

ARCADE GAME



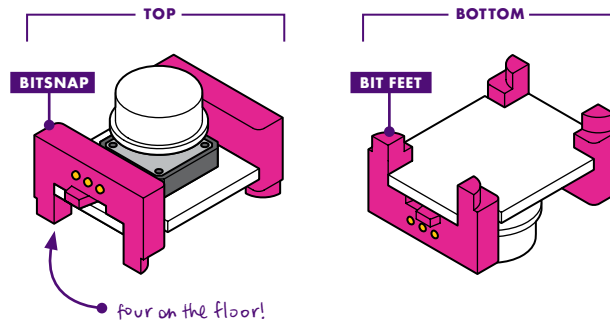
littleBits™

littleBits™ BASICS

1

ANATOMY OF A BIT™

Learn how you can tell top from bottom.



2

COLOR-CODED BY FUNCTION

Bits™ are grouped into four different categories, which are color-coded.

POWER (BLUE)

Power Bits, plus a power supply, run power through your circuit.

WIRE (ORANGE)

Wire Bits connect to other systems and let you build circuits in new directions.

INPUT (PINK)

Input Bits accept input from you or the environment and send signals that affect the Bits that follow.

OUTPUT (GREEN)

Output Bits do something - light up, buzz, move...

3

MAGNET MAGIC!

Bits snap together with magnets. The magnets are always right - you can't snap them together the wrong way.

ARROWS SHOULD POINT IN THE SAME DIRECTION



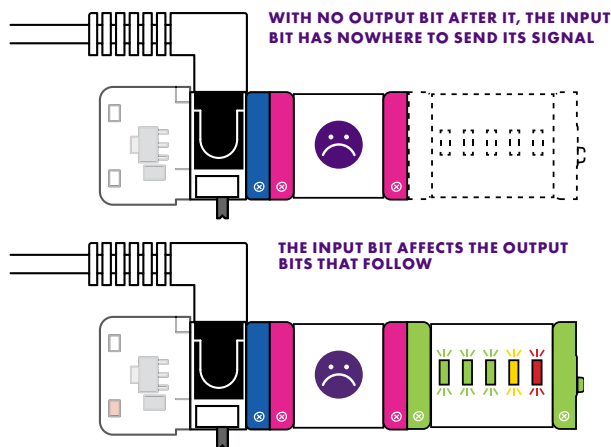
IF THE BITS WON'T SNAP TOGETHER, TRY SPINNING ONE AROUND AND MAKE SURE THE ARROWS POINT IN THE SAME DIRECTION



4

ORDER IS IMPORTANT

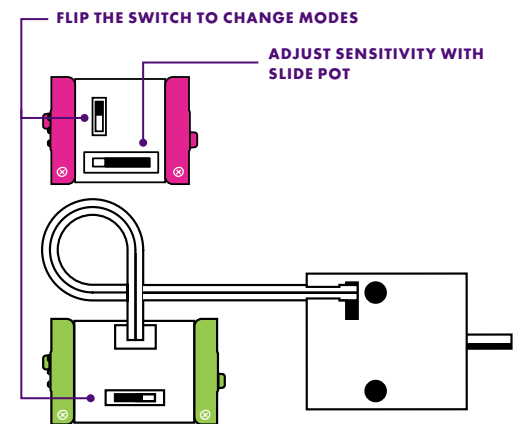
POWER BITS always come first and **INPUT BITS** only affect the **OUTPUT BITS** that come after them.



