

Where's the Captain?





Hello! We came to see your inventions.

Welcome. Then let's meet this motor first.



Hello, I'm Bear. Why are you so quiet?

It isn't running yet. You'll see it move soon.



CLICK!

You may use this control with me beside you. The motor cover stays closed.

Ready? Here we go!



WHIRRR!

Here, electrical energy becomes a spinning motion.

Spinning like that would make my head dizzy. It has no head. Lucky motor!



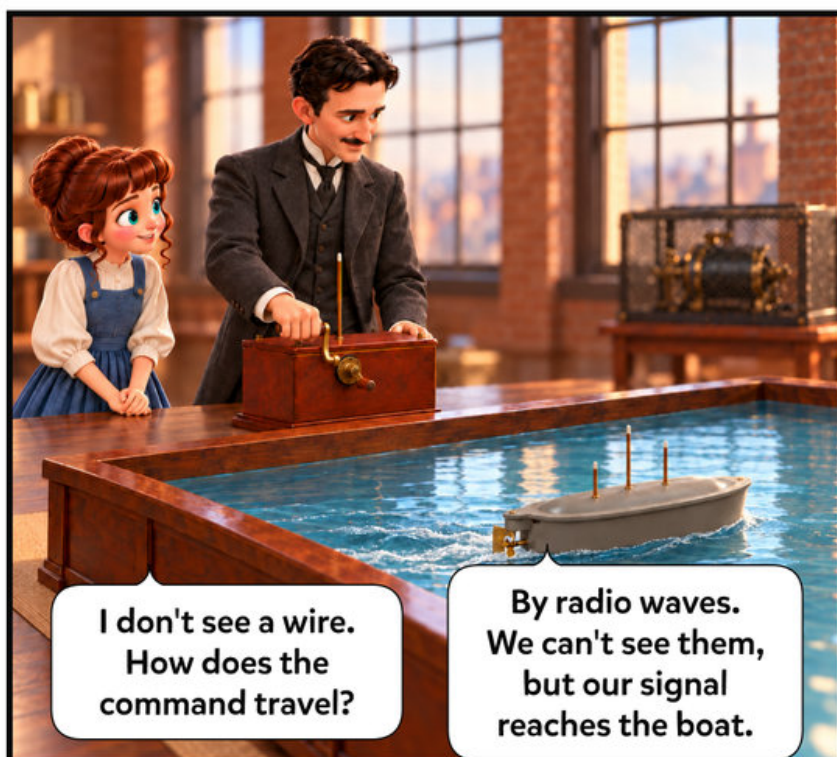
Does the boat have a motor too?

Yes. But we don't need to get aboard to steer it.



It really is empty! Where did the captain go?

Right here. This control desk will do the captain's job.



I don't see a wire. How does the command travel?

By radio waves. We can't see them, but our signal reaches the boat.



