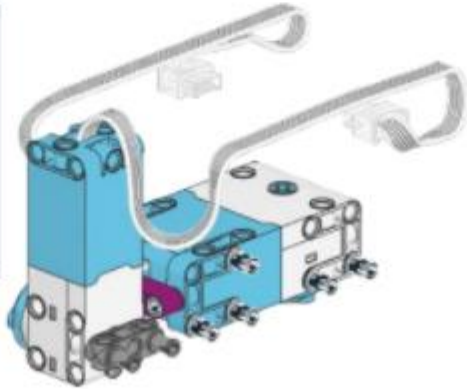
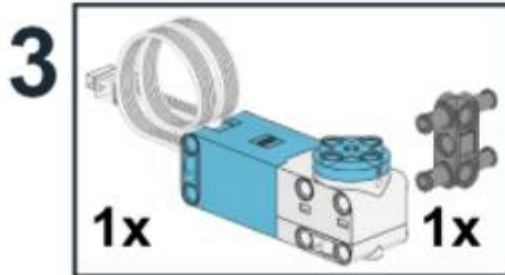
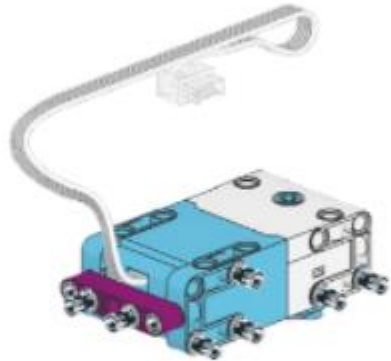
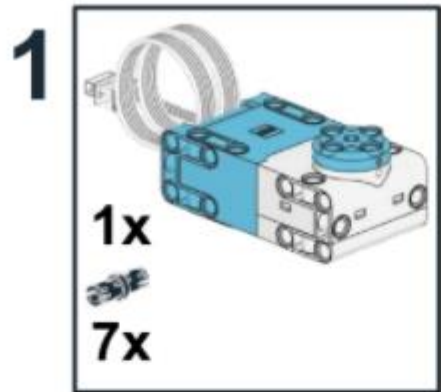
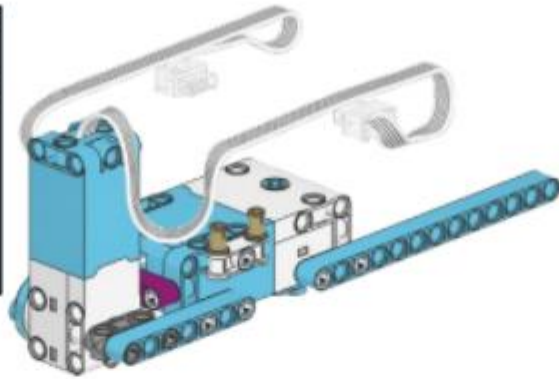
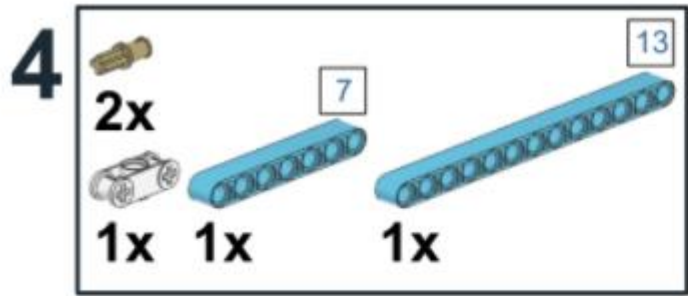


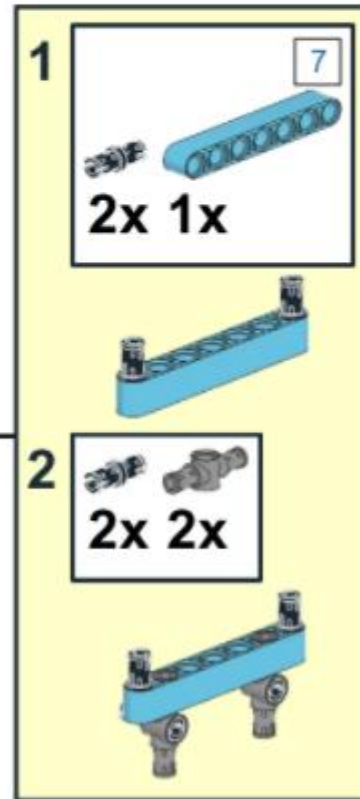
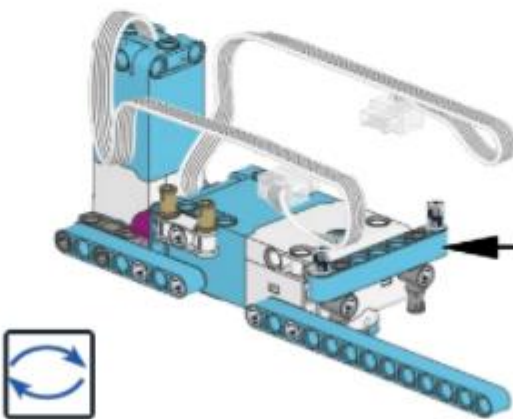
Крыса



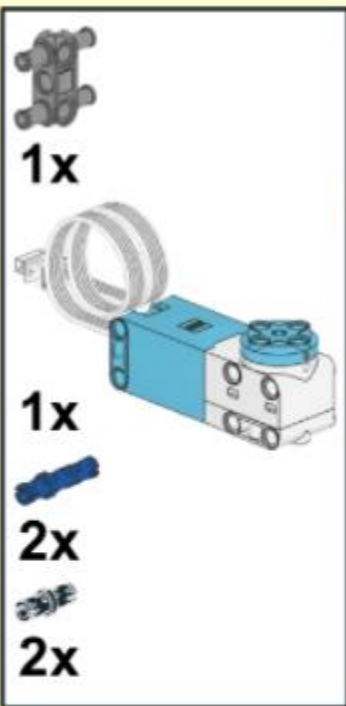




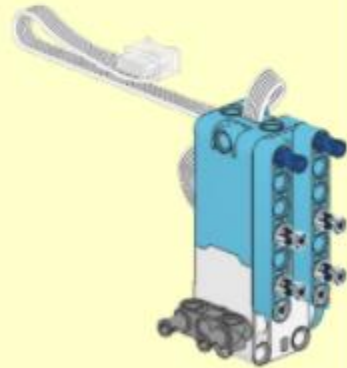
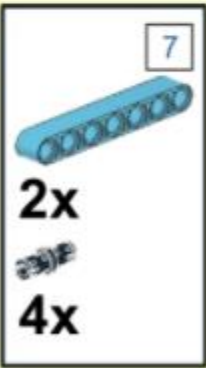
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1



