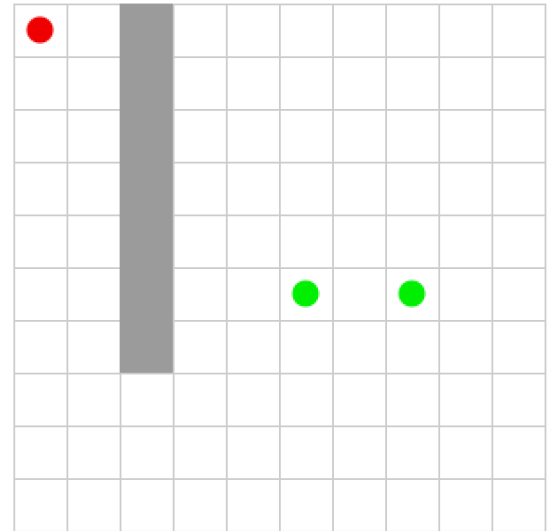


Puzzle 1

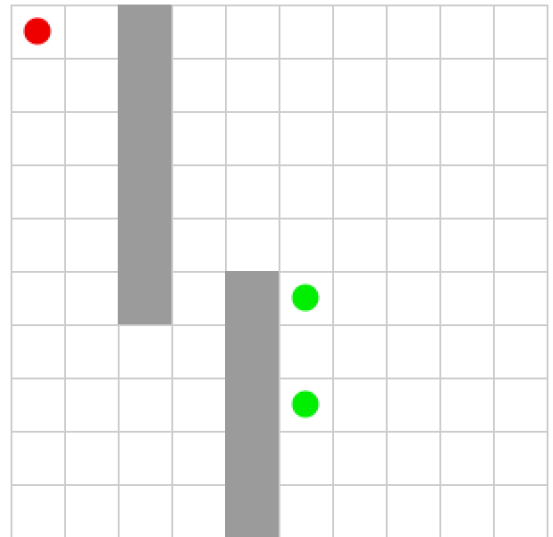
down
down
down
down
down
down
down
down
down
right
right
right
right
right
up
up
up
up
right
right



Actions: UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR
Memory: SAVE • REMEMBER
Control: IF • REPEAT IF

Puzzle 2

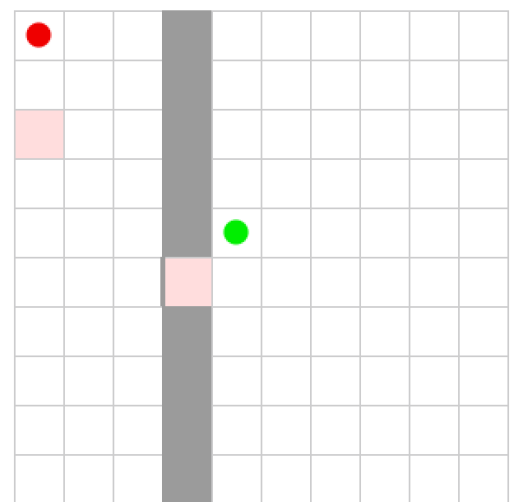
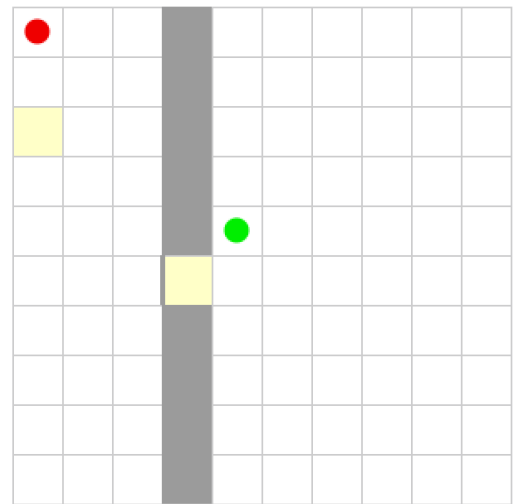
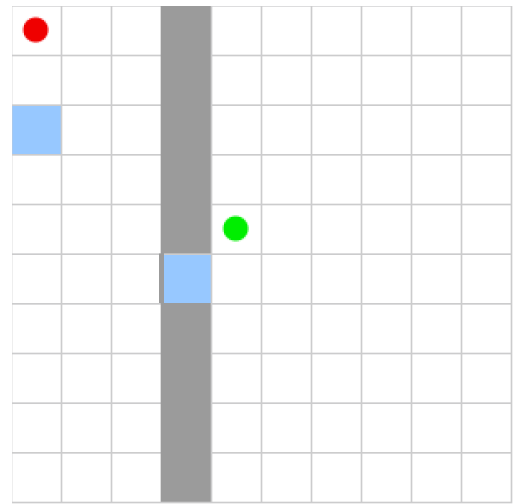
down
down
down
down
down
down
down
down
down
down
right
right
right
right
up
up
up
up
up
right
right
right
down
down
down