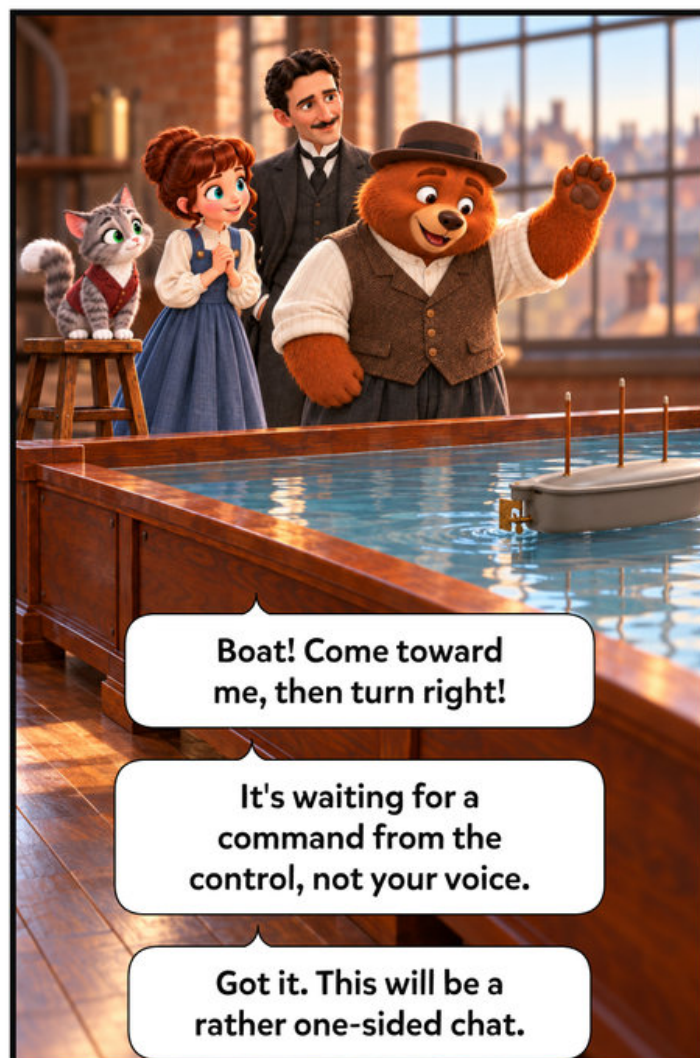
So does the motor get its power through the air too?

No. Batteries aboard power the motor. Radio only carries the command.



