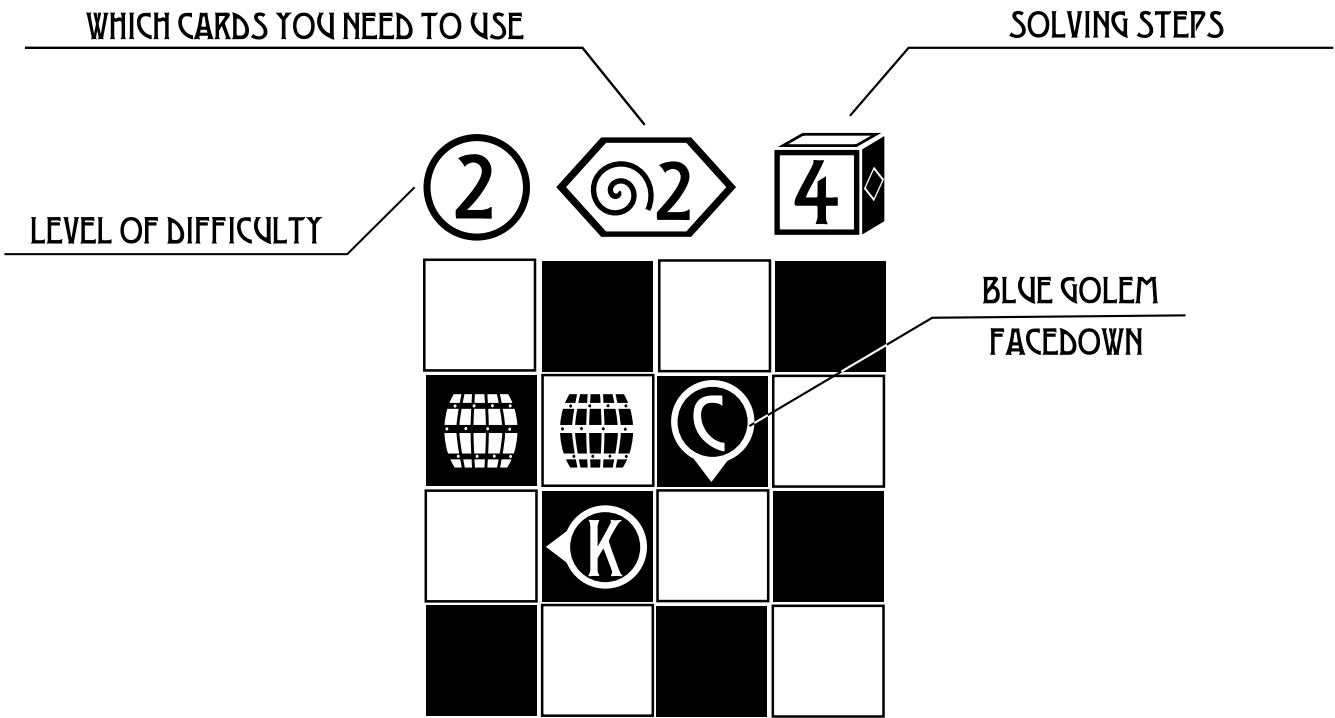# PUZZLE "BATTLE OF GOLEMS"

HOW TO PLAY?

1. According to the scheme arrange Golems and Barrier tokens.
2. Create the program by specified conditions.

WHICH CARDS YOU NEED TO USE

SOLVING STEPS

LEVEL OF DIFFICULTY

BLUE GOLEM
FACEDOWN

- Barrier "Wall"

- Barrier "Water"

