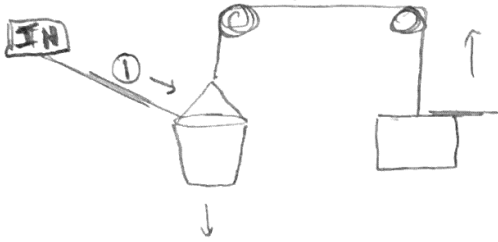
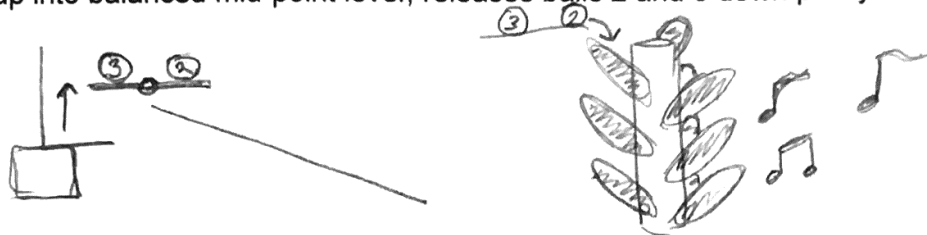


General Rube-Goldberg Plans

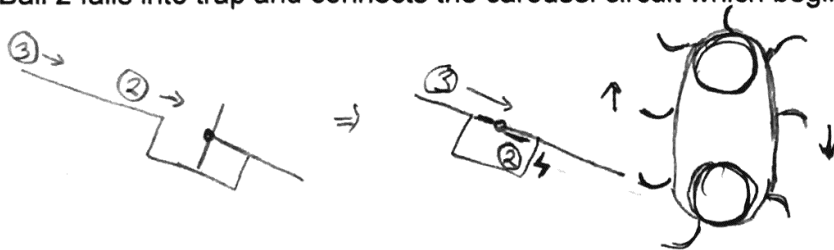
1. Ball 1 into cup pulley



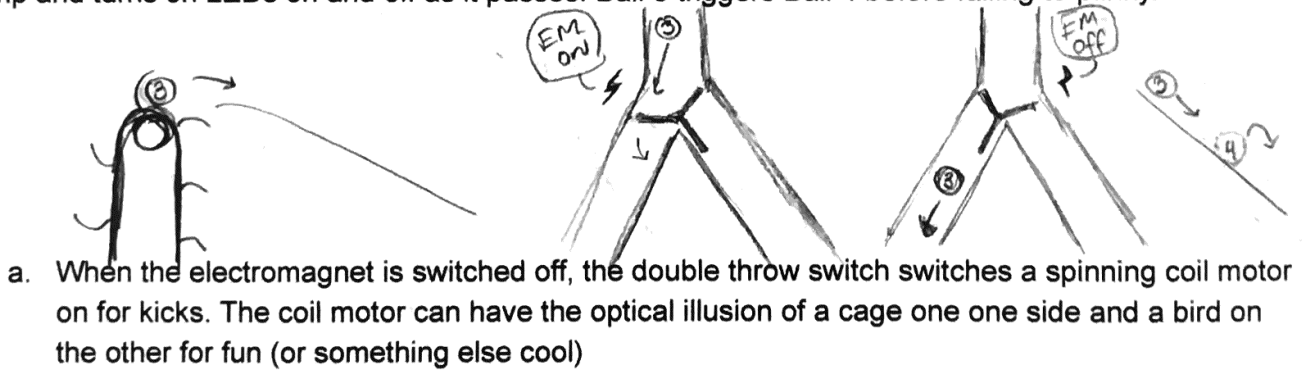
2. Pulley pulls up into balanced mid-point lever, releases balls 2 and 3 down plinky



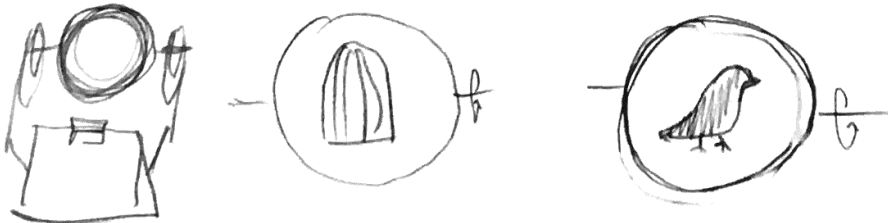
3. Ball 2 falls into trap and connects the carousel circuit which begins running.



