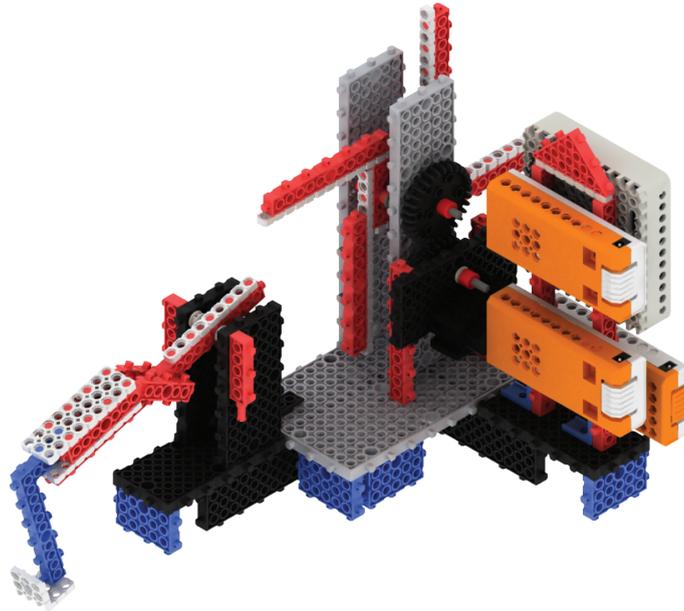
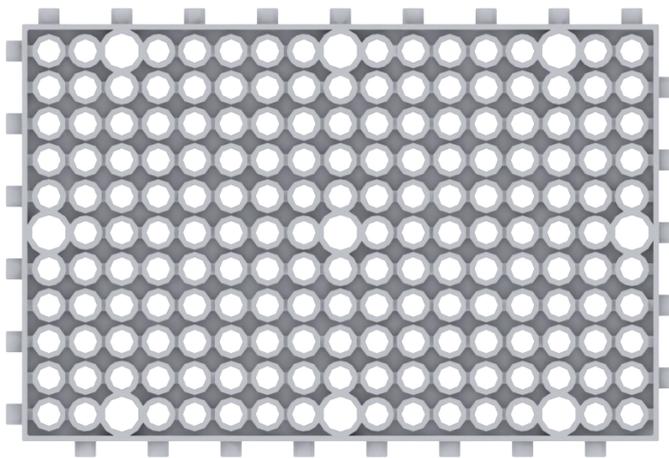




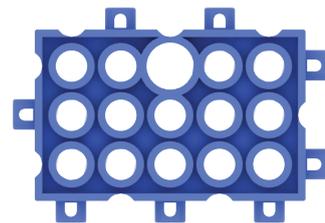
24 Watermill



Piezas



Bloque 11x17 (1)



Bloque 3x5 (4)



Bloque N 1x5 (4)



Bloque N 1x7 (1)



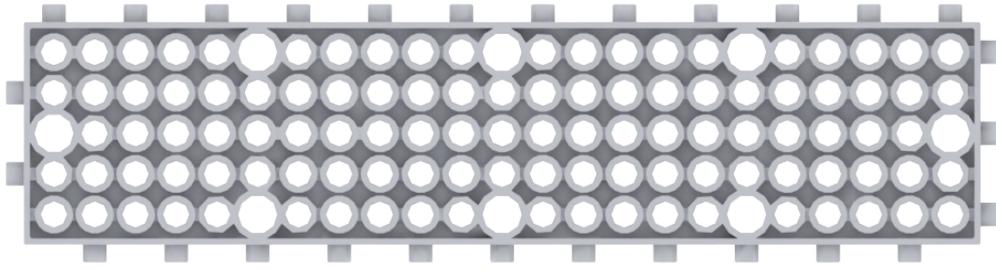
Bloque N 3x9 (2)



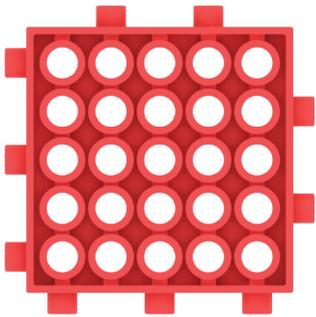
Bloque N 1x9 (1)



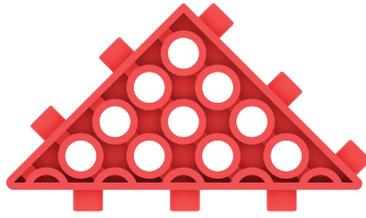
Bloque N 1x11 (4)



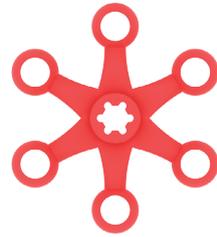
Bloque 5x23 (2)



Bloque 5x5 (1)



Bloque triangular (1)



Engranaje básico (1)



Bloque 1x11 (6)