- Barrier "Barrel"
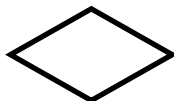
- Use card LOOP 2

- Use card LOOP 3
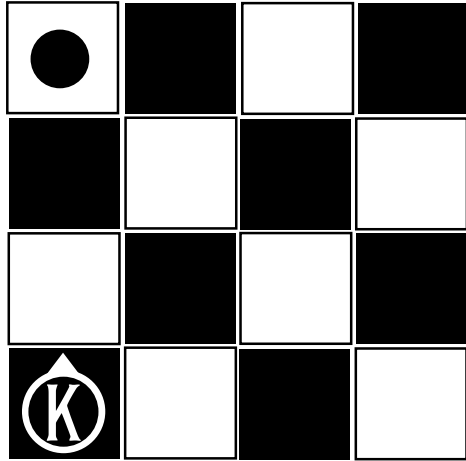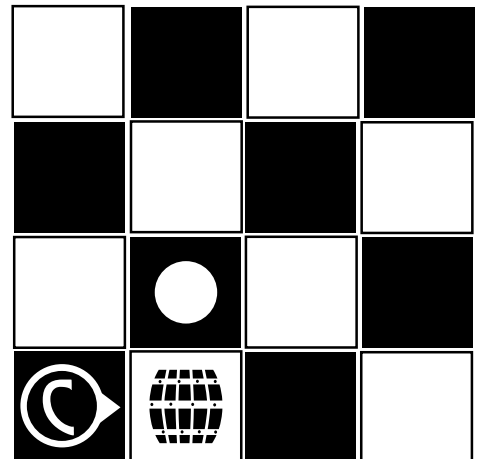
- Use card ATTACK

- Use card IF

"SIMPLE MOVE"

Puzzle 1.1

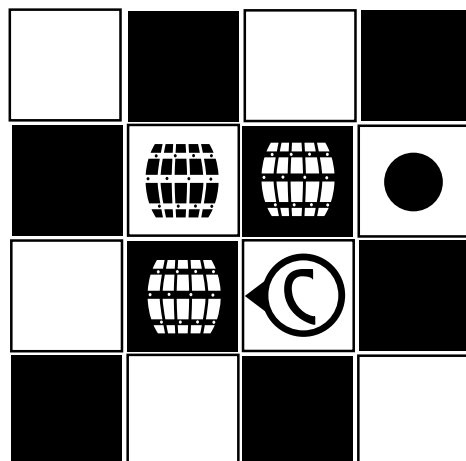Move Red Golem to Black dot by 3 steps.

Puzzle 1.2

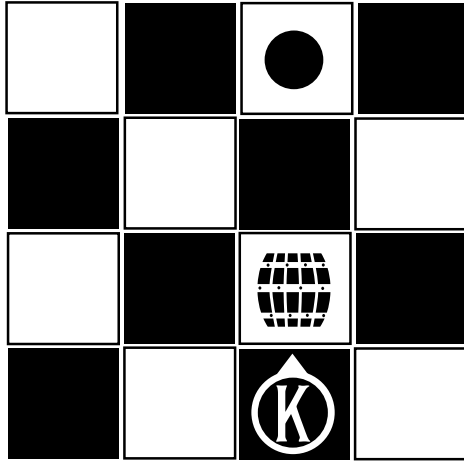Move Blue Golem to White dot, using only moving cards and by 4 steps.

Puzzle 1.3

Move Blue Golem to Black dot by 3 step.

"ATTACK! AND ATTACK!"

Puzzle 1.4

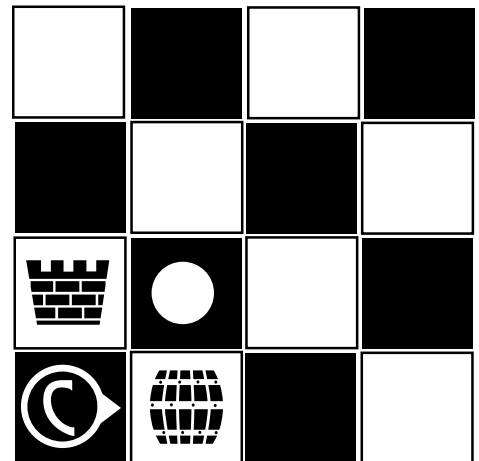Move Red Golem to Black dot by 4 steps. You would use ATTACK card.