Actions: UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR
Memory: SAVE • REMEMBER
Control: IF • REPEAT IF

Puzzle 3

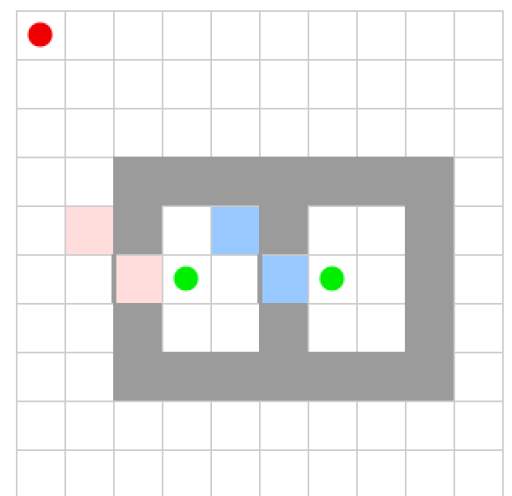
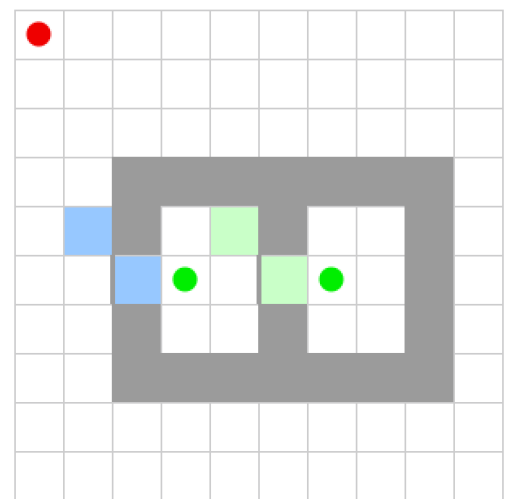
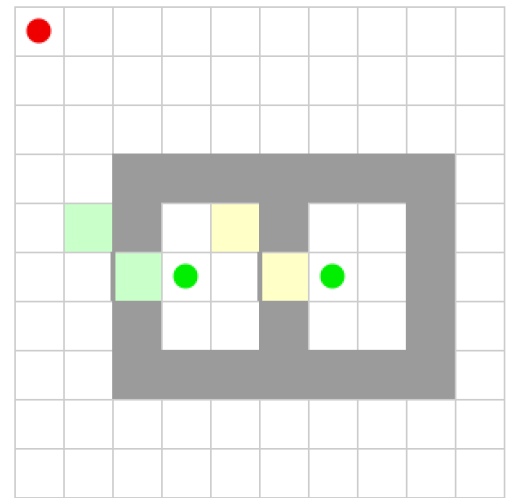
down
 down
 save getcolor as firstcolorseen
 down
 down
 down
 right
 right
 right
 setcolor remember firstcolorseen
 right
 up



Actions: UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR
Memory: SAVE • REMEMBER
Control: IF • REPEAT IF

Puzzle 4

down
 down
 down
 down
 right
 save getcolor as firstcolorseen
 down
 right
 setcolor remember firstcolorseen
 right
 right
 up
 save getcolor as secondcolorseen
 down
 right
 setcolor remember secondcolorseen
 right



Actions: UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR
Memory: SAVE • REMEMBER
Control: IF • REPEAT IF