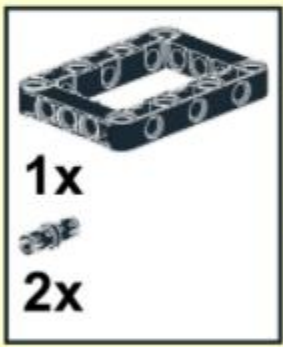
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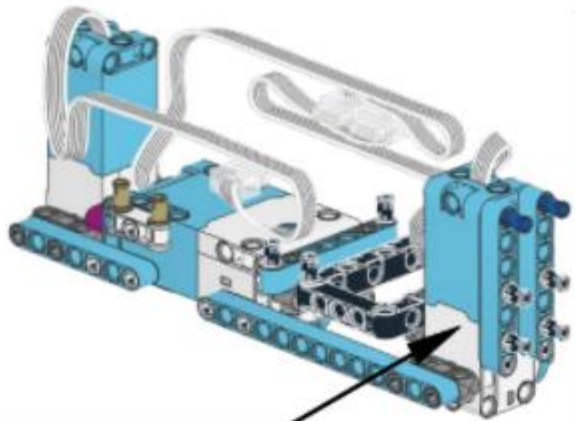
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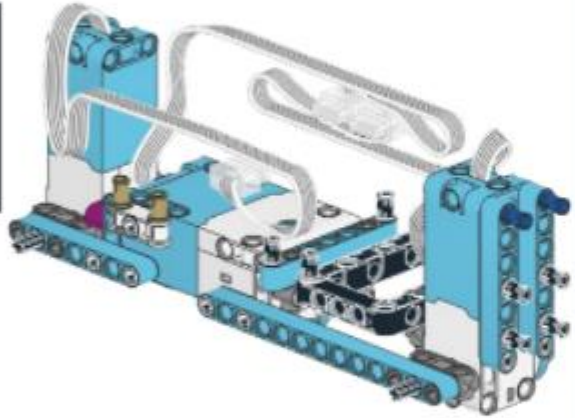
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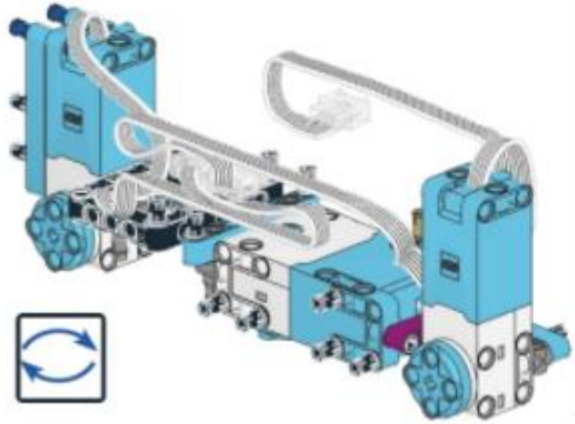
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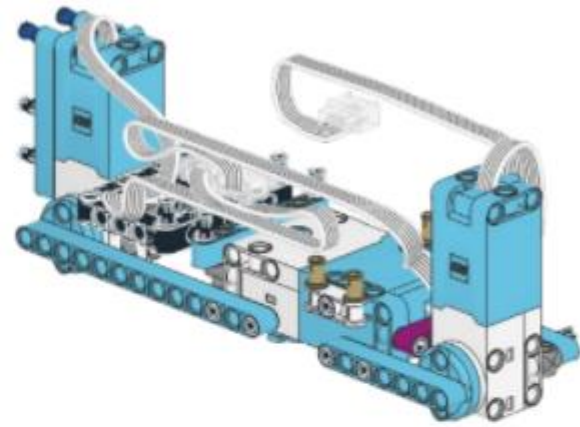
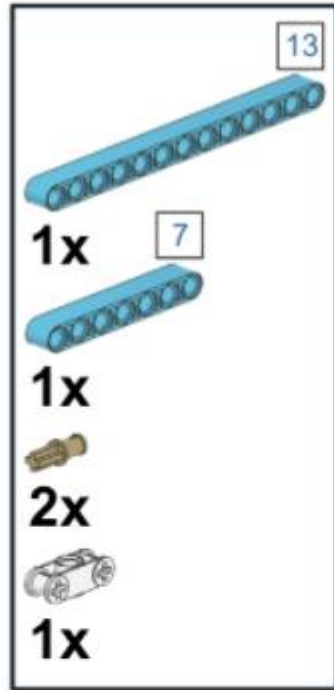
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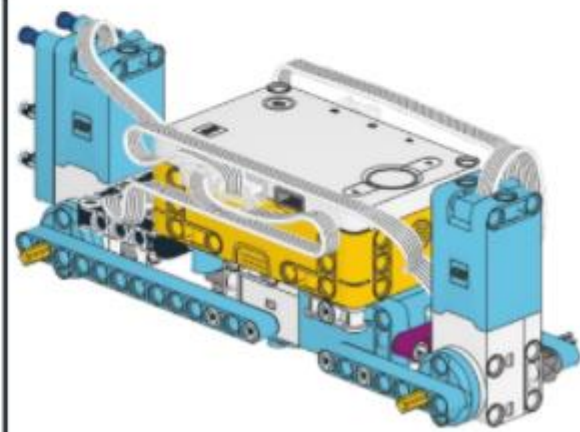
