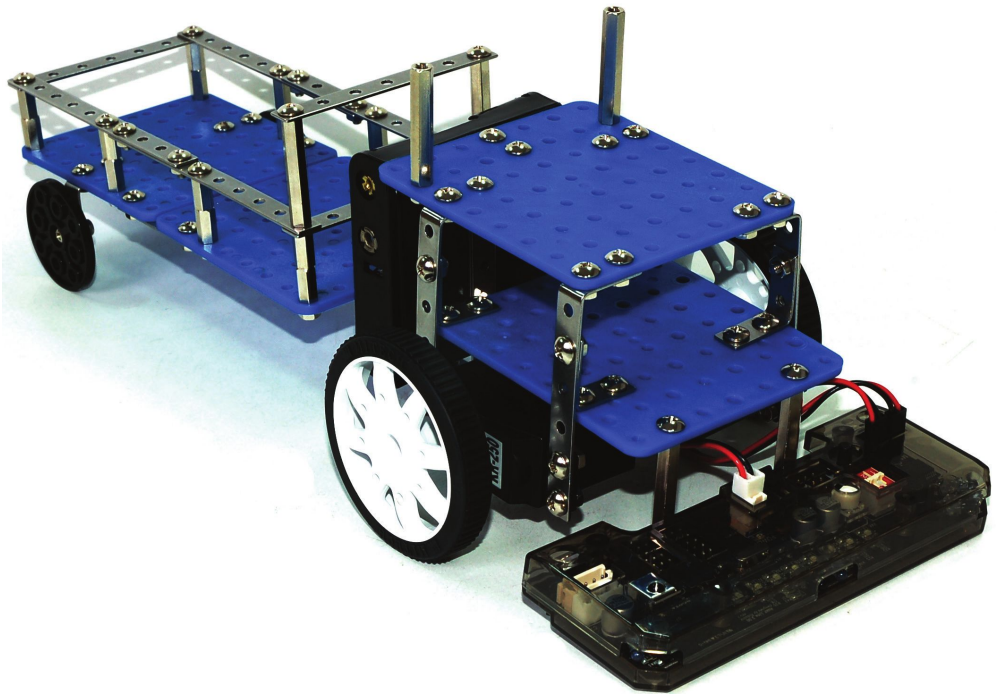


6. Trailer Robot



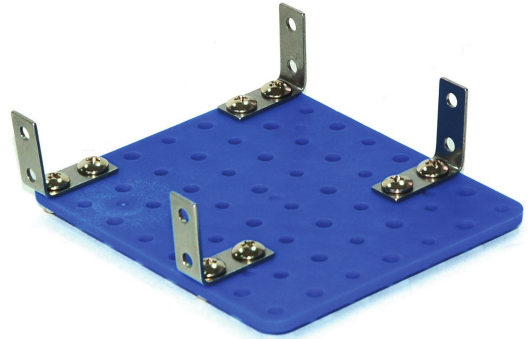
Introduction and how it works



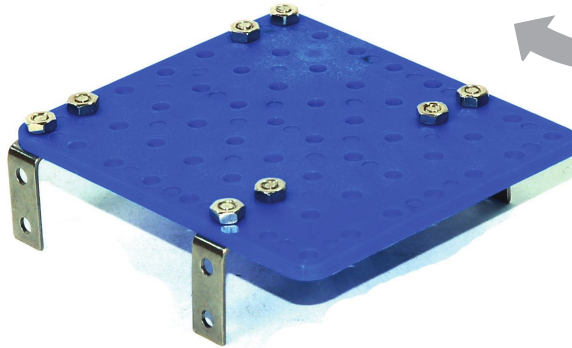
The Trailer Robot's movements are controllable by an IR remote. This robot has a trailer to carry objects. The trailer is hitched to the robot, so when the robot moves, the trailer also moves.



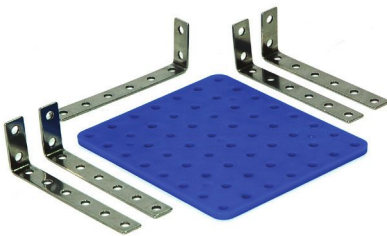
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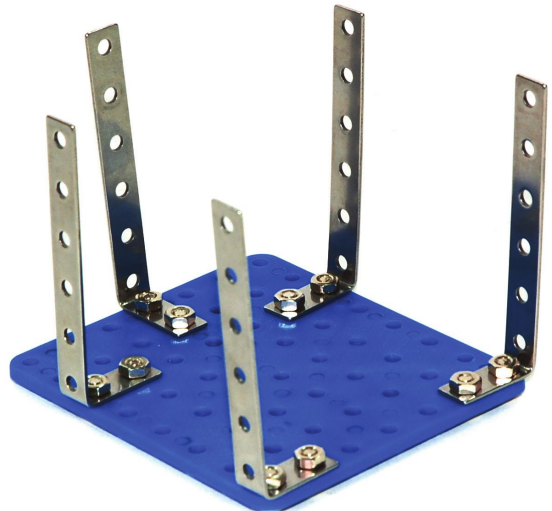
 X 8  X 8



