

The Left Hook

Same warehouse, opposite side. This time the dock loops around to the left — and the green tile is waiting at the end.

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

Distance sensor
port B · looks straight ahead
USED THIS MISSION

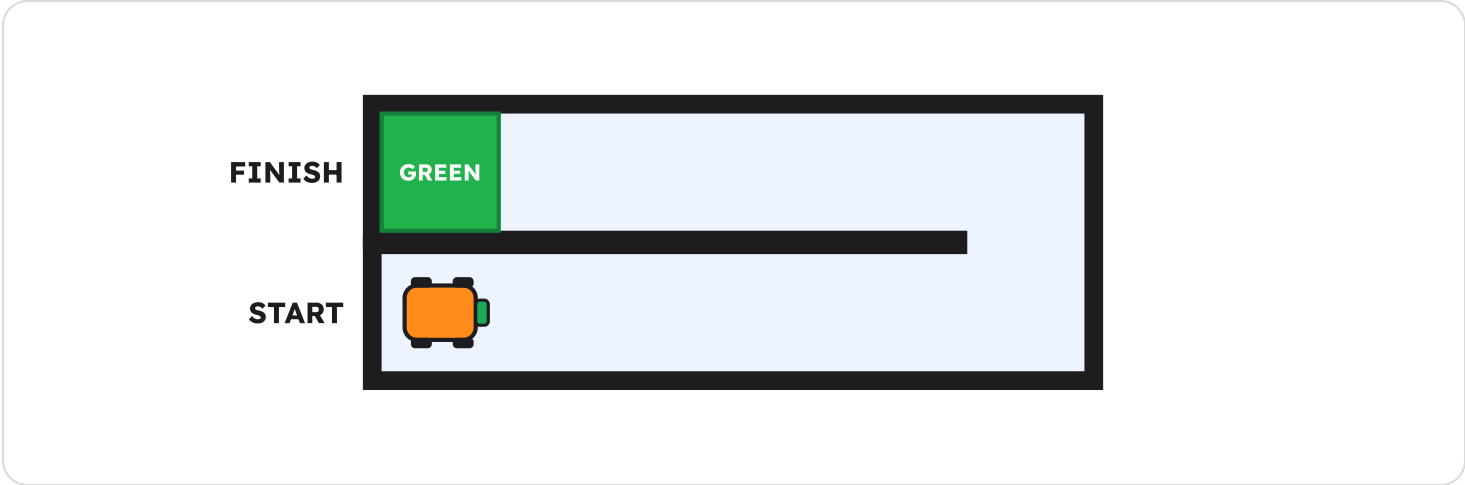
Color sensor
underneath, pointing down · port F
USED THIS MISSION

Hub gyro
level-up: exact 90° turns
OPTIONAL LEVEL-UP

Large motor
the **turret**
· port C · keep it centred, facing forward
NOT NEEDED

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

- Drive to the wall, make a **left U-turn**, and come back in the parallel lane.
- Reuse what you built in Mission 1 — mirrored.
- Stop on the green 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

- A clean left U-turn with no wall touches.
- Your new block is called *turn left*.
- The car stops on green and plays its sound.

Keep going: All missions → [index.pdf](#) | Hints → [mission-2-hints.pdf](#)
The same content is in the matching .html files.