Let's practice. We'll pass these markers and pull up to the little dock.

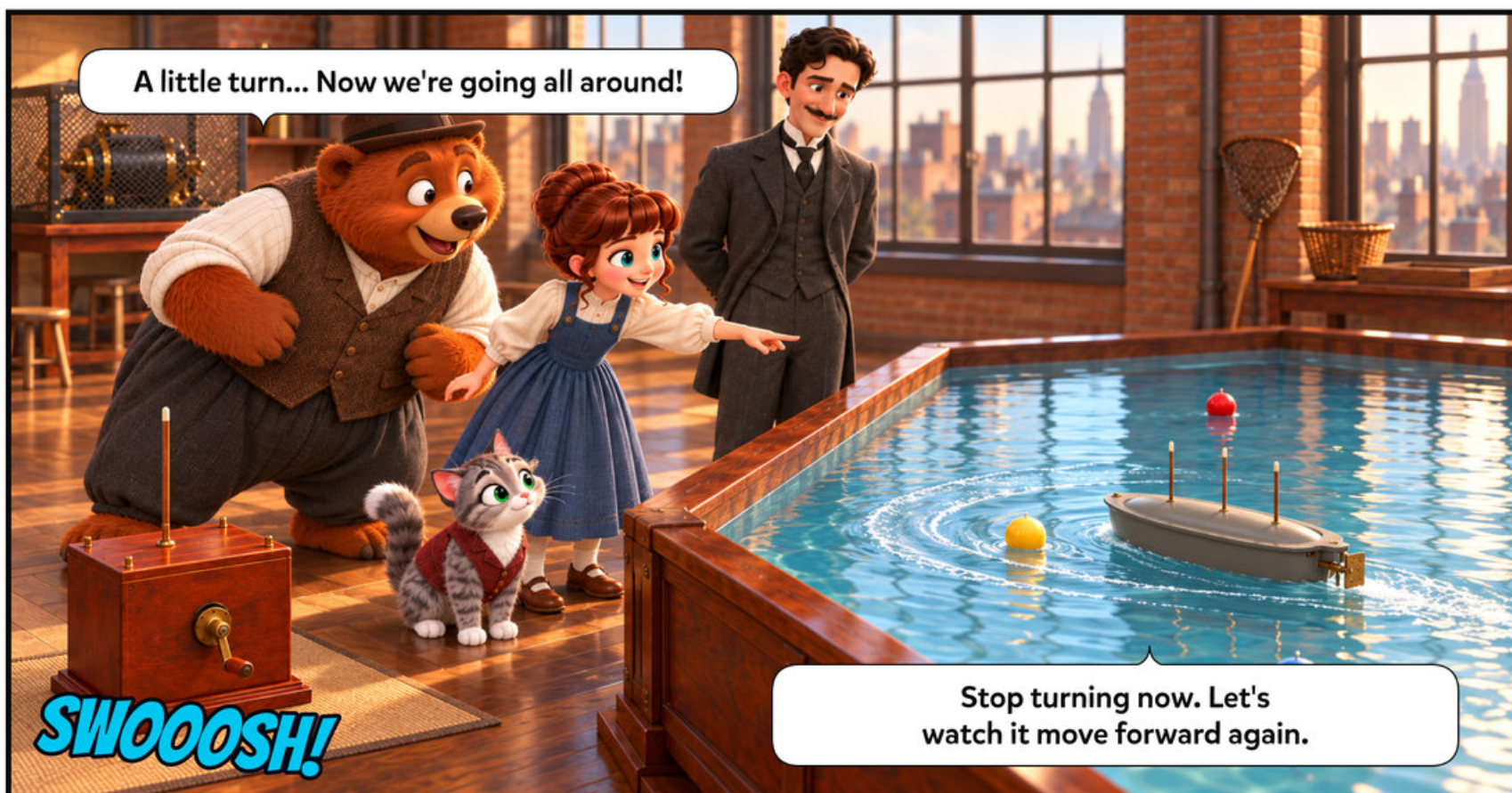
Shall we take turns and watch what changes?



