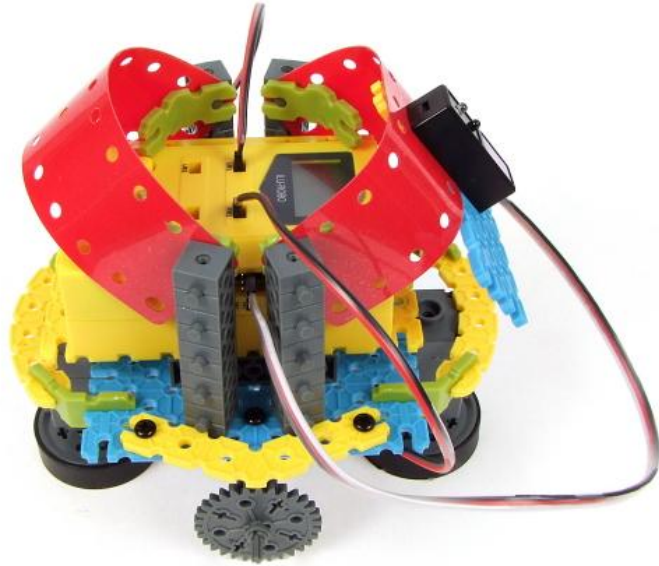
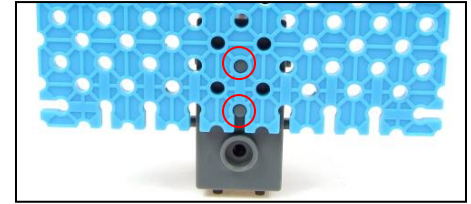
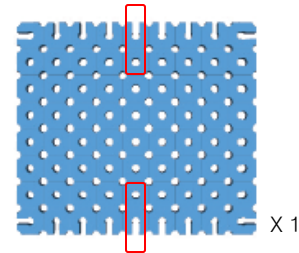


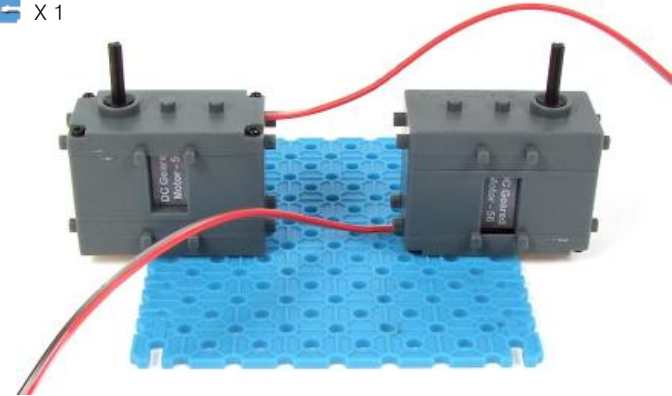
Making a Troublemaker



1



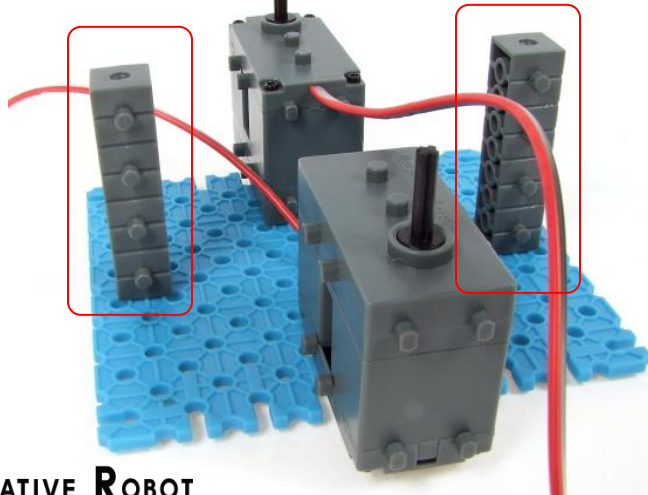
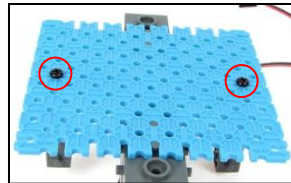
Motor axis X 2



