

CONVEYORS

Conveyors

1. Player will be given one or two conveyor belts within one room where parts will continuously move along. Some parts will be required to build sets of robots while the rest can be ignored. Different robot parts can't be mixed. The aim is to build as many robots as possible within a given time, or alternatively build a set amount within a given time. The parts may come in different orders meaning the last part can appear before the first part. The player can pick an object up from the belts to save it for later.
2. The conveyor belts will have rubbish moving along them and the player will need to sort plastic, glass and cardboard from them leaving other rubbish in the belt. They then need to bring the rubbish into appropriate bins. If the player misses too many items they lose. The aim is to last until the timer runs out.

