

# FAN CLUB News 01/2003

Page 1

## LIST OF CONTENTS

TOPICAL - Page 2  
Tiger-Duck Club

REPORT - Page 3  
Club Dag of fischertechnik Club Nederland

MAILBOX- Pages 4+5 Great  
pictures of great fans

NEW - Page 6  
fischertechnik Novelties 2003

SUPPLEMENT Club  
Model No. 22

## Page 1: Editorial

Hi Fans,

in February we surpassed the magic number of 30,000 members. I wish you all sincerely welcome to our News 01/2003.

On page 2 we are presenting you with the "Model of the Year 2002" from the online gallery. With his motorised (!) pontoon, Siegfried Kloster has proved that fischertechnik is perfectly capable of floating. In addition to this we are introducing a fascinating project of the famous "Tiger-Duck Club", which is going to be of great interest to all those who like working out and building fiddly things: Adventure Future. Five of you will even have the opportunity to attend a TV recording session.

We have devoted Page 3 to the fischertechnik Club Nederland. The models presented there on "Clubday" are certainly most impressive.

As usual, Pages 4 and 5 are for the models you have developed yourselves in the mailbox. On the next page we are presenting this year's novelties: Power Tractor, E- Tee, Creative Box 1000, Micro Kits ... You're in for a surprise!

This time, the Club Model is something for computer freaks: the "PneuMobRob" - a pneumatic, mobile robot, like those that are really used: it picks up objects pneumatically and as a **DTS** (driverless transport system) carries them to a specific place using its sensors.

And now: we wish you lots of fun reading the News!

## Page 2: Topical

### New on the Internet

ONLINE-GALLERY - Model of the Year

Model of the Year 2002 is the Pontoon Boat by Siegfried Kloster. Siegfried will receive one of the last "Special 2000" construction kits.

Send us an email with you ideas for models! You then automatically take part in the selection and you get the chance of winning a mini-kit of your choice. You can find out exactly what you have to do at [www.fischertechnik.de](http://www.fischertechnik.de) under "Fan Club" > "Gallery".

ADVENTURE FUTURE (only for Germany)

Just imagine it was possible for you to reinvent the world! What would you change first of all? How would you like the future to be? In the Tiger-Duck Club's annual campaign "Adventure Future" you can dream up something new. Not only that, five young inventors from the fischertechnik Fan Club will be able to experience a live studio recording of the Tiger-Duck Club as members of the audience (see below). Furthermore, the Tiger-Duck Club is raffling off fischertechnik construction kits. And, if you are particularly smart, you can win a place in an Inventors' Workshop: two days with Artur Fischer. Not only did he invent fischertechnik in 1964, he has also patented more than 1000 other inventions.

What are you waiting for? Form a Future Team. Ask you friend, friends or you school class if they want to join in. There should be at least three of you; after all: the more the heads, the more the ideas. Now all you need is a sponsor who can help you if you have any problems you can't solve by yourselves. Sponsors have to meet only two requirements: they have to be at least 18 and have a computer with Internet access because all important information and registrations to the Adventure Future Project are to be found on the Internet at [www.tigerentenclub.de](http://www.tigerentenclub.de) or you can call the Tiger-Duck Club Hotline: 0138/1000. Or just watch the Tiger-Duck-Club on TV at 12.30 p.m. on ARD or from 3.30 p.m. on KI.KA every Sunday.

An invention is something which you create anew or which you alter or improve. The best inventions are often simple things. Did you know that Artur Fischer invented the flashlight cube because a photographer nearly set fire to his house when photographing his daughter using magnesium? Everything manmade that exists today was at some stage invented. But not everything was as successful and useful. Artur Fischer claims: "Inventions must benefit people". And that's why you should invent something yourself now. But don't start by trying to invent the whole world. Choose from one of the following seven subjects:

- Inventions: simply choose something which makes everyday life more pleasant or easier.
- Vehicles: How and with what should people move around in the future?
- Learning and School: What is school to be like in the future? What do you want to learn, which would make it fun?
- Nature and the Environment: In future, what should be better protected in nature?  
Towns and Villages: How would you build towns and villages in the future?
- Living: How should your future house look? What should the house be capable of?
- Living together: How would you rule your country so that all the people would be well and contented?

