

## Task 6: Treasure on the map

Robot Karel set out again to look for treasure. This time he has a blind map with numbers. The rules are as follows:

- Karel is still going straight in the direction of his turn
- Karel will change direction if he finds the brand (s):
  - 1 means turning north
  - 2 means turning west
  - 3 means turning south
  - 4 means turning east
  - 5 means treasure
- On the way, Karel collects all the brands he finds
- If Charles finds the treasure, he picks it up and stops

When uploading your program, use in the function `turn_on()` map name `task_6.kw`.

### Initial situation

Robot Karel starts at any position, turned towards the first clue.

CORNER	FACING	BEEP-BAG	BEEP-CORNER
(2, 2)	NORTH	0	0

  

ST.	+	-----	+
8		. . . . .	
7		. 4 . . . 3 . . . .	
6		. . . . .	
5		. . . . .	
4		. . . 5 . . . . 2 .	
3		. . . . .	
2		. ^ . . . 4 . . 1 .	
1		. . . . .	
	+	-----	+
		1 2 3 4 5 6 7 8 9 10	AVE.

### The end situation

Karel ends up in the position where the treasure was. It doesn't matter how he turns. He has all the collected brands in his backpack.

CORNER	FACING	BEEP-BAG	BEEP-CORNER
(4, 4)	EAST	19	0

  

ST.	+	-----	+
8		. . . . .	
7		. . . . .	
6		. . . . .	
5		. . . . .	
4		. . . > . . . . .	
3		. . . . .	
2		. . . . .	
1		. . . . .	
	+	-----	+
		1 2 3 4 5 6 7 8 9 10	AVE.