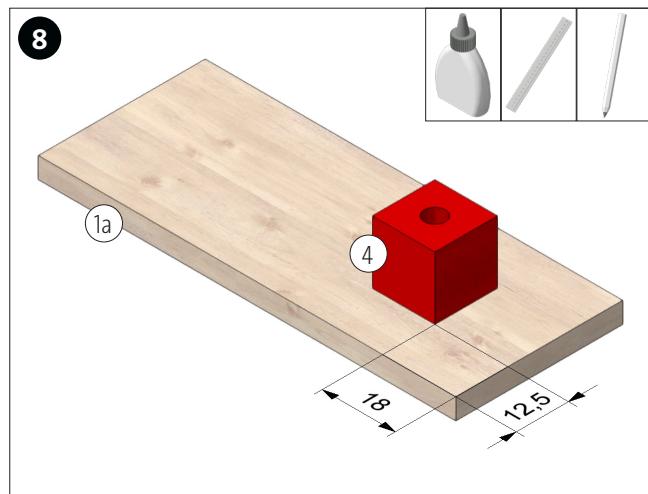
Instructions 122.991
Mechanical catch game



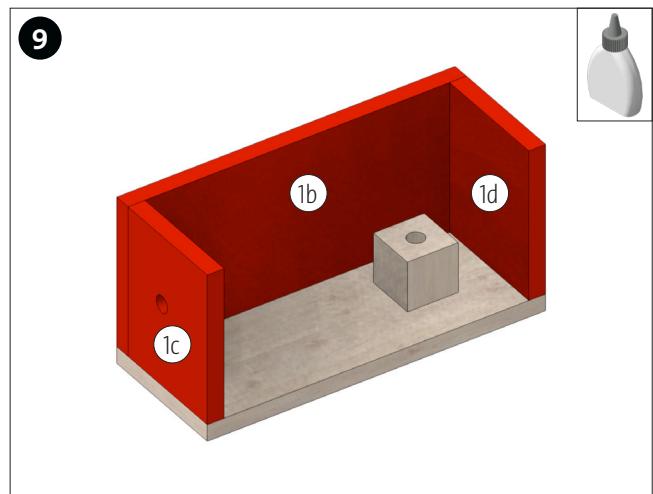
Cut a piece of 6 mm length and a piece of 4 mm length from the PVC tube.



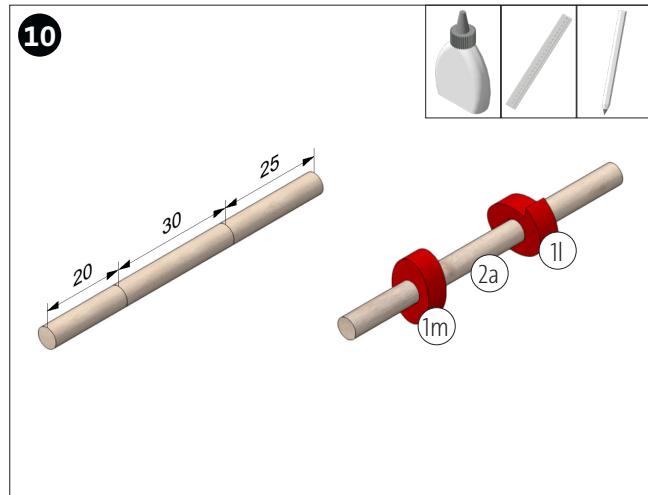
Bend open the paper clip (8) and pinch off a piece approx. 25 mm long. Bend a "worm" out of the piece of wire as shown.



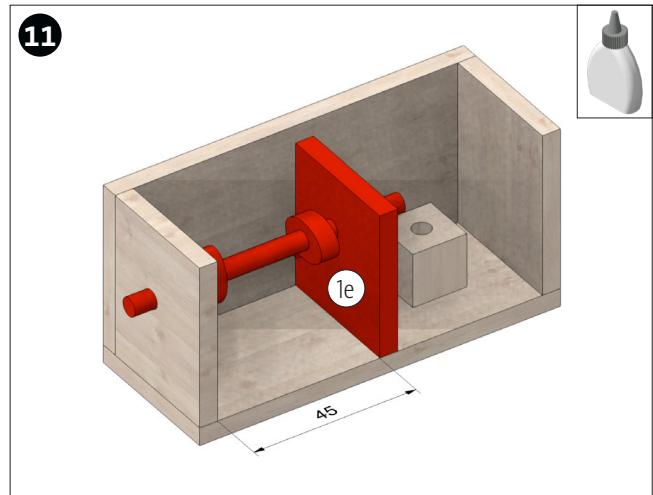
Mark the position for the axle support (4) on the base plate (1a). Then glue it on as shown.