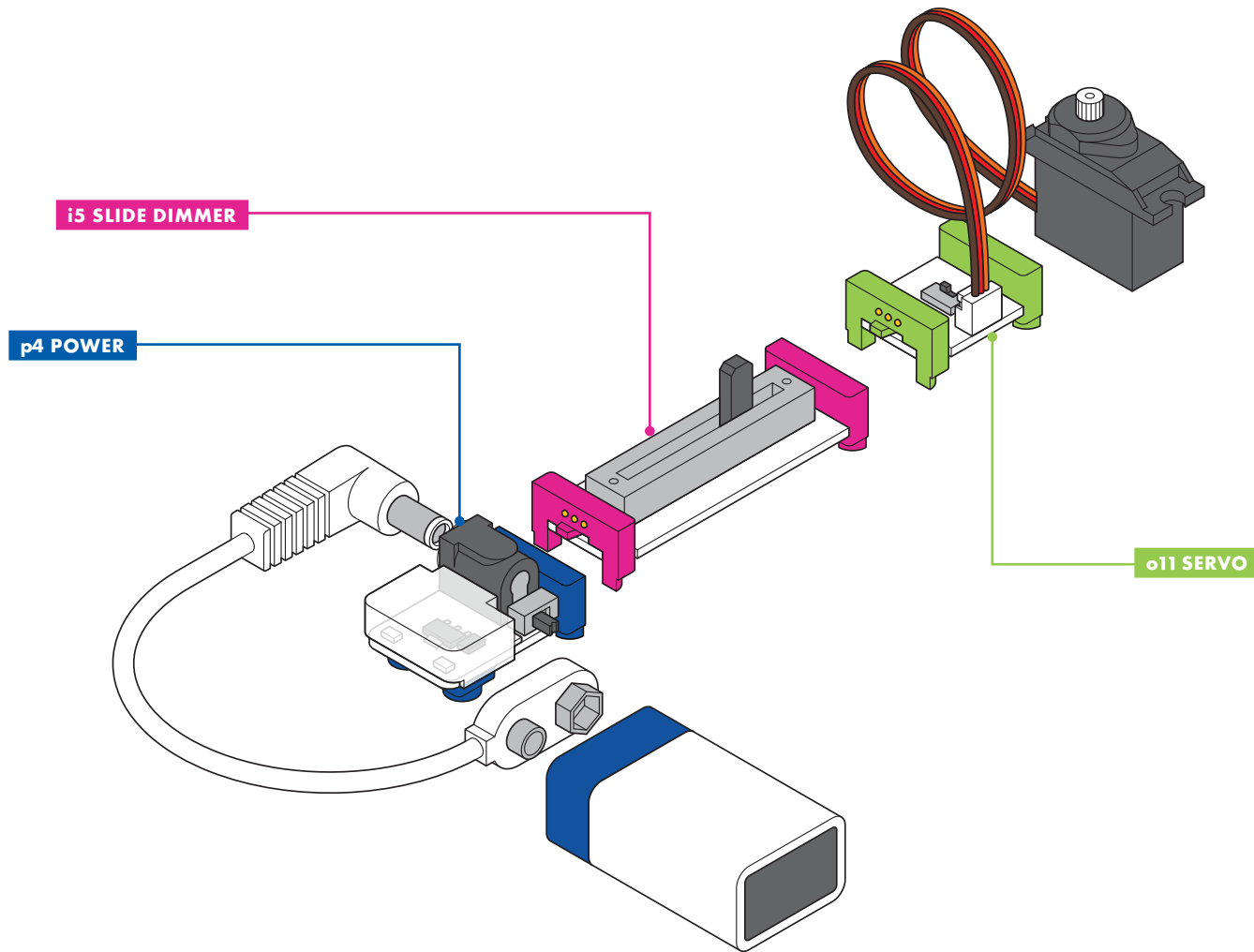
5

SOME BITS ARE ADJUSTABLE

Switches, buttons, and dials on the Bit allow you to change how the Bit functions.

