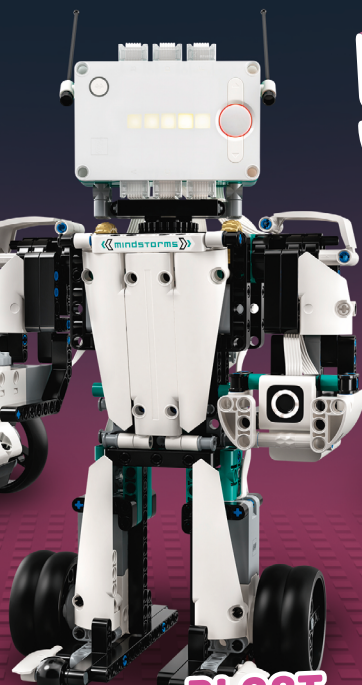# LEGO mindstorms®

**CODE & CONTROL**
WITH VISUAL AND
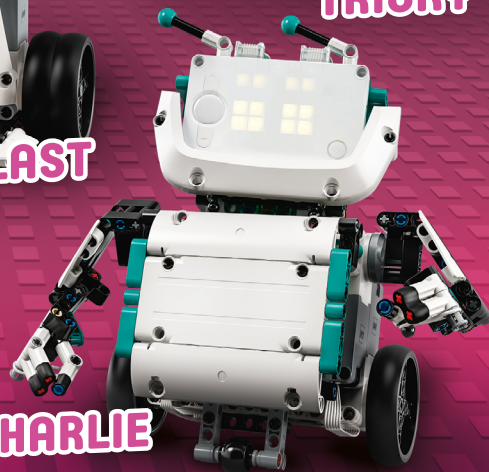TEXT BASED CODING

**5 in 1**

M.V.P.

TRICKY

BLAST

GELO

CHARLIE

## +++ ROBOT ROLL CALL +++

**BLAST**
Need something hammering, grabbing or guarding? Well this is the robot for you. Take command of Blast and program it to scan the environment and fire darts at hostile targets.

**M.V.P.**
Is it a truck? Is it a buggy? Is it a crane? Yes, yes and yes! It's the multi-functional, multi-awesome Modular Vehicle Platform. Create and code your own remote control and build the M.V.P. into a lifter, a shooter or even a brick-picker-upper.

**TRICKY**
Give it up for this plucky sport bot. Yes, it's the penalty-scoring, the spin-bowling, the slam-dunking, the one-and-only Tricky!

**GELO**
Meet the four-legged friend that won't make a mess on the carpet. Program it to avoid obstacles, do tricks and go walkies.

**CHARLIE**
The little robot with the big attitude. Program it to give you high fives, shake it on the dance floor, or just rock your world with a shredding drum solo.

# CAN YOU CRACK THE CODE?

Look at the top box. The pink code tells the alien which way to go. Now look at the bottom box. Can you read the code and draw the astronaut's path?

**when program starts**

- move ↑ for 1 squares
- move → for 2 squares
- move ↓ for 2 squares
- move → for 2 squares
- move ↑ for 3 squares

**when program starts**

- move ↑ for 3 squares
- move ← for 2 squares
- move ↓ for 4 squares
- move → for 4 squares
- move ↑ for 2 squares

# Get your programming fingers ready!

It's up to you to guide these astronauts to their targets.

You've only got five lines of code to work with, so plan your route carefully and make sure you avoid those obstacles.



when program starts

move [ ] for ( ) squares

move [ ] for ( ) squares

move [ ] for ( ) squares

move [ ] for ( ) squares

move [ ] for ( ) squares



when program starts

move [ ] for ( ) squares

move [ ] for ( ) squares

move [ ] for ( ) squares

move [ ] for ( ) squares

move [ ] for ( ) squares
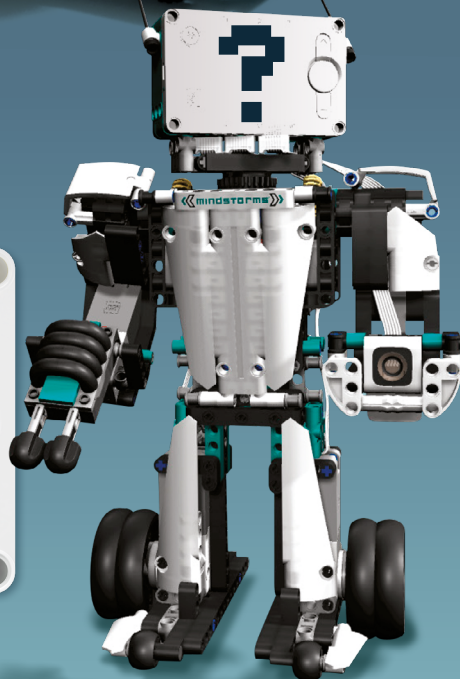
# << BEEP. ASSISTANCE REQUIRED. FACE PROGRAM MALFUNCTION >>

Charlie's rocking out on his drum kit. Blast's just detected an intruder in your room. But where did their faces go?

Can you program what they should look like by cutting out the squares and arranging them on the grids?
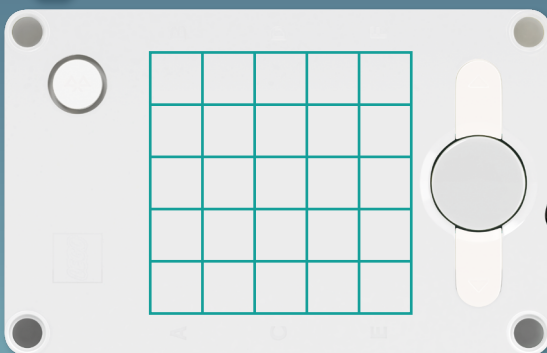
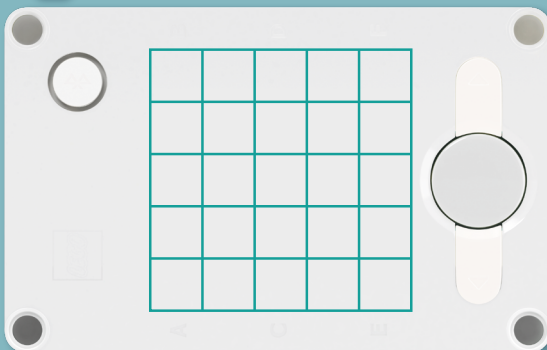when program starts

start animation **Rocking Out**
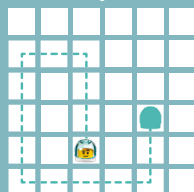
when program starts

start animation **Intruder Alert**

## ANSWERS TO PUZZLES ON PREVIOUS PAGES

### CAN YOU CRACK THE CODE?

### AVOID THE OBSTACLES

Move ↓ for **1** square
Move → for **2** squares
Move ↑ for **2** squares
Move → for **1** square
Move ↑ for **1** square

Move ↑ for **5** squares
Move → for **4** squares
Move ↓ for **3** squares
Move → for **1** square
Move ↓ for **2** squares