Once your Future Team knows what it wants to invent, take some photos or describe your ideas in detail and send all the information to the Tiger-Duck Club, Future Team, 0-70150 Stuttgart by April 15, 2003 at the latest. You will then have time until August 15 to build your inventions. You can get help from the Tiger-Duck Club and other clever people.

#### **Tiger-Duck Club live! - The Game**

You are between 10 and 12 years of age? Have you always wanted to know how television broadcasts is made? Five of you will have the opportunity to attend a recording session of the Tiger-Duck Club! Since the Tiger-Duck Club studio is in Goppingen, you should live fairly nearby because the journey will be organized by you or your parents.

What do you have to do to take part? It's very easy: write, fax or mail to us how many black stripes there are on a Tiger-Duck by 25/04/03:

fischertechnik FAN-CLUB  
Tigerentenclub Weinhalde  
14-18  
72178 Waldachtal

Fax: 07443/124591  
eMail: [info@fischertechnik.de](mailto:info@fischertechnik.de) (Re: Tigerentenclub)

The recording session will take place on the afternoon of 20/05/03 in Goppingen (near Stuttgart). The winners will be informed immediately in writing or by eMail or fax and will receive a video with information about the schedule of the studio recording to get them in the right mood.

#### **Trade Fair Schedule 2003**

This year we shall be exhibiting at the following trade fairs:

Suisse Toy	Bern/Switzerland	24.09.-28.09.03
Modell & Hobby	Leipzig	03.10.-05.10.03
Modellbau International	Vienna/Austria	23.10.-26.10.03
Modellbau Süd	Stuttgart	30.10.-02.11.03
SPS/IPC/Drives	Nuremberg	25.11.-27.11.03
Modellbauwelt	Hamburg	28.11.-30.11.03

Information subject to change, any alterations to be found at [www.fischertechnik.de](http://www.fischertechnik.de)

We shall look forward to you visit!

### **Page 3: Report**

#### **fischertechnik Club Nederland**

On 09.11.02 the traditional "Club Day" of the Dutch fischertechnik Club took place in Schoonhoven (near Utrecht); it was a fantastic occasion with loads of ingenious models that even cause experts to go into raptures. In addition to the exhibition of models, which attracted numerous visitors, a robot competition took place. Mobile and bionic robots had to overcome a course of obstacles as fast as possible; it was timed by means of a photoelectric barrier. Of course, there was also enough time to chat with the specialists and exchange tips and tricks.

Club Day 2003 will take place on 08.11.03 in the "Tonzaal de Overkant", Wal 34 in Schoonhoven.

### **Pages 4/5: Mailbox**

Again we want to thank all of those who sent in photos of fischertechnik models they thought up themselves. You will find more ideas in the "Gallery" at: [www.fischertechnik.de](http://www.fischertechnik.de)

### **Page 6: News**

The 2003 fischertechnik Novelties

The biggest toy fair in the world takes place every year in late January early February in Nuremberg and it is tradition for us to present the Novelties of the Year.

This season we have again dreamt up some super new things for you. Let's start with the

#### **MICRO KITS:**

Micro Kits are small construction kits to suit your pocket money - suitable from 7 years on and packed in cubes! From April on, three models will be available in three different categories:

VEHICLES - Pick-Up, truck and sports car

PLANES - parasol monoplane, biplane and helicopter

TOOLS - drill, screw vice, vice.

#### **CREATIVE BOX 1000 (91082)**

A wish expressed by you on many occasions for a construction kit with lots of parts to enable you to build your own models, has now been fulfilled: the Creative Box 1000 contains no building instructions, but it does contain more than 600 parts from the current fischertechnik program. So there are now (almost) no limits to your imagination!

To give the parts a suitable "home", they are supplied in the sturdy "Box 1000" with 8 sorting compartments, 16 partitions to structure it and the large 390x270 mm construction base plate as a practical cover.

The "Creative Box 1000" will be available in the autumn.

