

## Fan Club News 02/2004

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Club Model no. 25

Dear Fans

Welcome to the new FAN CLUB News! This is really new. We have created a totally new page for you -our "Action Corner" on page 5. Here you can really go into action, looking for mistakes and taking a discovery tour. Will you find all the mistakes? You can even win something in the "Picture Block Game!" Can you guess the solution word? All correct entries will be eligible for a raffle of 5 brand-new Universal II construction kits. So, sharpen your pencils and get started!

But first, let's go back to the beginning. On page 2 you will learn about our virtual fischertechnik game that is already waiting for eager players on our Home Page. Also, please take note of the dates of our shows and special sales because we will no longer be sending out mailings with this information.

On page 3 you will learn how six female students took the first prize in a fischertechnik robot contest. As usual, our mail box is on page 4 with all the great models for you to see. Is your picture also there? Take a look!

Again, our 25<sup>th</sup> Fan Club model is really something special- a car ramp with switch and gear wheel figure. So, have fun reading and browsing through our Fall News!

Regards.  
Bianca

#### **Page 2:**

##### **Latest News**

Great new online game

The press from our brand-new Universal I1 construction kit is now available online for you to try. Not only can you look at it, but you can also play with it right away. How? We have designed a game around the press for testing purposes. And where will you find it? On our homepage is the "Fisherman's Press" game. Have a look. It will take a little practice. So don't give up right away.

How to play:

The object of the game is to produce as many funny fish as possible. To do this, you first have to put the press together in order to start production. Pay close attention to the timer, because the time starts as soon as you select the first component.

As soon as you have put the press together, the fun can start. The components are carried to the press where you have to press them in the right place. The better you do, the more points you get.

A display will appear in the upper part of the screen to indicate how much material you still have. When it becomes red, you should think about a refill. You can fill up from the pumps on the back of the machine. You have to turn it to get to the material. This will cost you time and points. Your "Assistant" will always give you important and useful tips. So, make sure to fill up your supplies on time to prevent the production from stopping and to avoid damage to the machine. If you fill up too early, you will lose valuable points. This could cost you your place in the high score. A total count will be made when the time is over.

Your fischertechnik team wishes you a lot of fun!!!

Background:

"Fisherman's Press" is a three-dimensional game based on real time calculations. In other words, if you turn the press, you will not see a prepared film, but rather the images will be calculated at the same time. You can turn the press as you wish and look at it from all sides.

The game was developed as part of a thesis by Christine Hofer, with the support of the Stuttgart Media University ([www.hdm-stuttgart.de](http://www.hdm-stuttgart.de)) the Marketing e-Business/internet Division of the fischer Group, and Rolf Hauger, who managed the project.

Novelties:

The universal genie, Universal II, the ultimate technology construction kit "Profi Mechanic and Static" and the new fischertechnik computing generation with the ROBO Mobile Set, ROBO Pro Software, ROBO Interface, ROBO I/O Extension and ROBO RF data link articles are now available. Have fun with the new boxes! We look forward to receiving your feedback and pictures of your models!

The 10 most interesting questions for fischertechnik

We are looking for the 10 most interesting questions for fischertechnik. What is it that you always wanted to know from or about fischertechnik? It doesn't matter if it has to do with our products or somebody who works here (a developer, model builder, manager, etc.). Send us your questions by post or by e-mail. Some of the funniest, best, most unusual, etc. will be published in our next Fan Club News. We are already curious about what you will ask!

### Page 3:

Technology

#### 1. Place in the Robot Contest

On July 17, 2004 six female students from the Information Technology Course of the Secondary School in Rees, Germany participated in the third Robot Contest of the Dortmund Vocational School. Dr. Bernd Aschendorf was responsible for the management and organisation of the event. The girls won first place with their model "Scooby-doo." Mr Haizmann, fischertechnik's Sales Manager, awarded the girls an additional prize to show his appreciation for their work and for the model.

In about 30 hours on 14 afternoons, the girls built and programmed an industrial robot with seats on its arm. The special thing is that the passengers can define and enter the movements of the robot in the control program themselves before the trip.

Dr. Bernd Aschendorf got the idea for the contest as he discovered a carousel in an amusement park that is considered to be a world first in its original form.

There was, however, no photo of the original robot -only a functional description. This required a lot of imagination in addition to the construction and programming tasks. Some of the programming technology required for the project is taught only in grade 9 in the Rees Secondary School. These 8-grade students had to get ahead of their studies.

The movements of the model are controlled by 4 motors. The first motor turns the entire model in 45-degree steps up to 180 degrees. The second motor swivels the robot arm upwards and downwards. A third motor allows seats to be swiveled back and forth, or to be rotated in a circle. The fourth motor turns the entire seating arrangement downwards in two steps of up to 90 degrees. The "passengers" can then rotate while standing on their heads.

The control of the model is very flexible. The "passenger" can enter the desired robot movements, the frequency and speed.

The rotation and swivel element is based on the fischertechnik "welding robot" model (from the industrial robot line). But the worm drive used was too slow for a carousel, and was therefore replaced by a faster, direct rack and pinion drive.