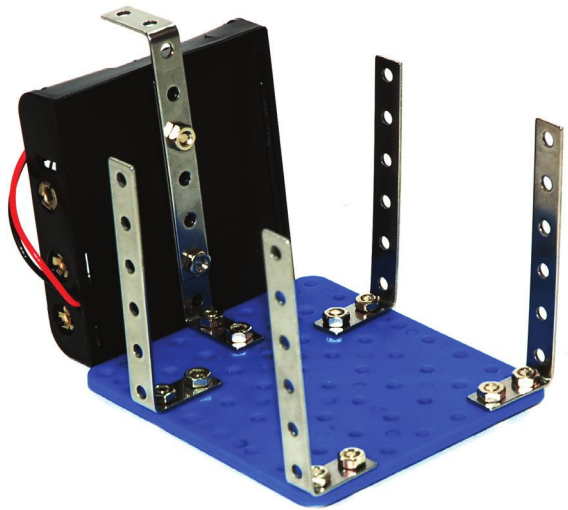
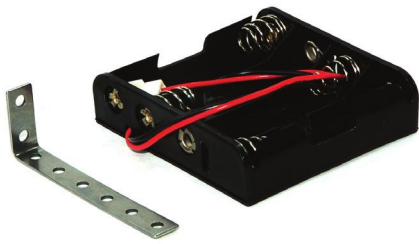
2



 X 10  X 10



3

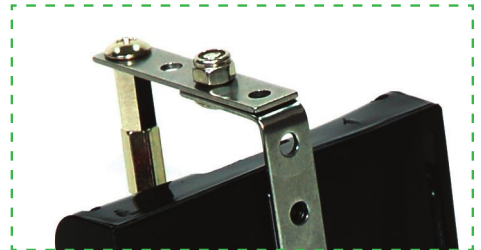
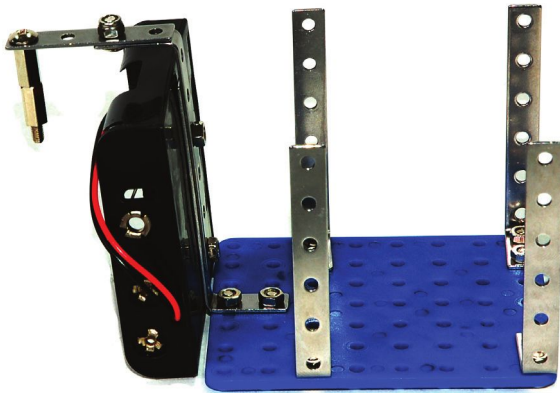
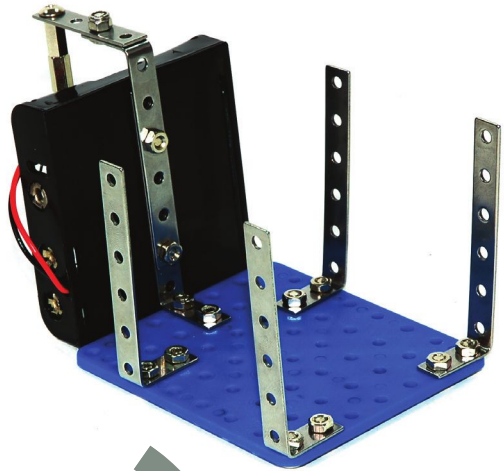


X 2 X 2

4



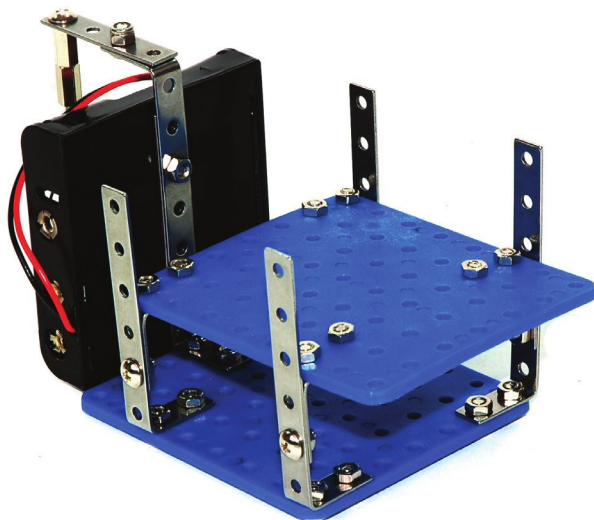
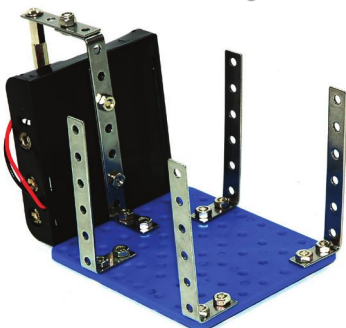
X 2 X 1



