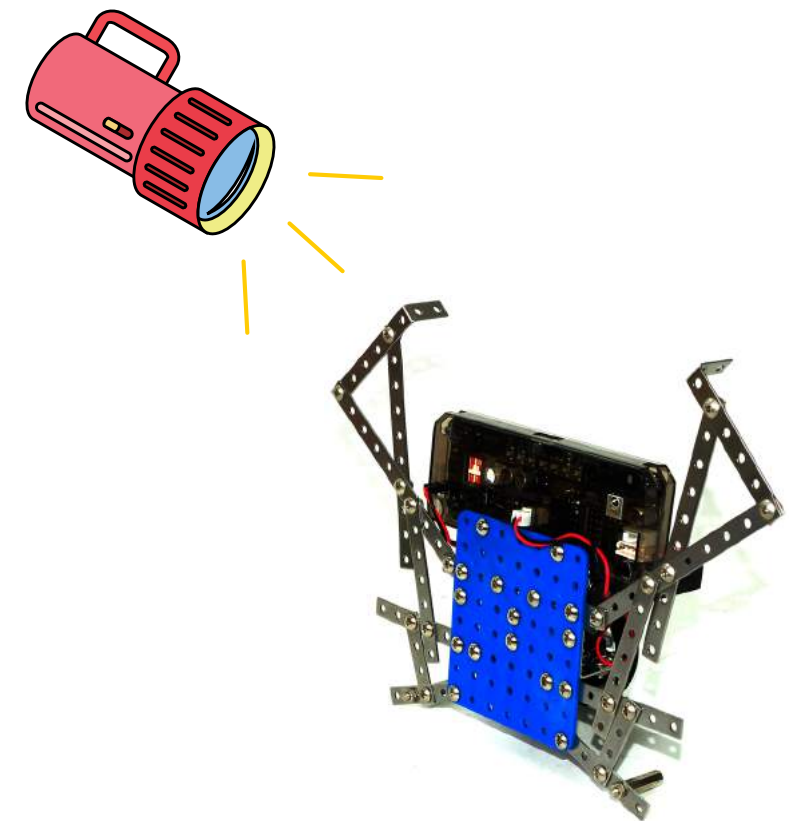
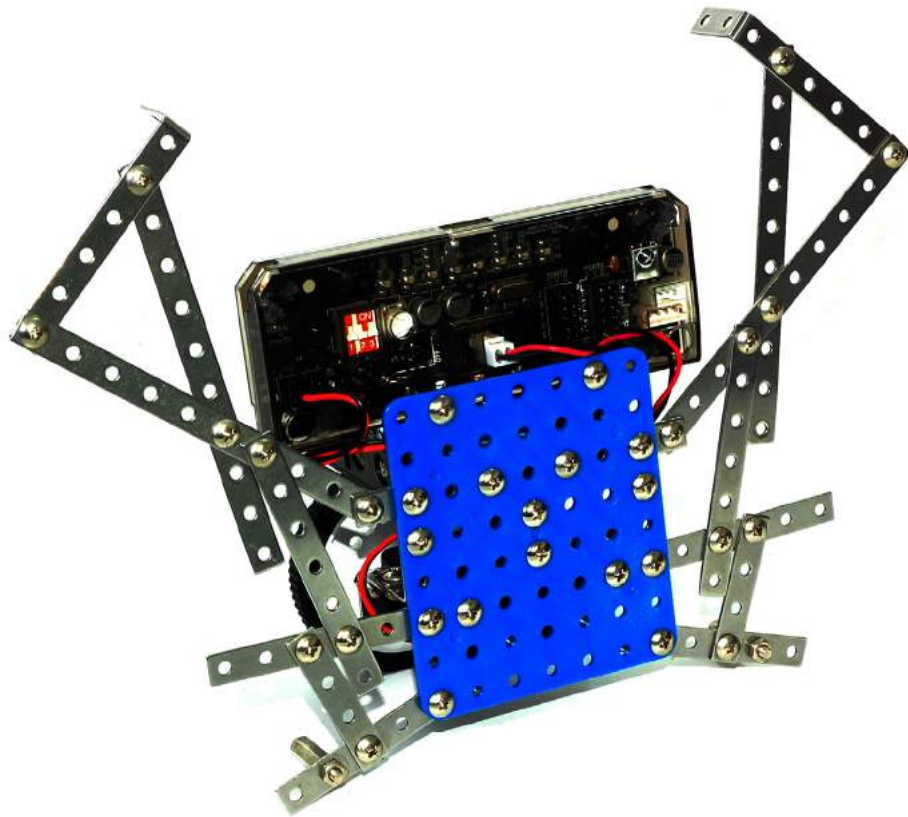


3. Crab Robot

Introduction and how it works



When you turn a light on to a robot, it runs away like an animal that hates the light. Light contains visible light, but it also has infrared light that the robot can detect. Sensors on the robot's head can detect the brightness of light such that when the light becomes bright enough, the robot moves.

