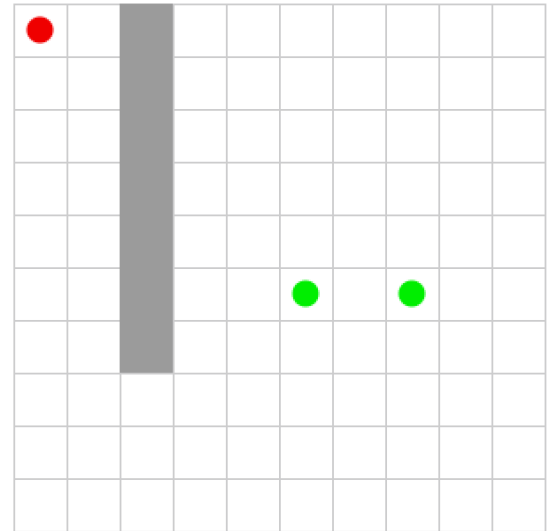
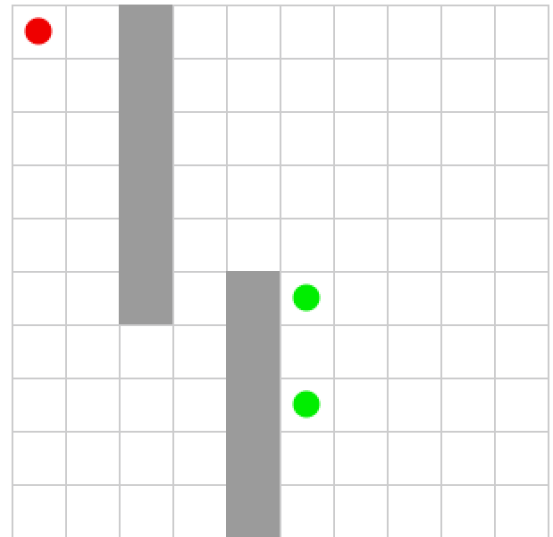


## Puzzle 1



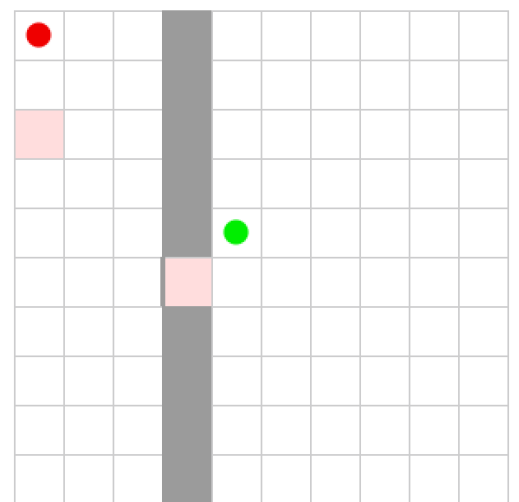
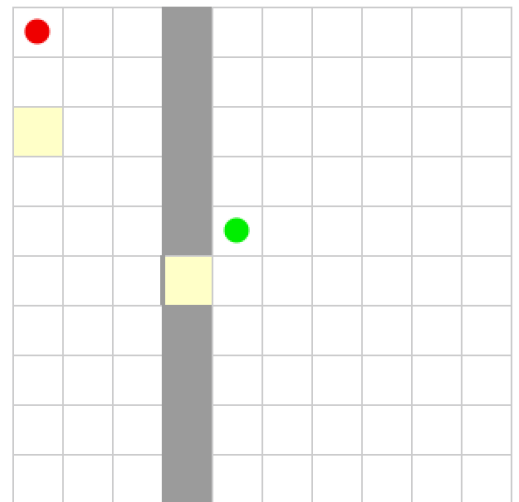
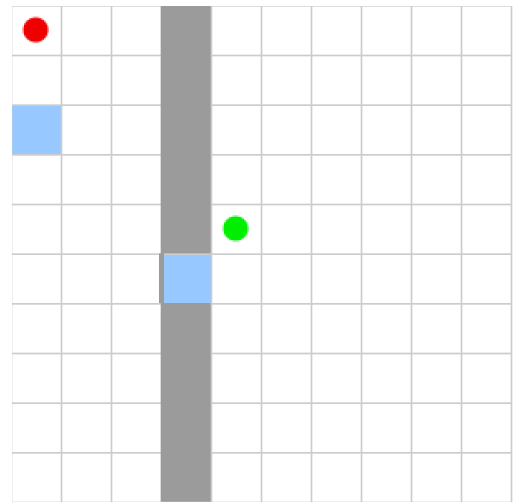
*Actions:* UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR  
*Memory:* save: VAR *NAME* = GETCOLOR • remember: SETCOLOR(*NAME*)  
*Control:* IF • REPEAT IF (aka WHILE)