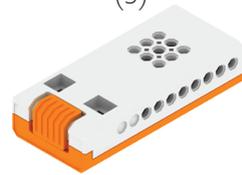
Cable de Conexión (3)



Adaptador L 3x4 (1)



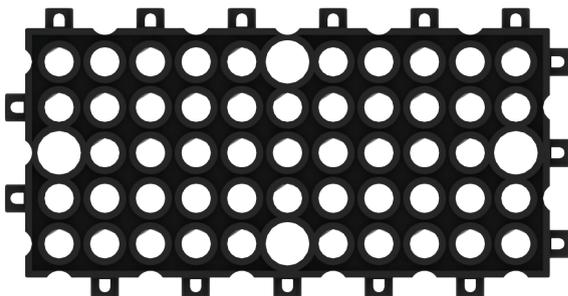
Motor 2 (1)



Portapilas o portabaterías 1 (1)



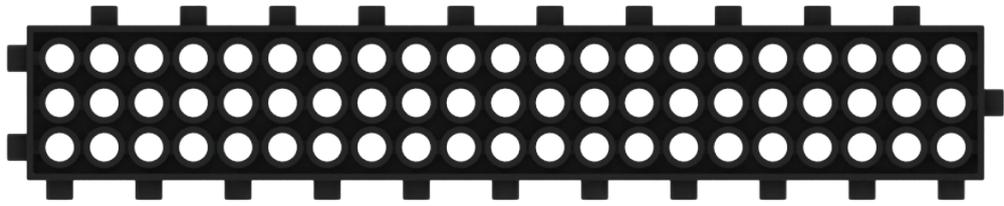
Portapilas o portabaterías 2 (2)



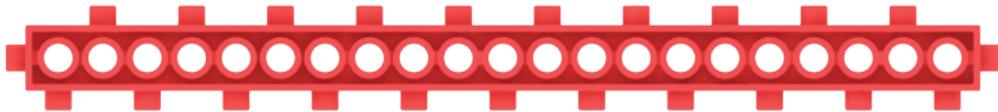
Bloque 5x11 (5)



Placa base (1)



Bloque 3x21 (2)



Bloque 1x21 (3)



Engranaje L (1)



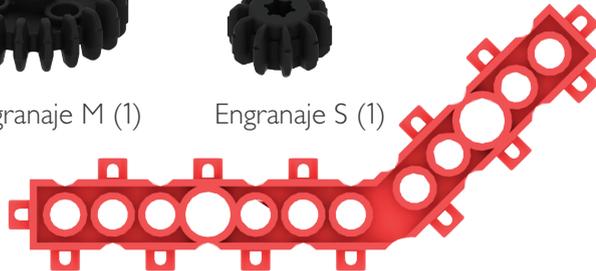
Engranaje M (1)



Engranaje S (1)



Bloque con eje (2)



Bloque 135 ° (2)



Eje S (1)



Bloque de unión 2 (1)



Eje M (1)



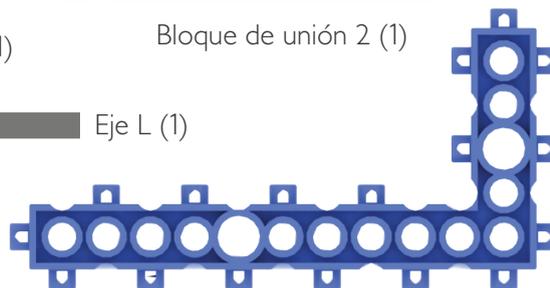
Eje L (1)



Goma de eje roja (6)



Arandela (12)



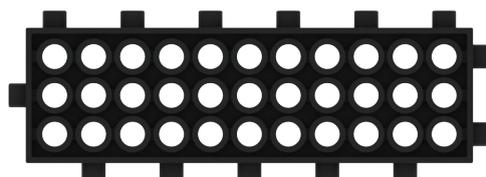
Bloque 90 ° (1)



Conector de eje (2)

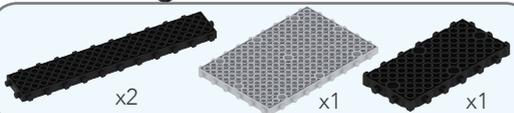
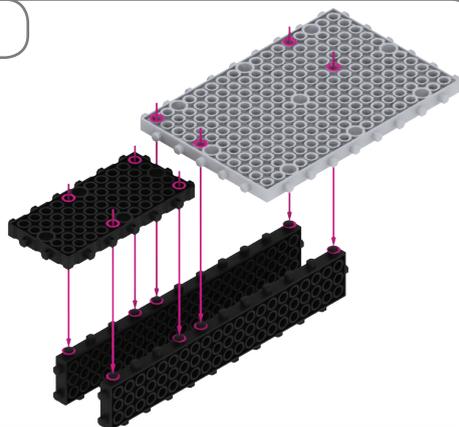