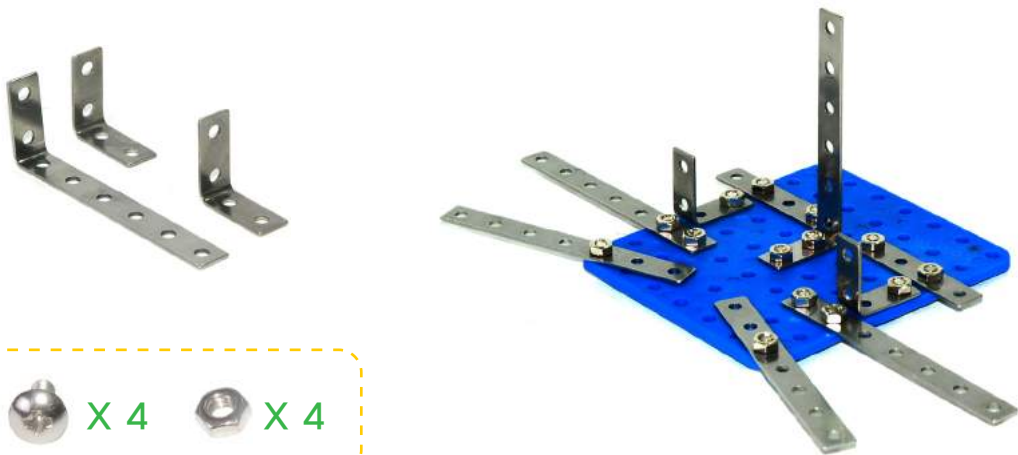


1



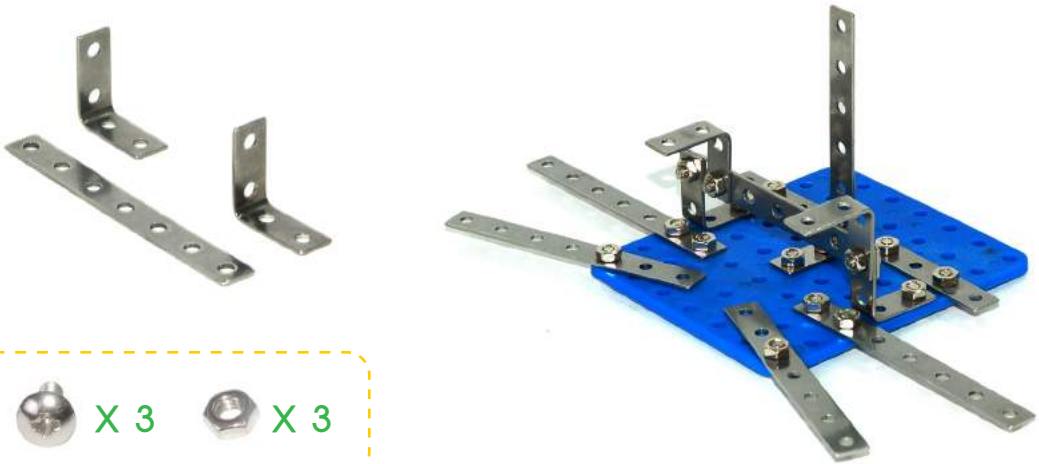
 X 10  X 10

2



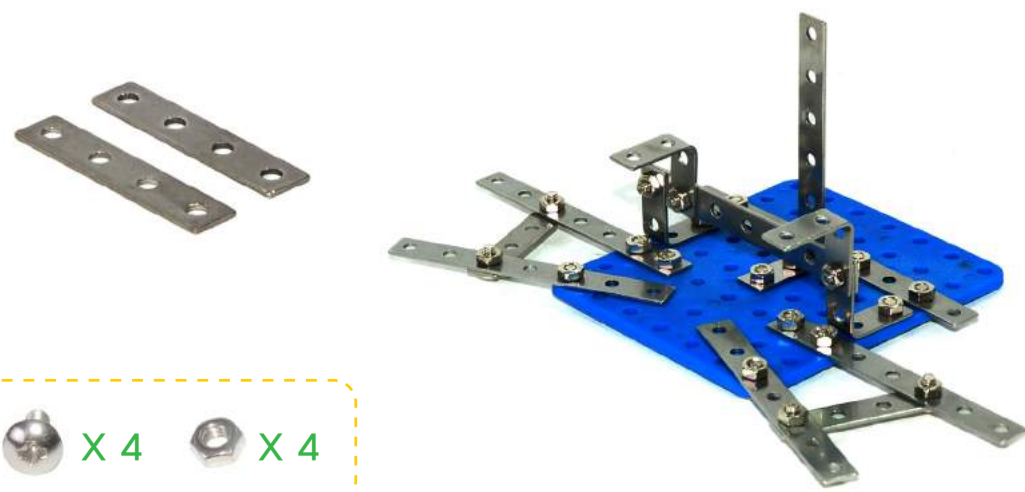
 X 4  X 4

3



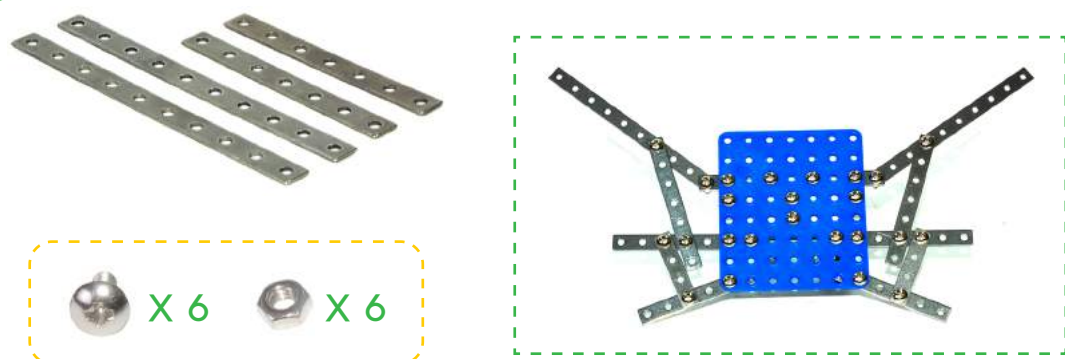