## Puzzle 2



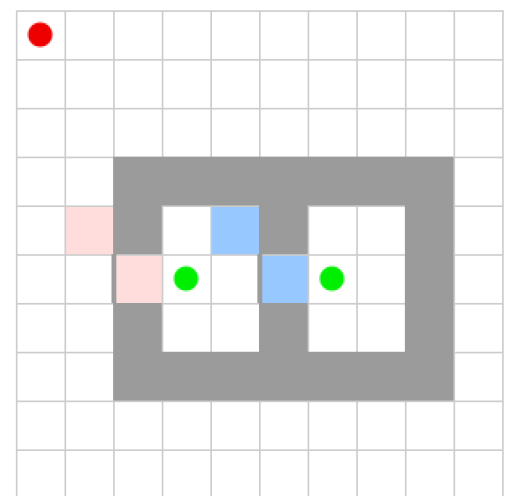
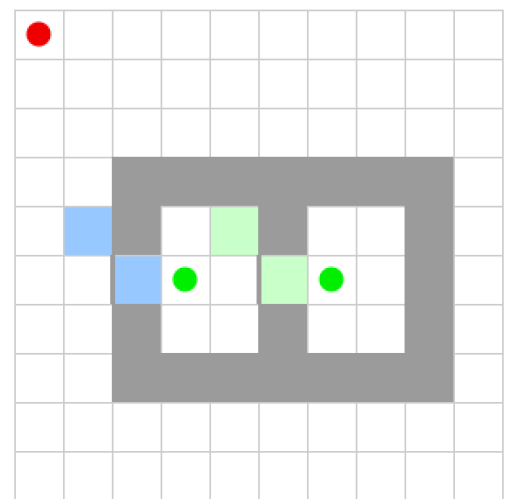
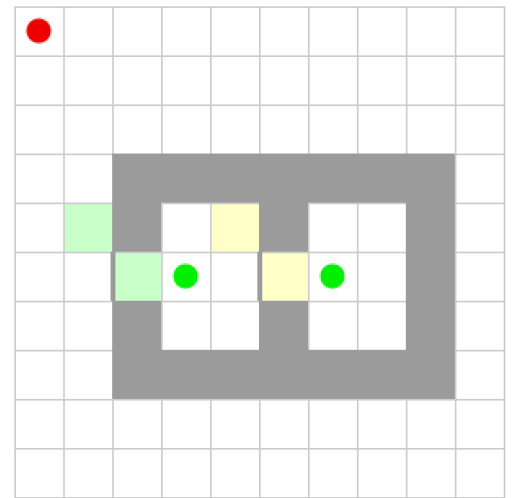
*Actions:* UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR  
*Memory:* save: VAR *NAME* = GETCOLOR • remember: SETCOLOR(*NAME*)  
*Control:* IF • REPEAT IF (aka WHILE)

### Puzzle 3



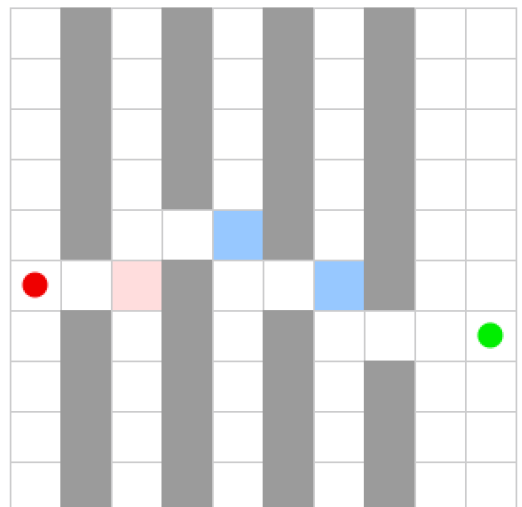
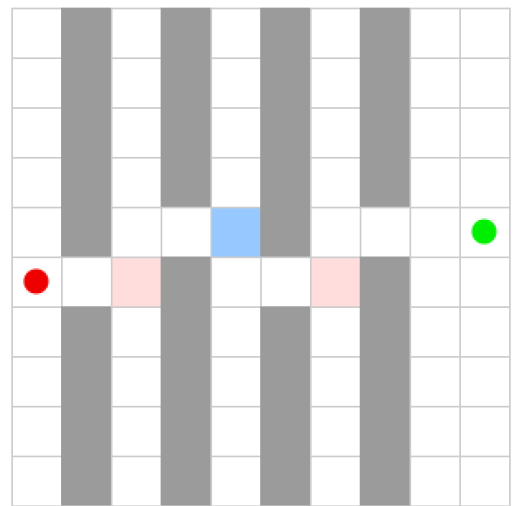
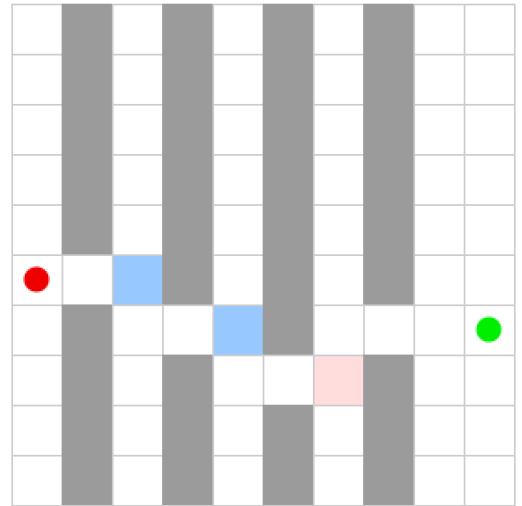
*Actions:* UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR  
*Memory:* save: VAR *NAME* = GETCOLOR • remember: SETCOLOR(*NAME*)  
*Control:* IF • REPEAT IF (aka WHILE)