Glue the back wall (1b) and the side walls (1c and 1d) onto the bottom plate (1a) as shown. Hole is not centred, pay attention to the position of the hole!

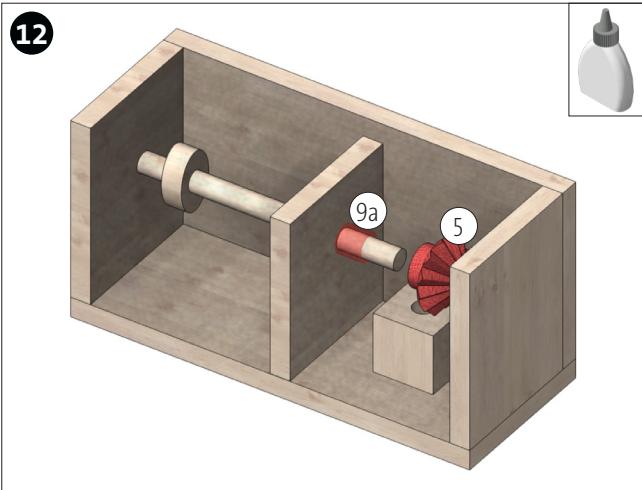


Mark the position for the oval drive wheels on the round rod axle (2a) according to the dimensions. Then glue the wheels onto the axle, offset by 90° as shown.

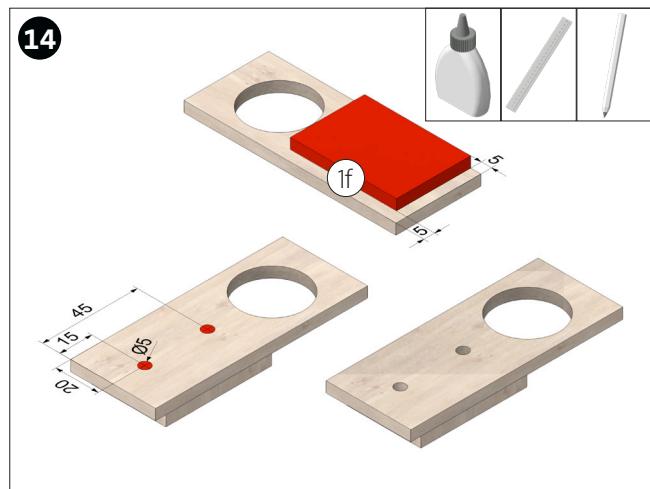


Insert the axle in the hole of the outer wall (1c) and in the hole of the inner wall (1e). The axle must be easy to turn, otherwise the bore could be enlarged (e.g. to 4.5 mm). Then glue the inner wall (1e) at a distance of 45 mm from the outer wall (1c). Let the glue dry well.

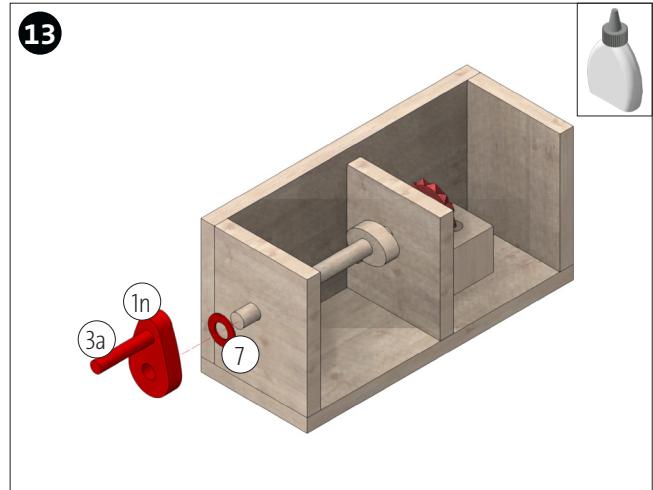
Instructions 122.991
Mechanical catch game