 X 3  X 3

4



 X 4  X 4

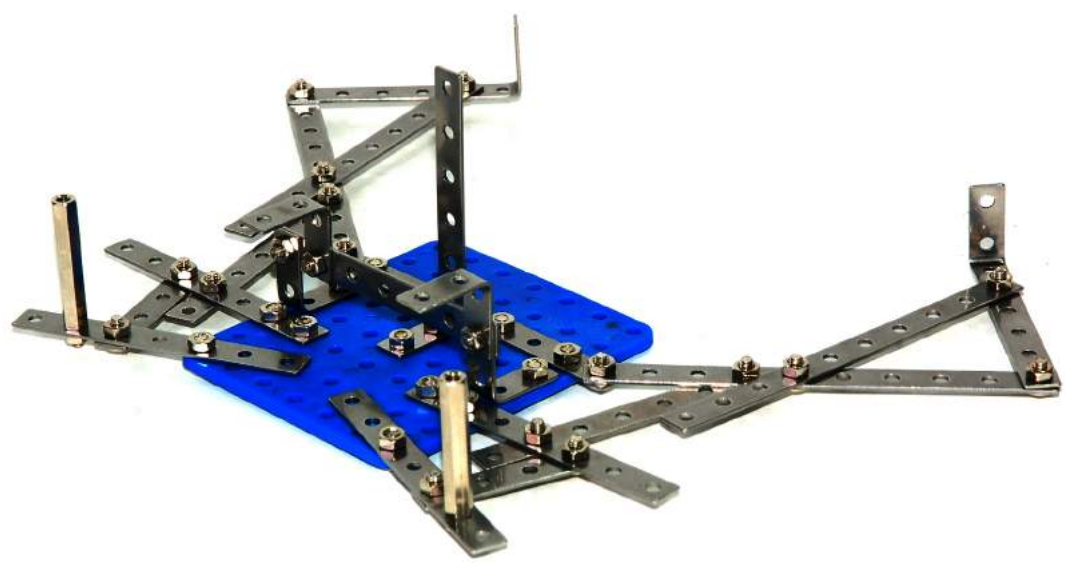
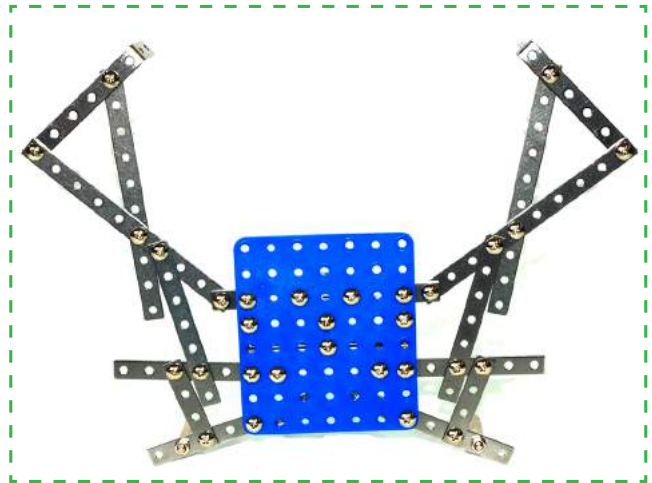
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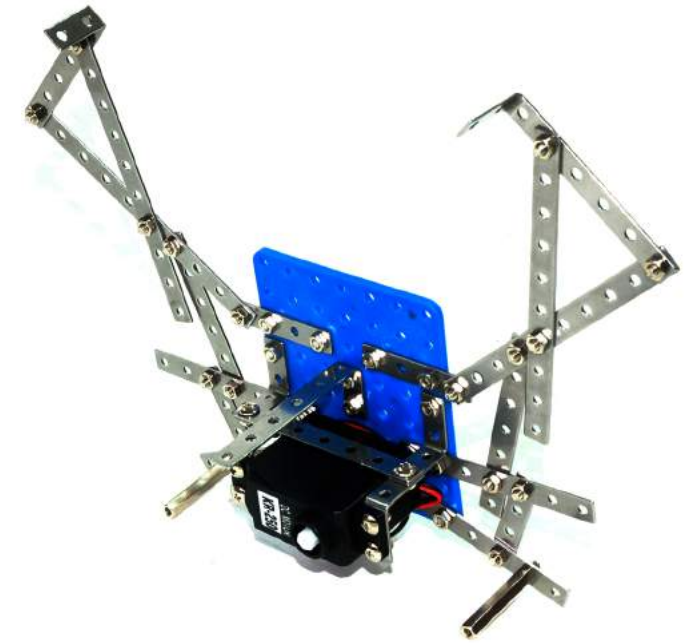