## Puzzle 4



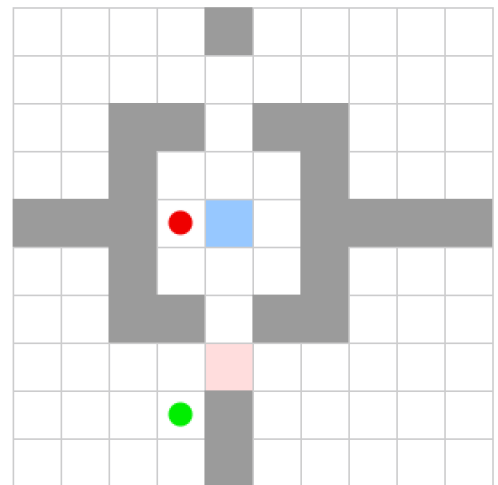
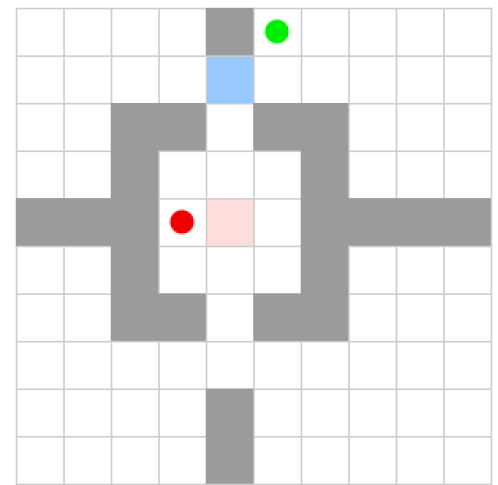
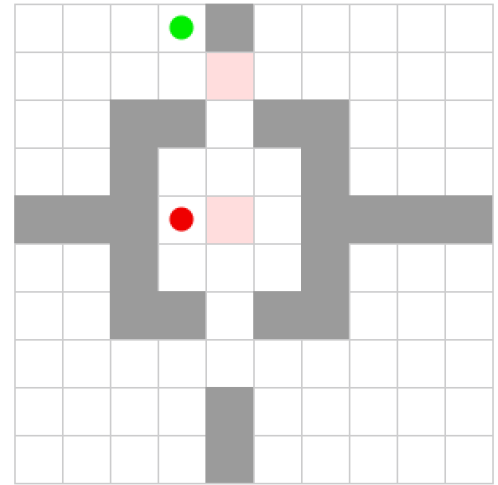
*Actions:* UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR  
*Memory:* save: VAR *NAME* = GETCOLOR • remember: SETCOLOR(*NAME*)  
*Control:* IF • REPEAT IF (aka WHILE)