#### **POWER TRACTORS (91079)**

Agriculture and Forestry - you can experience this technically most interesting topic yourselves from this autumn on with "Power Tractors"!

This construction kit containing over 550 parts (including "real" tractor profile tires with the large 45 hub that came into use on the big trucks in the Eighties), will make it possible to build 12 models:

Tractor  
with the following optional equipment:  
Single axle trailer  
Hay cart  
Hay tedder  
Potato digger

Can be motorized using up to two "Mini Motor Sets". And, for even more fun when playing, it naturally comes with the "IR Control Set" remote control and the "Accu Set" power supply.

Forest tractor  
with the following optional equipment:  
twin axle trailer  
tandem trailer  
timber grab

Can be motorized by using a "Mini Motor Set" for the steering and the "Power Motor Set" as motorized drive. Here also, the "IR Control Set" and "Accu Set" can be built into the model.

Small agricultural truck with dumper

Accessories as for forest tractor

Small tractor with single axle trailer

Tractor with front flat loading area

It is not possible to motorize these two models.

Of course, no limits are set to your imagination here. There are innumerable additional devices that you can build using a few additional parts, e.g. liquid manure spreader, crane superstructure.

### **PROFI E-TEC (91083)**

In the autumn electrical engineering will be returning to the fischertechnik program! With "E-Tec" you can find out for yourselves how electrical power circuits work, what relays are and lots more. The accompanying booklet gives you clear explanations of the principles according to which the models work.

Using over 350 pieces, you can build 12 different models with "E-Tec".

For instance, electrical power circuits are explained to you using the following models: torch; refrigerator light (this happens to also answer the question "is the light always on in the fridge?"); stairway lighting (How is it possible to turn the light on at the bottom and off at the top?); lift (explains the structure and function of the pole changing switch), and with the continuity checker you can check if there is current flowing through a wire.

Using a traffic light control model and a model tower with a blinking light, e.g. like those used for security in air traffic you can find out how time controls work via a drum switch.

And finally, with a new, magic box you can delve into the basic principles of modern electronics: the "Controller Construction Kit" can control a motor via three inputs (left, right, and stop). Furthermore, four little switches on the upper side of a component make it possible to access eight permanently stored programs for controlling your model.

This enables you, for instance, to build a safe with an alarm system, a garage door or an automatic multi-storey car park barrier.

In view of the fact that the development of these novelties is not yet completed, some major alterations may still take place.

This year's phase-out models are "Harbor Cranes" (30201), "Profj Sensoric" (30491) and the "Mobile Steam Engine" (16555); they are available as long as stocks last.

### **Pages 7/8 FAN-CLUB Model No. 22 "MPR - Mobile Pneumatic Robot"**

This time we have developed a computing model for you, just like those used in industry: the MPR is based on the trace detector from "Mobile Robots II" and some parts from "Pneumatic Robots".

The model can pick up objects (e.g. table tennis balls) with a pneumatic grab and transport them from a starting point to a destination by following a black line. This is facilitated by the photo transistor. These components can differentiate light intensity, e.g. the difference between black and white. A line fixed to a light background with black sticking tape is sufficient for the photo transistor to find its way.

Driverless transport systems (DTS) used in car production follow this principle, whereby all kinds of vehicle components or complete cars move around the production hall as if by magic.

If you happen to have version 2.10 or 2.12 of the "Intelligent Interface" (recognisable from a sticker on the chip), you require the following parts, available from our sales partner, Knobloch GmbH (Tel. 06731/44005, [www.knobloch-gmbh.de](http://www.knobloch-gmbh.de)) in a bag: 2 x Diode 1N4001, 2 x flat red bush/socket (31254) and a flat green plug (31336). You have to connect these as instructed in the box on the right next to the wiring diagram.

If the magnetic valves are connected as in our wiring diagram, attention must be paid to the following in LLWin for controls: Valve 1 corresponds to the right-hand motor, valve 2 to the left-hand motor. The LLWin program component must be left on "Motor".

The LLWin program for the MPR and more detailed information on the diode switch is available as a file on our homepage: [www.fischertechnik.de](http://www.fischertechnik.de) under "Computing" > "Software".