

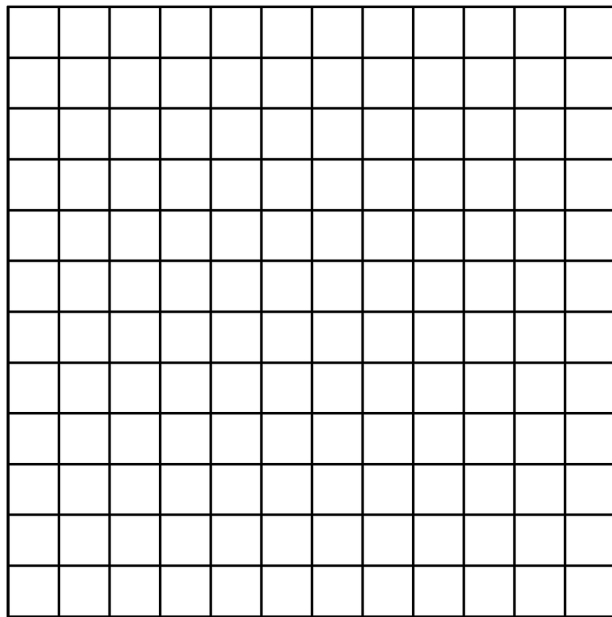
Festive Bitmap Puzzles

Computers think in binary code. Binary code is a way to write numbers, letters and symbols using only zeros and ones. Computers even use zeros and ones for pictures. A bitmap is a way of turning zeros and ones in to a picture, where zero is white and one is black.

Act as a computer and convert these codes in to bitmap images by colouring in the squares. Remember, 0 = white, and 1= black.

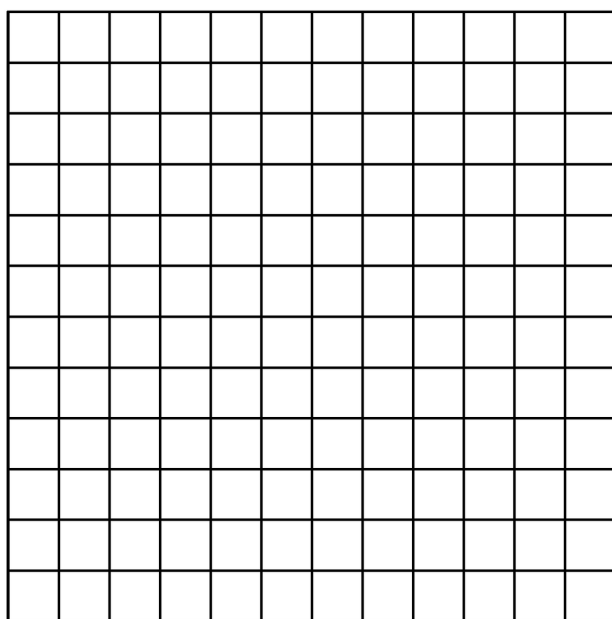
1

0	0	0	0	0	1	1	0	0	0	0	0
0	0	0	0	1	1	1	1	0	0	0	0
0	0	0	1	1	1	1	1	1	0	0	0
0	0	0	1	1	0	0	1	1	0	0	0
0	0	0	1	1	0	0	1	1	0	0	0
0	0	0	0	0	0	0	1	1	0	0	0
0	0	0	0	0	0	0	1	1	0	0	0
0	0	0	0	0	0	0	1	1	0	0	0
0	0	0	0	0	0	0	1	1	0	0	0
0	0	0	0	0	0	0	1	1	0	0	0
0	0	0	0	0	0	0	1	1	0	0	0
0	0	0	0	0	0	0	1	1	0	0	0



2

0	0	0	0	0	1	1	1	1	1	1	0
0	0	0	0	1	1	1	1	0	1	1	0
0	0	0	1	1	1	1	1	1	0	0	0
0	0	1	1	1	1	1	1	1	1	0	0
0	0	1	1	1	1	1	1	1	1	0	0
0	0	1	0	0	0	0	0	0	1	0	0
0	0	1	0	1	0	0	1	0	1	0	0
0	0	1	0	0	0	0	0	0	1	0	0
0	0	1	1	1	1	1	1	1	1	0	0
0	0	1	1	1	0	0	1	1	1	0	0
0	0	1	1	1	1	1	1	1	1	0	0
0	0	0	0	1	1	1	1	0	0	0	0