## Puzzle 5



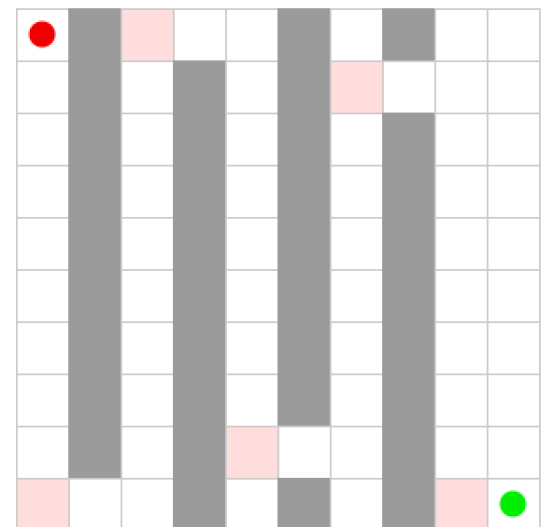
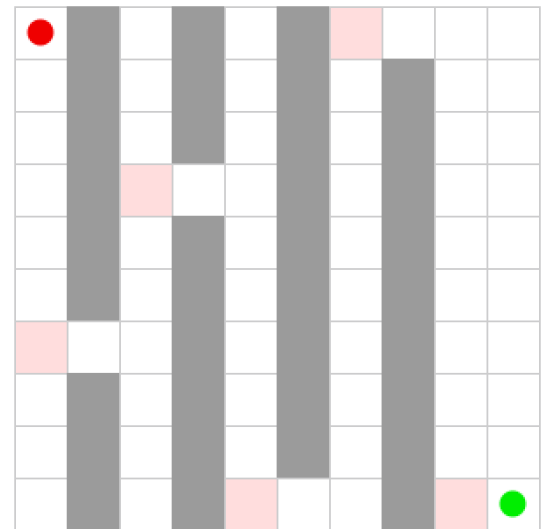
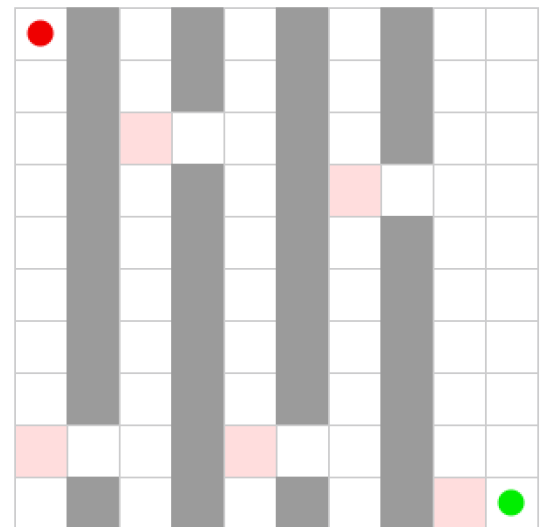
*Actions:* UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR  
*Memory:* save: VAR *NAME* = GETCOLOR • remember: SETCOLOR(*NAME*)  
*Control:* IF • REPEAT IF (aka WHILE)

## Puzzle 6



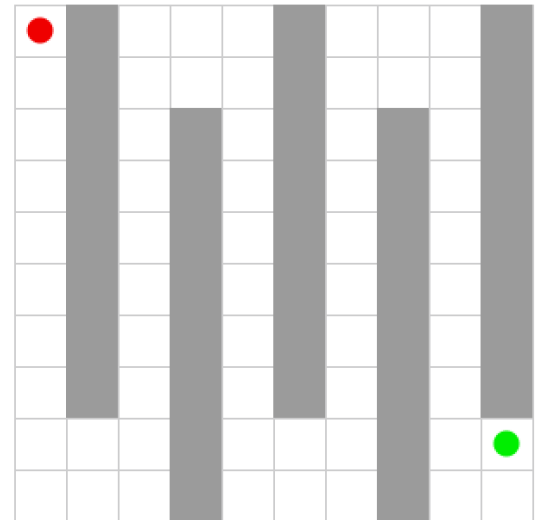
*Actions:* UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR  
*Memory:* save: VAR *NAME* = GETCOLOR • remember: SETCOLOR(*NAME*)  
*Control:* IF • REPEAT IF (aka WHILE)

## Puzzle 7



*Actions:* UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR  
*Memory:* save: VAR NAME = GETCOLOR • remember: SETCOLOR(NAME)  
*Control:* IF • REPEAT IF (aka WHILE)

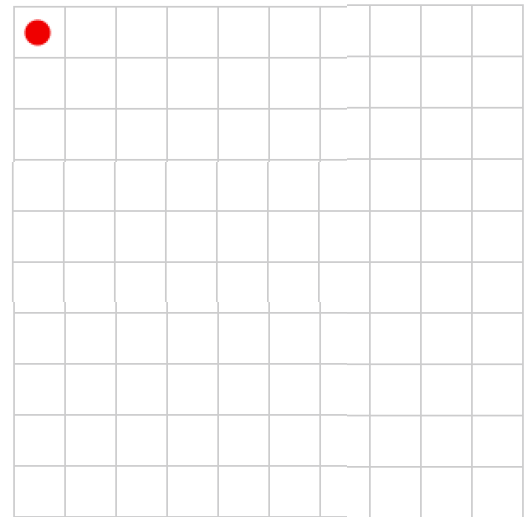
## Puzzle 8



*Actions:* UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR  
*Memory:* save: VAR *NAME* = GETCOLOR • remember: SETCOLOR(*NAME*)  
*Control:* IF • REPEAT IF (aka WHILE)



## Puzzle 9



Write code that draws the border of a rectangle.

*Actions:* UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR  
*Memory:* save: VAR *NAME* = GETCOLOR • remember: SETCOLOR(*NAME*)  
*Control:* IF • REPEAT IF (aka WHILE)