Adaptador L (2)

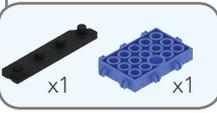
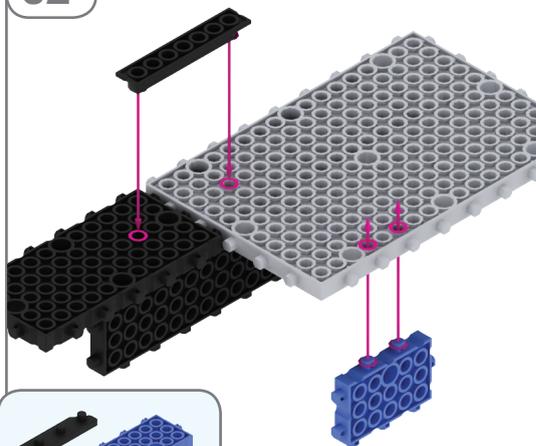


Bloque 3x11 (2)

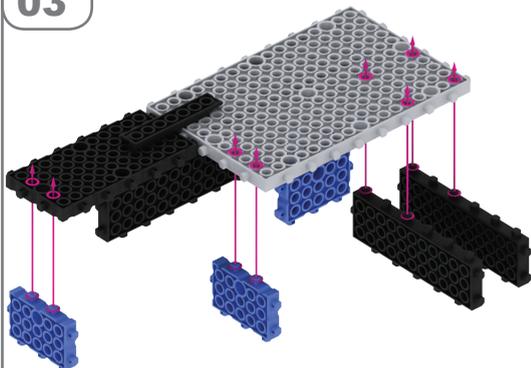
01



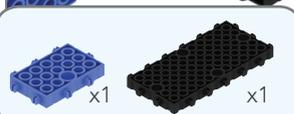
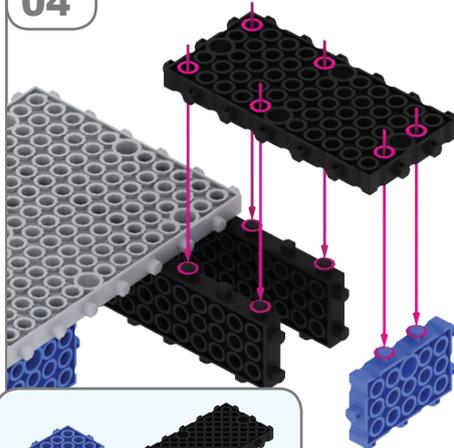
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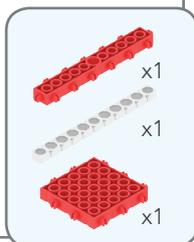
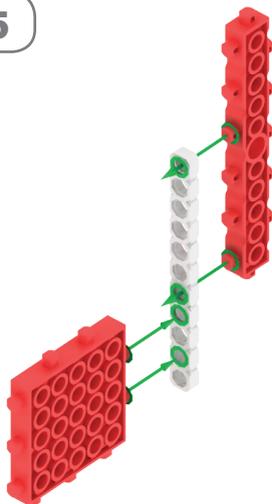
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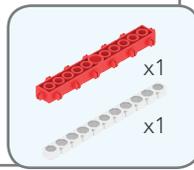
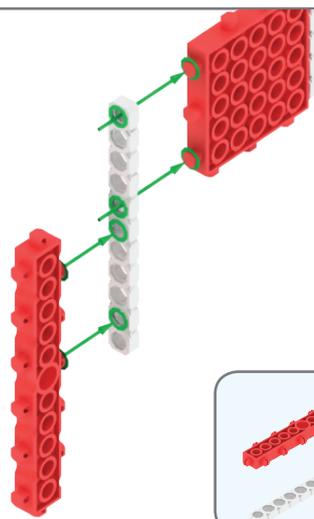
04