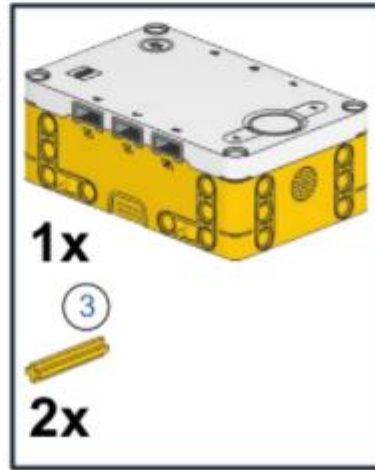
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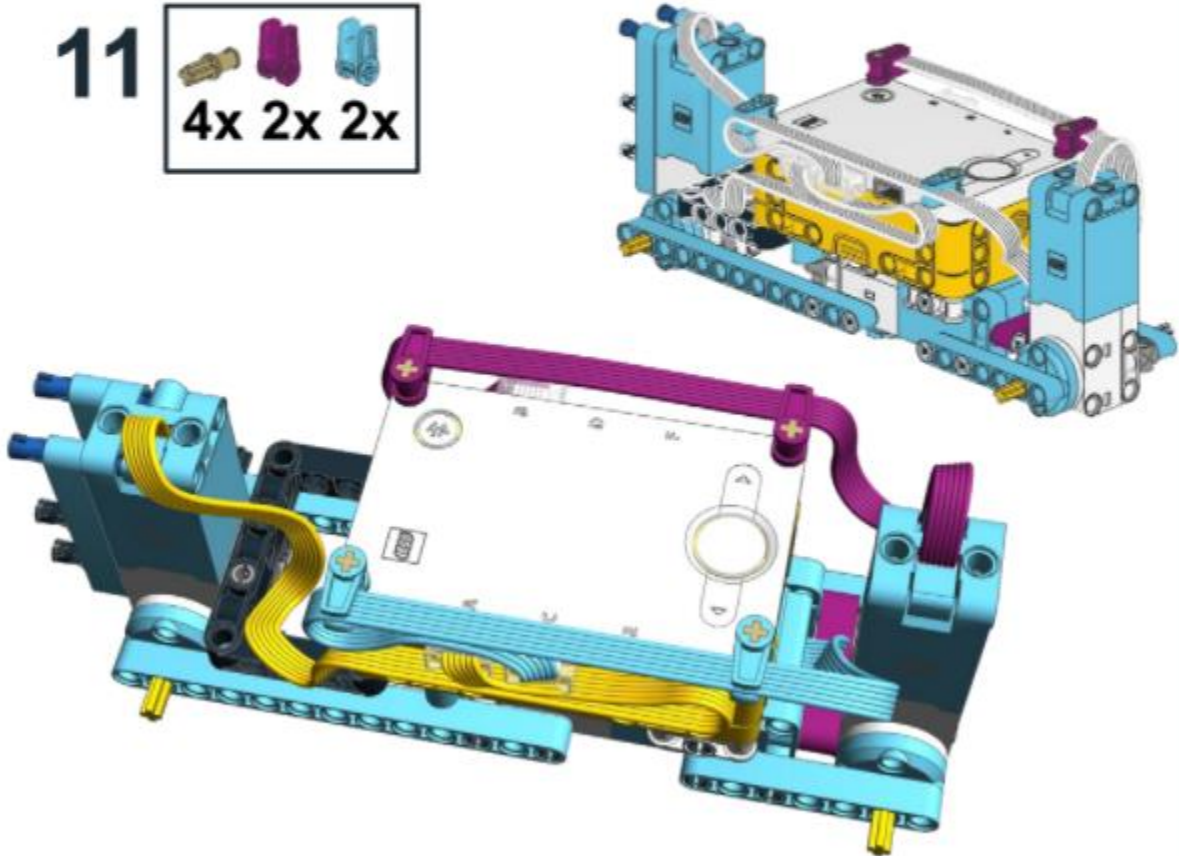
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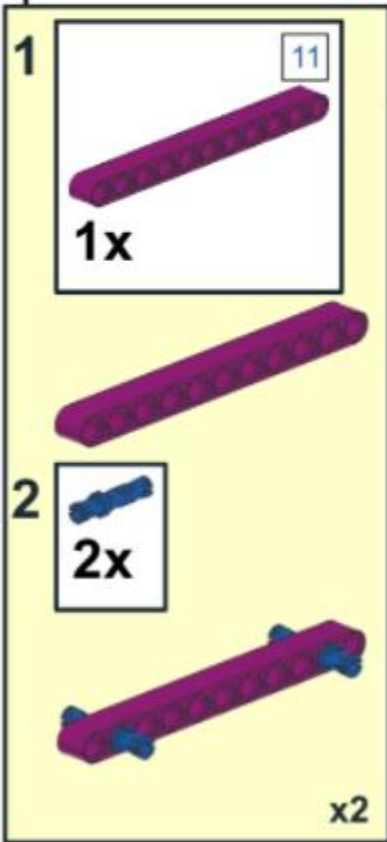
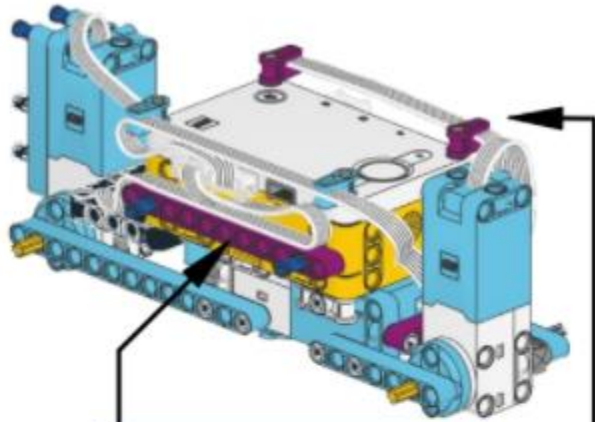
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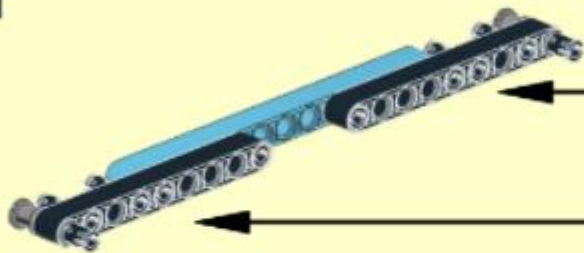
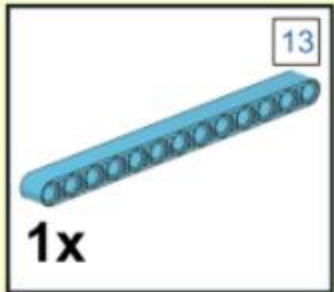
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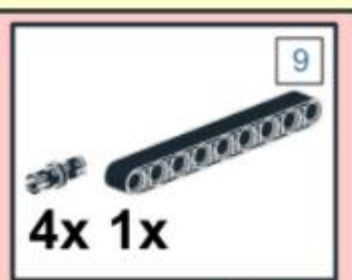
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1



