

## Task 2: Treasure in the tunnel

Robot Karel was given the task of searching for treasure in the tunnel. For the robot world, the tunnel is spiral in shape and the road gradually turns to the left. The treasure is found when the robot finds the mark. The treasure (mark) does not have to be at the end of the tunnel, but it can also be located in the middle of the alley, after finding the treasure, Karel returns to the beginning of the tunnel to its starting position.

When uploading your program, use in the function `turn_on()` map name `task_2.kw`.

## Initial situation

At the beginning, the robot Karel is at the entrance to the tunnel, facing east.



## The end situation

In the end, robot Karel is in his original position. He has a brand in his backpack for which he ran away, ie he **has one brand more in his backpack than at the beginning of the program** . The rotation of the robot does not matter.