05



06



07

x2
x2

08

x4

09

x2 x2 x1

10

x1 x2

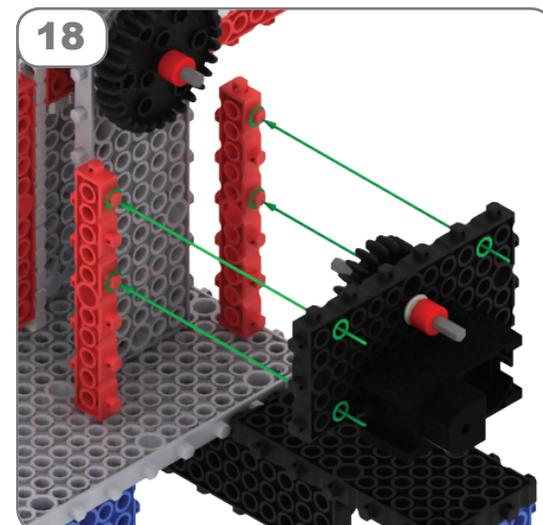
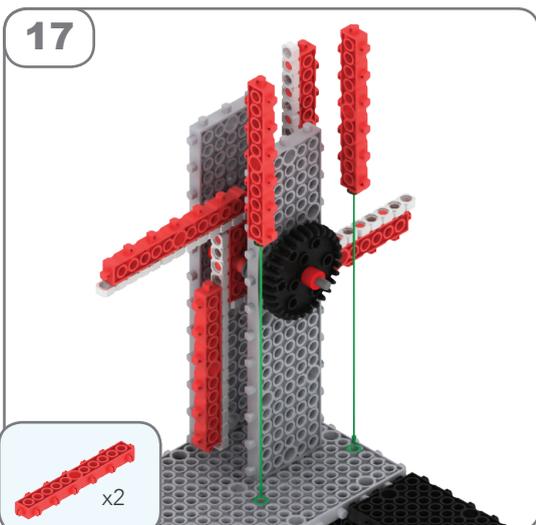
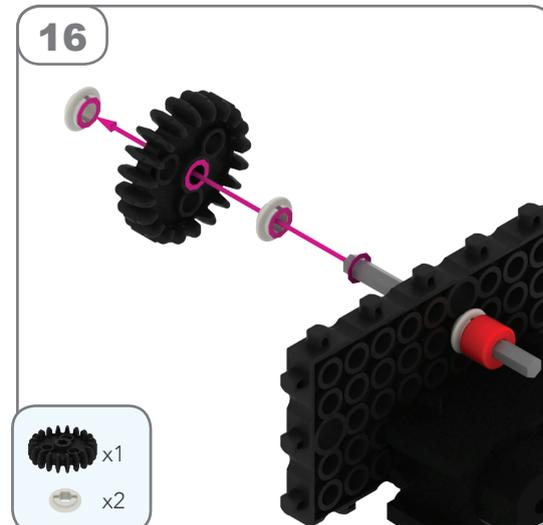
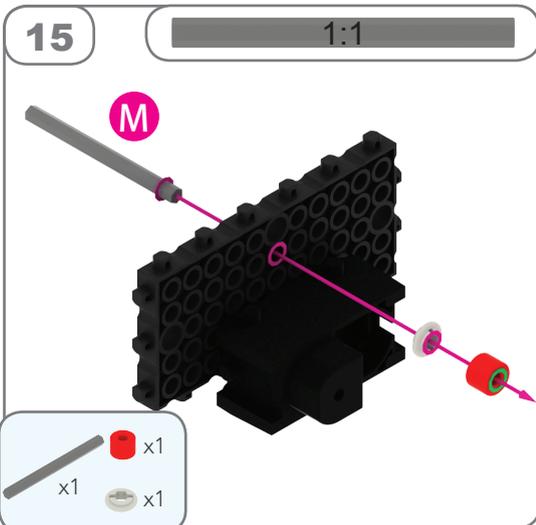
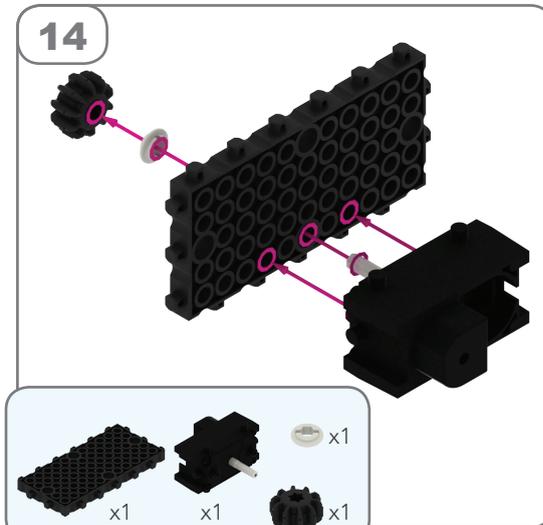
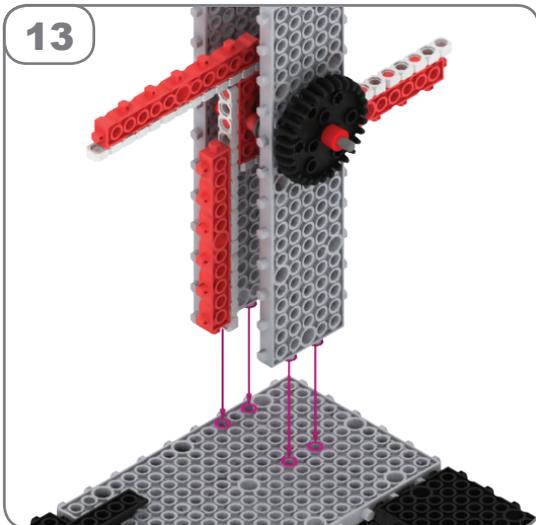
1:1