 X 6  X 6



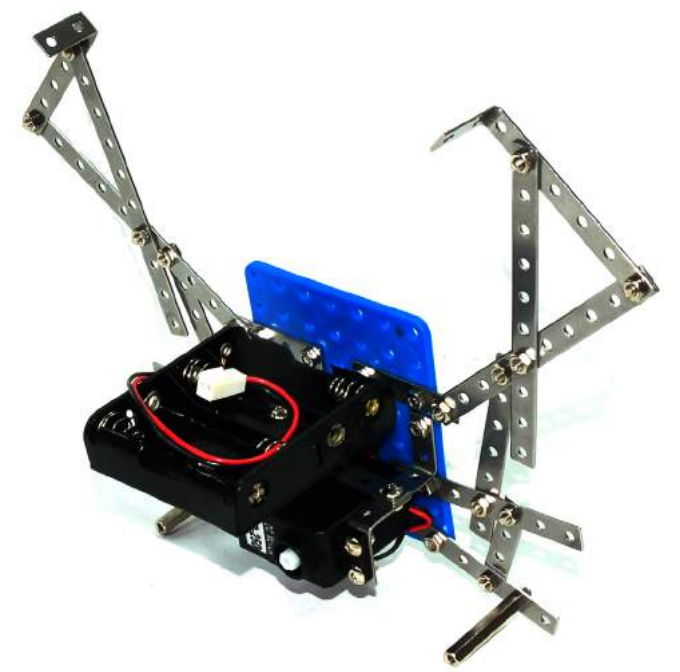
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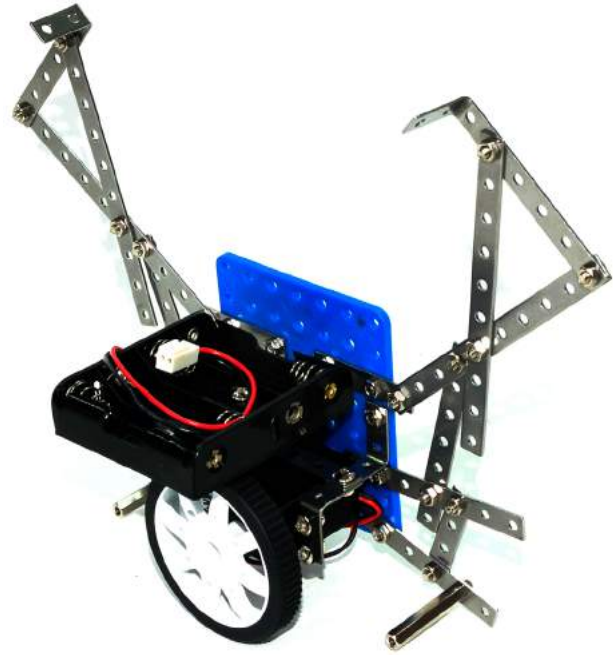
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8



