Vehicle 2: Fear and Aggression

* Chapter 1 tells us that the vehicle is at least ALIVE.
* Similar to Vehicle 1 but it has two sensors and two motors, right and left.
* Descendant to Vehicle 1 through some incomplete process of biological reduplication: two of the earlier brand stuck together side by side.
* More the sensors are excited, faster the motor run.
* Three kinds of vehicles can be made out of this combination.
  + Each sensor to the motor of the same side
  + Each sensor to the motor of the opposite side
  + Both sensors to both motors (this case is dismissed) as this is just an upgraded version of Vehicle 1.
* Vehicle a:
  + Spends most time in the places where there is less of the stuff that excites its sensors
  + Will speed up when it gets exposed to higher concentrations.
  + Vehicle will move directly to the source if the source is directly up ahead unless it is deflected from its course.
  + If the source is one side, the same side of the motor gets more excited than the other and will move away from the source.
  + A strong perturbation in its course make it turn exactly away from the source, and no further perturbation occurs, can it escape its fate.
* Vehicle b:
  + Vehicle will move directly to the source as vehicle a if the source is directly up ahead.
  + Whereas vehicle will move towards the source and hit if it is deflected from it.
  + There is no escaping, as long as vehicle stays in the vicinity of the source, no matter how it stumbles and hesitates, it will hit the target at the end.
* The characters of both the vehicles are opposite. Both DISLIKE sources,
* Vehicle A becomes restless in its vicinity and tends to avoid it, escaping until it safely reaches a place where the influence of the source is scarcely felt. Displays COWARD behaviour.
* Vehicle B is too excited with the presences of the source and resolutely turns toward them and hits with high velocity, as if it is wanted to destroy it. Displays AGGRESSIVE behaviour.
* Chapter 2 tells us that the vehicles are sensitive and can interpret the information and respond to it with some behaviour making them emotional intelligent.