11

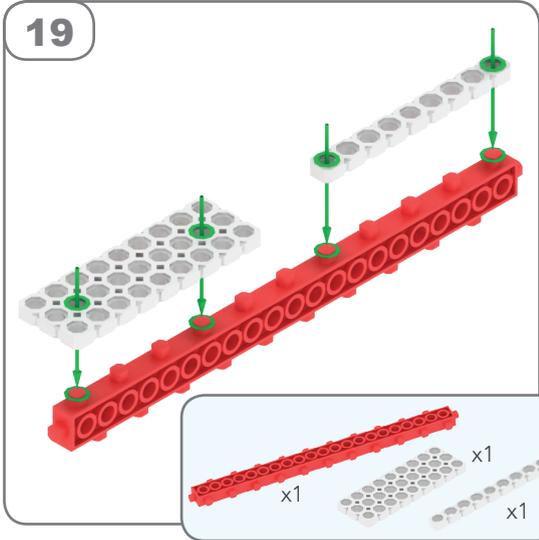
x1 x1

12

x1 x1 x1

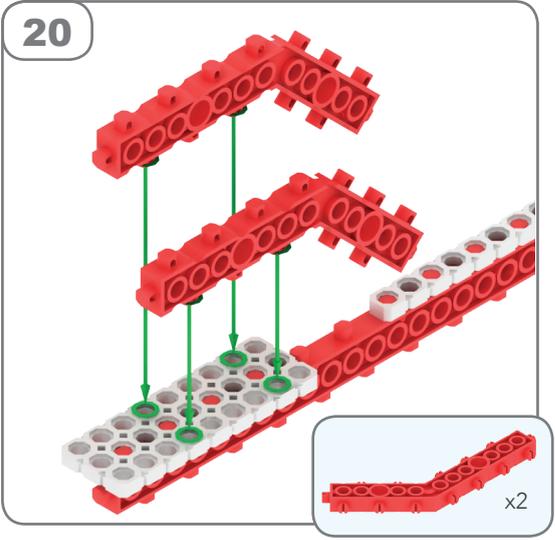


19



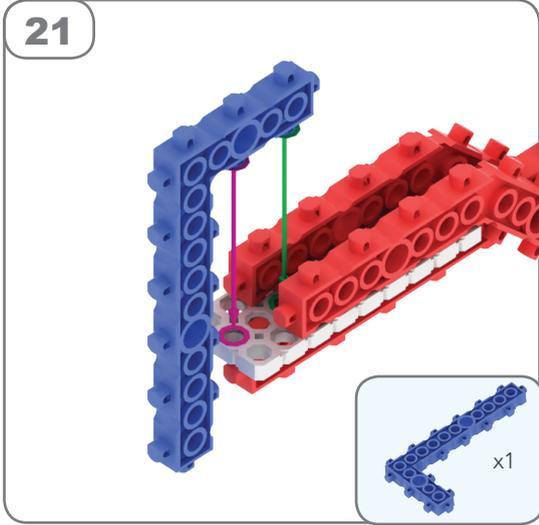
x1 x1 x1

20



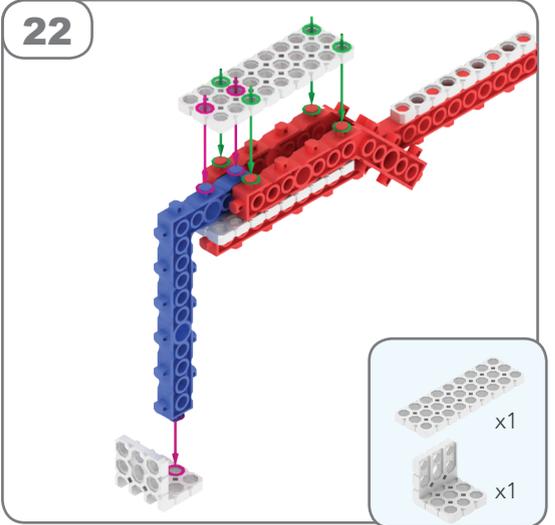
x2

21



x1

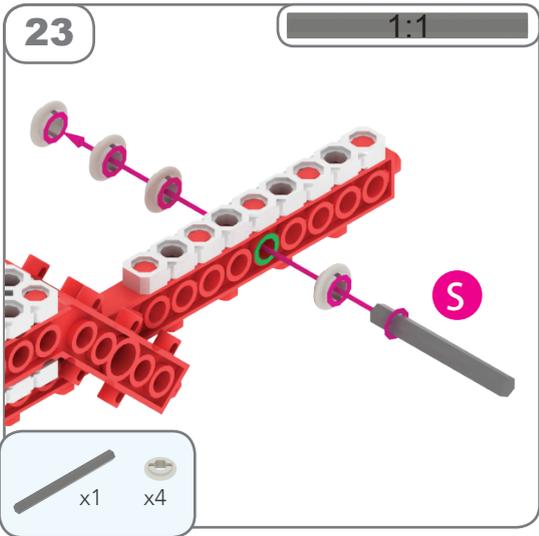
22



x1 x1

