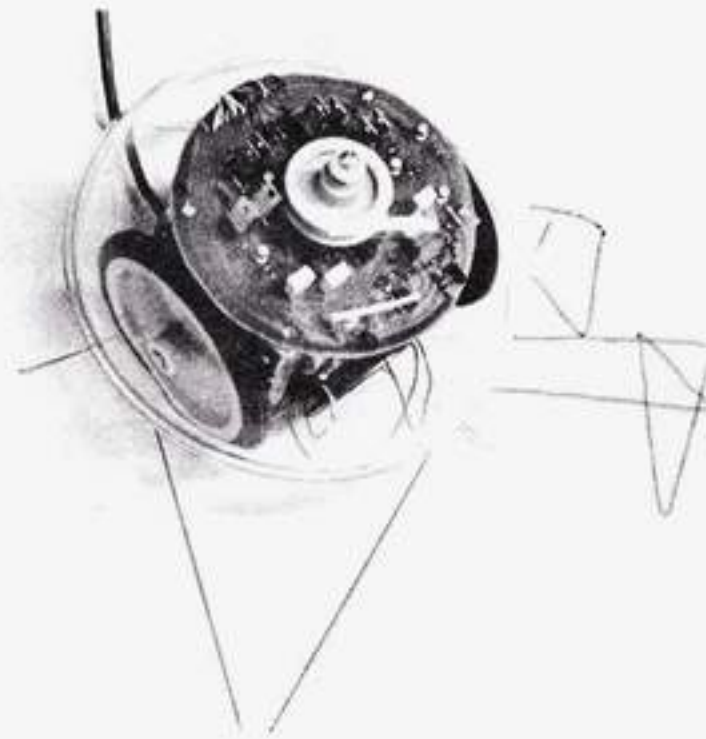


SAMPLE USES

The **Turtle** can be programmed to:

- map rooms. Using its touch sensor dome, the **Turtle** can enter an unknown room, feel it out, and store in memory its two-dimensional view of the room. The **Turtle** may then be programmed to draw a rough representation of the room stored in its memory—on any scale.
- solve mazes. The **Turtle** can be used not only to run mazes, but to solve them, storing their features in the computer's memory.
- dance. Let your imagination run wild, programming your **Turtle** to sneak around, kick up its "heels," or go on a rampage.

The **Turtle** can be used to help teach geometry or programming concepts, or it can help you explore the worlds of artificial intelligence. It is your job to make the **Turtle** "recognize" a table or chair in the room it has mapped. It is your challenge to program the **Turtle** so that it can figure out where it is within a maze.



The Turtle illustrates a bug in a program.

The TURTLE

- 3½" radius
- 5" high
- 6" per second speed
- 120° per second rotating
- 15 inch-pounds of pull
- 10' of flexible cable
- 20 page fully tested instruction manual
- 2-tone speaker (music generator may produce more)
- clear plastic dome
- connects to any digital computer via a standard parallel interface
- Power: 12-18 volts unregulated at one amp. 7 bits in, 4 bits out (TIL compatible)
- glass epoxy printed circuit board, plated and marked for easy component placement

The **TerrapinTM TURTLE** was invented by Dan Hillis of MIT's Artificial Intelligence Laboratory.

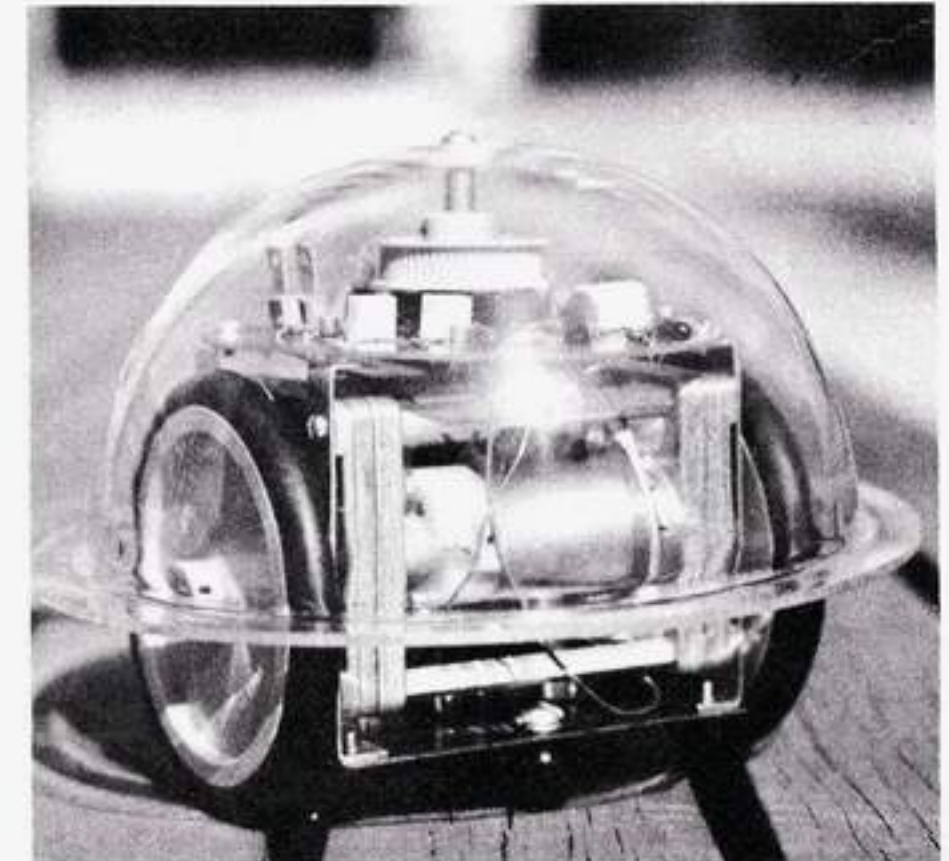
An article on the **TerrapinTM TURTLE** appeared in the March 1978 issue of *Byte* magazine.