5



+



X 4



X 4

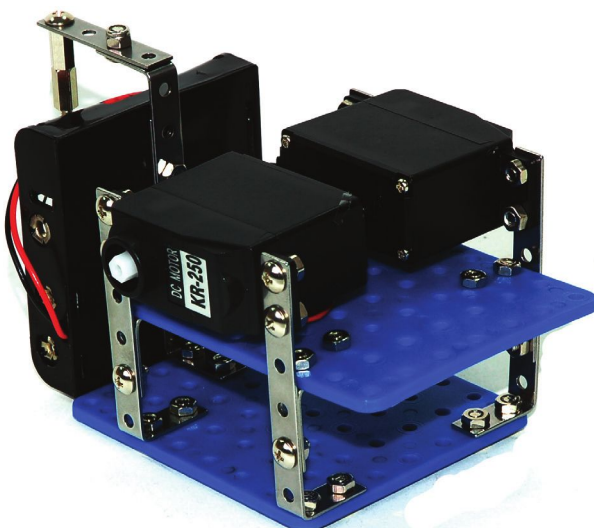
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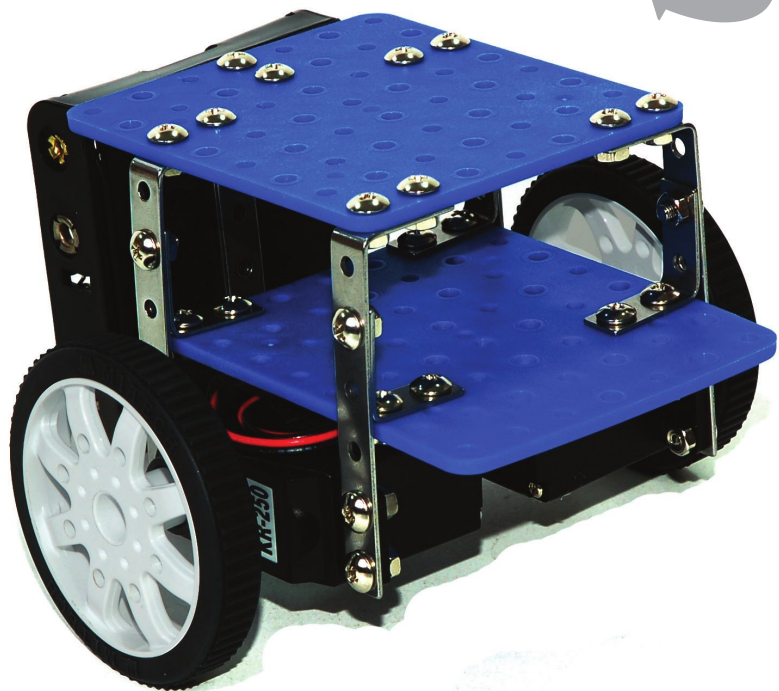
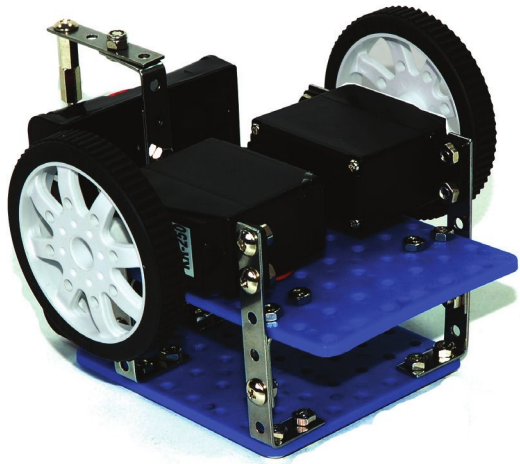
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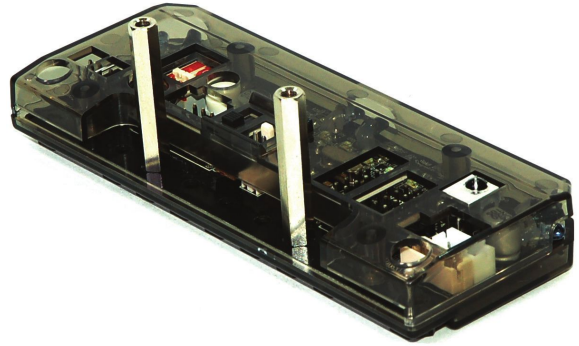
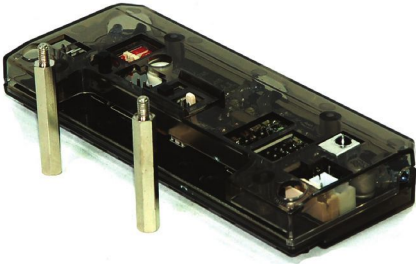
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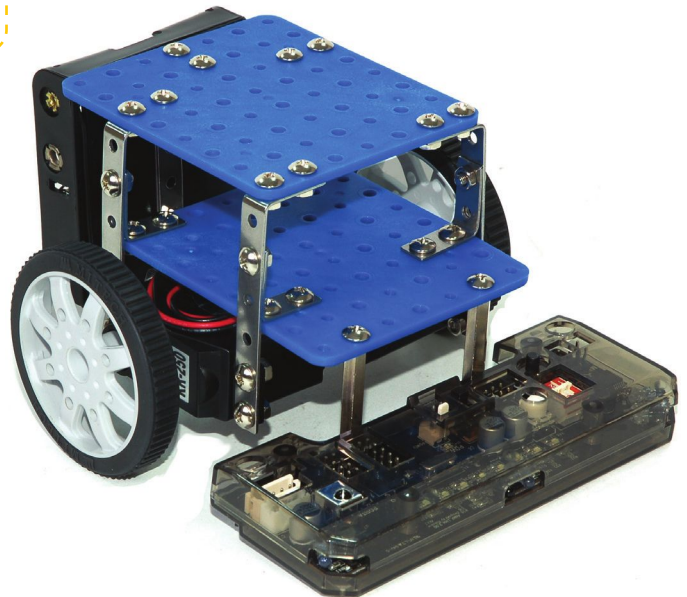
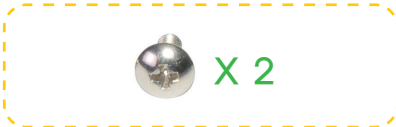
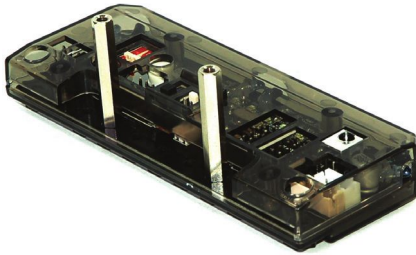
