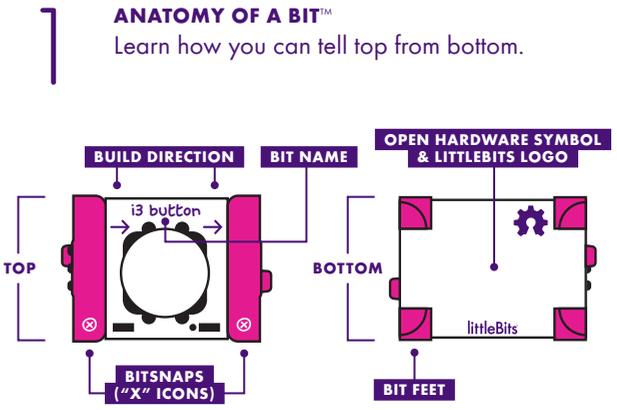


**BUILD & PLAY WITH THIS CIRCUIT FIRST**



# littleBits BASICS



**2 COLOR-CODED BY FUNCTION**  
Bits™ are grouped into four different categories, which are color-coded.

- A POWER (BLUE)**  
Power Bits, plus a power supply, run power through your circuit.
- B INPUT (PINK)**  
Input Bits accept input from you or the environment and send signals that affect the Bits that follow.
- C WIRE (ORANGE)**  
Wire Bits connect to other systems and let you build circuits in new directions.
- D OUTPUT (GREEN)**  
Output Bits do something - light up, buzz, move...

Learn more about your Bits in the **BIT INDEX ON PG 06**

**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

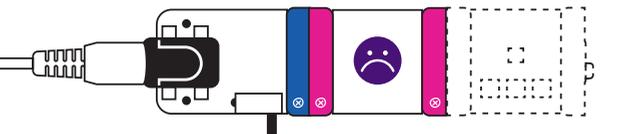


IF THE BITS WON'T SNAP TOGETHER, TRY SPINNING ONE AROUND AND MAKE SURE THE ARROWS POINT IN THE SAME DIRECTION

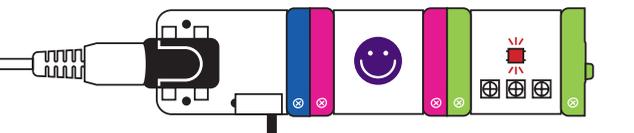


**4 ORDER IS IMPORTANT**  
**POWER BITS** always come first and **INPUT BITS** only affect the **OUTPUT BITS** that come after them.

WITH NO OUTPUT BIT AFTER IT, THE INPUT BIT HAS NOWHERE TO SEND ITS SIGNAL



THE INPUT BIT AFFECTS THE OUTPUT BITS THAT FOLLOW



**5 SOME BITS ARE ADJUSTABLE**  
Switches, buttons, and dials on the board allow you to change how the Bit functions.

FLIP THE SWITCH TO CHANGE MODES