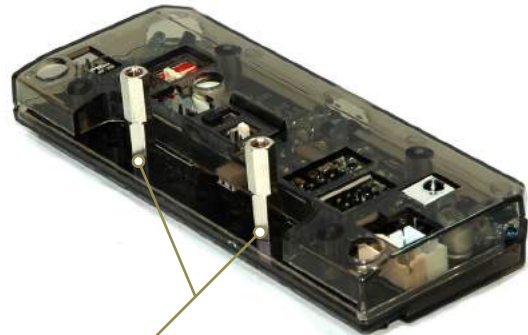
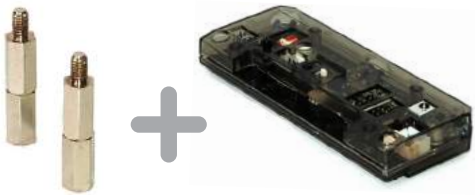
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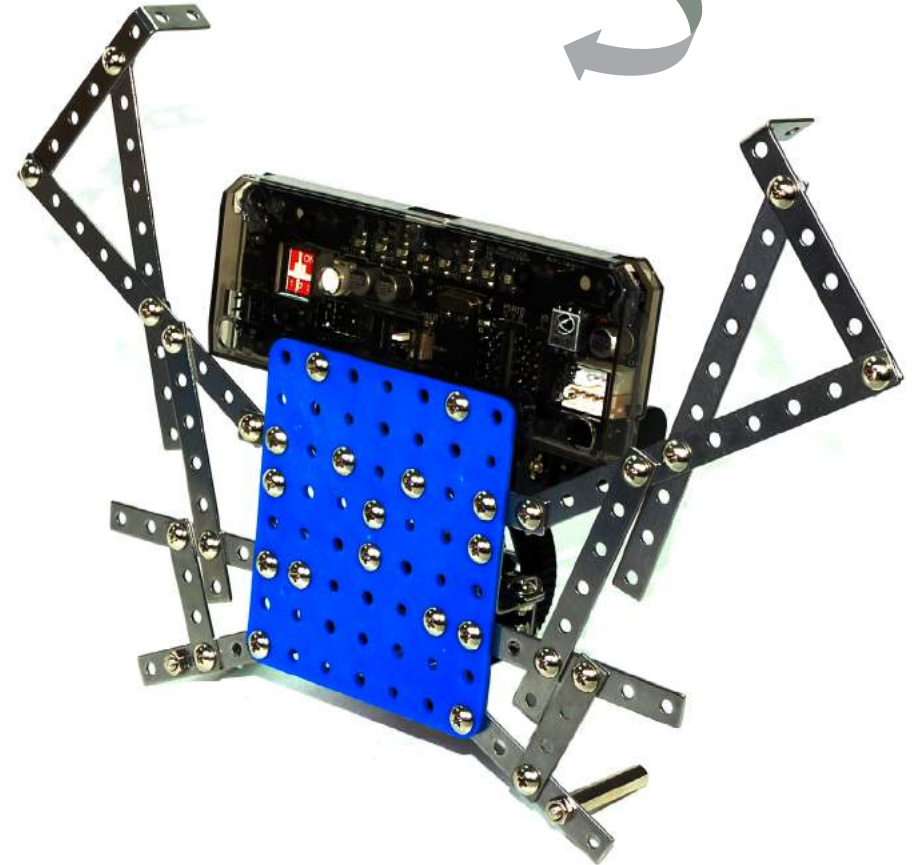
