

17. The IF bloc

Balouk must pick up all the keys and go to the

BUT: the number of blocs is limited, and the l

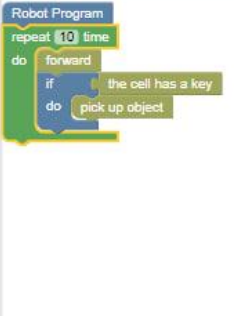

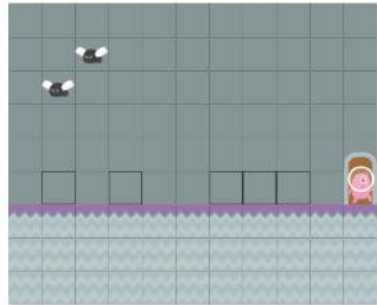
Fortunately, here is a new block: with the "IF-I

box contains one

The condition

Action if the c

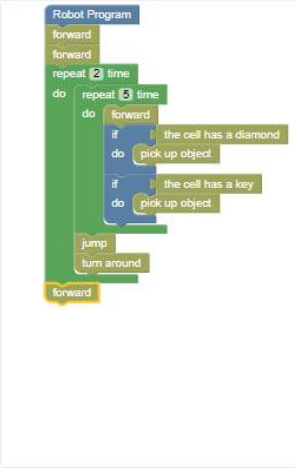

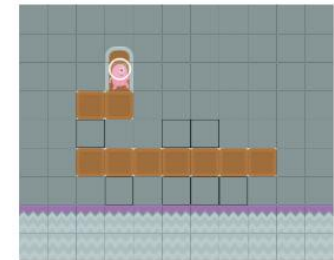
1 remaining blocs on 7 allowed.



18. The keys on 2 stairs

Help Balouk to pick up all keys and all diamants et to reach the do

3 remaining blocs on 18 allowed.



Submit programm

Congratulations !

Congratu

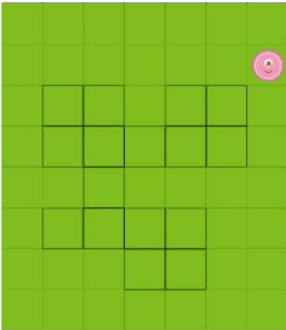
Rest

Your score is no

19. The square of diamonds V2

Aide Bosok à récupérer tous les diamants !!

4 remaining blocs on 14 allowed.



Robot Program

```
repeat 6 time
do
  repeat 3 time
  do
    go down
    if the cell has a diamond
    do
      pick up object
  repeat 3 time
  do
    go up
    go to the right
  repeat 10 time
  do
    if
    do
```

go up
go down
go to the right
go to the left
pick up object
the cell has a diamond
repeat 10 time
do
if
do

|< |> > >> >>> >|

Submit programm

Congrats, Bozok has taken all diamonds !

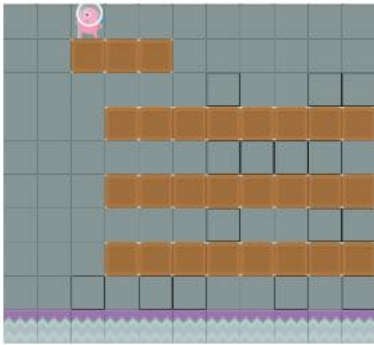
Congrats, Bozok has taken all diamonds !

Your score is 1

20. The 4 stairs of diamonds

Help Balouk to pick up all keys and all diamonds et to reach the flag !

3 remaining blocs on 24 allowed.



Robot Program

```
forward
forward
forward
pick up object
forward
repeat 4 time
do
  repeat 7 time
  do
    forward
    if the cell has a key
    do
      pick up object
    if the cell has a diamond
    do
      pick up object
  turn around
  repeat 7 time
  do
    forward
  turn around
  jump
turn around
forward
```

forward
turn around
jump
pick up object
the cell has a key
the cell has a diamond
repeat 10 time
do
if
do

|< |> > >> >>> >|

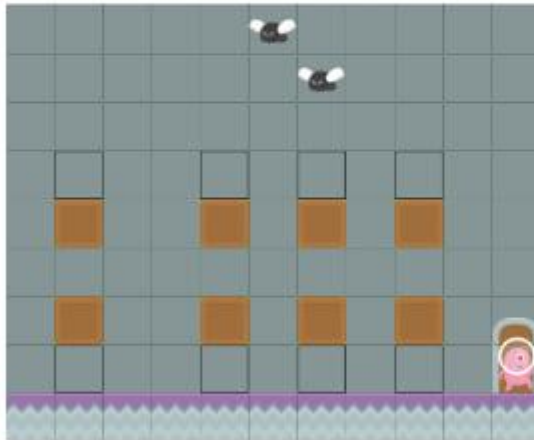
Submit programm

Congratulations !

21. The lockers anywhere !

When there is a key on the way, Balouk must
Warning : there is a limited number of blocs,

1 remaining blocs on 10 allowed.



|< |> > >> >>> >|

Submit programm

Robot Program

```
repeat 10 time
do
  forward
  if the cell has a key
  do
    pick up object
    jump
    jump
    open locker
```

forward

pick up object

jump

open locker

the cell has a key

repeat 10 time

do

if

do