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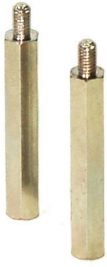
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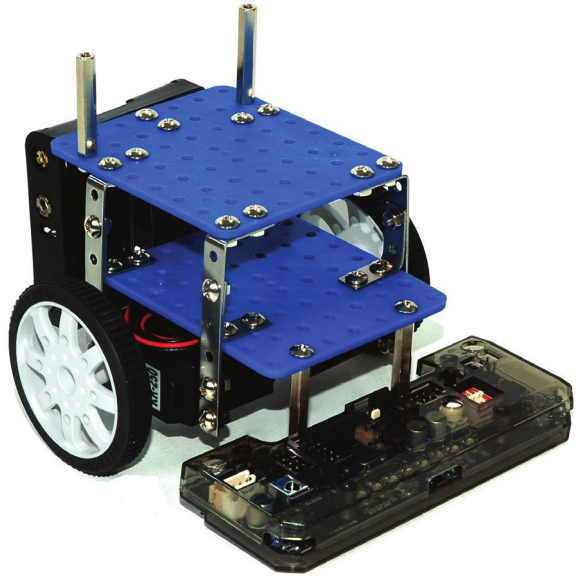
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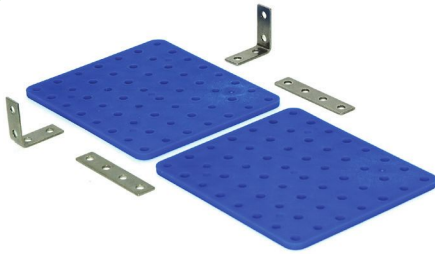
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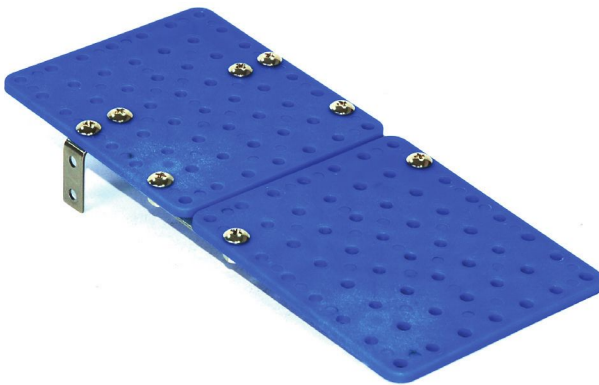
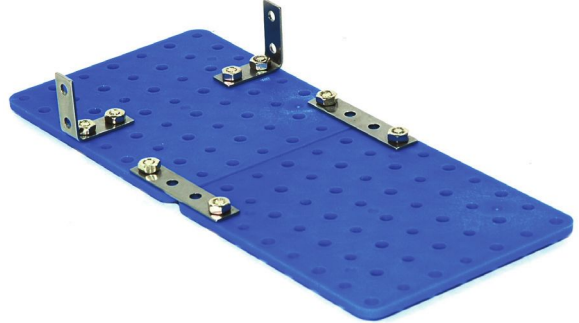
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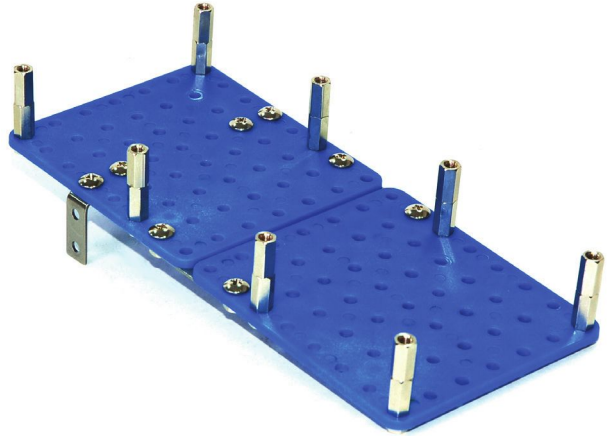
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 X 8  X 8



