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Start with **PIPPIN**'s pen hole where the "0" lines cross. Roll a die or spin a spinner and program **PIPPIN** to go to a matching item. If you can see the correct colour down the hole, you are close enough.

Keep rolling the dice for fresh problems. You may need to correct **PIPPIN**'s position occasionally.

0 More information on **Swallow Systems'** website at <http://www.swallow.co.uk/pippin/contents.htm>

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