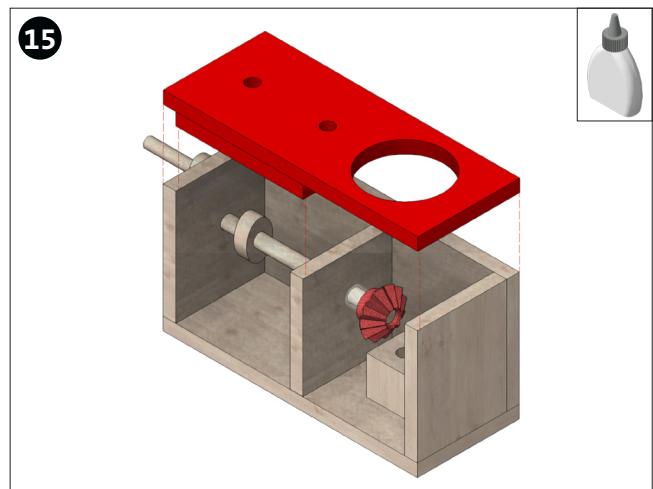
Put the spacer (9a) on the crank axle. Then put on a bevel gear (5) and glue it in place if necessary.



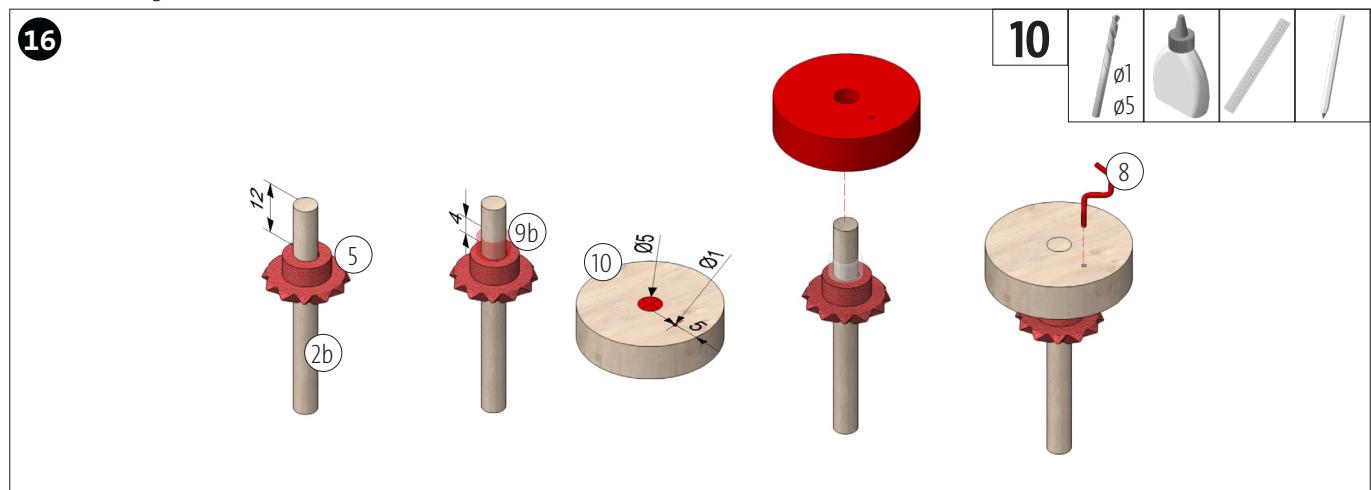
Glue part (1f) onto the top panel according to the dimensions. After the glue has dried, measure and mark the holes ($\varnothing 5$) on the top side. Then drill through $\varnothing 5$ mm.



Glue the round rod (3a) into the 4 mm hole in the crank part (1n). Put the washer (7) on the crank axle and glue the finished crank onto the axle.

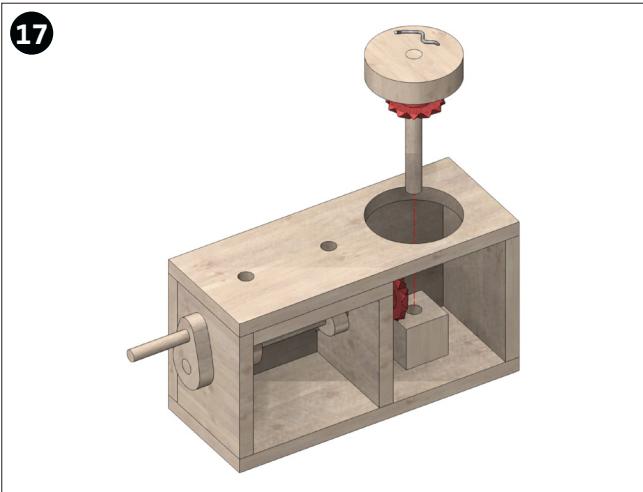


Glue on the top panel as shown.