2



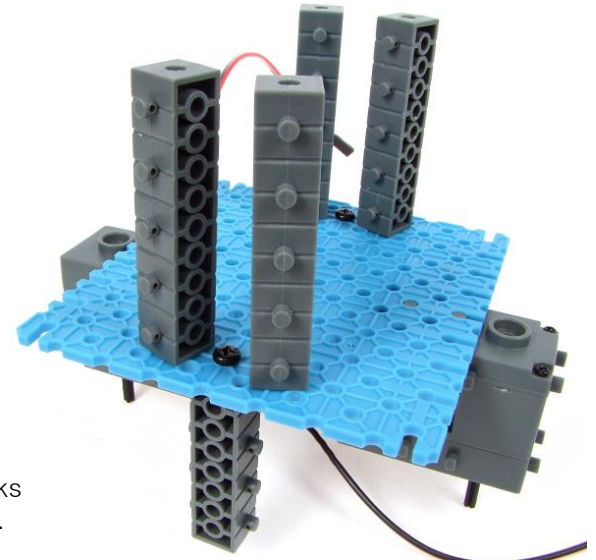
(short) X 2



3



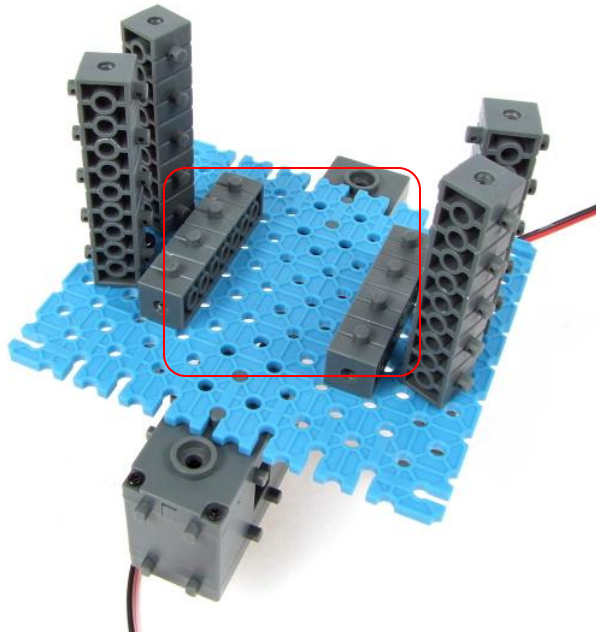
(short) X 4



Assemble bricks slightly turning.

4

 X 2



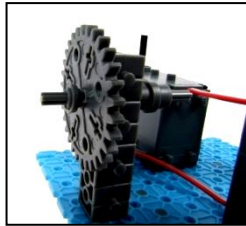
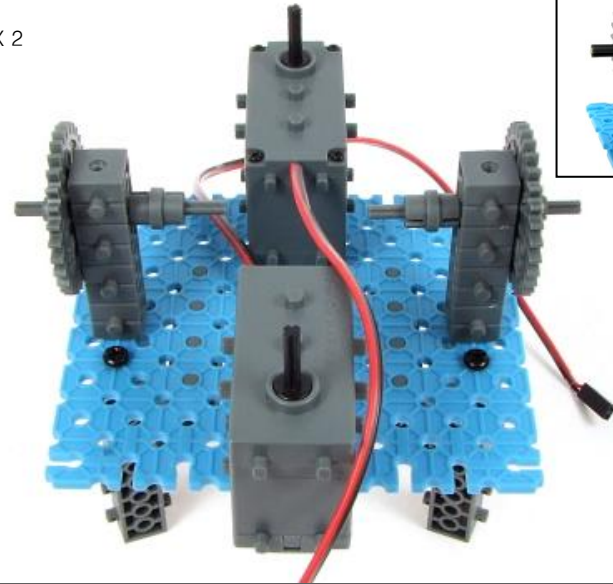
5

