

Mike Konshak's **AGITATOR**

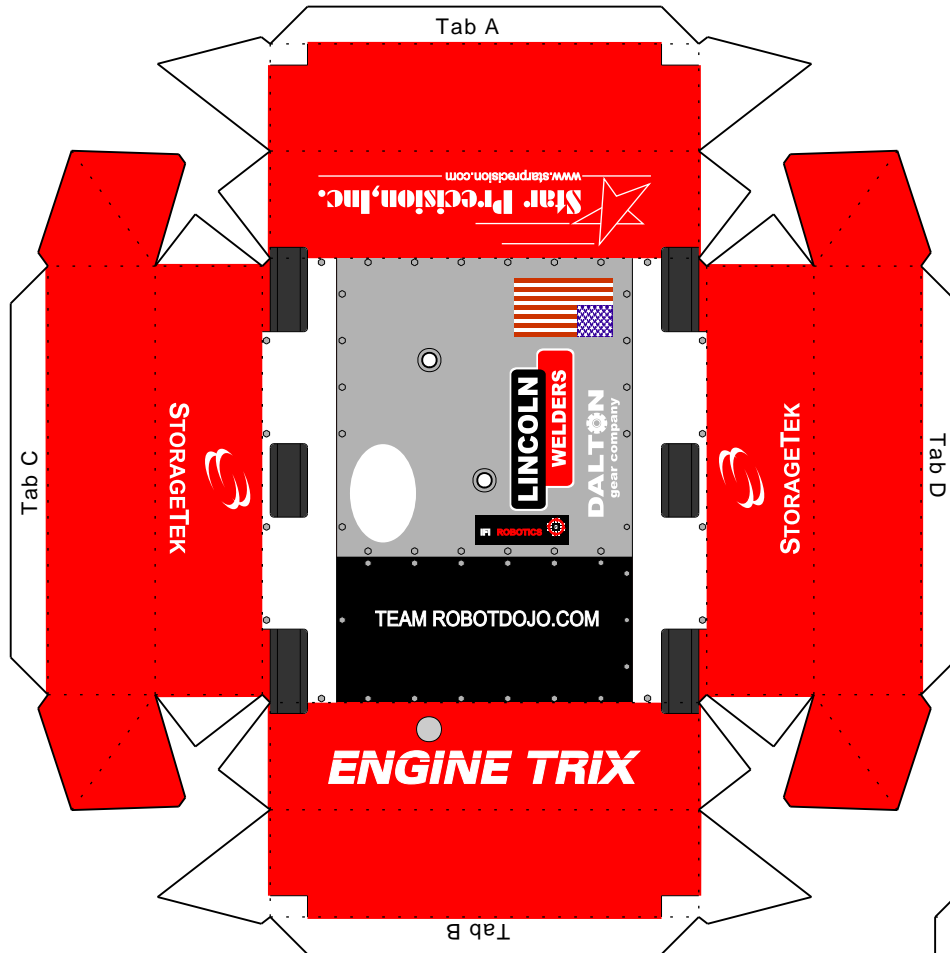
Model design by **RON CAUDILLO** Scale: 1/10