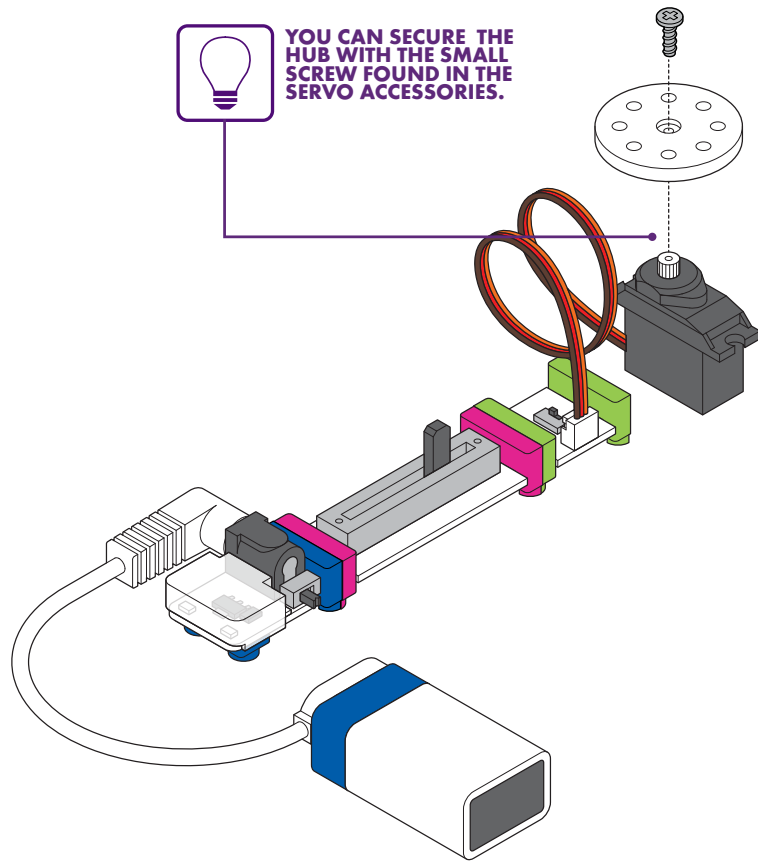


BUILD YOUR CIRCUIT.



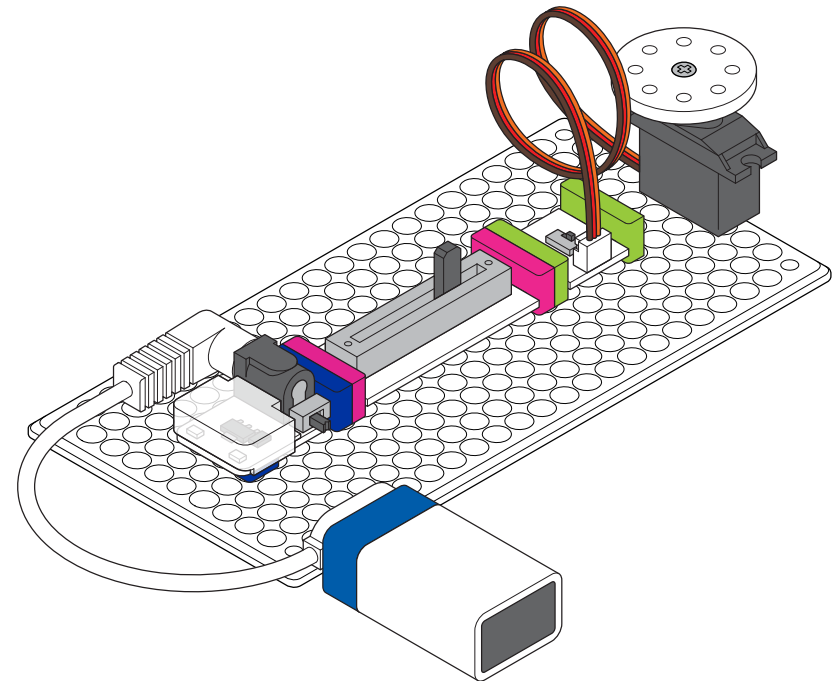
2

PRESS THE SERVO HUB ONTO THE SERVO.



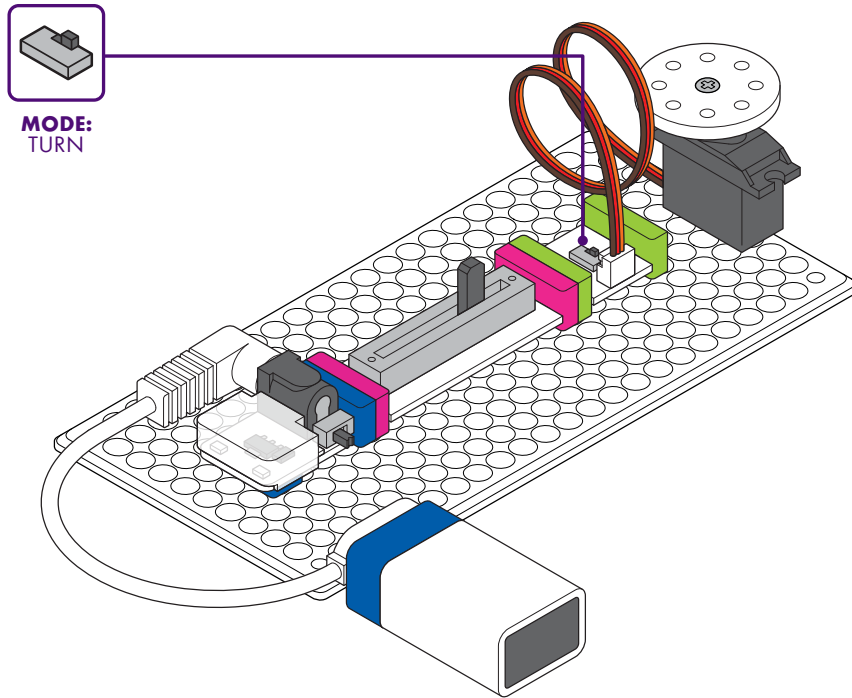
3

PRESS YOUR CIRCUIT ONTO THE MOUNTING BOARD.