 (Middle) X 2

 X 2

 X 2

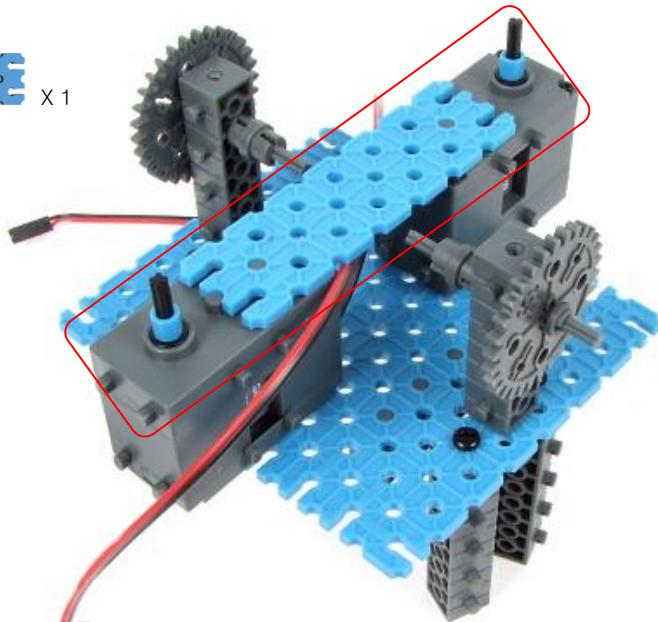
 X 2



6

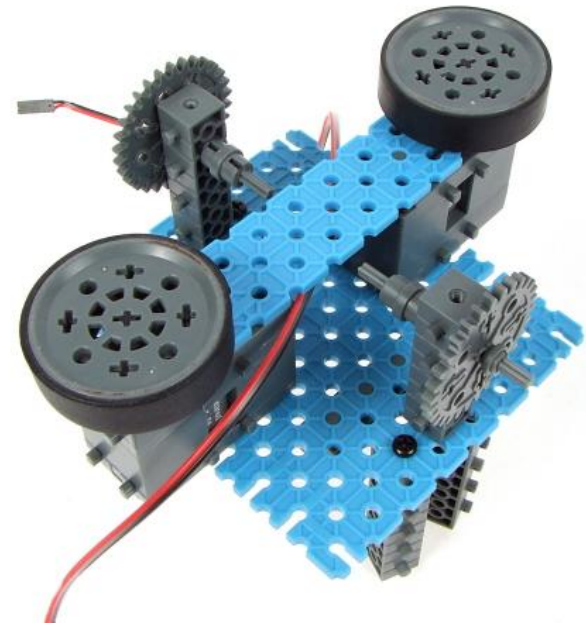
 X 1

 (long) X 2



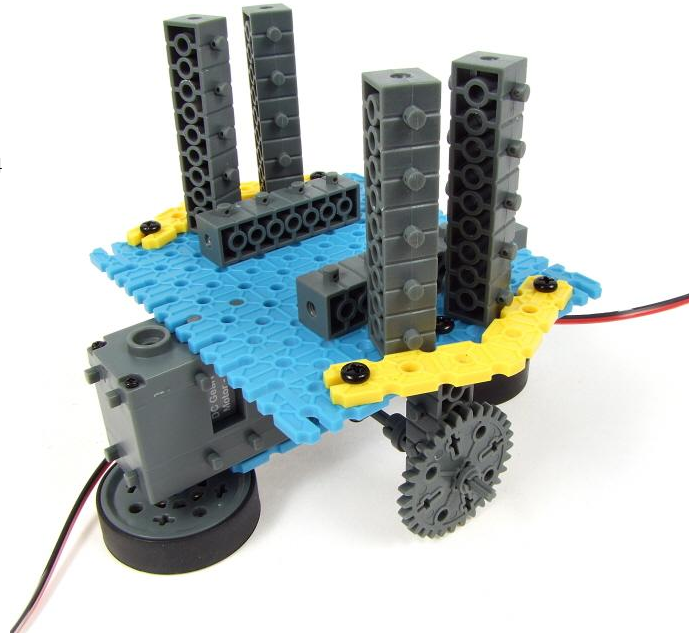
7

 X 2



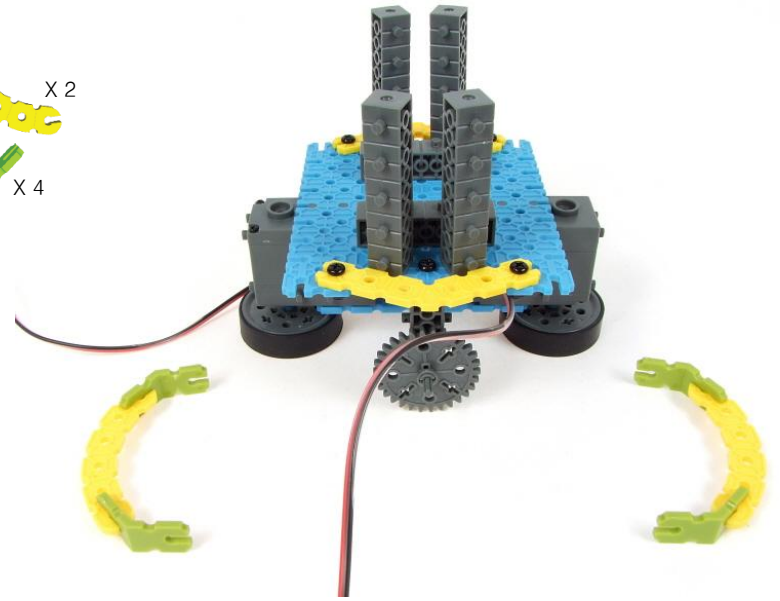
8