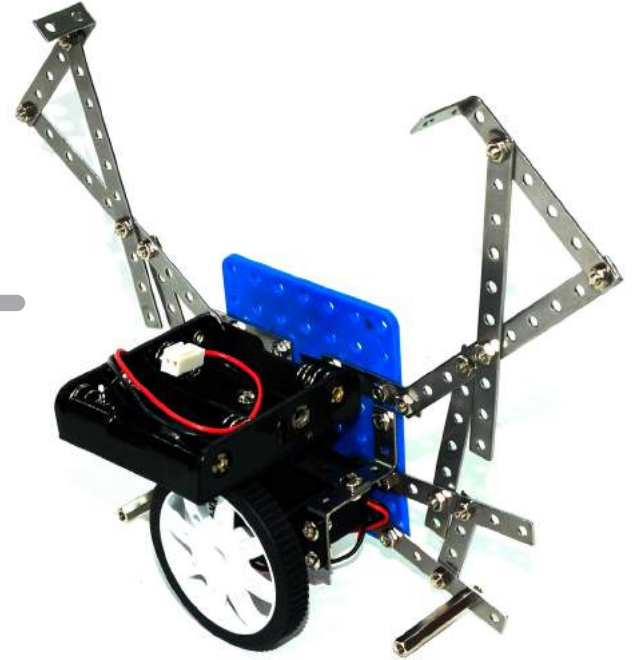
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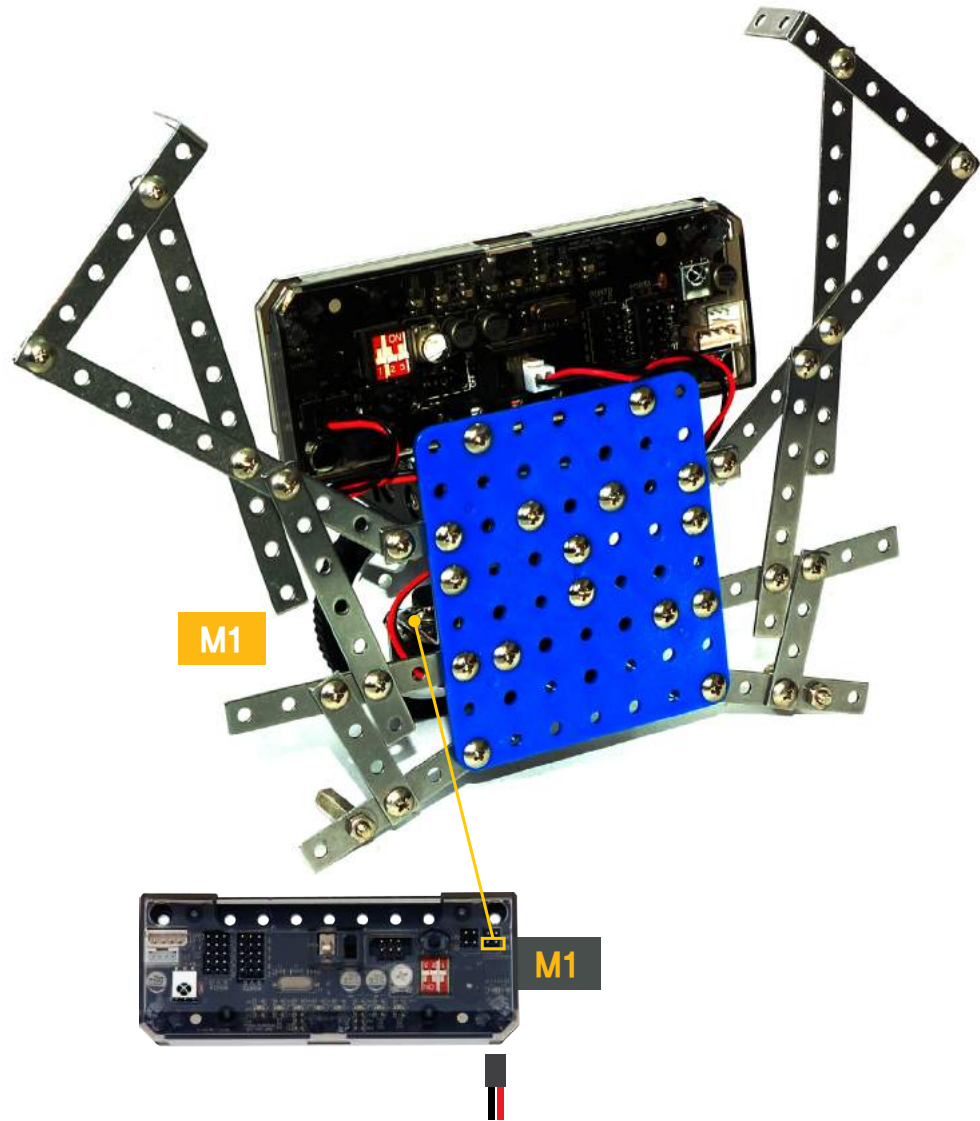
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