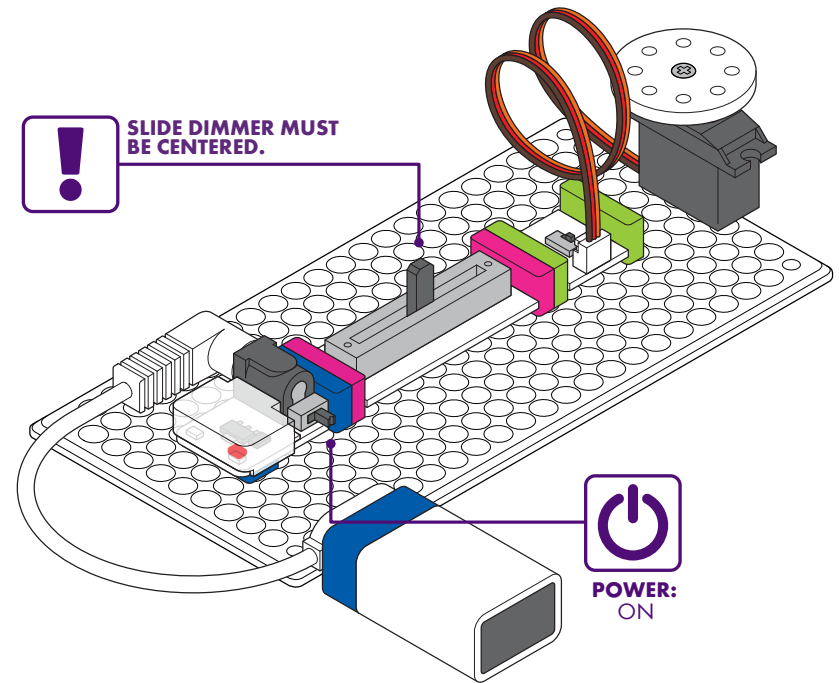
4

SET SERVO TO TURN MODE.



5

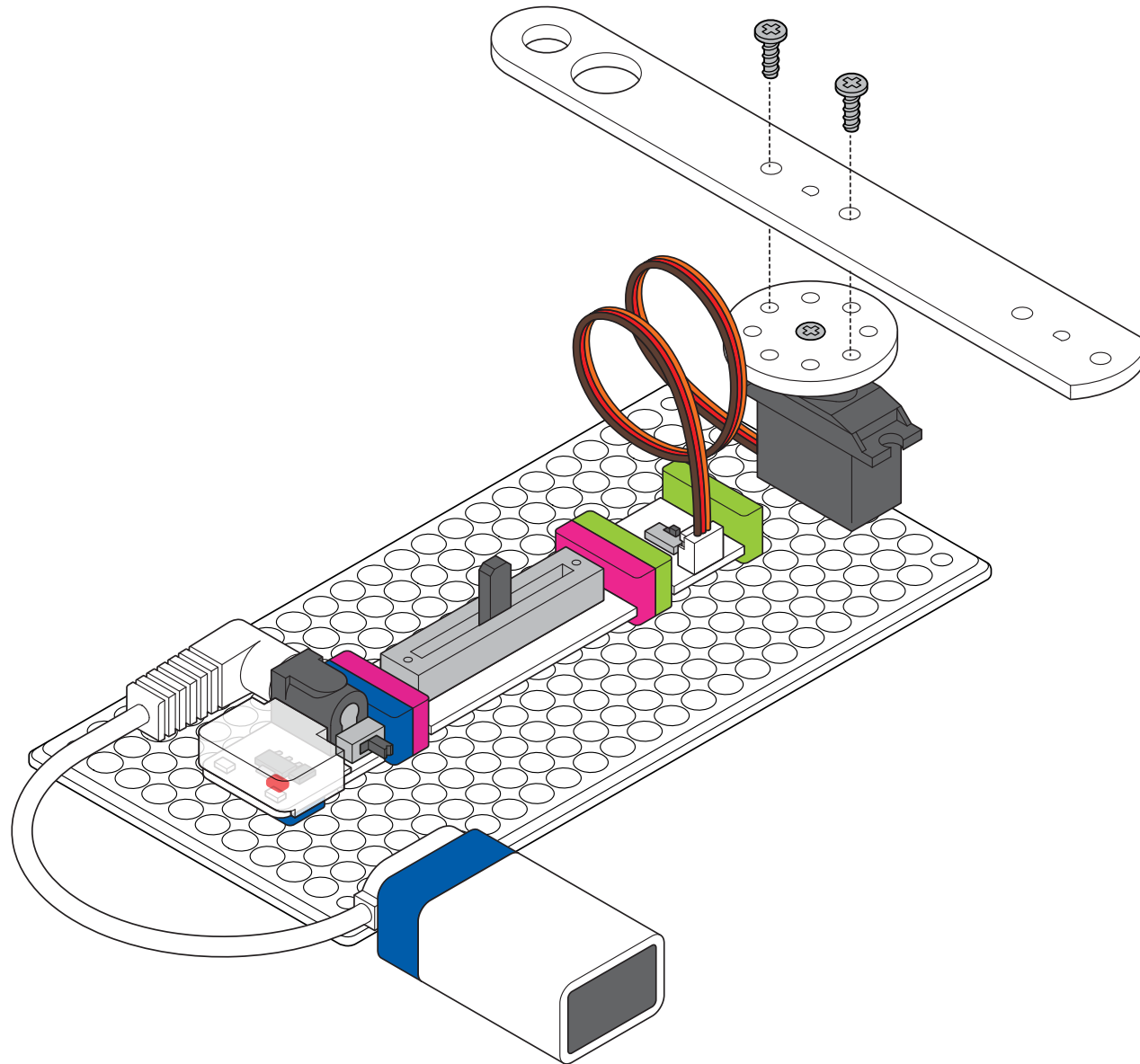
POWER ON, AND MOVE THE SLIDE DIMMER TO THE MIDDLE POSITION.