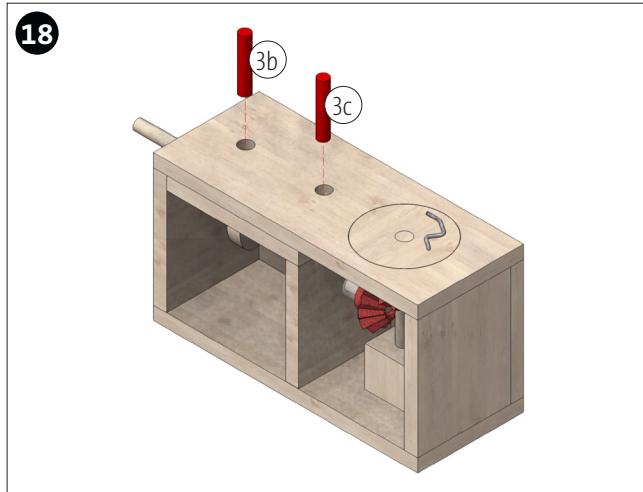


Fix the second bevel gear (5), as shown, on the round bar (2b) according to the dimensions. Fit the spacer. Drill out the centre hole of the wooden wheel (10) to $\varnothing 5$ mm. Drill through the "wormhole" $\varnothing 1$ mm. Then glue the wooden wheel onto the axle and insert the curved worm (8).

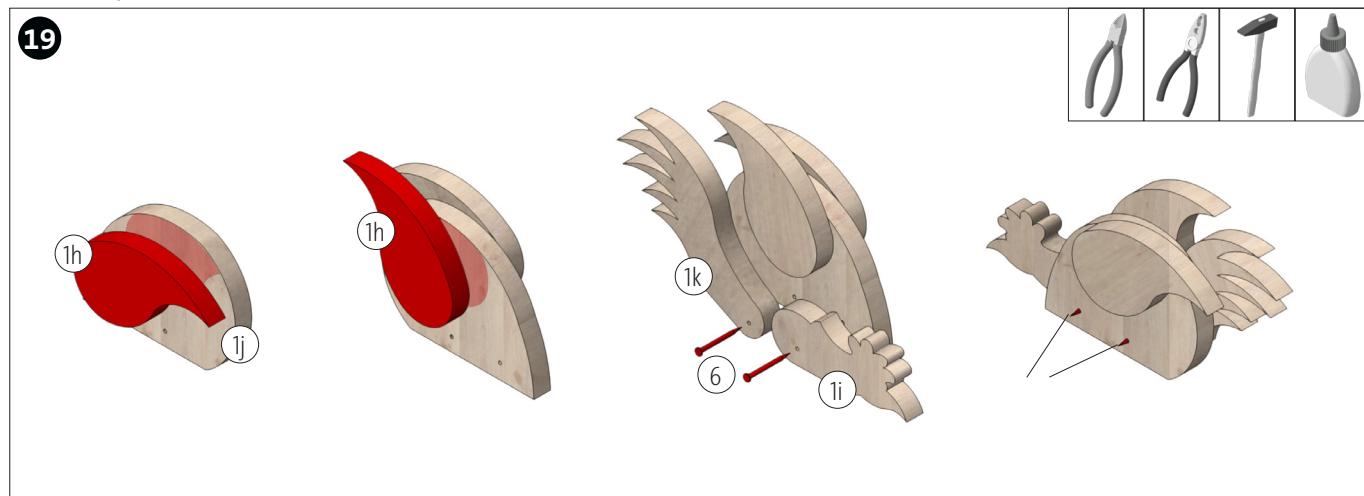
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Insert the finished escape wheel from above through the opening and place it in the hole of the cube. The gears should now fit into each other exactly.



Insert the two round rods (3b, 3c) into the cover plate holes.



Glue the wings (1h) onto the torso of the chicken. Note the position on the template (B)! Attach the head and tail feathers (1i,1k) with the two wire pins (6) so that they remain movable. Pinch off any protruding tips on the back.



Measure 13 mm from the outer edge (crank side). Glue the chicken on so that the tail feathers and head are placed on the round sticks.