Puzzle 5

recipe move

| right

| right

| getcolor

| if getcolor is blue, down

| else

| up

move

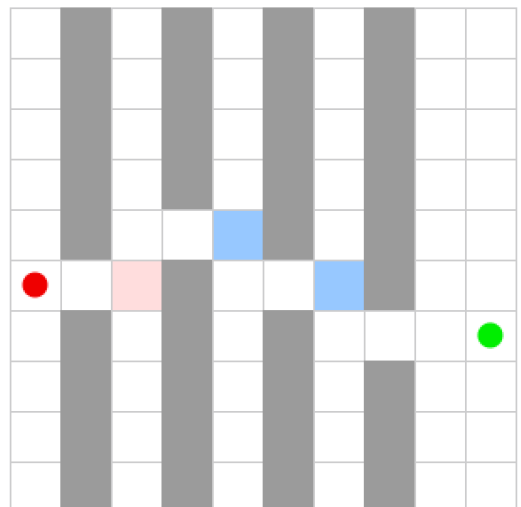
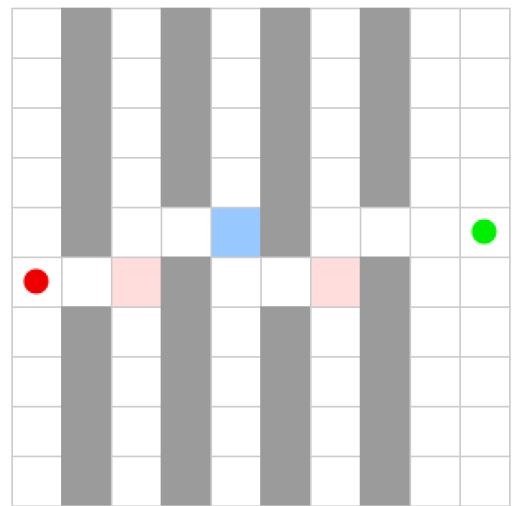
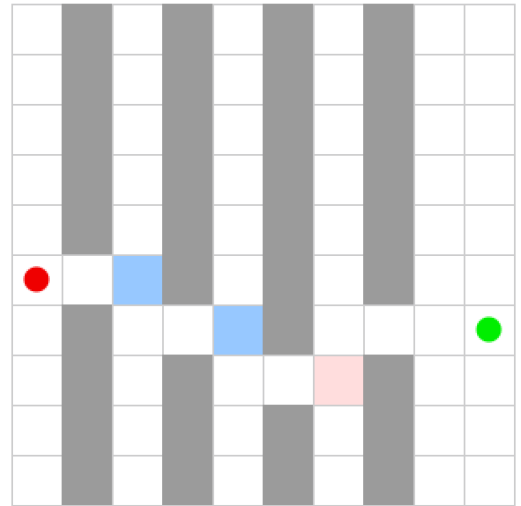
move

move

right

right

right



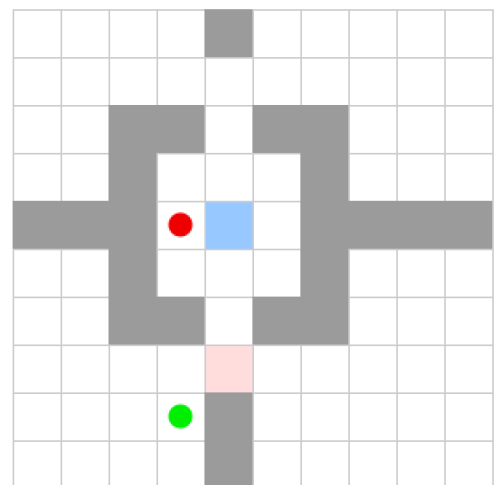
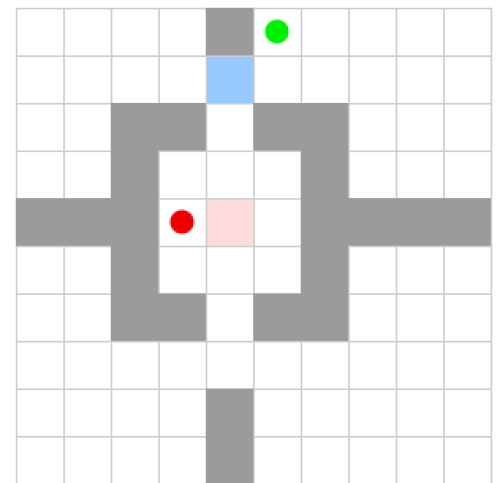
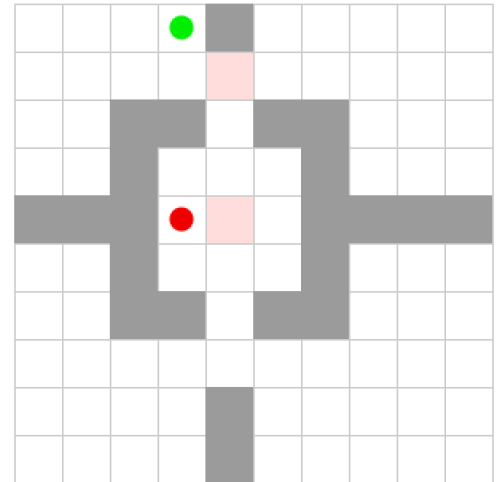
Actions: UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR
Memory: SAVE • REMEMBER
Control: IF • REPEAT IF

Puzzle 6

```

right
getcolor
if getcolor is red
| up
| up
| up
save up as direction
else
| down
| down
| down
save down as direction
getcolor
if getcolor is red
| left
| go direction
if getcolor is blue
| right
| go direction