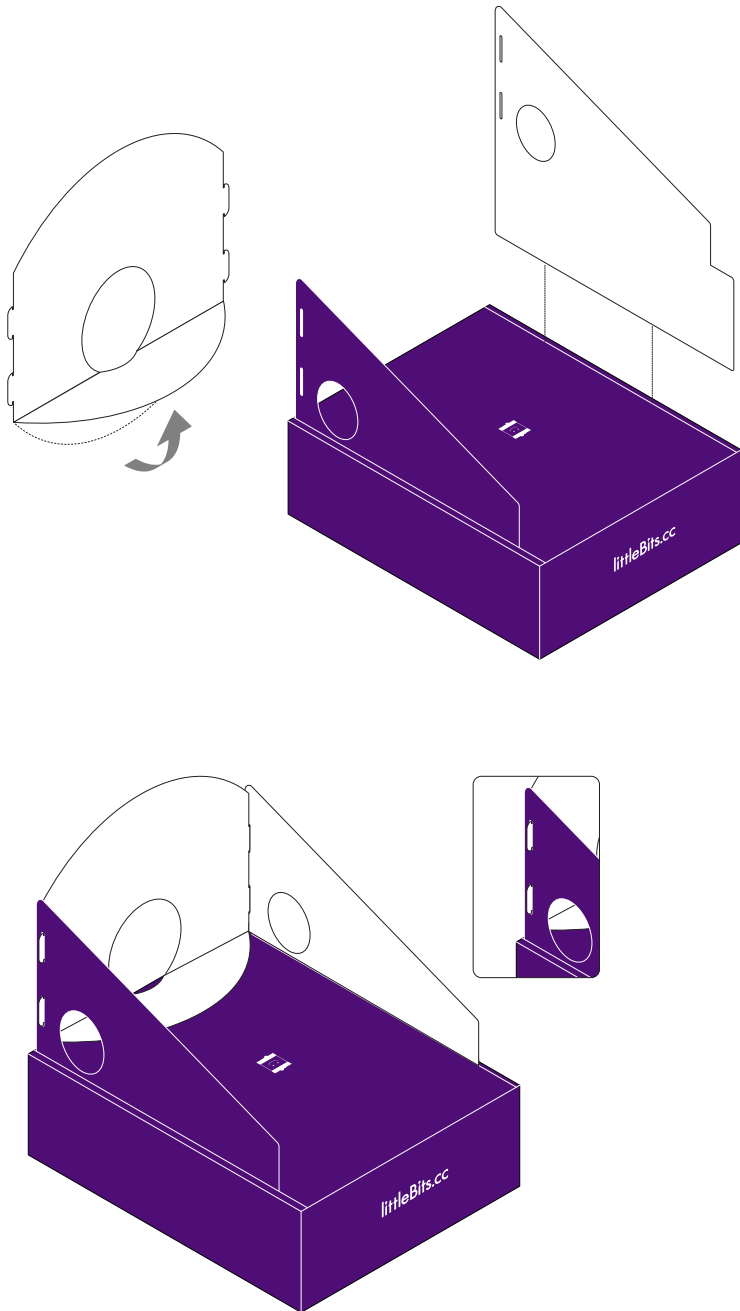
POWER:
ON

6

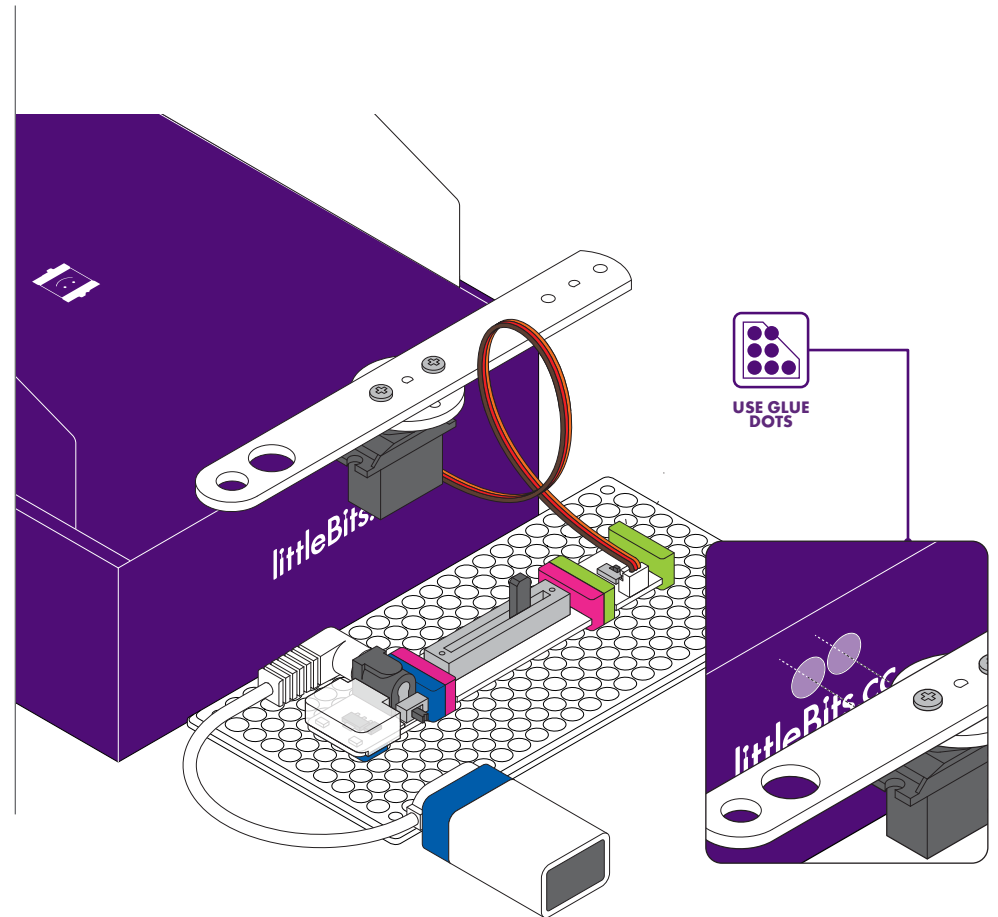
ATTACH THE MECHANICAL ARM IN THIS POSITION.



7 ASSEMBLE THE TEMPLATE.

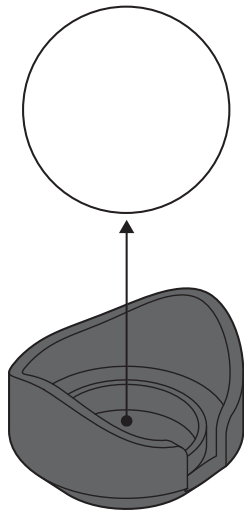


8 ATTACH THE SERVO TO THE KIT BOX. Make sure it is centered.



9

USE THE BALL FROM THE BALL CASTER TO PLAY.



10

TAKE SOME PRACTICE SWINGS! Moving the slide dimmer should make the mechanical arm rotate side to side.

