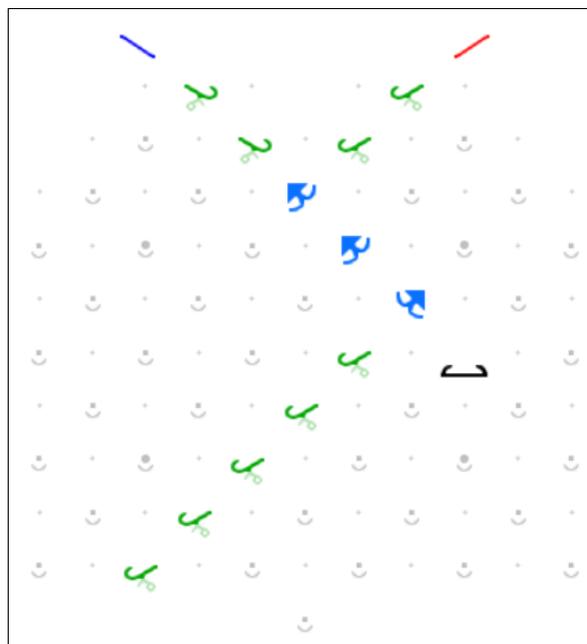


Bits and Colors 2

by *DonV*

This is a continuation of Bits and Colors 1, which you should have completed. This continuation provides more practice in using bits and crossovers. For each challenge, set your bits to the desired values, load 10 balls of each color, and then trigger the appropriate lever. The first ball will always end up at the right side of the output line. After an objective has been reached, there is one more ball that falls and it ends up in the intercept.

Begin by setting up your board to match the BASIC SETUP shown on the right. Make sure the bits are set 100 as shown. Test the setup to make sure that only four balls fall to the output line. And then, for each challenge below, add bits, add crossovers add ramps, and change ramps, to solve. In all of these puzzles more than one solution is possible. As long as your output matches the challenge, you have solved the puzzle correctly.



- 1) Modify the BASIC SETUP to produce **OUTPUT: RBRB** Trigger the red lever.
When you have solved the challenge, compare your setup with Solution 1.
- 2) Modify the BASIC SETUP to produce **OUTPUT: BRBR** Trigger the blue lever.
When you have solved the challenge, compare your setup with Solution 2.
- 3) Modify the BASIC SETUP to produce **OUTPUT: BRRB** Trigger the red lever.
When you have solved the challenge, compare your setup with Solution 3.
- 4) Modify the BASIC SETUP to produce **OUTPUT: RBBR** Trigger the blue lever.
When you have solved the challenge, compare your setup with Solution 4.
- 5) Modify the BASIC SETUP to produce **OUTPUT: RRBB** Trigger the red lever.
When you have solved the challenge, compare your setup with Solution 5.
- 6) Modify the BASIC SETUP to produce **OUTPUT: BBRR** Trigger the blue lever.
When you have solved the challenge, compare your setup with Solution 3.