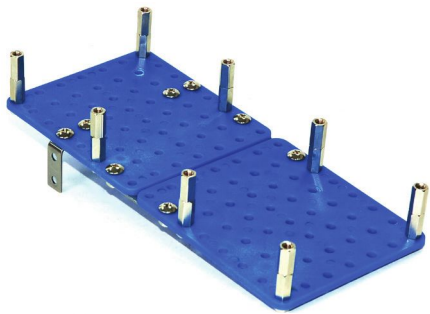
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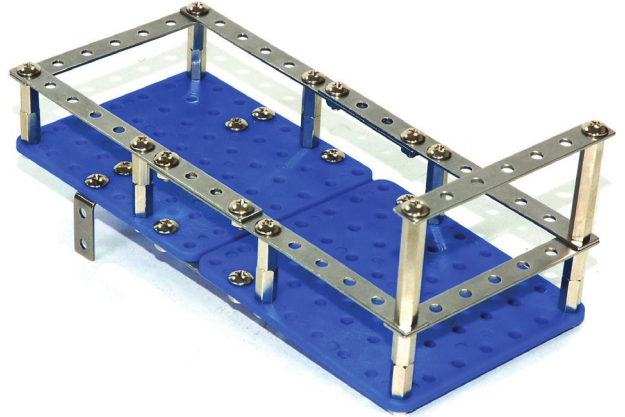
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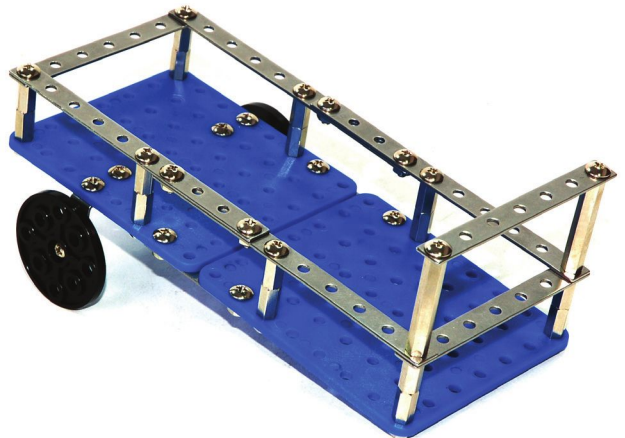
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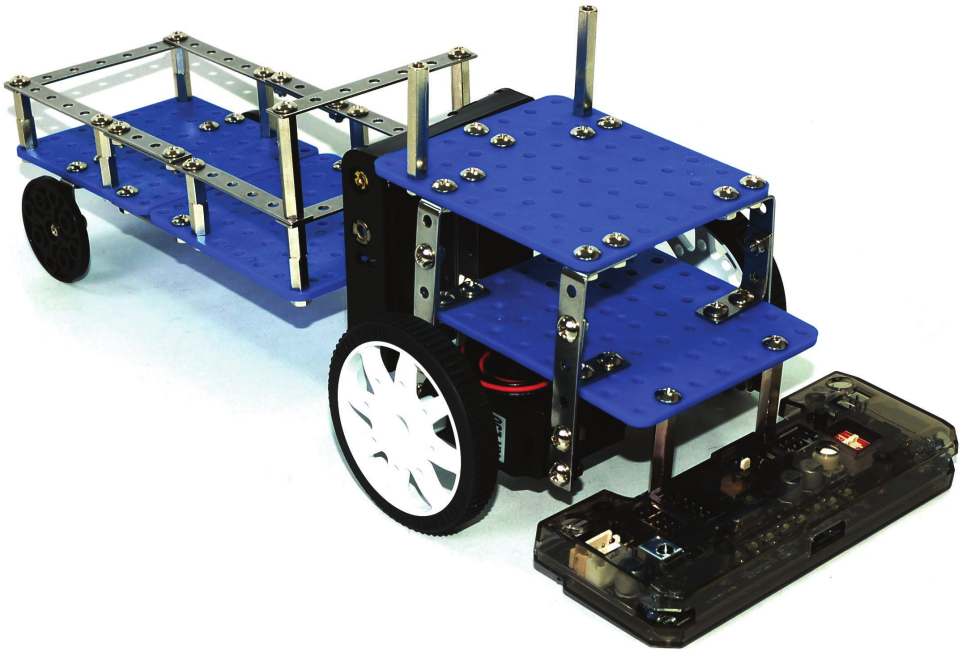
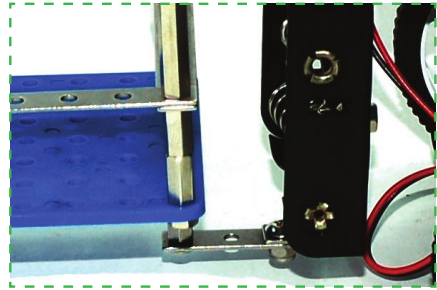
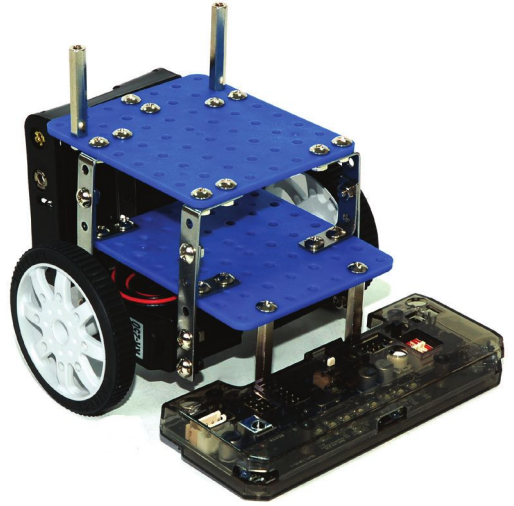
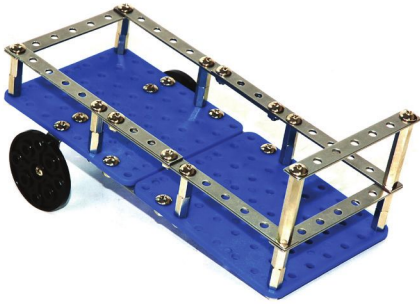