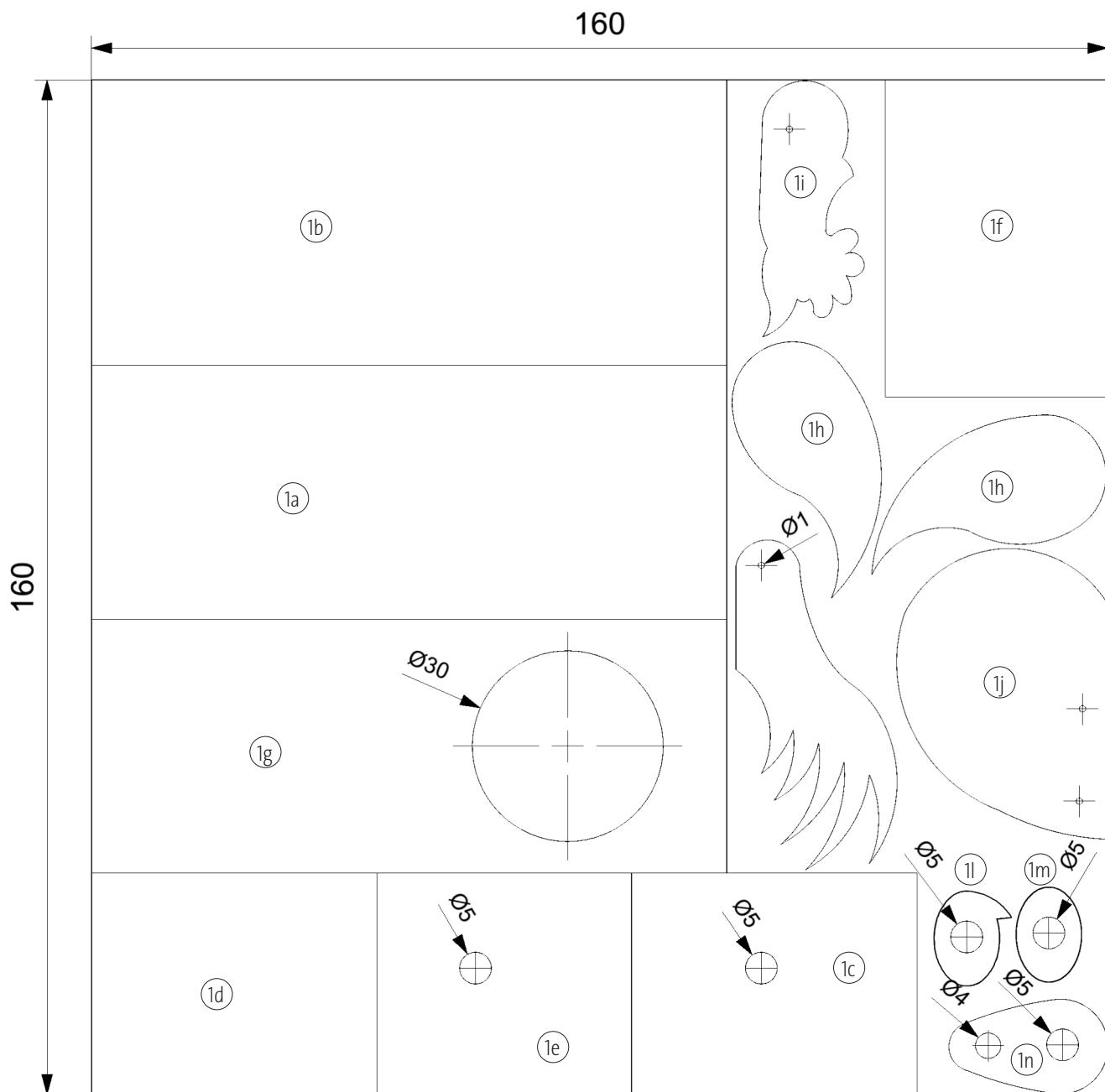


DONE!

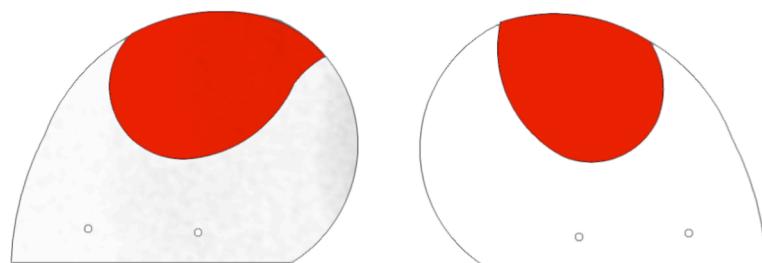
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A (1:1)



B (1:1)



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