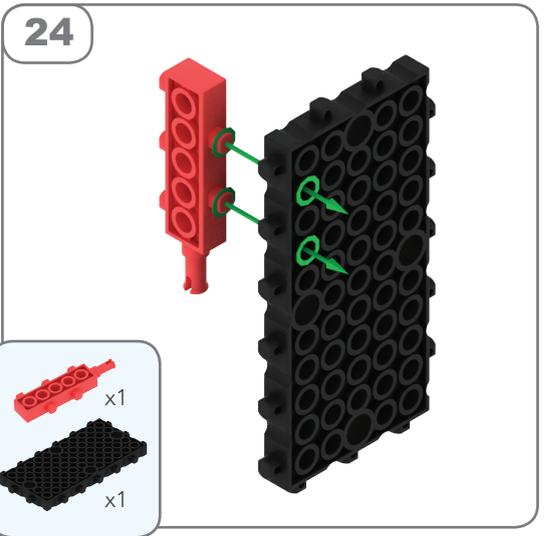
23

1:1



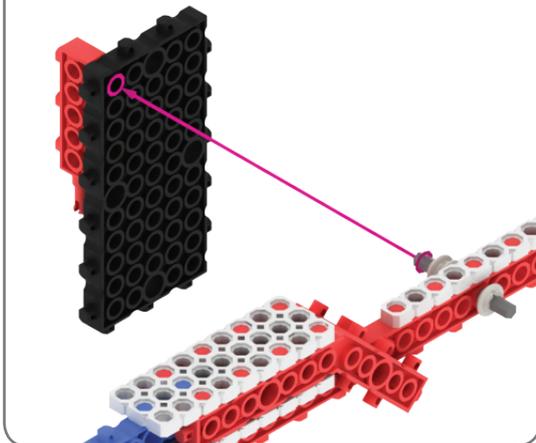
x1 x4

24

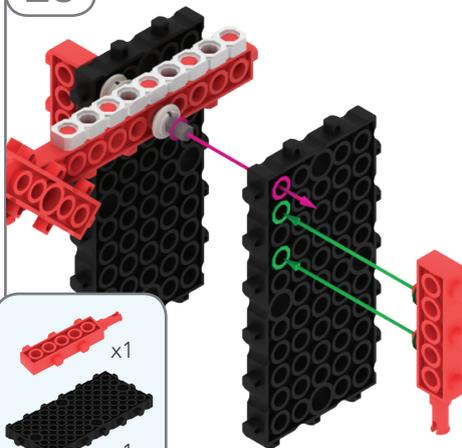


x1 x1

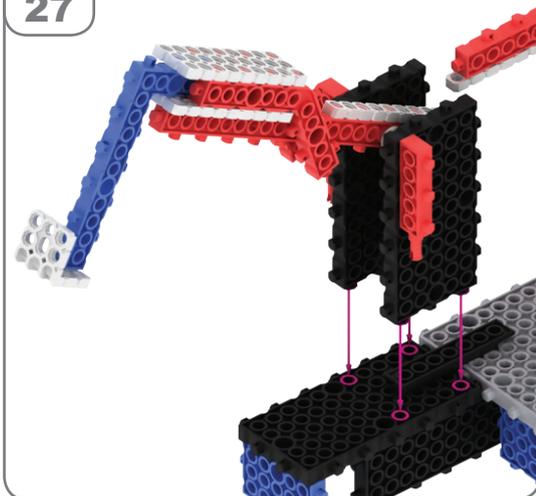
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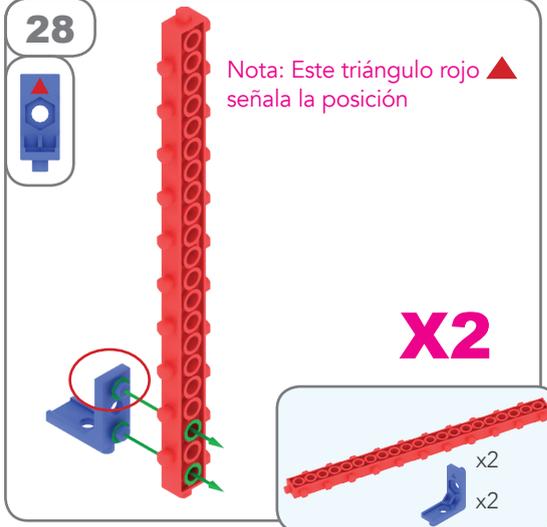
26