1



2

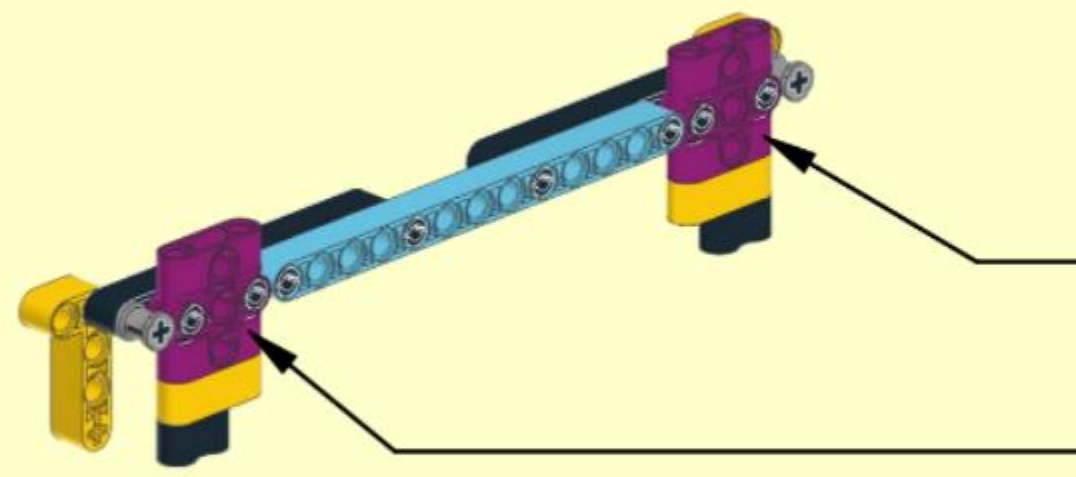


x2

2



3



1

1x 1x

1x 1x

2

3

1x 1x

3

1x

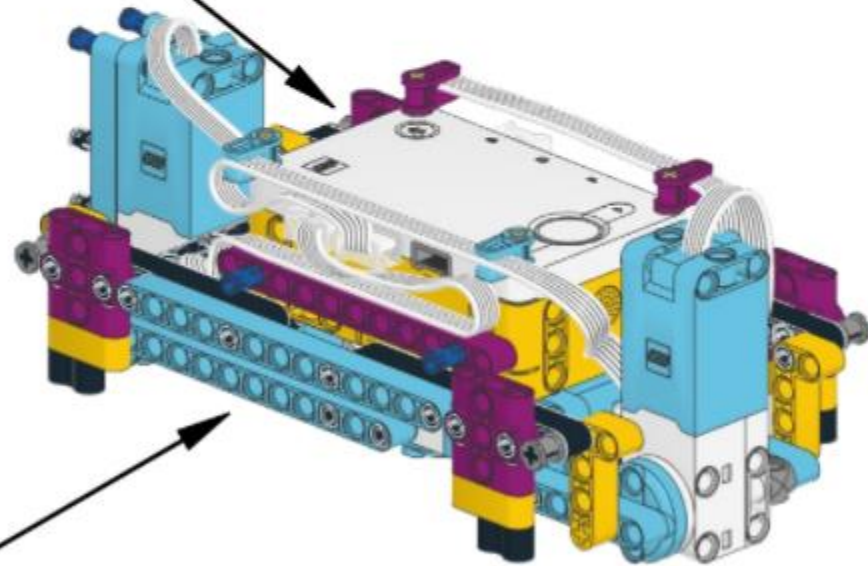
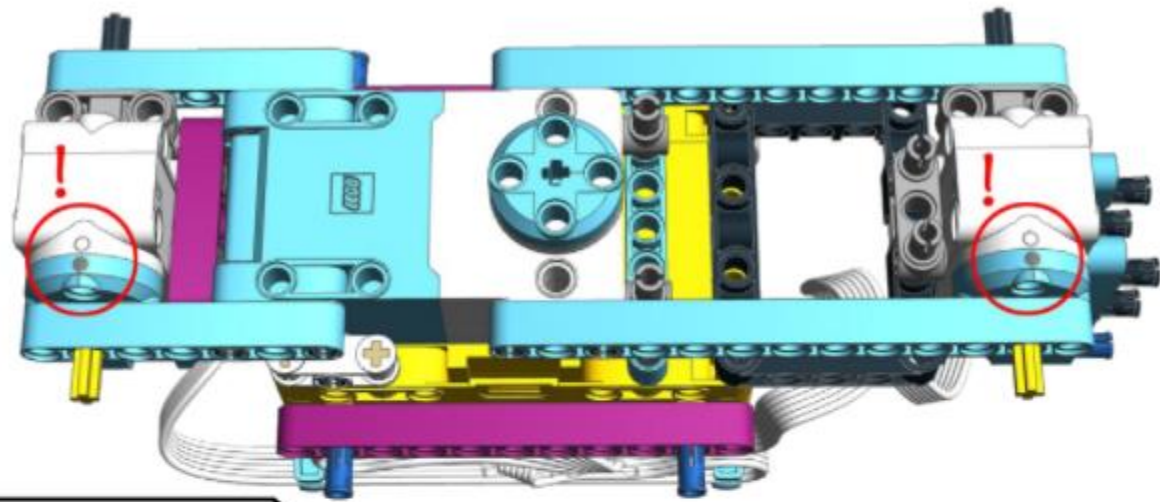
x2

x2

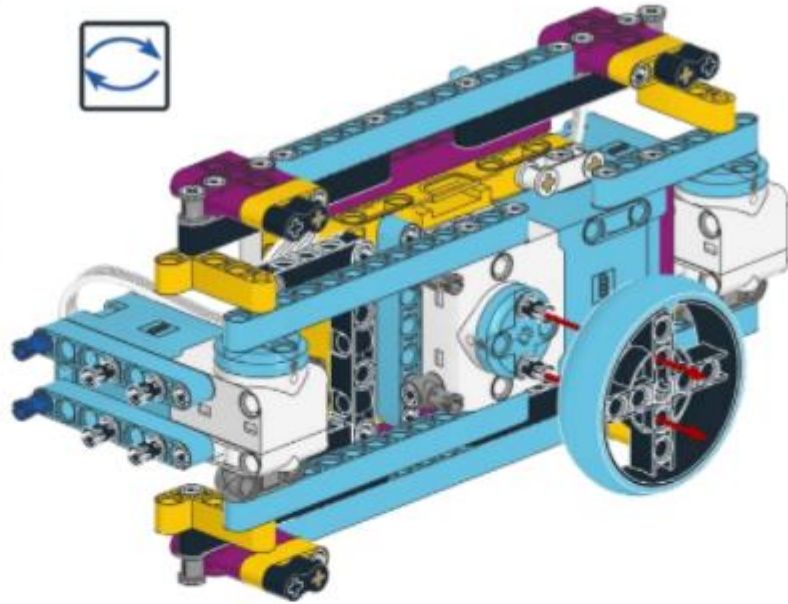
This block contains a vertical list of parts for step 3. It is organized into three numbered sections. Section 1 lists two pairs of parts: a grey axle and a purple 1x3 Technic brick with a hole, each with a quantity of 1x. Section 2 lists a yellow 1x3 Technic Technonut and a grey axle with a stop, each with a quantity of 1x. Section 3 lists a black 1x2 Technic Technonut with a quantity of 1x. At the bottom of the list is a purple and yellow sub-assembly with a quantity of x2. A separate x2 multiplier is located at the bottom right of the page.

