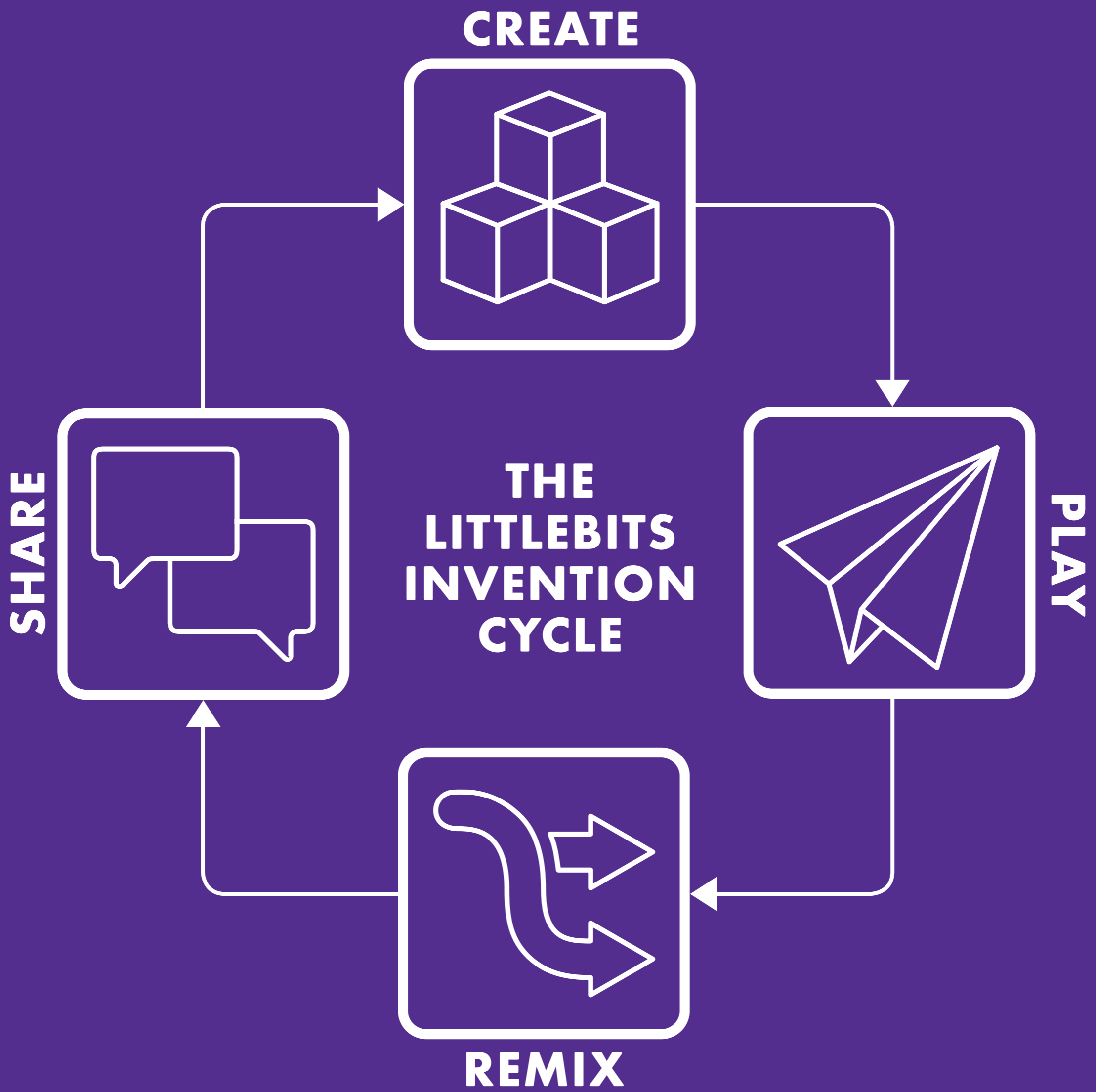
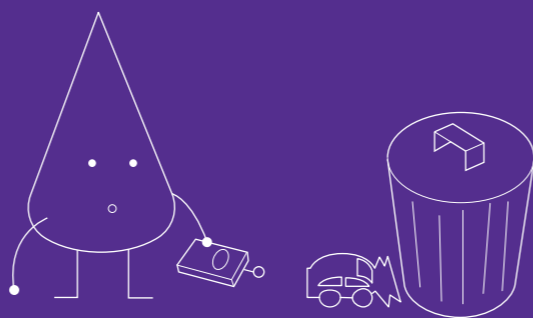


sphero®  
littleBits®



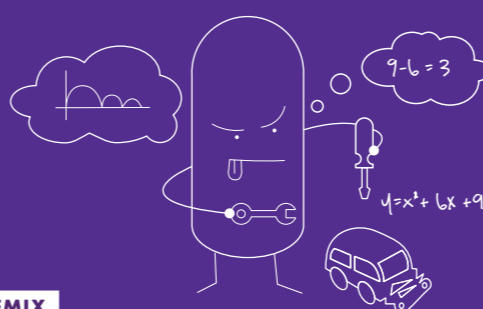
**CREATE**

**PUT SOMETHING TOGETHER.** You can build it from instructions or make something from your imagination. Don't worry if it doesn't work or if it isn't perfect. The important thing is to create your first prototype so you have something to experiment with.



**PLAY**

**USE IT!** Playing with what you've created is fun, but also an important part of inventing. Playing is like a test run. It's a chance to see how well your invention works and look for ways you can make it better.



**REMUX**

**IMPROVE YOUR INVENTION.** Keep experimenting! Add new Bits, swap parts with other inventions, or take all the pieces apart and put them together in a different way.