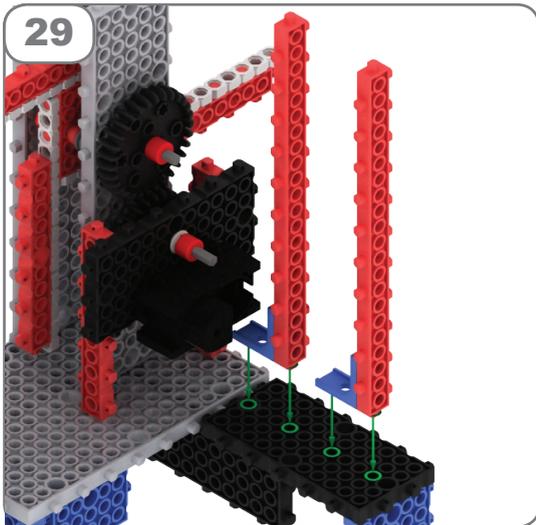
27



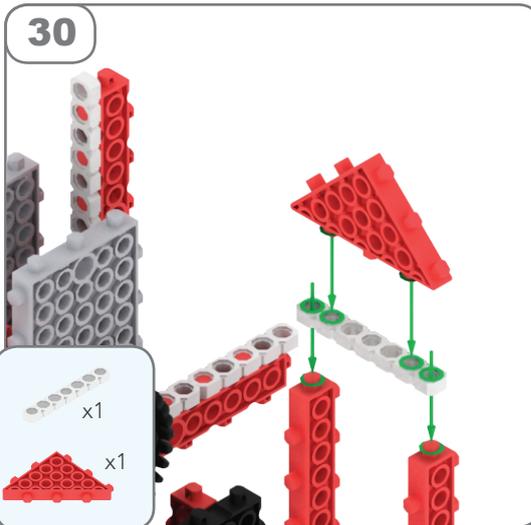
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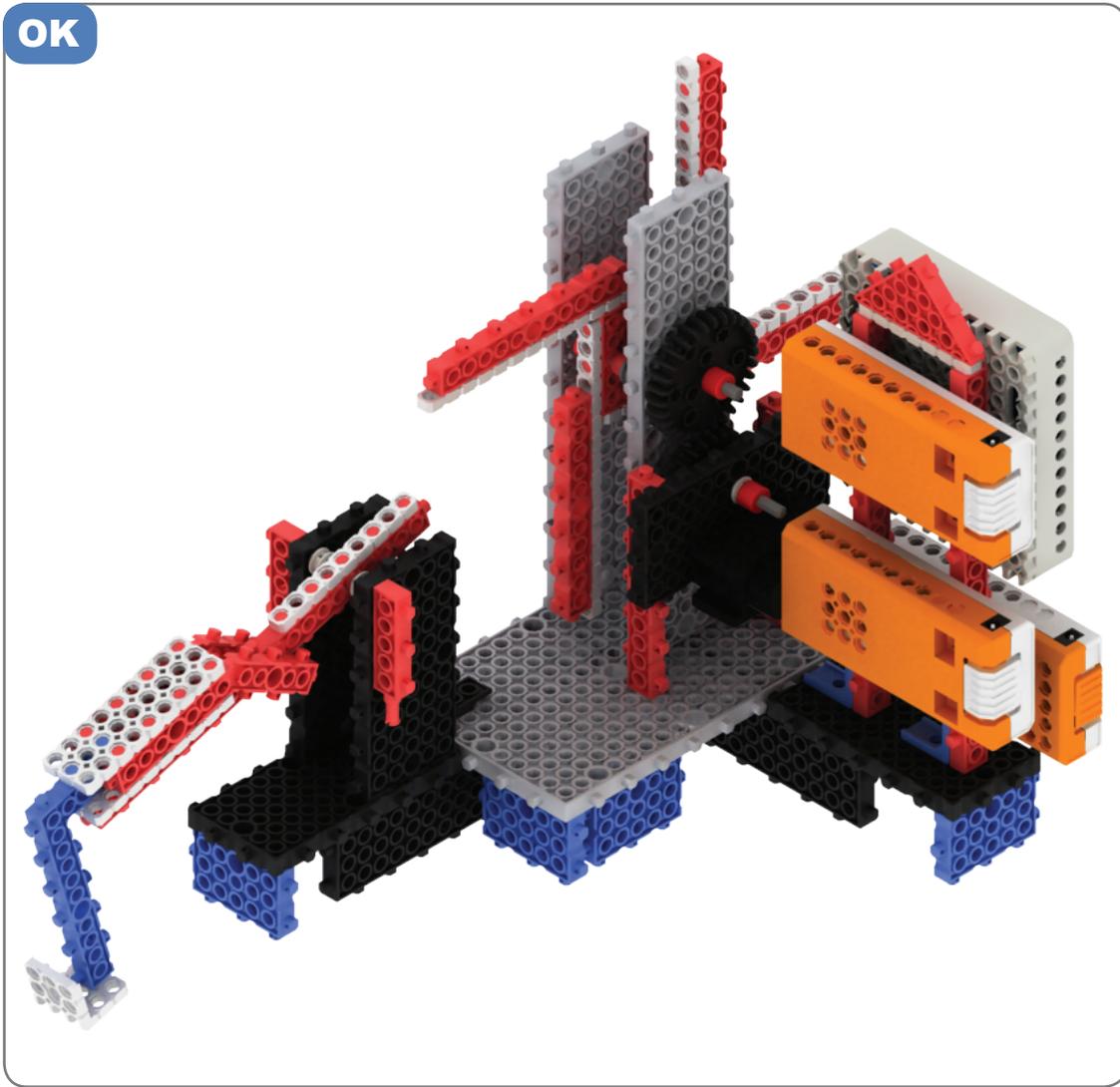
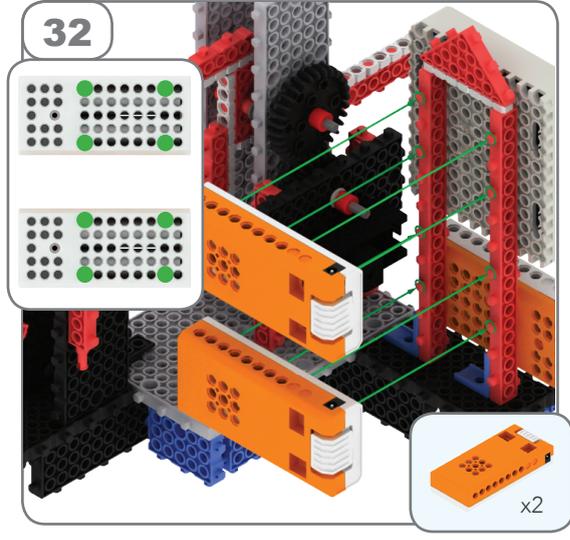
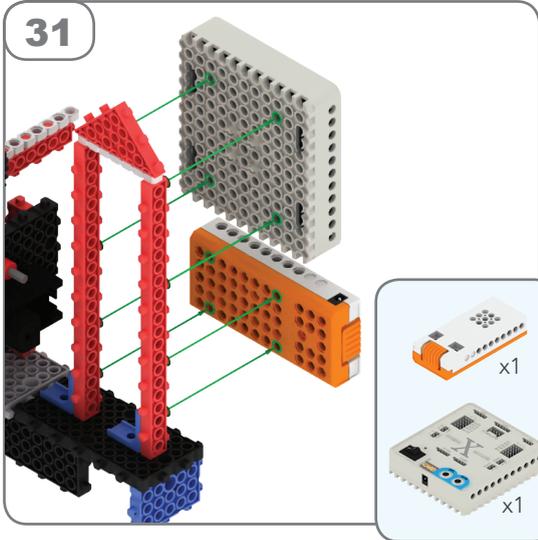