x2

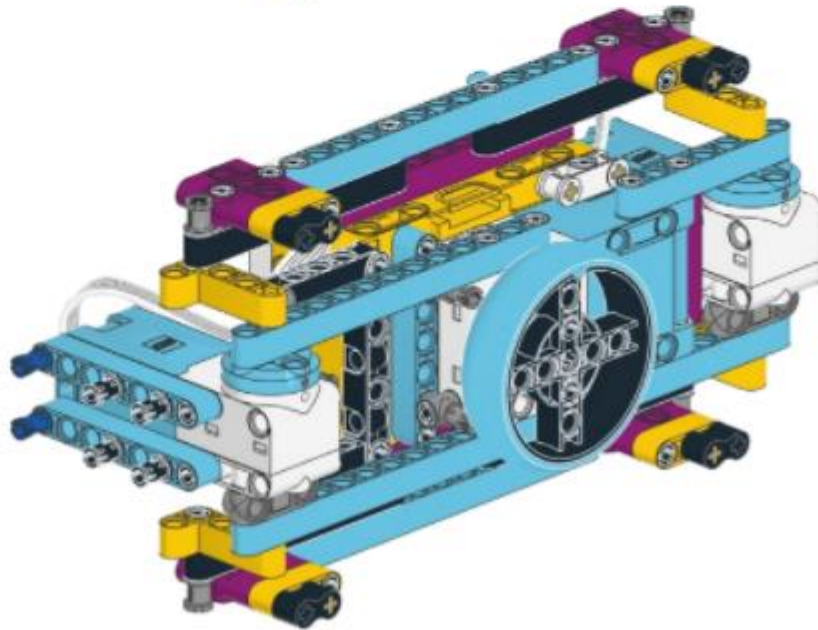
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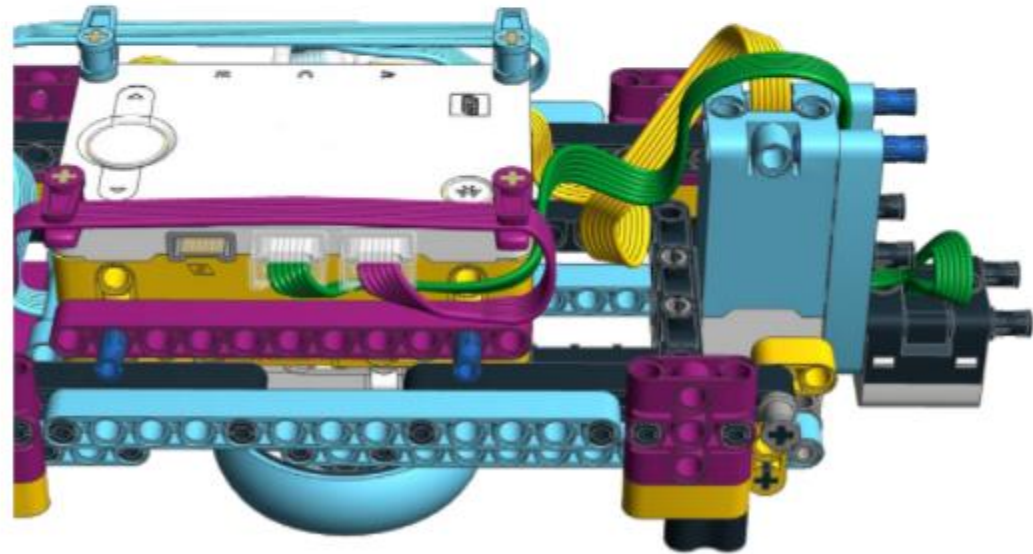
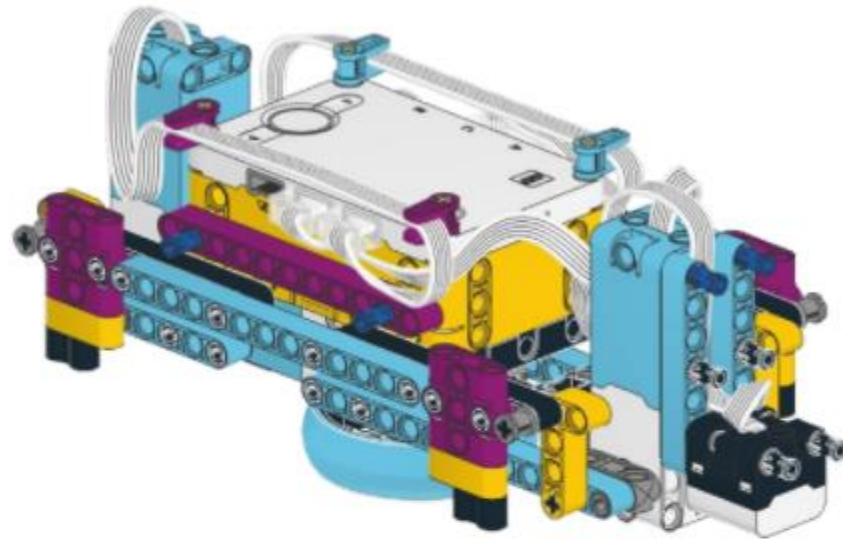
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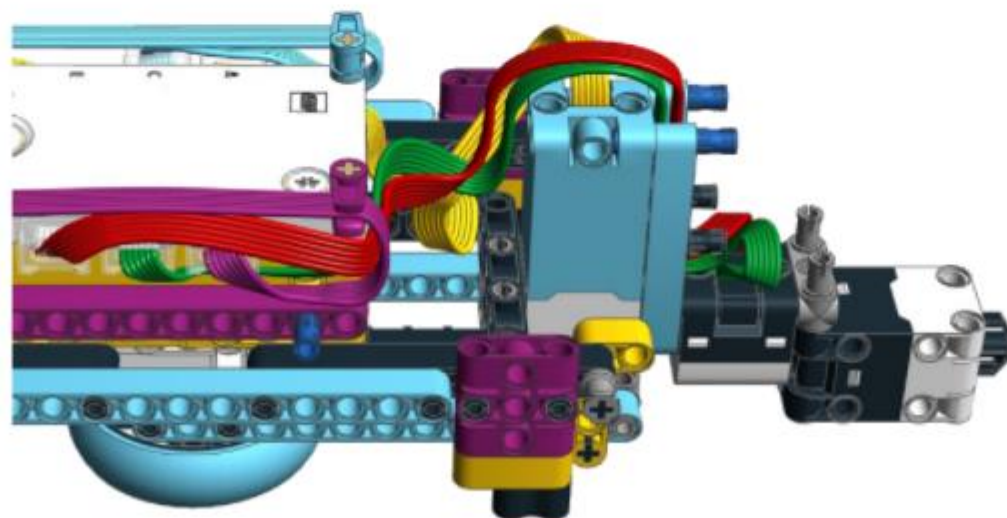
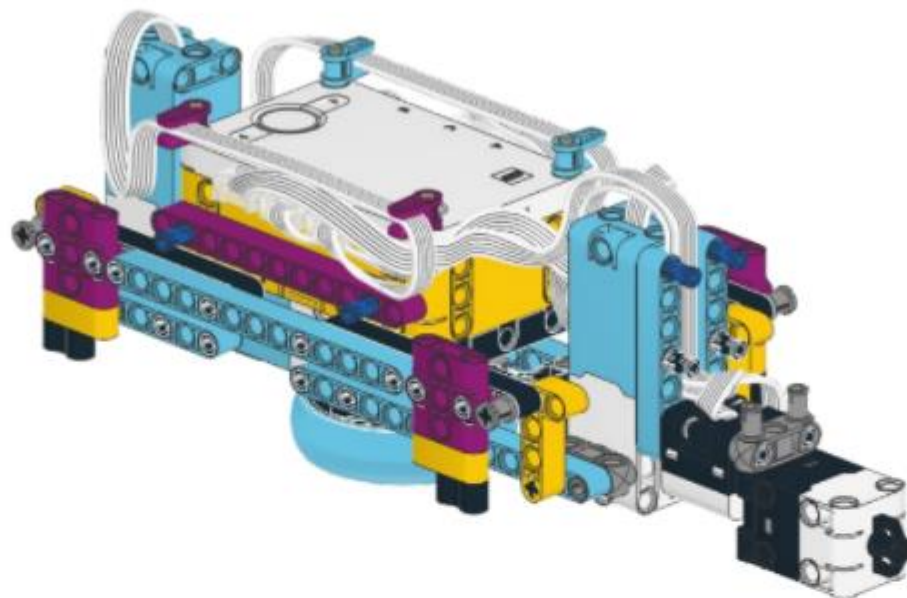
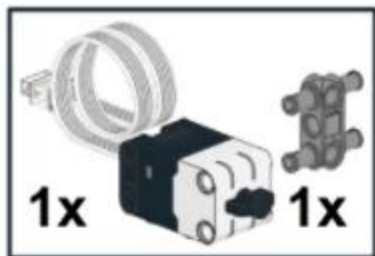
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16

