

The Right Hook

The loading dock is a dead end. Drive to the wall, swing around it to the right, then roll down the return lane until you find the **green tile**.

BEFORE YOU START

Your toolkit

Everything on your car. The highlighted parts are the ones this mission needs.

SPIKE Hub

the brain · has a built-in gyro

USED THIS MISSION

2 Medium motors

left + right wheels · ports A, E

USED THIS MISSION

Large motor

steers the back · port D

USED THIS MISSION

Large motor

the
turret
· port C · keep it centred, facing forward

NOT NEEDED

Distance sensor

port B · looks
straight ahead

USED THIS MISSION

Color sensor

underneath, pointing down · port F

USED THIS MISSION

Hub gyro

level-up: exact 90° turns

OPTIONAL LEVEL-UP

Your car: the Delivery Cart with a large-motor **turret** carrying the distance sensor at the front, and a color sensor underneath. How to build it →

THE MAZE



YOUR MISSION

What the car must do

- Lane 1: drive until the **distance sensor** sees the wall, then make a right U-turn.
- Return lane: keep driving until the **color sensor** sees the green tile.
- Stop on the tile and **play a sound**.

Playbook cards for this mission: **Green means go**

BUILD IT

Maze size

Along the route	Whole maze
5 → 1.2 → 5 lane widths	about 6.3 × 2.5 lane widths

With a 30 cm lane width the maze is about 189 × 75 cm. Lane spacing is one lane width plus a wall.

DONE WHEN

Success looks like

- The car turns right and enters the second lane without touching walls.
- It stops with the front on the green tile and plays a sound.
- It works three times in a row.

Keep going: All missions → [index.pdf](#) | Hints → [mission-1-hints.pdf](#)

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