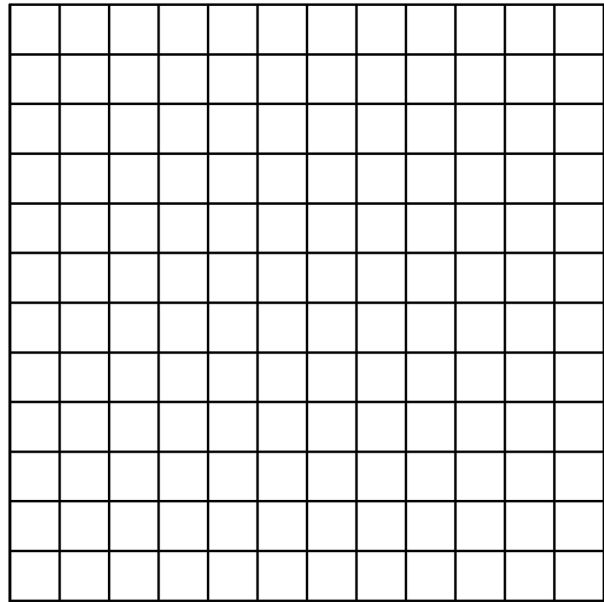


Festive Bitmap Puzzles

Act as a computer and convert these codes in to bitmap images by colouring in the squares. Remember, 0 = white, and 1= black.

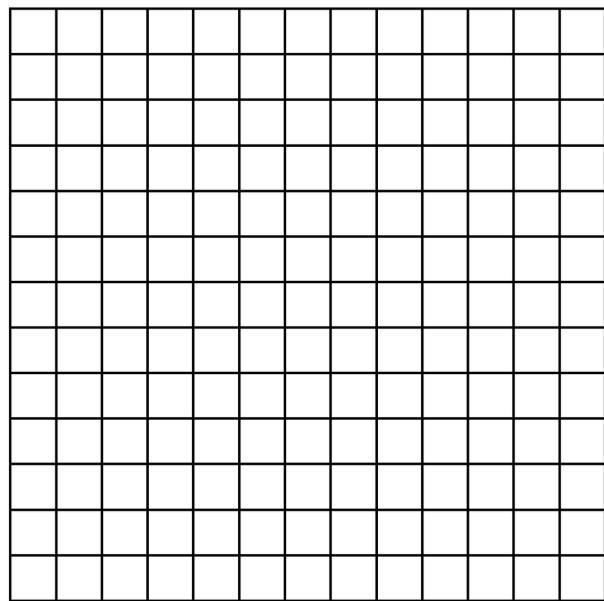
3

0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 1 0 0 0 0 0
0 0 0 0 0 1 1 0 0 0 0 0
0 0 0 0 1 1 1 1 0 0 0 0
0 0 0 0 1 1 1 1 0 0 0 0
0 0 0 1 1 1 1 1 1 0 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 1 1 1 1 1 1 1 1 1 1 0
0 0 0 0 0 1 1 0 0 0 0 0
0 0 0 0 0 1 1 0 1 1 0 0
0 0 0 0 0 1 1 0 1 1 0 0



4

0 0 0 0 0 1 1 1 0 0 0 0
0 0 0 0 0 1 1 1 0 0 0 0
0 0 0 0 1 1 1 1 1 0 0 0
0 0 0 0 0 1 1 1 0 0 0 0
0 0 0 0 0 1 0 1 0 0 0 0
0 1 0 0 0 1 1 1 0 0 0 1
0 0 1 0 1 1 1 1 1 0 1 0
0 0 0 1 1 1 0 1 1 1 0 0
0 0 0 0 1 1 1 1 1 0 0 0
0 0 0 0 1 1 0 1 1 0 0 0
0 0 0 0 1 1 1 1 1 0 0 0
0 0 0 0 1 1 1 1 1 0 0 0



SPOILER ALERT!