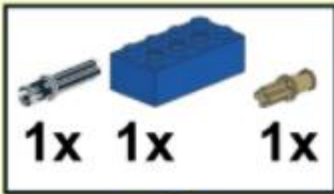


17




18


1




1x 1x 1x



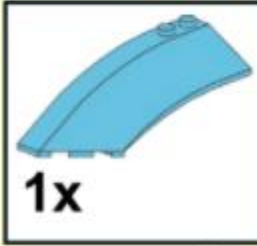
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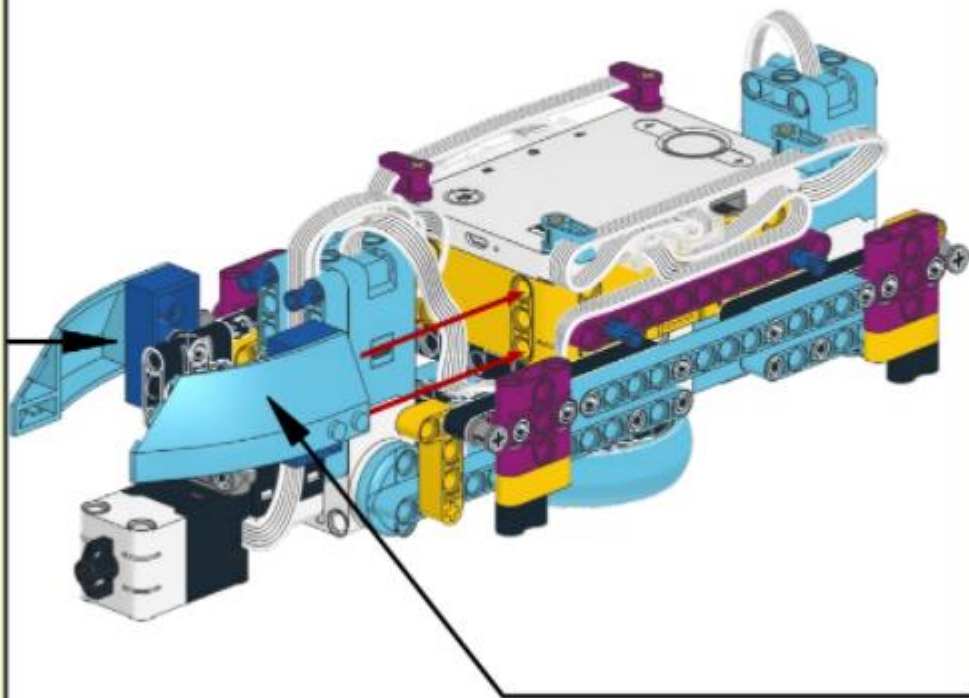
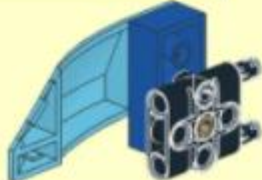
2x 1x



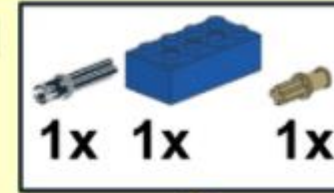
3




1x




1




1x 1x 1x



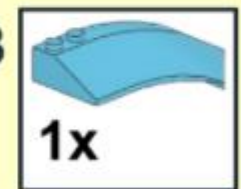
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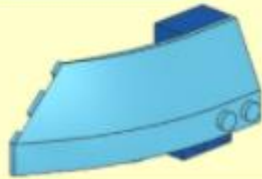
2x 1x