Boat! Come toward me, then turn right!

It's waiting for a command from the control, not your voice.

Got it. This will be a rather one-sided chat.







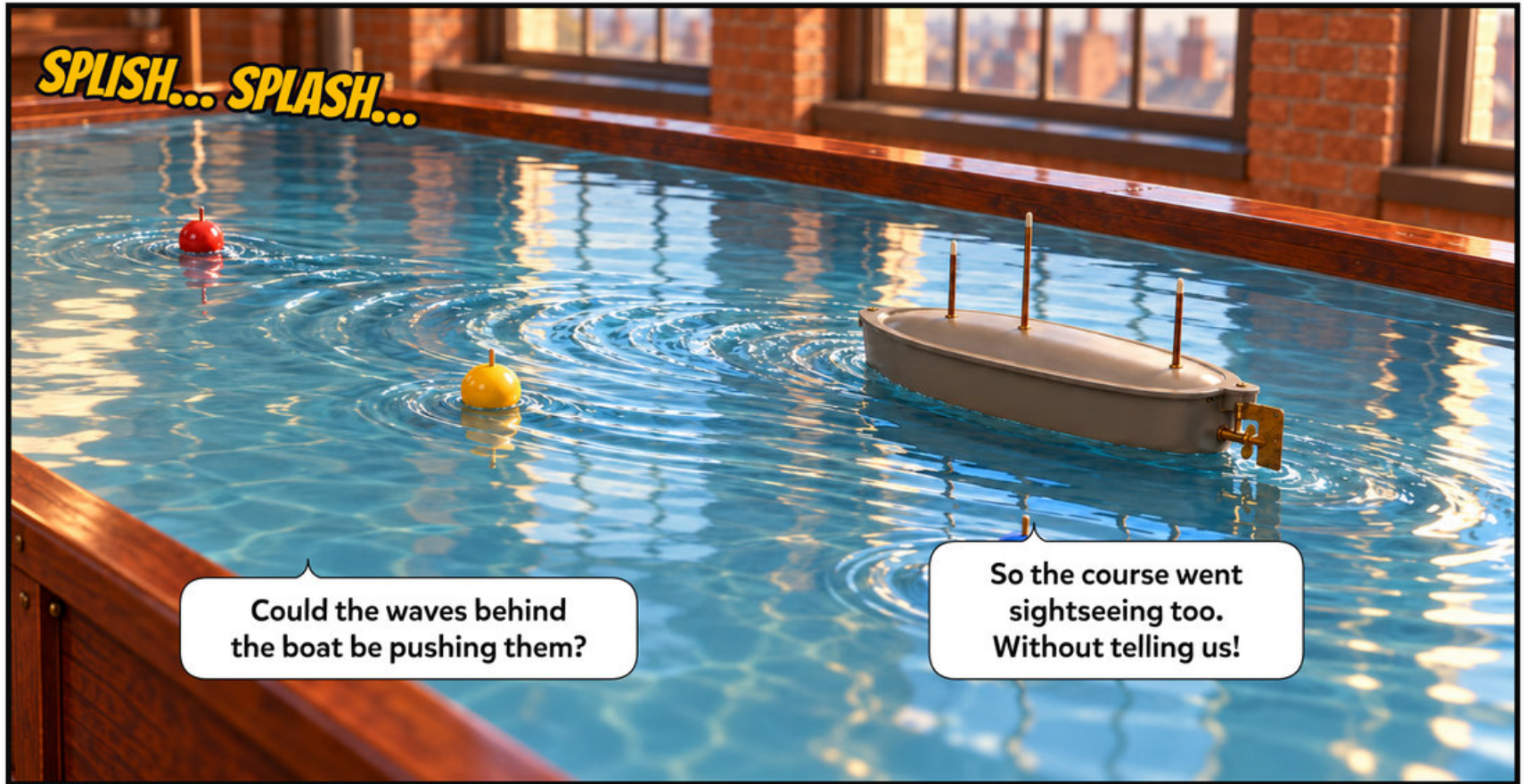
Red... Yellow...
Blue... Wait, the
gaps are smaller!

