

Game 1

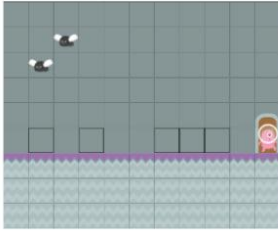
17. The IF bloc

Balouk must pick up all the keys and go to the door
BUT: the number of blocks is limited, and the keys are put pretty much everywhere !!

Fortunately, here is a new block: with the "IF-DO" block you can test the presence of a key on the box and take the key only if the box contains one

The condition
Action if the condition is checked

1 remaining blocs on 7 allowed.



Robot Program:

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

Submit program
Congratulation !

Game 2

18. The keys on 2 stairs

[illegible]

Game 3

1 remaining blocs on 14 allowed.

Robot Program

```

repeat (5) times
do
  go up
  go down
  go to the right
  go to the left
  pick up object
  the cell has a diamond
repeat (10) times
do
  go up
  go down
repeat (6) times
do
  go to the right
  repeat (6) times
do
  go up
  go down
  pick up object

```


Submit program

Congrats, Bozok has taken all diamonds!

Challenge

Game 4

20. The 4 stairs of diamonds



<
>
>>
>>>
>

Submit program

Congratulations !

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

1 remaining blocs on 24 allowed.

forward

turn around

jump

pick up object

the cell has a key

the cell has a diamond

repeat 10 time

do

if

do

Robot Program

forward

forward

if the cell has a key

do 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

jump

turn around

turn around


forward

Congratulations !

Restart

Game 5

21. The lockers anywhere !



The game grid is 10x10. The robot is at (1, 10). The key is at (5, 5). The door is at (10, 5). There are obstacles (brown squares) at (2, 2), (2, 3), (3, 2), (3, 3), (4, 2), (4, 3), (5, 2), (5, 3), (6, 2), (6, 3), (7, 2), (7, 3), (8, 2), (8, 3), (9, 2), (9, 3), (10, 2), (10, 3), (10, 4), (10, 6), (10, 7), (10, 8), (10, 9), (10, 10).

When there is a key on the way, Balouk must pick it up and unlock the locker located just above

Warning : there is a limited number of blocs, and keys can be anywhere !

2 remaining blocs on 10 allowed.

forward

pick up object

jump

open locker

the cell has a key

repeat 10 times

do

if do

Robot Program

forward

pick up object

jump

jump

open locker

forward

forward

Submit program

Bozok is not on the door

Challenge