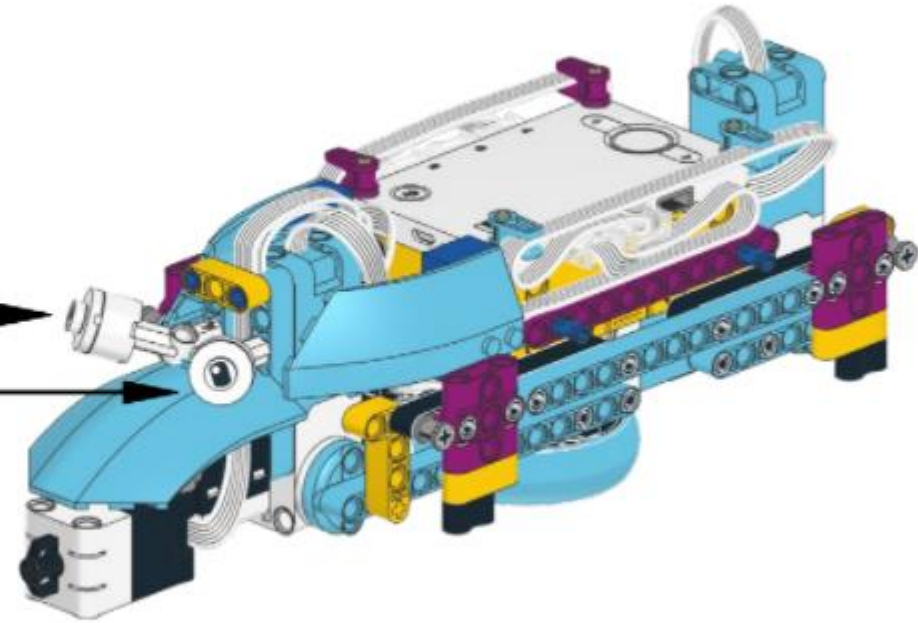
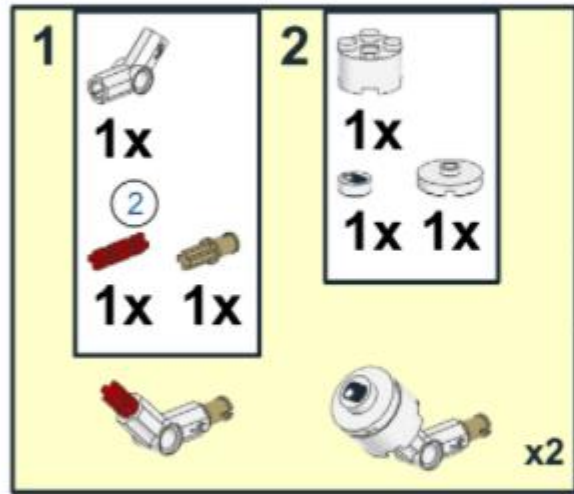
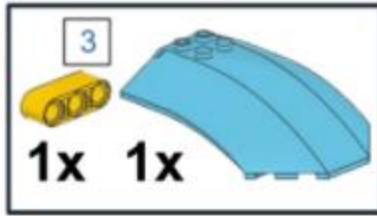
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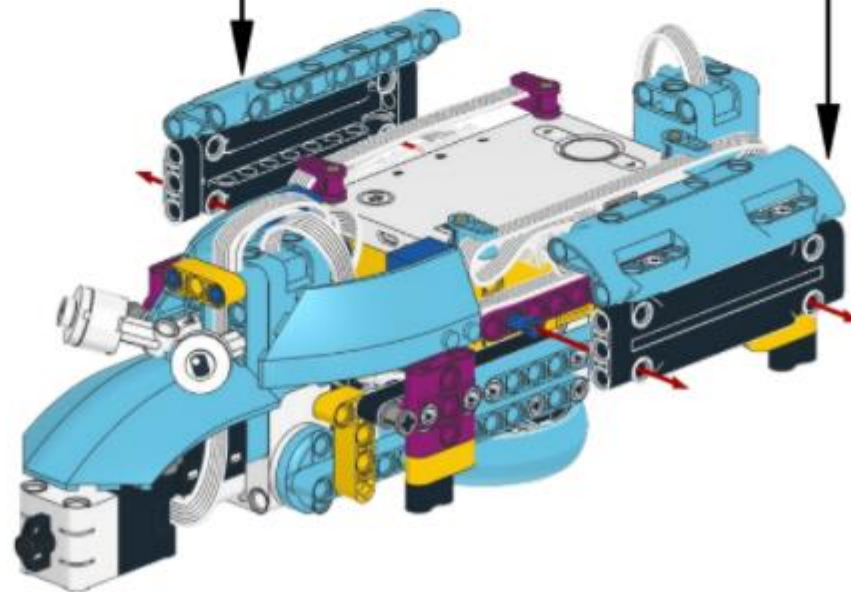
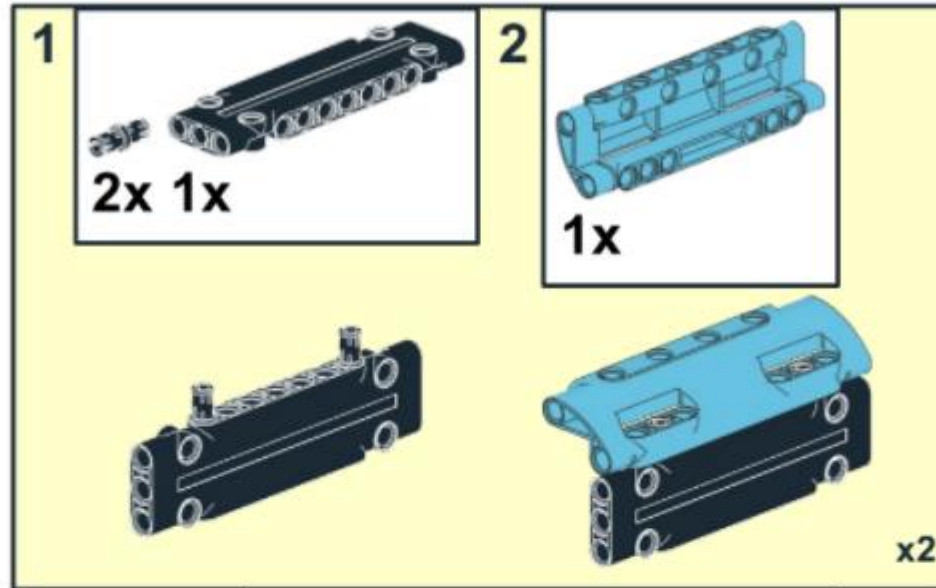
1x