This passage
was wider when
we started.



Look at the yellow
marker. The boat
stopped, but
it's still moving.

Good
observation. Let's
take our time
and find out why.



SPLISH... SPLASH...

Could the waves behind
the boat be pushing them?

So the course went
sightseeing too.
Without telling us!



Let the water settle
first. Then we'll try
a short run from
the same spot.

This time I'll watch
only the markers.



I'll watch too.
With both of us
looking, they
can't escape.

They aren't
escaping.
We'll note
where
they drift.



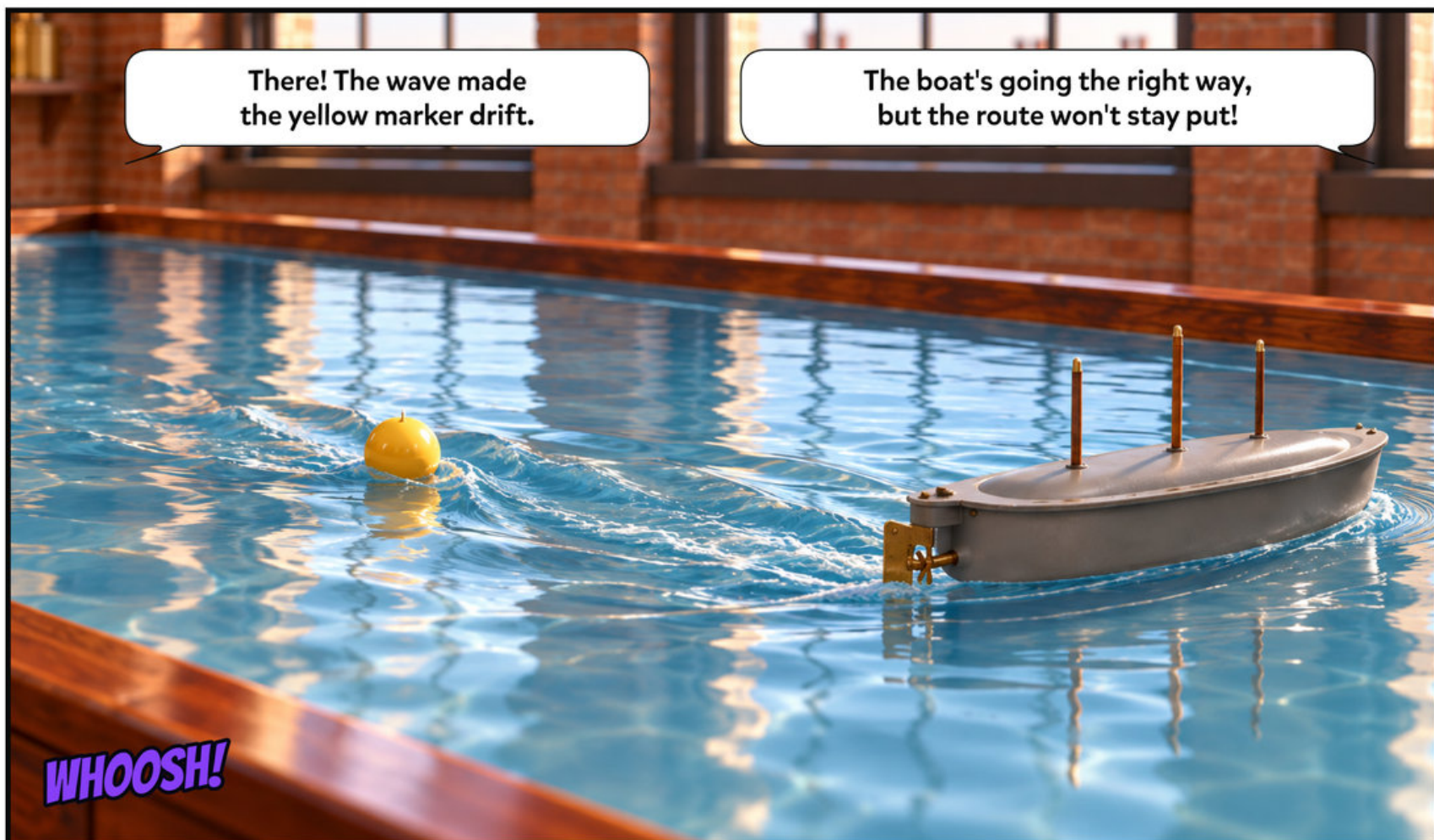
The markers are back where they started.