Battlebots 4.0



CHASSIS - TOP



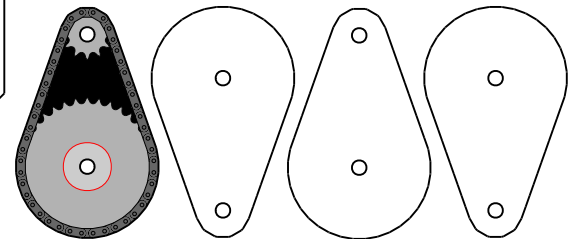
SPINNING
ARM DRIVE
SUPPORT



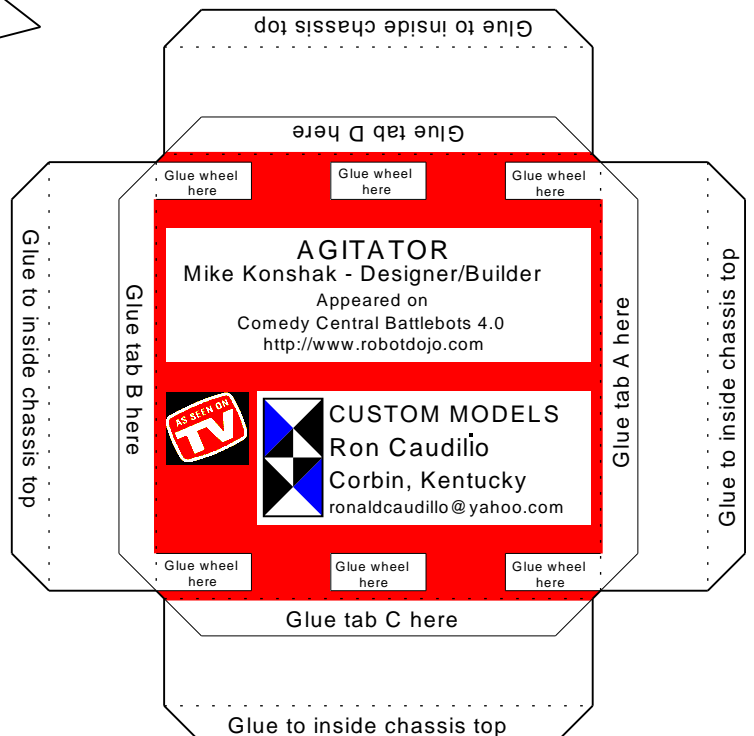
SPINNING ARM
SHAFT
-LOWER-



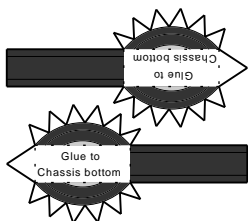
SPINNING ARM DRIVE



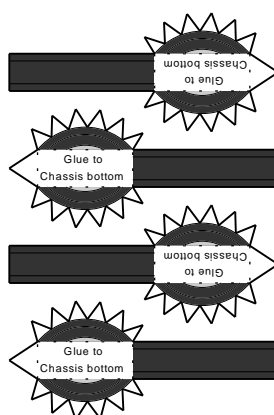
CHASSIS - BOTTOM



INNER WHEELS

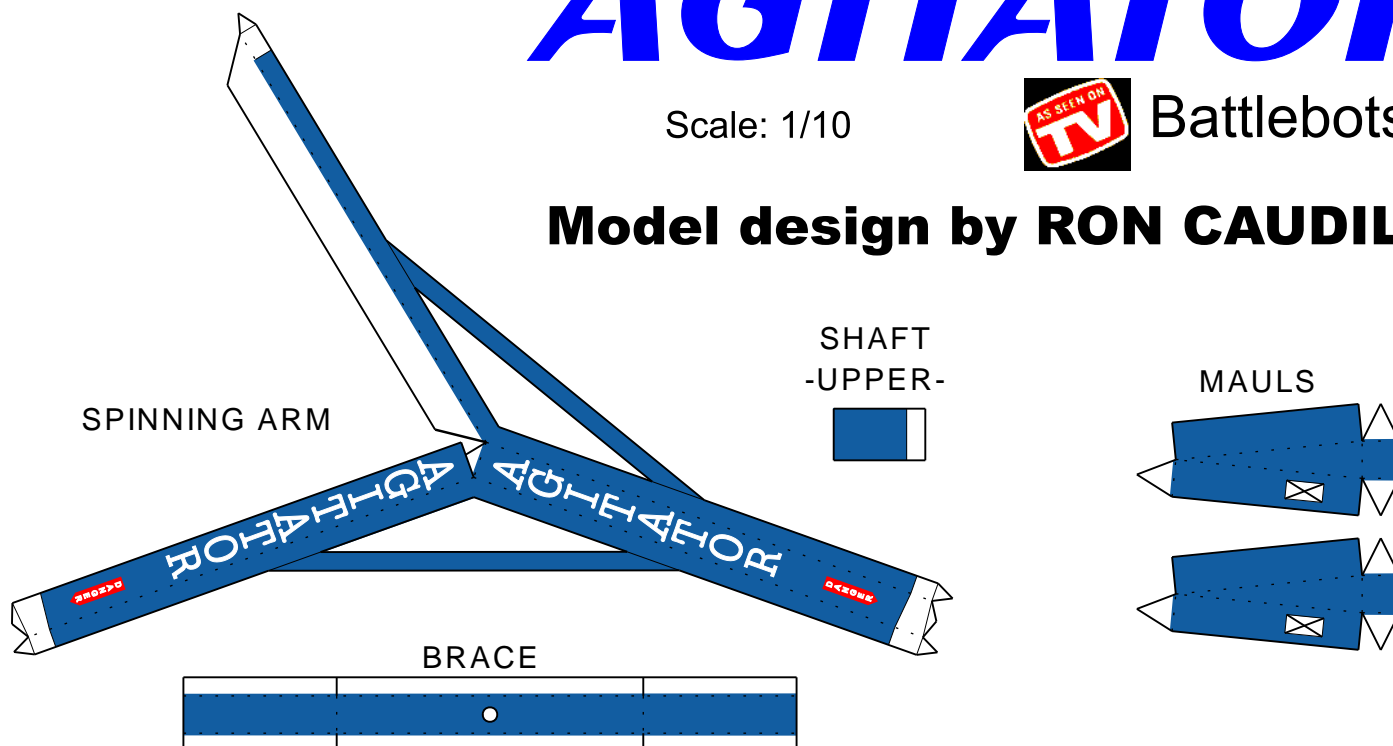


OUTER WHEELS

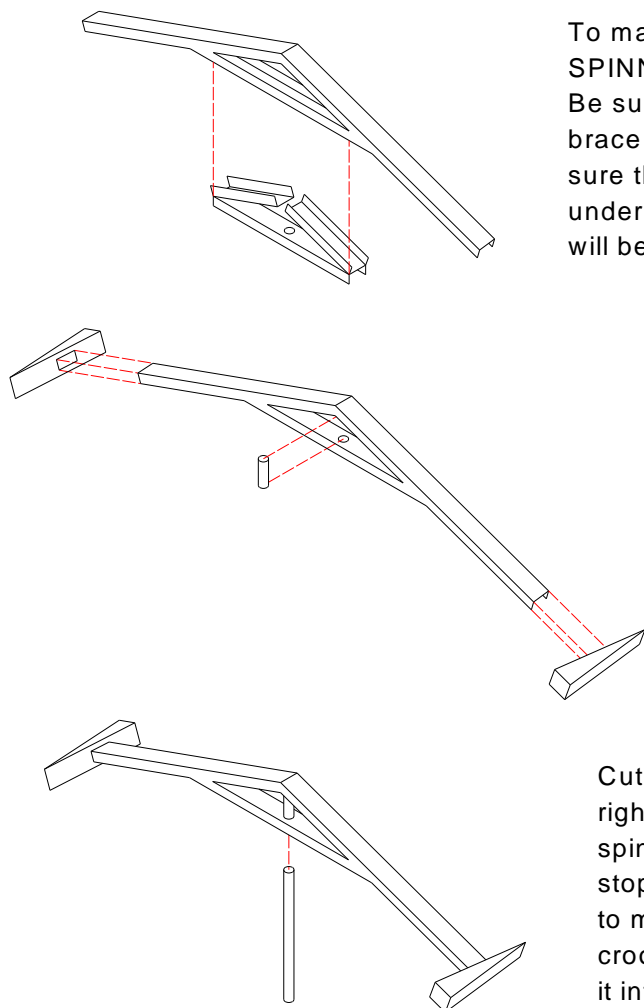




Model design by RON CAUDILLO



To make the spinning arm weapon, cut out, fold, and glue the SPINNING ARM piece into it's shape. Cut out the BRACE. Be sure to cut out the white circle in the brace. Fold the brace into shape and glue it inside of the spinning arm. Be sure that the brace is centered so that the hole in it is directly under the peak of the open triangle or else the arm assembly will be crooked when it is joined to the robot chassis.