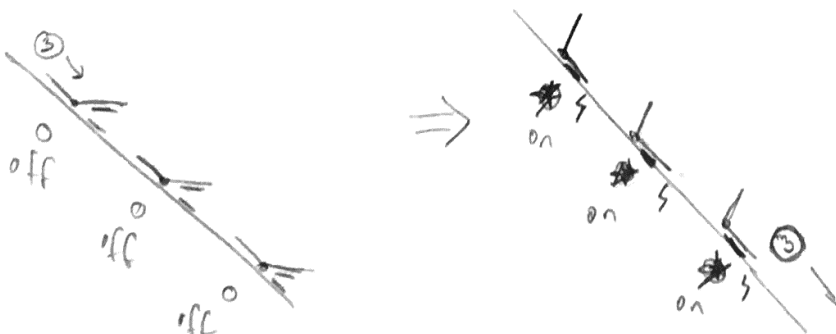
4. Ball 3 rides carousel to top where it electromagnet switch to off (using a path switch) and rolls down ramp and turns on LEDs on and off as it passes. Ball 3 triggers Ball 4 before falling to plinky.



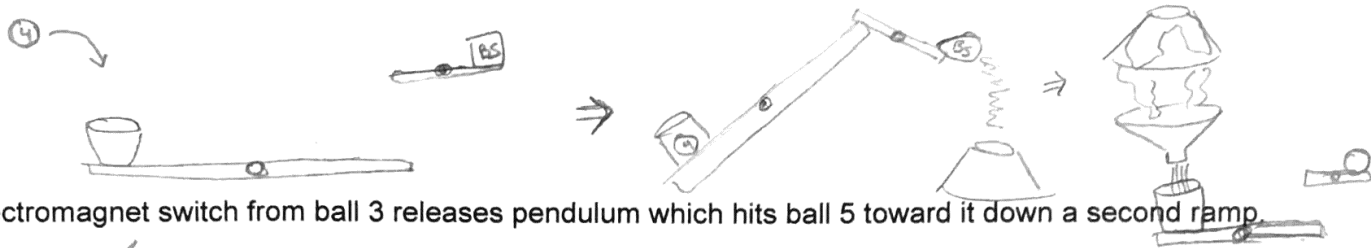
- a. When the electromagnet is switched off, the double throw switch switches a spinning coil motor on for kicks. The coil motor can have the optical illusion of a cage one side and a bird on the other for fun (or something else cool)



- b. When path switch is flipped it alternates between different paths that both trigger LEDs as the balls pass, but both lead to the plinky.



5. Ball 4 falls into a mid-point lever that knocks baking soda into vinegar waiting in a paper mache volcano (contained). Liquid from volcano collects in a funnel leading to a cup until it reaches certain weight to knock a ball into plinky path.



6. Electromagnet switch from ball 3 releases pendulum which hits ball 5 toward it down a second ramp.



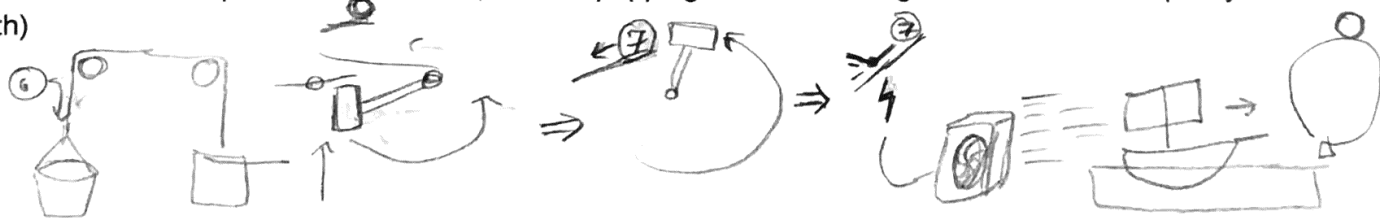
- a. When future balls pass through path switch, the electromagnet turns on again and hopefully recaptures the metal pendulum to release it again later.



7. Ball 5 falls down ramp (spinning wheels and turning on LEDs) while at same time releasing ball 6 before falling into plinky carousel system.



8. Ball 6 falls into pulley system that triggers upward swinging hammer? that knocks ball 7 (above initial ramp) into a switch that turns on a fan which blows a sailboat (or sail car) with a needle at the end into a balloon which pops before ball 7 falls into carousel-plinky path, triggering the second path which releases ball 8 as it passes it. (alternate, balloon popping allows a waiting ball to fall towards plinky path)



9. Ball 8 falls into a pulley system that releases a wound tether ball mechanism that knocks something that releases ball 9, which rolls and releases the spinning hypno wheel on track that eventually rolls down and releases a weight on a pulley system that raises and releases output ball (ball 10) out of system at 1.5 ft of height. Ball 9 falls onto plinky path