- X 2
- (long) X 4
- X 4

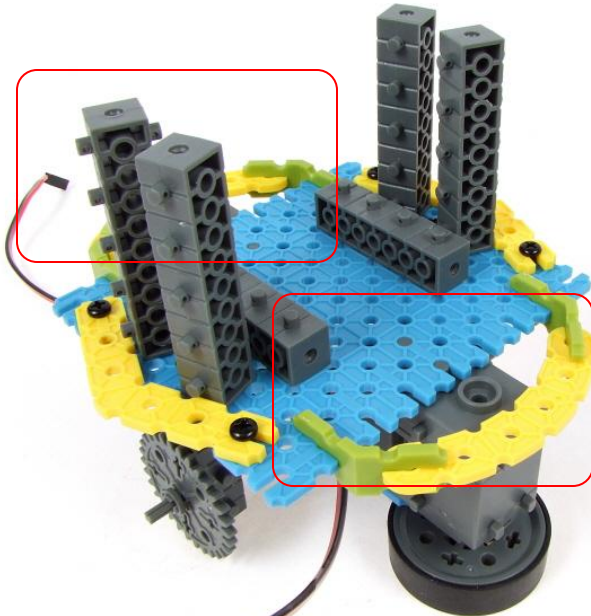


9

- X 2
- X 4

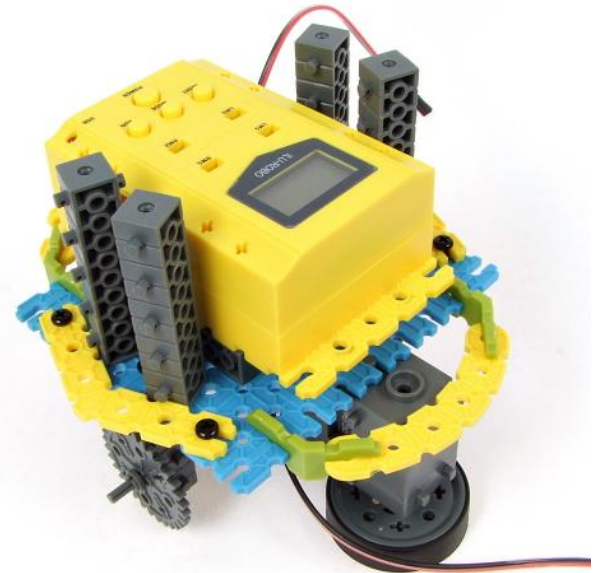


10



11

- X 1



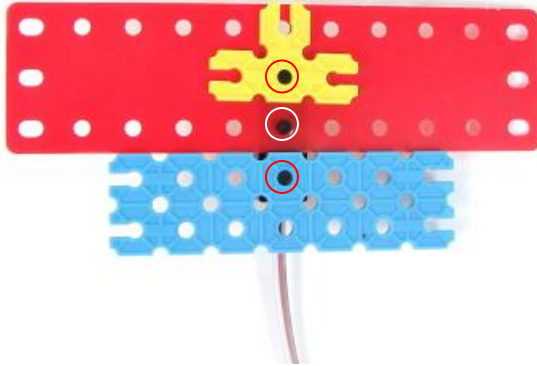
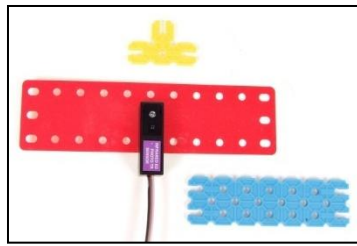
12



