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 Terrapin TURTLE was invented by Dan Hillis of MIT’s Artificial Intelligence Laboratory.

An article on the Terrapin 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
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-writing concepts, such as recursion.

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