A parallel interface compatible with an S-100 bus may be purchased as an accessory.

Limited delivery from stock.

Inquiries and orders to:
Terrapin, Inc.
33 Edinborough Street, 6th floor
Boston, MA 02111
(617) 482-1033

TURTLES ARE



COMING

Introducing...

The TURTLE

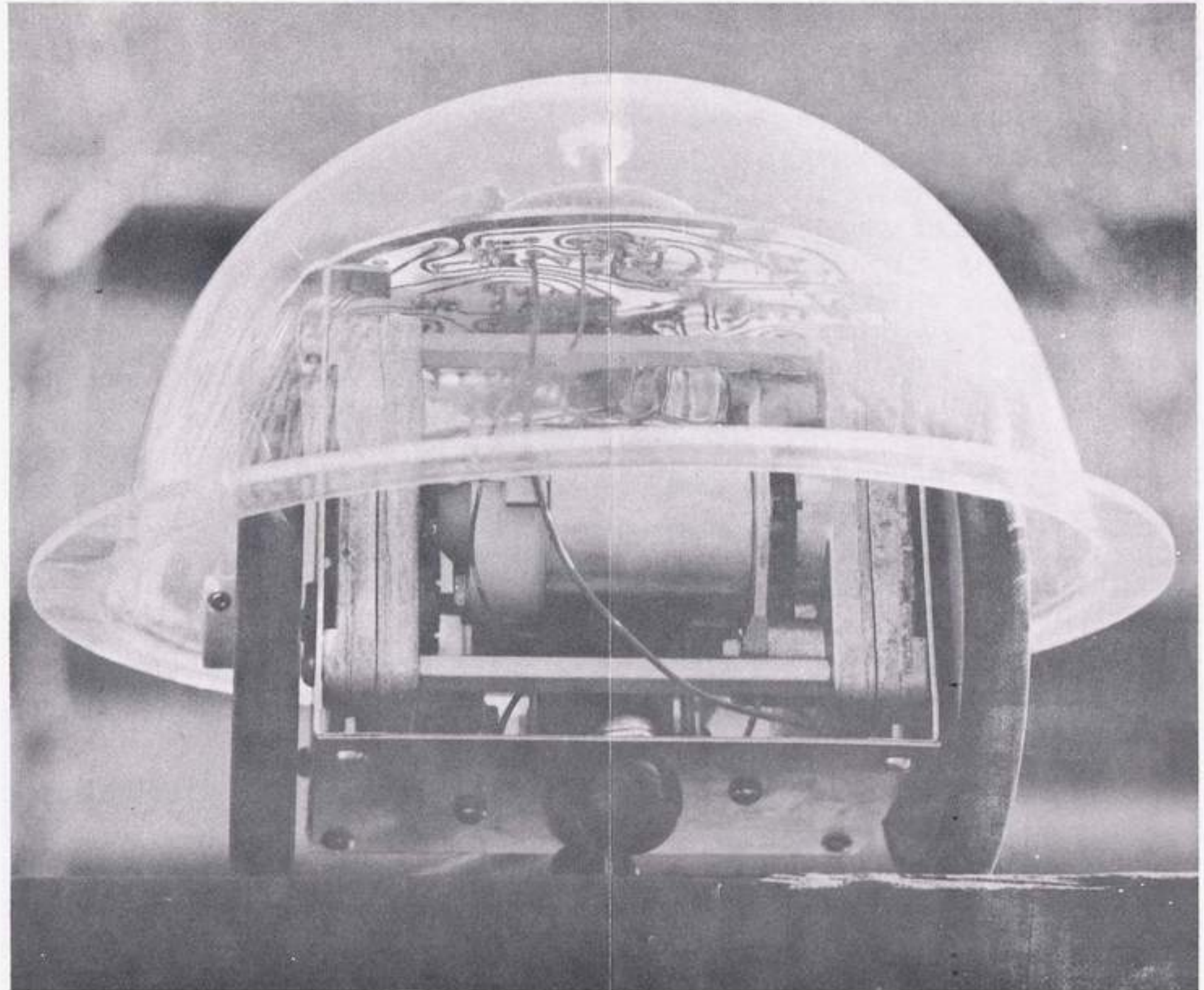
- a new breed of home robot
- a versatile device which will expand the horizons of your computer's capabilities
 - a small electronic home robot, controllable by micro-processor

The **Turtle** can

- "walk" (roll on 2" radius wheels)
- "talk" (with its two-tone speaker)
- "blink" (using its light for eyes)
- "feel" (with its shell as a touch sensor)
- draw (using a solenoid-controlled pen)



The **Turtle** is a versatile computer input/output device which will put you "in touch" with your computer. If you're tired of working on a terminal keyboard, the **Turtle** provides the answer. A unique creature, the **Turtle** brings your computer into the real world at a low cost to you.



Shown here from a front view, the **Turtle** is a physical output device particularly

good for teaching program -
ming concepts, such as recursion.

Note: the Turtle does not possess sufficient accuracy to be used as a plotter.