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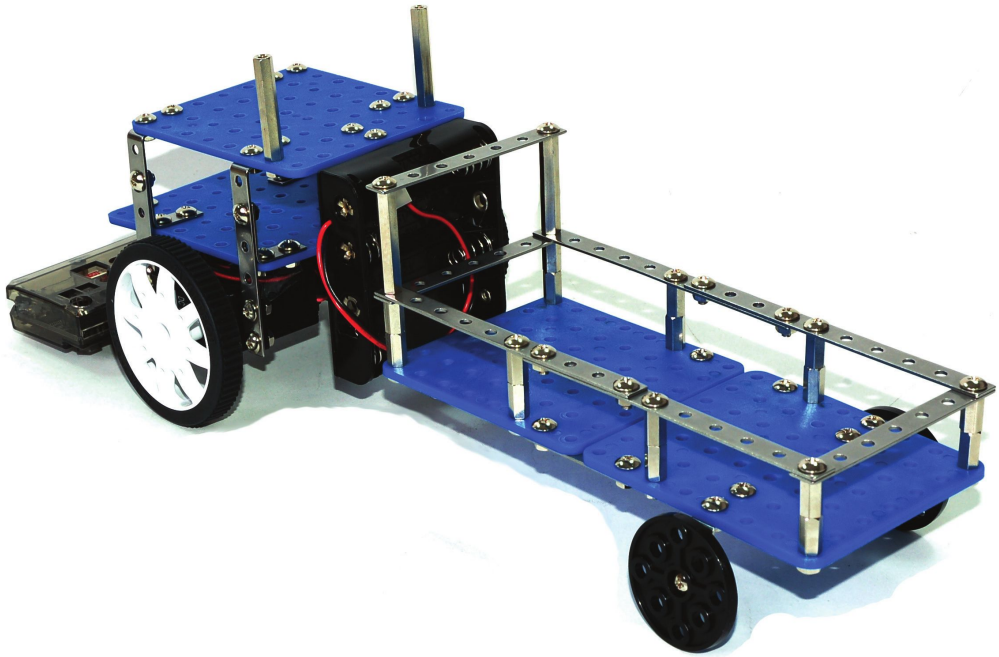
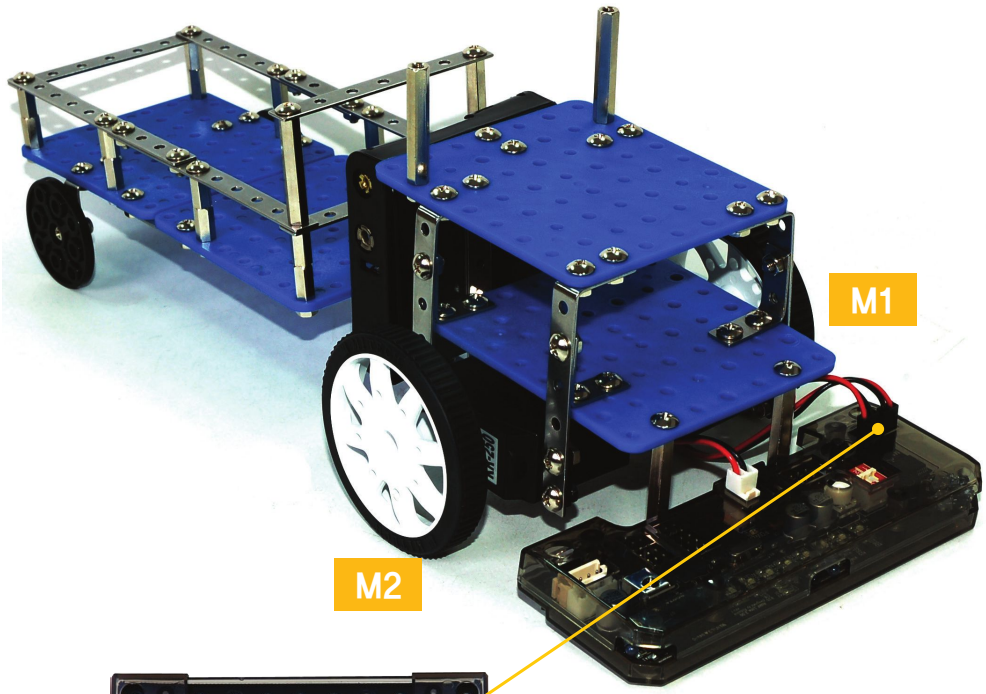