29



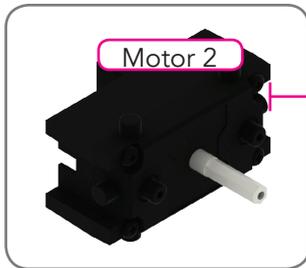
30



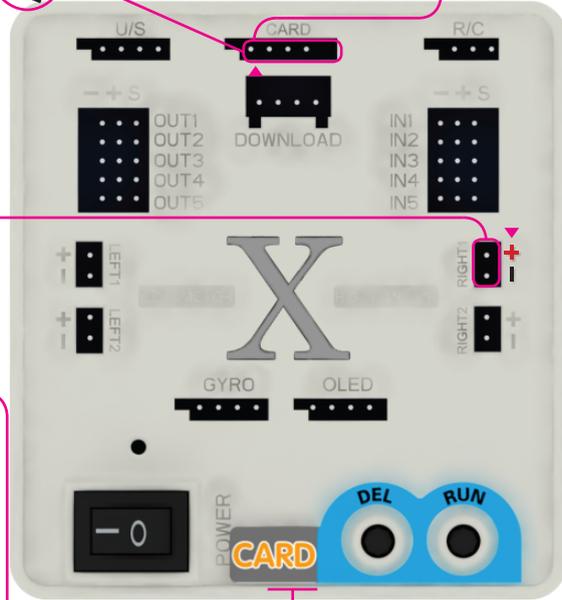


¿Cómo hacer la conexión?

Haz que el ▲ se corresponda con el ▲ del lector de tarjetas



Para una descripción más detallada, consulta la sección «Consejos para un buen montaje» del fascículo.



Consulta la sección «Aprende a programar» del fascículo: en ella encontrarás una explicación más detallada y más ejemplos de programación.



Forward



Stop



Slow



Delay 1 sec

Programación:

- | | |
|---------------|---------------|
| 1.Slow | 5.Delay 1 sec |
| 2.Forward | 6.Delay 1 sec |
| 3.Delay 1 sec | 7.Delay 1 sec |
| 4.Delay 1 sec | 8.Stop |