

000000
101010
011001
110011
000111
101101
011110
110100

**Original
array**

Array for six attributes with two levels each. The lower, less attractive level is allocated to = 0. The more attractive level is allocated = 1. The array produces an extreme scenario (000000), which is undesirable, therefore modulo arithmetic is used on it to transform every third digit to it's opposite. Scenarios are then constructed from the new array.

001001
100011
010000
111010
001110
100100
010111
111101

**New
array**