RANDOM GATES

INSTRUCTIONS

- The game starts when the input and output values of the circuit are defined, with the help of the bit coins.
- Each player will have 4 cards, at the moment in which the bit coins are thrown they will have the opportunity to use one of the 4 cards from the deck they have.
- Each player will have 4 cards, at the moment in which the bit coins are thrown, they will have the opportunity to use one of the 4 cards from the deck they have.
- After a player uses a card, these cards will be stored in a separate place, therefore, they cannot be used.
- The game ends when one of the players reaches 3 bit points.
- In the event that no player has achieved the 3 points necessary to win and they have run out of cards, the cards that had been stored will be shuffled, in the same way, 4 cards per player.

OBJECTIVE OF THE GAME

Quickly and agilely solve logic gate problems.

In addition, Random Gates interactively encourages learning about logic gates.

MATERIALS AND PLAYERS

- 20 cards; 4 of each logic gate.
- 3 bit coins.
- 10 bit points.

AGE 8+ | **2-5 PLAYERS**

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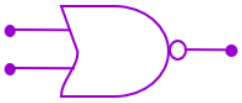
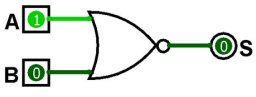


A	B	S
0	0	1
0	1	0
1	0	0
1	1	0

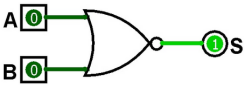
At the top of the letter the name of the logic gate is visible.

In the middle of the letter, you can see a diagram corresponding to the logic gate.

At the bottom there is a truth table corresponding to the logic gate, in which the "S" indicates the output.



For the understanding of this truth table, these diagrams are used; the "1" means that there is current, while the "0" means that there is no current.



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