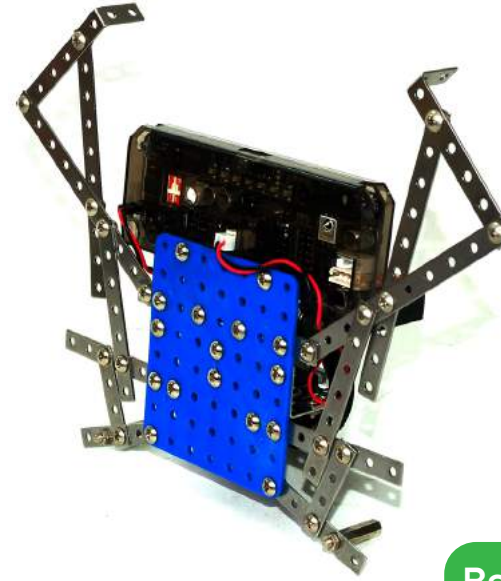
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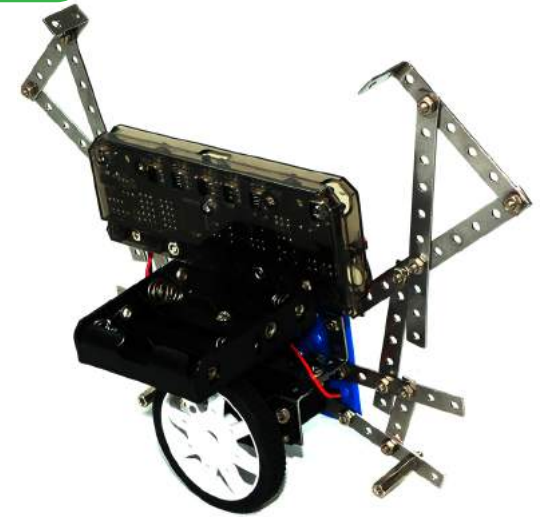
completion