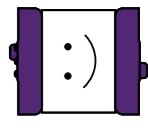
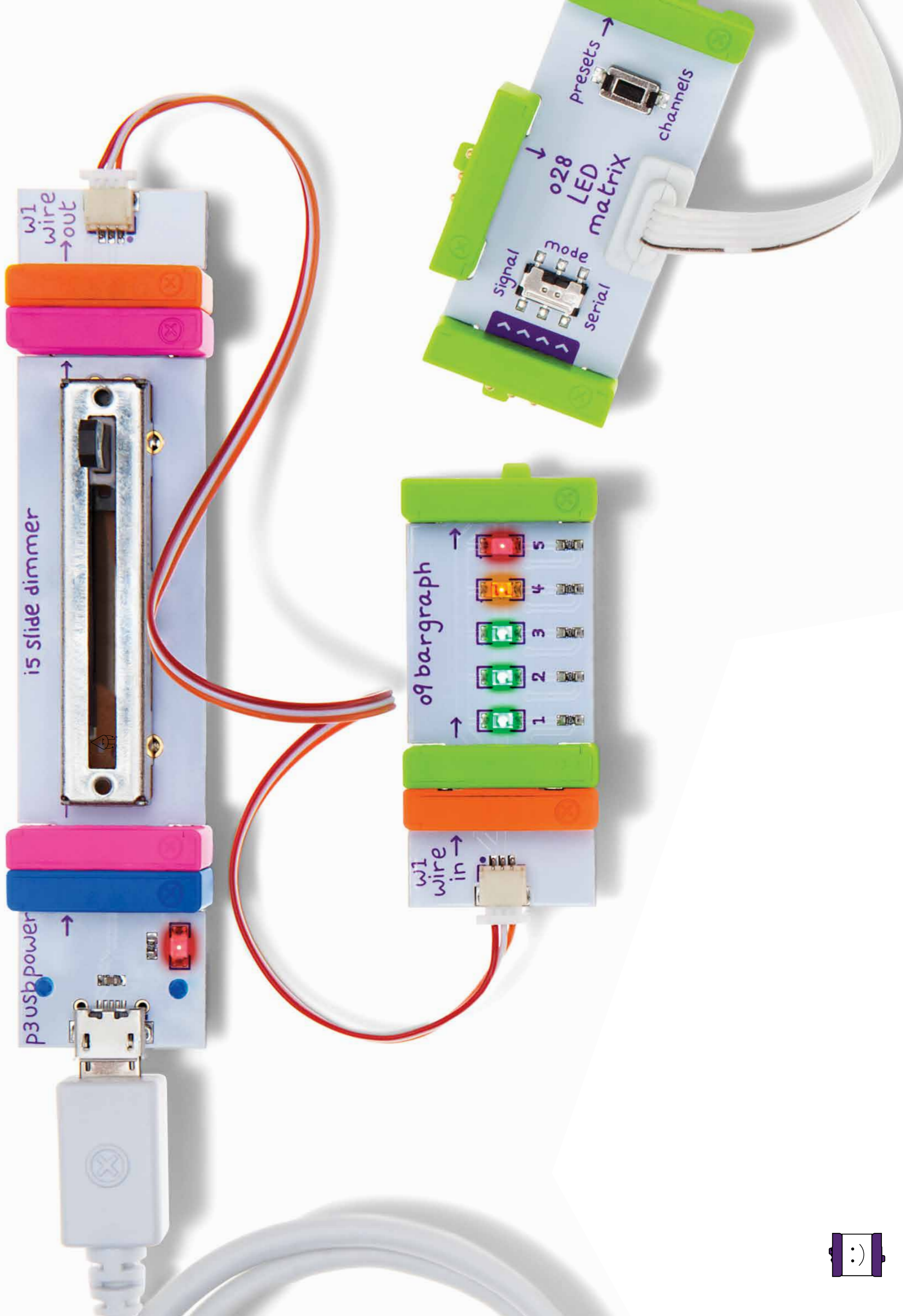


**SHARE**

**INSPIRE OTHERS.** Show the world what you've created. Get inspired by exploring what others have shared. Create, play with, and remix other inventions. This is how awesome new inventions are born.

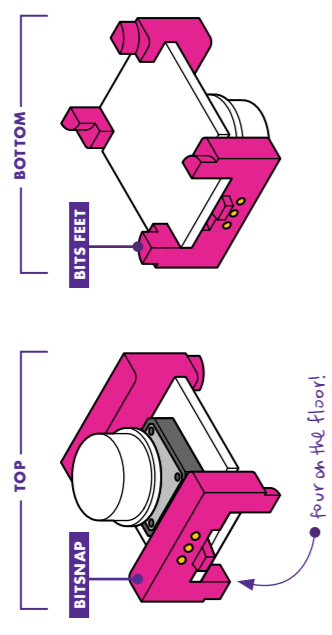


# littleBits



## 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.

### A POWER (BLUE)

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

### G WIRE (ORANGE)

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

### B INPUT (PINK)

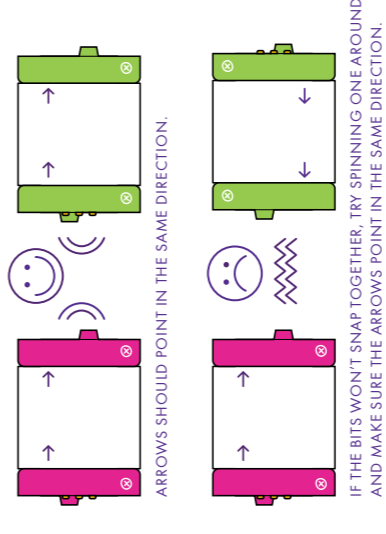
Input Bits accept input from you or the environment and send signals that affect the Bits that follow.

### D 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.



## 4 ORDER IS IMPORTANT

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