Good. Let's try the same short route again.



This time I'm watching the water behind the boat.

I'm watching yellow. It hasn't moved yet.



There! The wave made the yellow marker drift.

The boat's going the right way, but the route won't stay put!

WHOOSH!

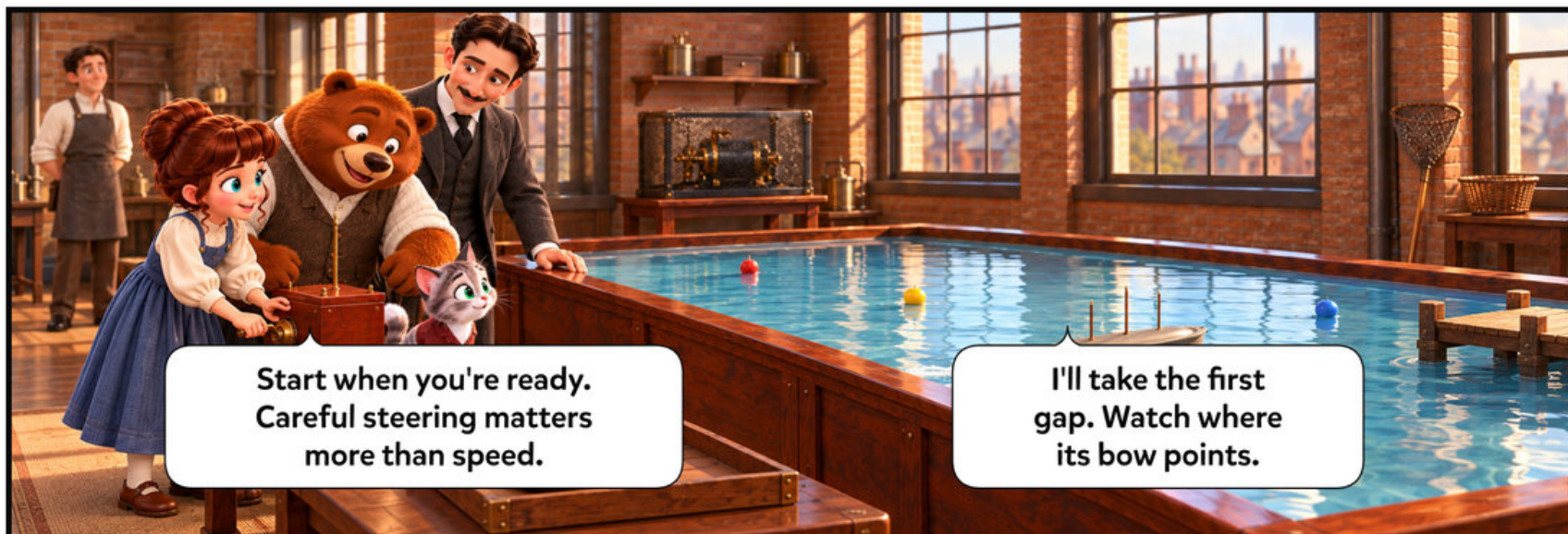


The control isn't the problem. Our practice markers are floating freely.

Then we need to fix the course, not the boat.







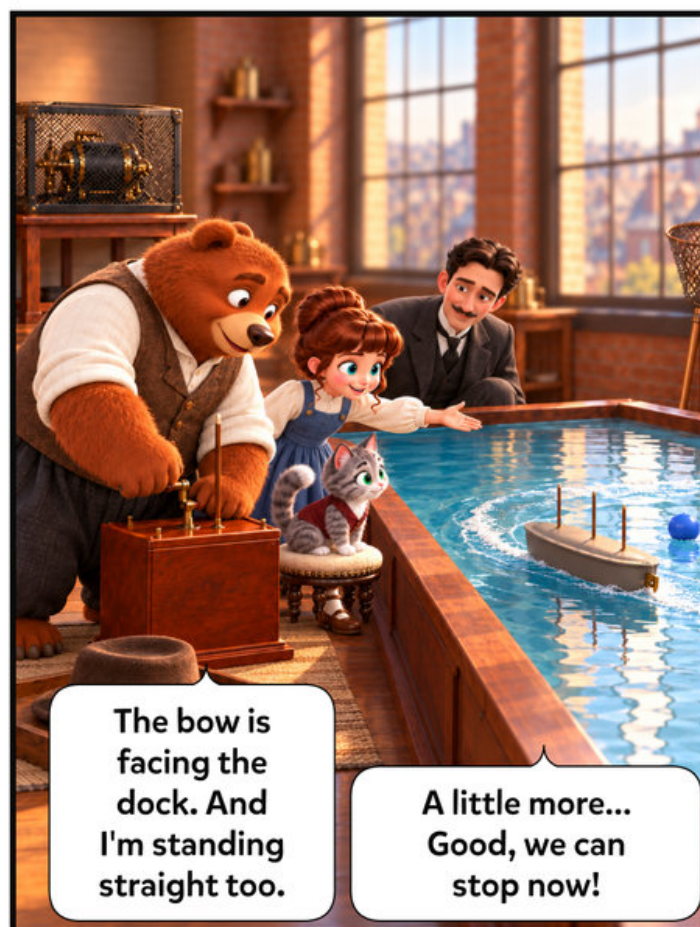
Start when you're ready.
Careful steering matters
more than speed.

I'll take the first
gap. Watch where
its bow points.



Past red! Yellow's in
place, and so is blue!

I'll stop the turn
early now. The
way ahead is clear.



The bow is
facing the
dock. And
I'm standing
straight too.

A little more...
Good, we can
stop now!



Well done! The boat
is safely in place.

The captain stayed ashore.
Everyone was dry—except the hat!





The hat's gone. But every hair is still here.

You're furry from head to toe anyway.



The command came from shore. The motor's energy came from batteries aboard.

And I learned to send commands instead of shouting at the boat.



We also watched the water and found out why the markers drifted.

Yes. Sometimes you need to look without pressing anything.



Cushion, would you come a little closer?

It has no motor or receiver. You'll have to go to it.



All right. I controlled this one by walking.

And on your very first try!

END