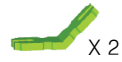
IR sensor X 1



X 1



13



X 2



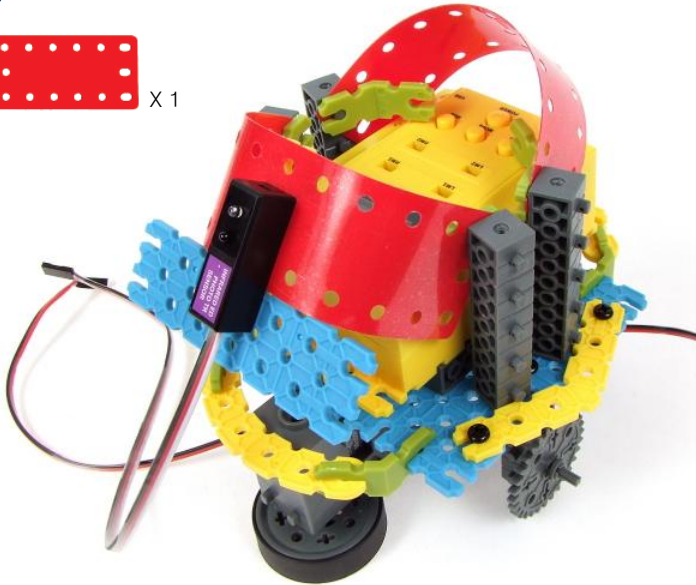
14



X 1

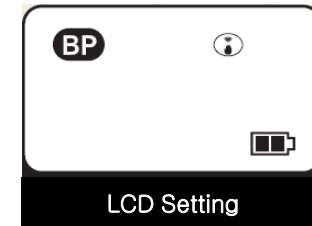
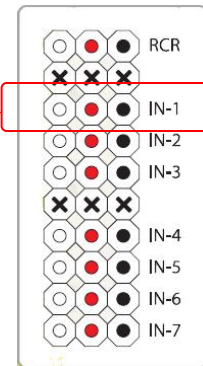
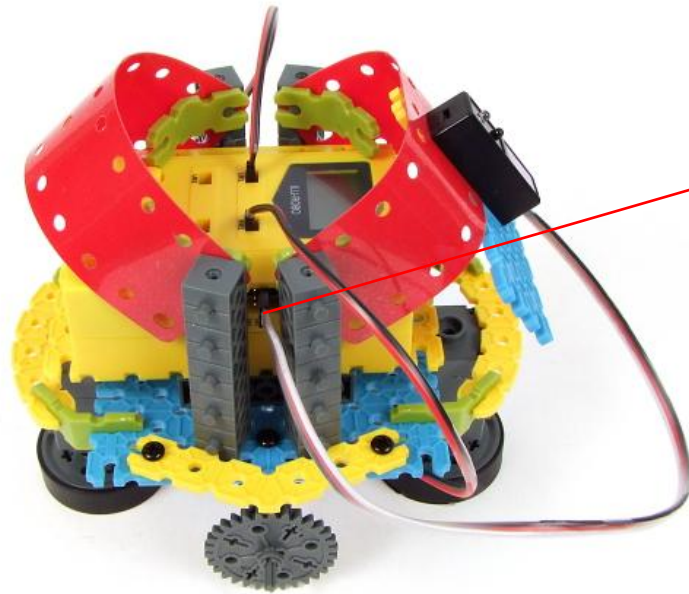


X 2



15





If the IR sensor detects the white color, the robot will stop and wait that IR sensor doesn't detect the white color.

Although the IR sensor doesn't detect the white color, the robot has a 1 second resting at every 5 seconds.

Part List of a Troublemaker

X 1 X 2 X 2	X 2 (short) X 2	X 4 (short) X 4	X 2	(middle) X 2 X 2 X 2 X 2
X 1 (long) X 2	X 2	X 2 (long) X 4 X 4	X 2 X 4	
X 1	X 1 X 1 IR sensor X 1 X 1	X 2	X 1 X 2	
X 1 X 2 X 2 X 4 X 4 X 1 X 2 X 2 X 2 (middle) X 2 X 2 X 2 (long) X 2 X 8 (long) X 4 X 4 (short) X 6 X 2 IR sensor X 1 X 2 X 2 X 1				