

Maze Master Missions

Seven mazes. One sensor car. Each mission teaches your robot to sense and think a little better than the last — and every one ends on a **green tile**.

HOW IT WORKS

Three pages for every mission

- **Challenge** — your toolkit, the maze, the goal.
- **Hints** — stuck? Open one hint at a time. Each says which blocks to use.
- **Solution** — check your work, or see one way to solve it. Then pick the next mission.

GET READY

Two pages to read first

BUILD

Build the Maze Car

Add a turret that swings the distance sensor, plus a color sensor underneath. Port plan and diagram.

LEARN

Champion's Playbook

The tricks real maze robots use: open or blocked, the right-hand rule, staying centred, line following.

CHOOSE

Your missions



MISSION 1

The Right Hook

My Blocks · Two sensors · Turning

★ ★ ★ ★ ★



MISSION 2

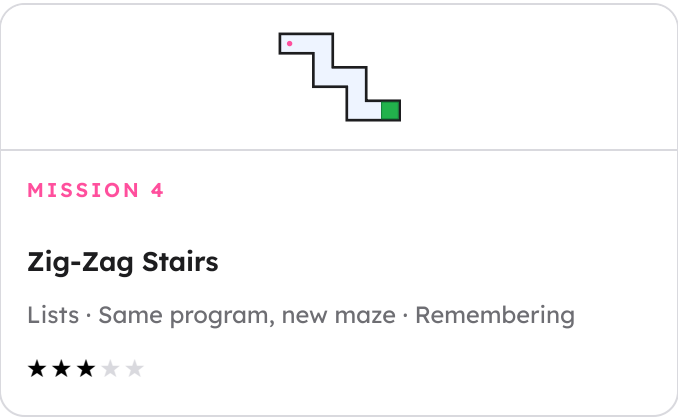
The Left Hook

Mirror thinking · My Blocks · Two sensors

★ ★ ★ ★ ★

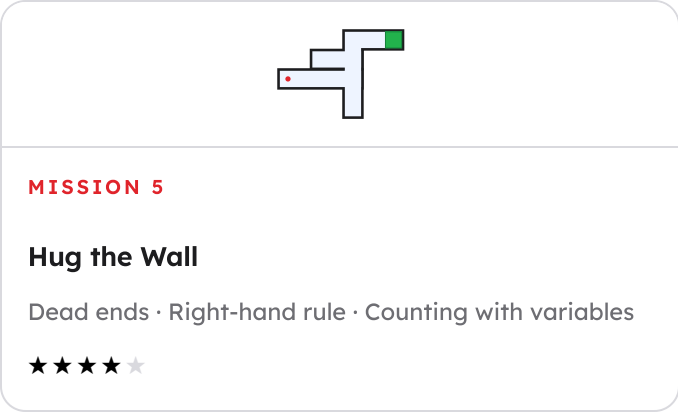


The S-Curve



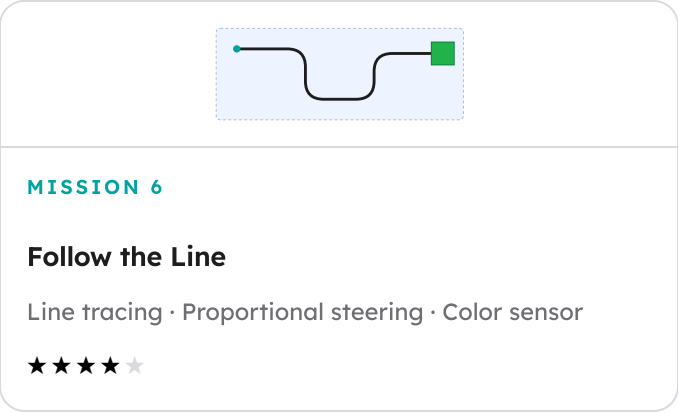
Zig-Zag Stairs

★★★★☆



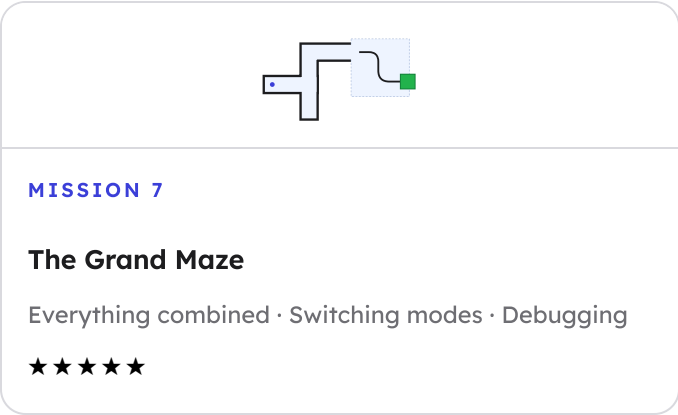
Hug the Wall

★★★★☆



Follow the Line

★★★★☆



The Grand Maze

★★★★★

Build the maze

- Tip:** tune one number at a time — steering angle, roll distance, then the sensor limits.

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