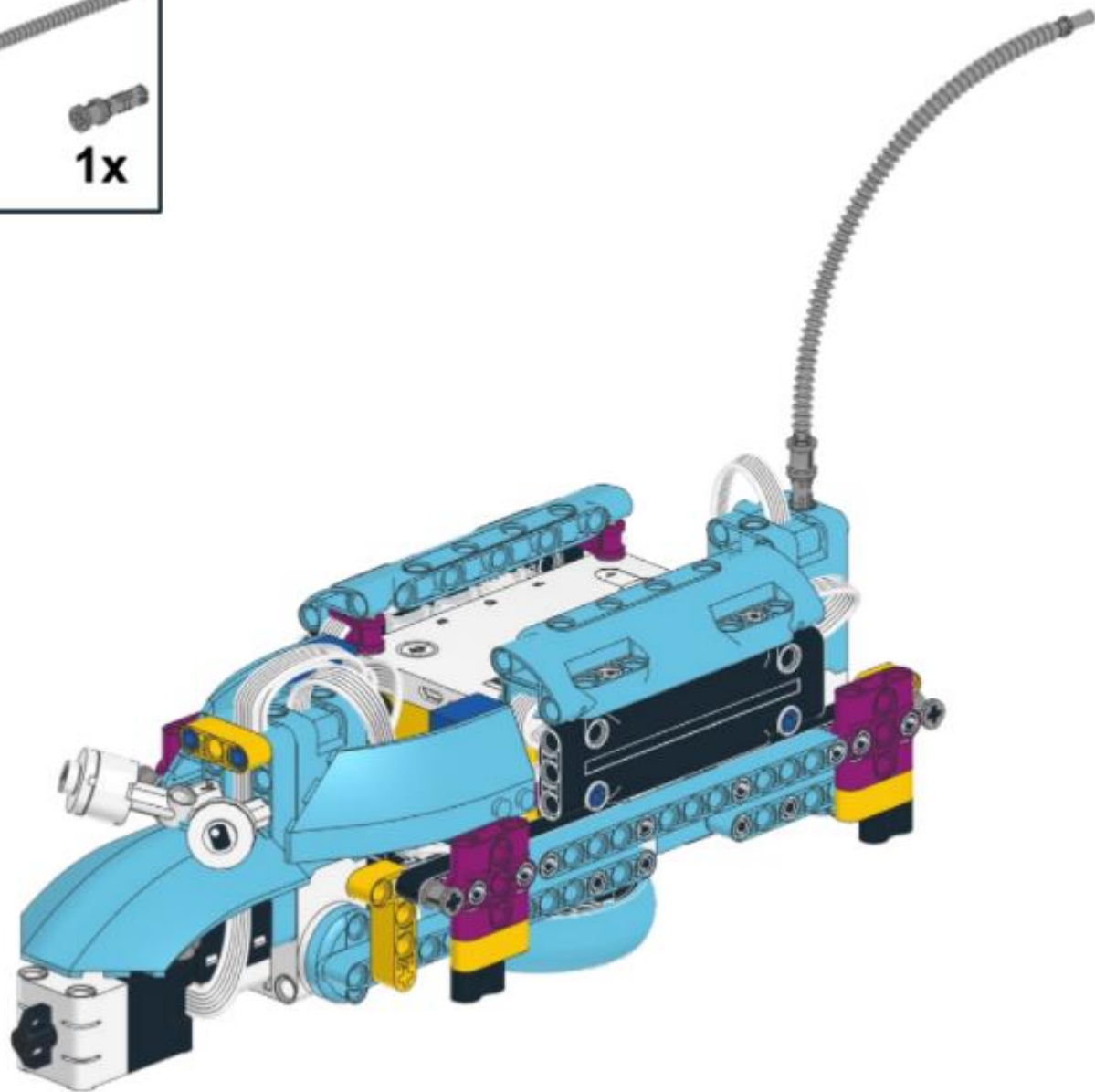
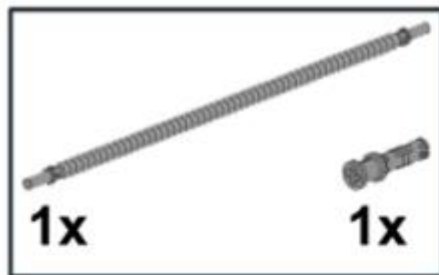
19



20



21



2x [Blue 1x3 brick] 2x [Black 1x6 Technic axle] 2x [Black 1x6 Technic axle with holes] 2x [Black 1x6 Technic axle with holes] 1x [Black 1x6 Technic axle with holes] 4x [Black 1x6 Technic axle with holes] 2x [Grey Technic axle] 2x [Grey Technic axle] 10x [Grey Technic axle] 60x [Grey Technic axle] 1x [Blue 1x3 wheel]

2x [Grey Technic axle] 1x [White 1x2 Technic axle] 2x [White 1x2 Technic axle] 2x [White 1x2 Technic axle] 2x [Yellow 1x2 Technic axle] 4x [Yellow 1x2 Technic axle] 5x [Yellow 1x2 Technic axle] 2x [Yellow 1x2 Technic axle] 2x [Red 1x2 Technic axle] 6x [Blue 1x2 Technic axle]

16x [Grey Technic axle] 2x [Grey Technic axle] 1x [White 1x2 Technic axle] 1x [White 1x2 Technic axle] 1x [White 1x2 Technic axle] 2x [Grey Technic axle] 2x [Grey Technic axle] 1x [Black 1x2 Technic axle]

4x [Black 1x2 Technic axle] 4x [Grey Technic axle] 4x [Grey Technic axle] 1x [Grey Technic axle] 2x [Grey Technic axle] 1x [Grey Technic axle] 4x [Purple 1x2 Technic axle] 2x [Purple 1x2 Technic axle] 2x [Purple 1x2 Technic axle] 1x [Purple 1x2 Technic axle]

2x [Blue 1x6 Technic axle] 2x [Blue 1x6 Technic axle] 4x [Blue 1x6 Technic axle] 5x [Blue 1x6 Technic axle] 1x [Blue 1x6 Technic axle] 1x [Blue 1x6 Technic axle]

1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle]

1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle] 1x [Black 1x2 Technic axle]

```

when program starts
  Init
  broadcast CheckNose
  forever
    if D reflection < Black %? then
      turn on [LED]
      C start motor
      wait until D reflection > Black %?
      C stop motor
    if D reflection > White %? then
      turn on [LED]
      C start motor
      wait until D reflection < White %?
      C stop motor
  turn on [LED]
  A+B run for 1 rotations

```

```

define Init
  set Center Button light to green
  set Black to 100
  set White to 0
  wait 1 seconds
  A+B set speed to 100 %
  A+B go shortest path to position 0
  C set speed to 10 %
  C run for 45 degrees
  broadcast Calibrate
  C run for 90 degrees
  stop other stacks
  set Diff to White - Black
  change Black by Diff / 3
  change White by Diff / -3

```

```

when I receive Calibrate
  forever
    if D reflection < Black %? then
      set Black to D reflected light
    if D reflection > White %? then
      set White to D reflected light

```

```

when I receive CheckNose
  wait until F is pressed?
  set Center Button light to red
  turn off pixels
  stop other stacks
  C+A+B stop motor
  A+B go shortest path to position 0
  play beep 83 for 0.2 seconds
  play beep 64 for 0.2 seconds
  stop all

```