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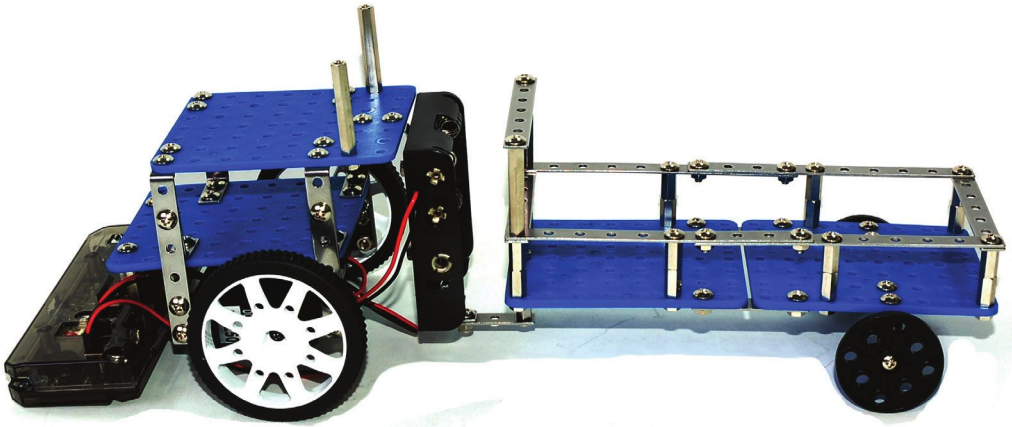