The platform with the rotating seats that can also be turned upside down was developed by the team itself.

The Third Meeting of the ft Convention in Morshausen

On September 18 the long awaited ft Convention was held again. As in the previous year, the meeting was held in the M6rshausen Community Centre near Homberg in the German State of Hesse.

This is the third time the ft Convention has been held. The corner stone for the convention was laid by the Dutch fischertechnik Club for which this event has become rather a tradition.

By the way, the "Club Day" will meet in Schoonhoven, near Utrecht, on November 6, 2004.

The meeting, with its remarkable and impressive exhibitions (see pictures), was a smashing success. Different technical models including a combine harvester, a kiln, a power tower, break dancer, or rocket station were exhibited. Once again, great ideas!

But since the convention was open "only" from 10h00 to 17h00 and the time seemed to fly by too fast for most of the participants, a suggestion for a "ft Convention Weekend" was made in our forum. Maybe this idea will soon be a reality?

On this note -until the next convention in 2005!

You can get more information on the ft Convention at [www.ftcommunity.de](http://www.ftcommunity.de)

Picture: Mars Rover.

Mars Rover by Jens Mewes. This model is a reproduction of the Mars Rover on a scale of 2: 1. The drive is identical to the original with six independent drive motors and six motors for the steering. A special bonus is the remote control developed by Jens himself and the live camera image that is transmitted by radio waves.

Picture: 6-axle robot.

This 6-axle robot by Frank Unde has a workspace like that of the smaller Profi industrial robot.

Picture: Kiln.

The kiln by Uwe Schmejkal is a "pusher" furnace. The blocks are set up from behind and "pushed" into the furnace with a block presser.

Picture: Hexapod.

In the fischertechnik hexapod by Martin Romann, a functioning unit that can perform the finest movements with astounding accuracy is composed of frames, a cable winch and a platform.

Picture: Flight simulator.

"FluSi 3" flight simulator by Markus Mack. Using a joystick, the visitor can control a plane on the screen that flies through a 3D landscape while the fischertechnik model makes the same movements. The plane is an imitation of a Cessna Skyhawk.

**Page 4:**

Mail Box

**Page 5:**

Action Corner

**Labyrinth**

In spite of the flying leaves and dead ends, our little friend still wants to find a free spot on the bench. Will you help him? Have fun!

### **Finding the mistakes**

Fifteen mistakes have crept into the picture on the right!! Can you find them all?  
Ready, get set, go!

### **Picture Blocks**

Puzzle fun with fischertechnik.

Just send us a postcard with sufficient postage or an e-mail by December 15, 2004 with the correct solution word, and with a bit of luck you can win one of five brand new Universal 11 construction kits valued at €59.90 each.

Winners will be notified in writing. All decisions shall be final and cannot be disputed legally.

Take a look at the little picture cut-outs. In which strip of the larger picture can you find it? The strips are numbered from 1 to 11. These numbers should help you to assign the letters that are under the small picture cutout to the corresponding strip. There is a letter under the picture cut-out.

Place it in the little box with the number of the corresponding picture strip in which you discovered the picture section. When you're finished, you will be able to read the solution word.

### **Page 6:**

Report

#### **Science Summer in Stuttgart: Large crowd at fischertechnik**

Despite the bad fall weather, there was a large crowd at our fischertechnik day on Sunday. Constant rain and the local fair could not keep all the technology fans from visiting the Science Summer in Stuttgart. The action tent at fischertechnik was already crowded before noon.

Above all, the younger visitors crowded into the fischertechnik games gallery and the simulation models, and waited in a long queue for the bulldozer race.

But it was not only the younger people who were surprised by the 2.90-metre-high freefall tower or the Ferris wheel from fischertechnik, constructed by Wilhelm Brickwedde Sr. and Wilhelm Brickwedde Jr.

The team from the Cologne Vocational School also had a treat for the eyes. Two students presented a camera and a microscope from fischertechnik components. Dr. Bernd Aschendorf of the Dortmund Vocational School demonstrated the youth research project and the robot cub, proving that fischertechnik's construction possibilities are never exhausted.

### **Page 7:**

#### **Fan Club Model no. 25 "Car Ramp with Switch and Gear Wheel Figure"**

The motor-driven sculptures of wire and sheet metal by Swiss artist Jean Tinguely served as an archetype for this model constructed from the contents of the Universal construction kit and the new Profi Mechanic + Static. The "kinetic mechanisms" must seem a bit unusual for some of you, but everything is concealed in the mechanism behind it.

A worm drive allows the auto hoist to be wound up manually. At the top, the car can then be released by itself and roll over the ramp to the rocker, which will tilt forward under the weight of the car. This will cause the car to roll against a roll axis, which will finally fall on the diagonal axis that lies behind it. This contact, which is referred to as a "switch," will cause the motor to be powered by electricity. A planetary gear, bevel gears and further gear ratios ultimately provide for the many movements of the fantasy figure.

Have fun building the "machine that nobody needs!"