```



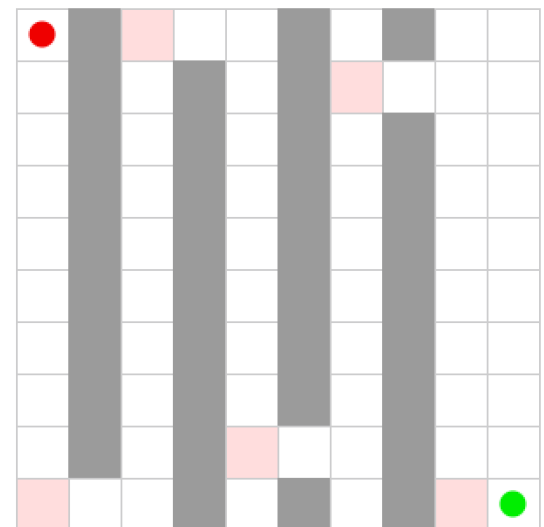
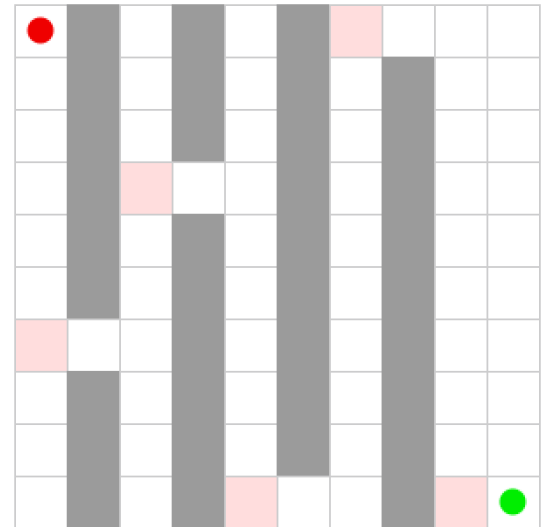
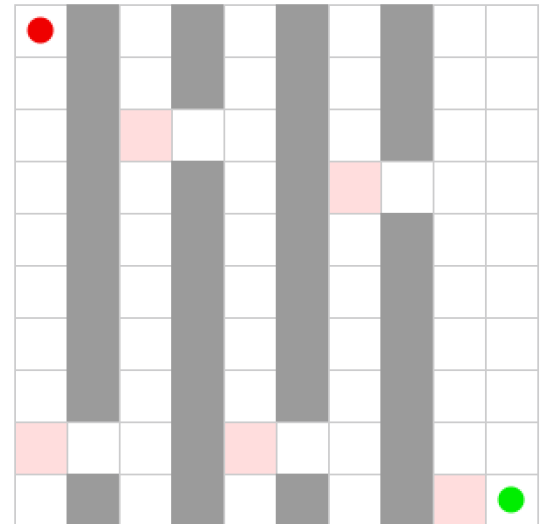
Actions: UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR
Memory: SAVE • REMEMBER
Control: IF • REPEAT IF

Puzzle 7

```

sequence =0
recipe Move
| sequence <5
| repeat if colour is not red and sequence is even
| down
| else
| repeat if colour is not red and sequence is odd
| up
repeat if sequence <4
| move
| right
| right
| sequence+1
move
down
right

```



Actions: UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR
Memory: SAVE • REMEMBER
Control: IF • REPEAT IF

Puzzle 8

recipe move

| step=0

| repeat If step < number of steps

| go orientation

| step +1

sequence =0

repeat if sequence <4

| if sequence is even

| repeat move, orientation down, number of steps =8

| right

| right

| else, if sequence is odd,

| repeat move, orientation up, number of steps =7

| right

| right

down

down

down

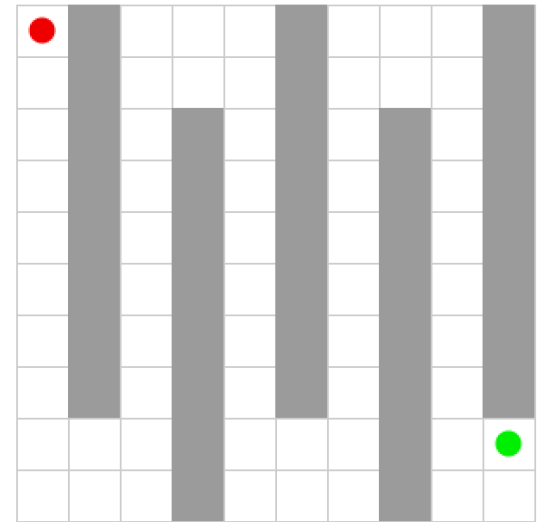
down

down

down

down

right



Actions: UP • DOWN • LEFT • RIGHT • GETCOLOR • SETCOLOR
Memory: SAVE • REMEMBER
Control: IF • REPEAT IF