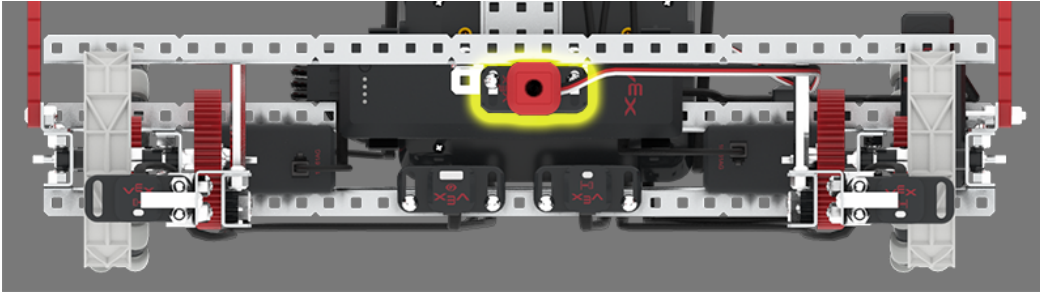
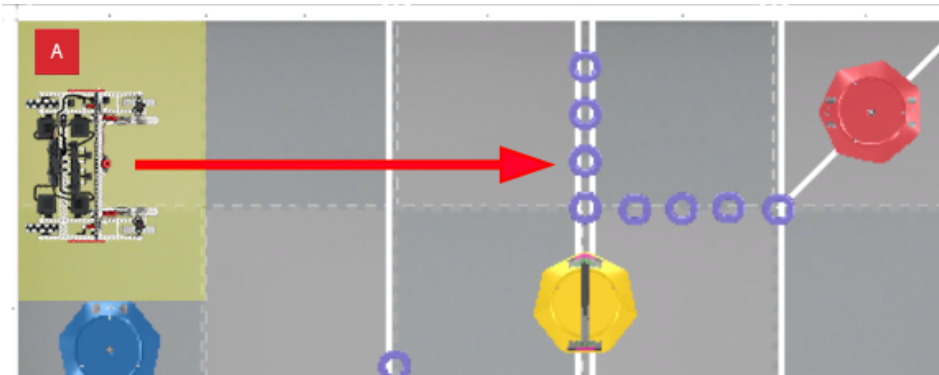


The figure consists of three parts. The top-left part shows a top-down view of a yellow robot with a black sensor mounted on a track with white dashed lines. A red arrow points from the robot to the bottom-right part, which is a close-up of the robot's chassis labeled 'D'. The bottom-right part shows the internal components of the robot, including a motor, gears, and a sensor module.

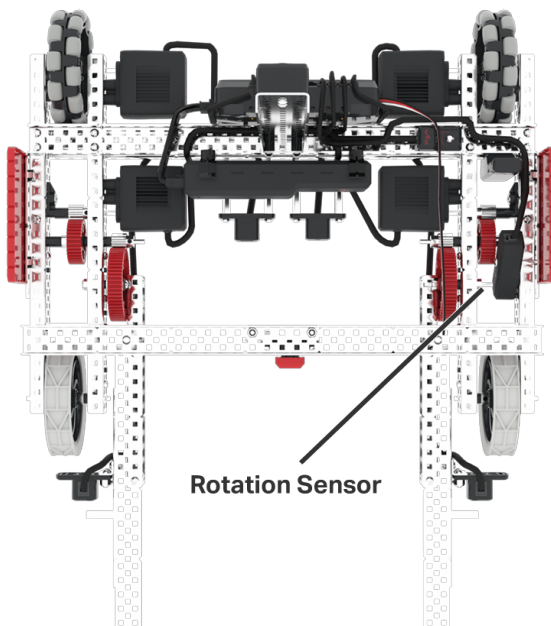
- Use the Bumper Switch to tell Moby when the Mobile Goal is loaded in the Fork.
- The Bumper Switch is located at the base of the Forks.



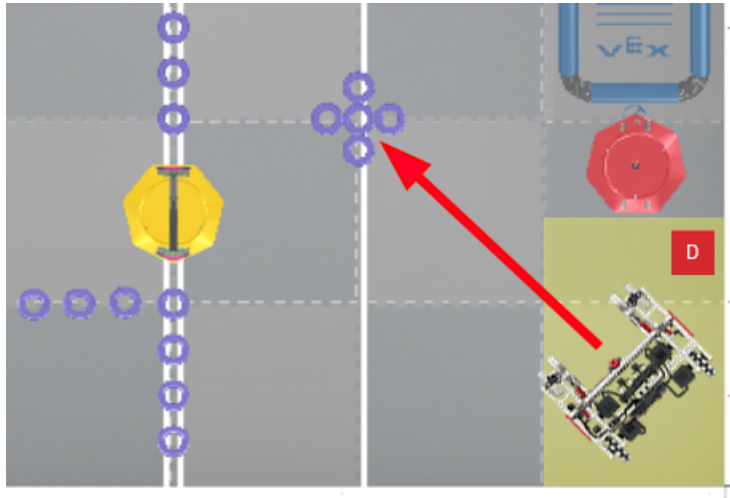
Level 2: Start in position A and drive to the nearby Red Mobile Goal. Pick it up and drive it to the Alliance Home Zone.



- Use the Rotational Sensor to find the least amount the Fork needs to be lowered to pick up a Mobile Goal.
- Use the Rotational Sensor to find how quickly the Fork can be lowered and raised to pick up a Mobile Goal.
- The shaft that rotates the Fork Motors on Moby is placed through the Rotation Sensor.



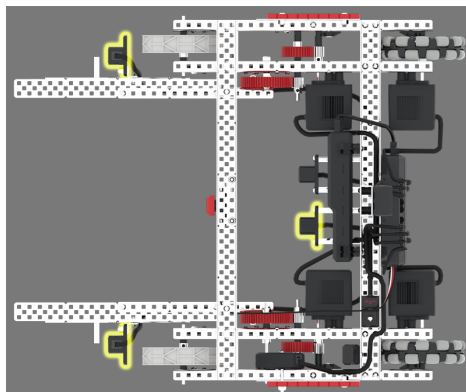
Level 3: Start in position D, drive to and collect the nearby cluster of Rings. Score the Rings in the left Yellow Mobile Goal.



- Use the Distance Sensor to detect when a Ring, or Rings, are loaded onto the Fork.

Helpful Hints:

- There are three Distance Sensors on Moby, one on each Fork, and one in the center of the Forks.



- For information about the Tipping Point Playground and Moby, see [this section](#) of the VEX Library.
- To explore Tipping Point further, explore the VRC Virtual Skills STEM Lab [here](#).
- For more information about the V5 Sensors in this activity, see the articles below:
 - [Bumper Switch](#)
 - [Rotation Sensor](#)
 - [Distance Sensor](#)