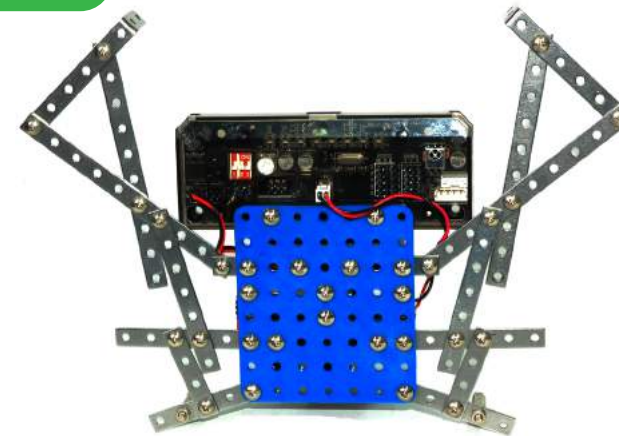
Right view



Back view



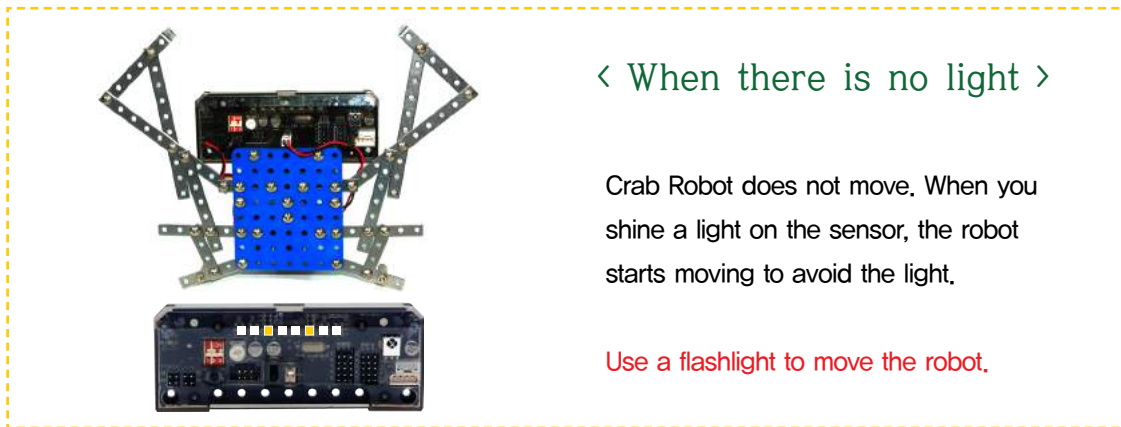
Front view



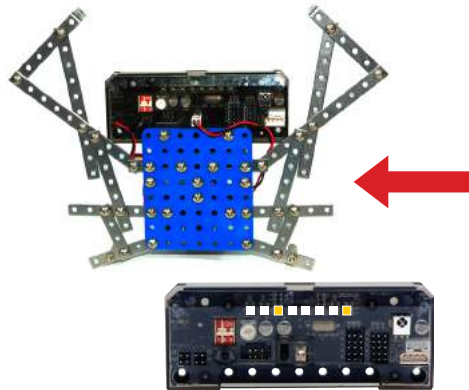
Acting Module



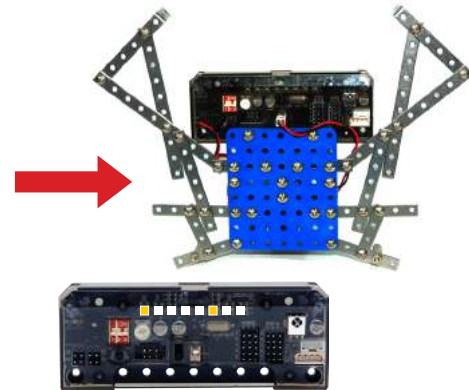
Crab Robot uses the program mode 3 to operate.



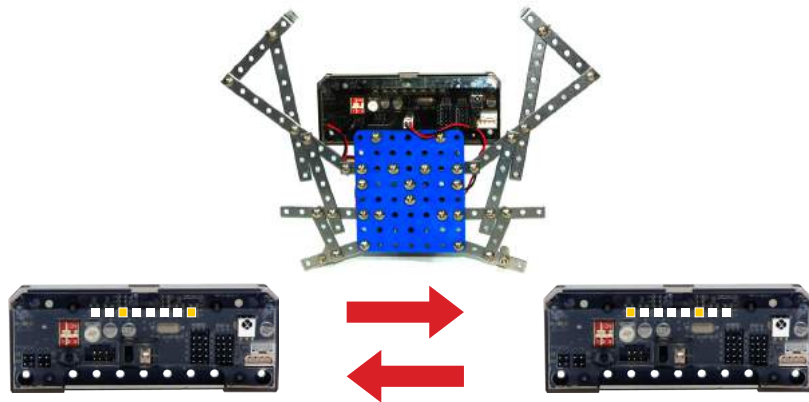
< Detects light (Left) >



< Detects light (Right) >



< Detects light (Center) >



Play the Game!



1. The game is most fun when there are 3~4 robots.
2. All the robots stay behind the line. Mark an end point within 2m from the starting point.
3. All the participants lift up their flashlights while they are waiting.
4. After a starting signal, all the participants turn on the flashlights to make the robots move forward.
5. The robot that arrives at the endpoint first wins. If the robots move to the side too much, or go to the opposite directions, they need to start again or become disqualified for the game.