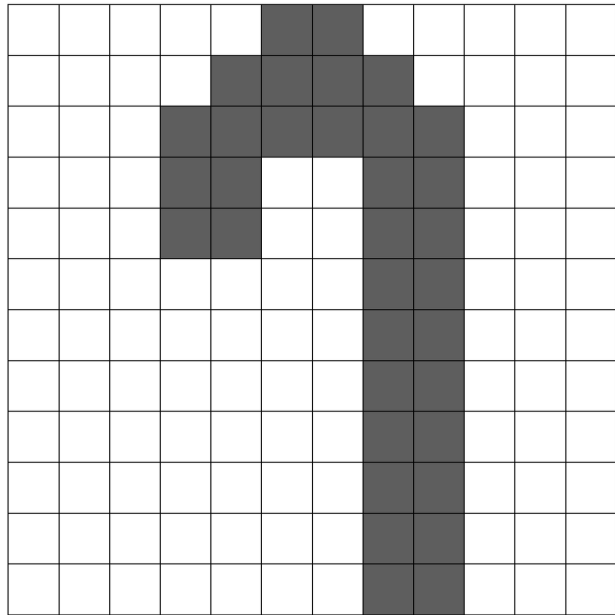
solutions below

Crack the Festive Binary Code

SOLUTIONS

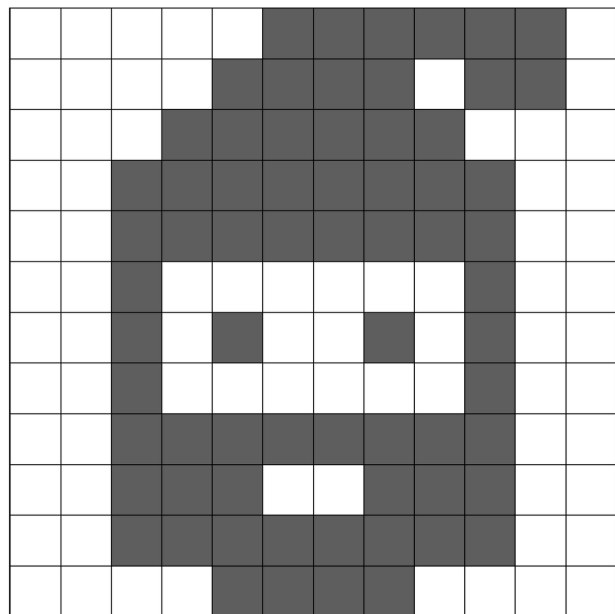
1

0 0 0 0 0 1 1 0 0 0 0 0
0 0 0 0 1 1 1 1 0 0 0 0
0 0 0 1 1 1 1 1 1 0 0 0
0 0 0 1 1 0 0 1 1 0 0 0
0 0 0 1 1 0 0 1 1 0 0 0
0 0 0 0 0 0 0 1 1 0 0 0
0 0 0 0 0 0 0 1 1 0 0 0
0 0 0 0 0 0 0 1 1 0 0 0
0 0 0 0 0 0 0 1 1 0 0 0
0 0 0 0 0 0 0 1 1 0 0 0
0 0 0 0 0 0 0 1 1 0 0 0
0 0 0 0 0 0 0 1 1 0 0 0



2

0 0 0 0 0 1 1 1 1 1 1 0
0 0 0 0 1 1 1 1 0 1 1 0
0 0 0 1 1 1 1 1 1 0 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 0 0 0 0 0 0 1 0 0
0 0 1 0 1 0 0 1 0 1 0 0
0 0 1 0 0 0 0 0 0 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 1 1 1 0 0 1 1 1 0 0
0 0 1 1 1 1 1 1 1 1 0 0
0 0 0 0 1 1 1 1 0 0 0 0

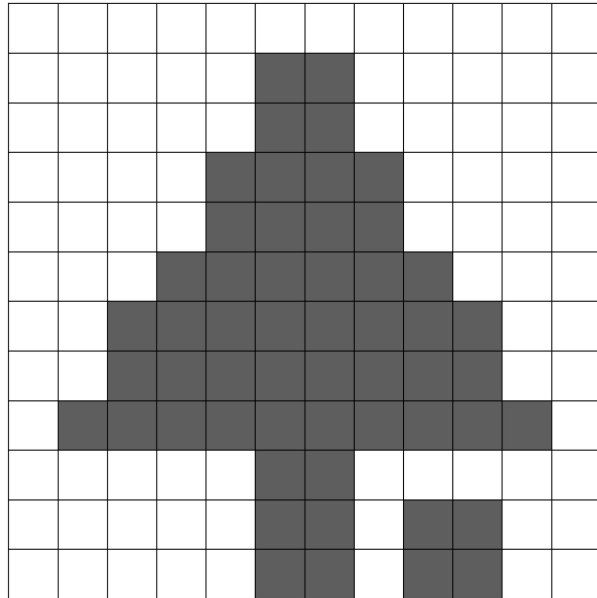


Crack the Festive Binary Code

SOLUTIONS

3

0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 1 0 0 0 0 0 0
0 0 0 0 0 1 1 0 0 0 0 0 0
0 0 0 0 1 1 1 1 0 0 0 0 0
0 0 0 0 1 1 1 1 0 0 0 0 0
0 0 0 1 1 1 1 1 1 0 0 0 0
0 0 1 1 1 1 1 1 1 1 0 0 0
0 0 1 1 1 1 1 1 1 1 1 0 0
0 1 1 1 1 1 1 1 1 1 1 1 0
0 0 0 0 0 1 1 0 0 0 0 0 0
0 0 0 0 0 1 1 0 1 1 0 0 0
0 0 0 0 0 1 1 0 1 1 0 0 0



4

0 0 0 0 0 1 1 1 0 0 0 0 0
0 0 0 0 0 1 1 1 0 0 0 0 0
0 0 0 0 1 1 1 1 1 0 0 0 0
0 0 0 0 0 1 1 1 0 0 0 0 0
0 0 0 0 0 1 0 1 0 0 0 0 0
0 1 0 0 0 1 1 1 0 0 0 1 0
0 0 1 0 1 1 1 1 1 0 1 0 0
0 0 0 1 1 1 0 1 1 1 0 0 0
0 0 0 0 1 1 1 1 1 0 0 0 0
0 0 0 0 1 1 0 1 1 0 0 0 0
0 0 0 0 1 1 1 1 1 0 0 0 0
0 0 0 0 1 1 1 1 1 0 0 0 0