Cut out and fold the MAULS. Glue one to each end of the spinning arm. Note that the 2 mauls will face opposite directions.

Cut out and roll the SHAFT -UPPER- into a tube. Glue this into place inside the open triangle of the propeller. Be sure the hole in the brace lines up with the bottom of the shaft. Be sure the hole in the brace and the shaft are clear of glue as a toothpick will need to fit inside. Let this assembly dry completely before going to the next step.

Cut out toothpick to the length shown on the right. Glue this toothpick up into the hole of the spinning arm brace and through the shaft until it stops against the top surface of the arm. Check to make sure the toothpick is straight and not crooked. Let this dry completely before inserting it into the robot chassis assembly.

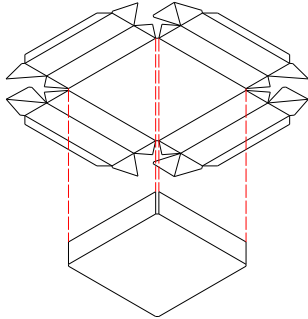


Mike Konshak's **AGITATOR**

Model design by **RON CAUDILLO** Scale: 1/10

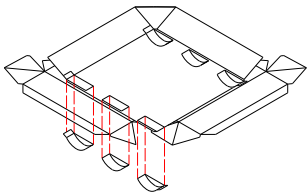


Battlebots 4.0



Cut out and fold the CHASSIS - TOP along the fold lines. Be sure to cut out the 2 small white holes in the top. Cut out and fold the CHASSIS - BOTTOM along the fold lines. Glue the bottom to the underside of the top, making sure that the lettered tabs on the chassis top will match the indicated areas on the chassis bottom..

Glue the tabs A, B, C, and D on the sides of the chassis top to the indicated areas on the chassis bottom. Glue the triangular ends in place to the sides.



Cut out, fold, and glue each WHEEL together. Note that on each OUTER WHEEL, a small section of the treads will overhang the end. Glue the INNER wheels to the center wheel areas on the underside of the chassis assembly. Glue the outer wheels to the remaining wheel areas on the underside of the chassis assembly. The overhang portion of each outer wheel will attach to either the front or rear of the chassis-top.

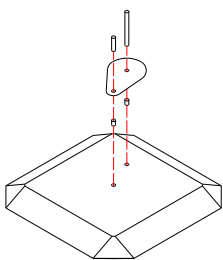


Mike and Becky Konshak with Agitator and Flexy-Flyer for the Boulder Daily Camera.

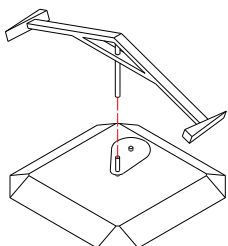
This version of AGITATOR participated in Comedy Central's BattleBots 4.

This heavyweight Bot uses the same basic chassis as Mike's PyRAMidrone but without the skirts and the weapon is a spinning arm with 4 lb. Splitting mauls on either end. The spinning arm has an angular speed of 40 MPH! Comments from those seeing this Bot in competition was that it was one of the fastest, best handling "spinners" at Battlebots 4.0. The Spinning arm weapon was later replaced with a spring steel propeller and upgraded electrics and controllers for Battlebots 5.0.

You can see more information on AGITATOR as well as more of Mike's Team Robotdojo robots at: <http://www.robotdojo.com>



Roll the 2 SPINNING ARM DRIVE SUPPORTS into rings and glue then on top of the chassis over the holes. Keep the holes clear of glue. Glue the 4 SPINNING ARM DRIVE pieces on top of each other with the colored one to the outside. Press them flat until the glue dries. Glue the spinning arm drive on top of the drive supports, keeping the holes clear of glue. Cut a toothpick to the length of the example to the right. Glue the toothpick through the hole in the large gear of the spinning arm drive and push it down until it touches the bottom of the chassis. Allow the chassis assembly to completely dry before proceeding to the next step.



When the glue in the chassis is dry, insert the previously completed spinning arm weapon assembly into the hole in the small gear of the spinning arm drive. The weapon will now be able to spin!