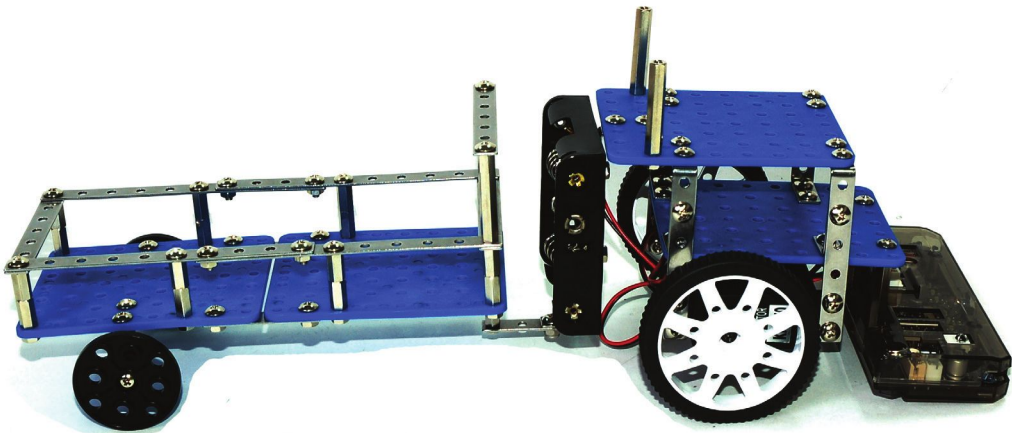
completion



Left view



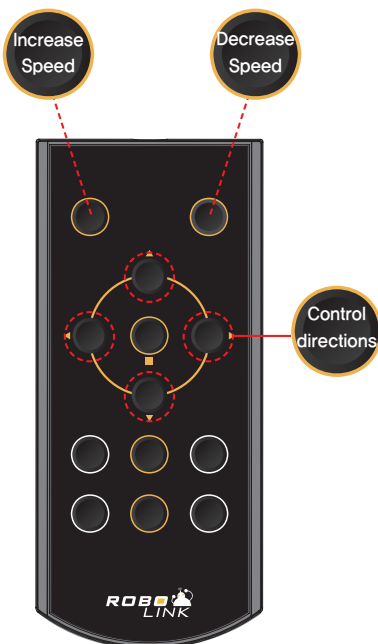
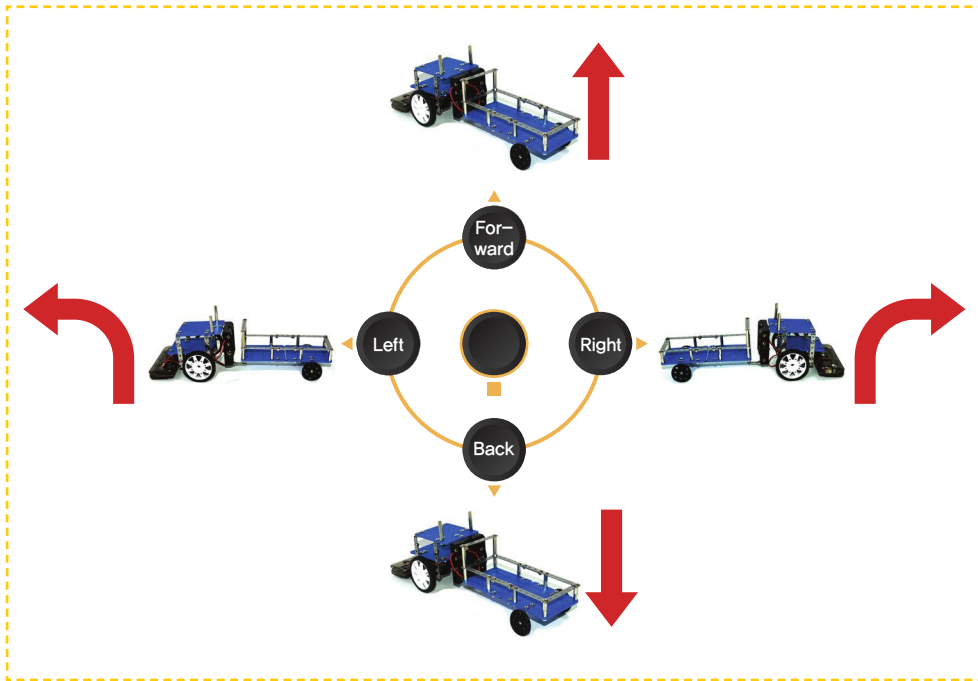
Right view



Acting Module



Trailer Robot uses program mode 6 to operate.



When the speed increases, more LEDs turn on, and vice-versa.



At low speed



At high speed

Play the Game!



1. At least 2 robots need to join this game, and the purpose of this game is to carry objects, and go around the half point faster.
2. Prepare the objects. Choose your objects, and put them on your trailer. Then, control your robot to go around the half point, and make it come back faster than your opponents.
3. If the robot drops any objects or goes outside the set path, it needs to start again.
4. Whichever arrives first wins the game. If both of the robots arrive at the same time, the robot with heavier objects win the game.