Puzzle 1.5

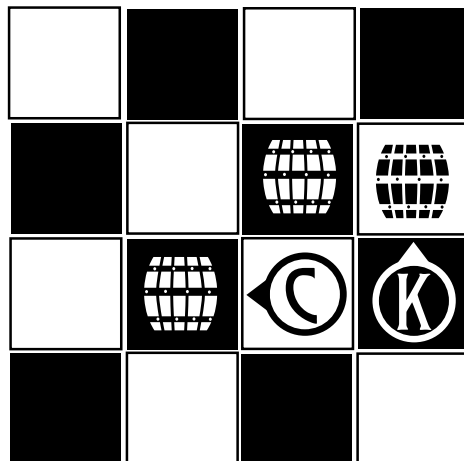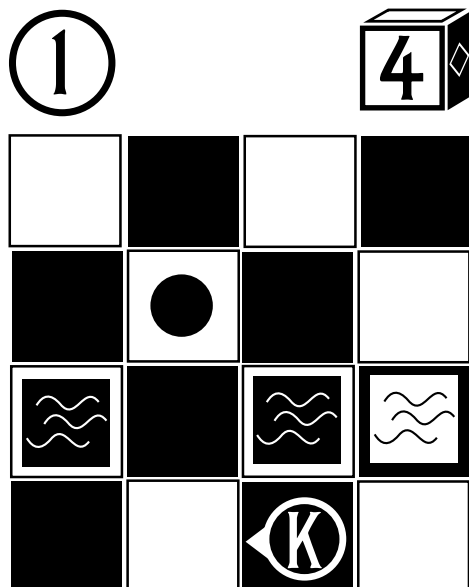Move Blue Golem to White dot by 4 steps and using ATTACK card.

Puzzle 1.6

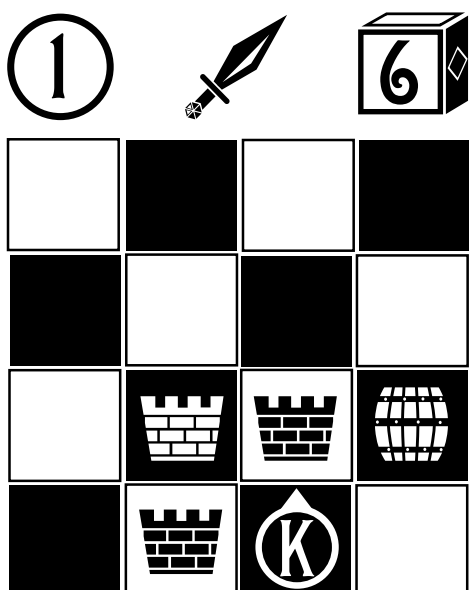You are Blue Golem. Strike Red Golem by 3 steps.
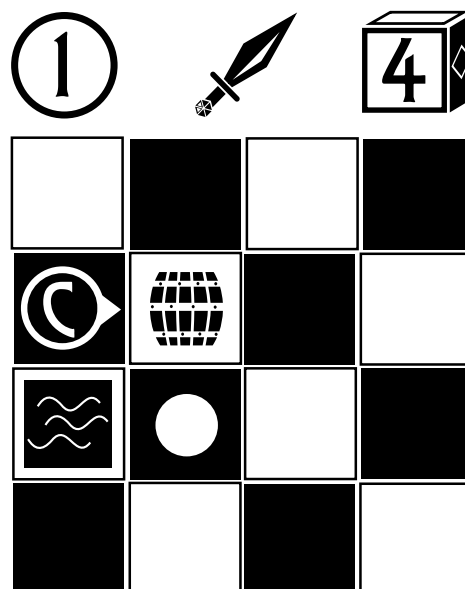
"THESE DIFFERENT BARRIERS"

Puzzle 1.7

Move to another side of the river by 4 steps. Do not drown!

Puzzle 1.8

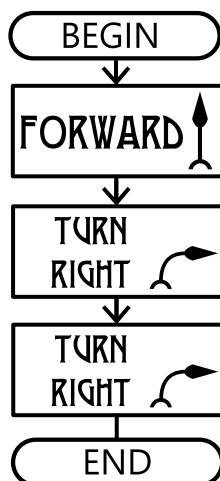Move Blue Golem to White dot by 4 steps.
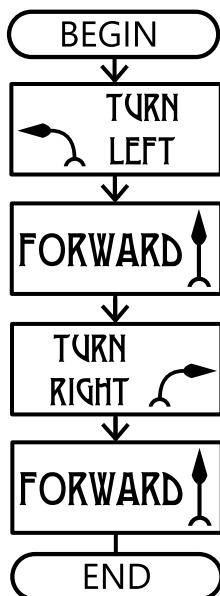

Puzzle 1.9

Released from jail by 6 steps! You can break down the door (Barrel tocken) by ATTACK card!
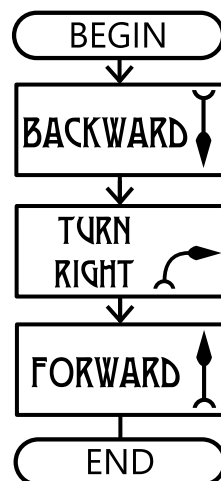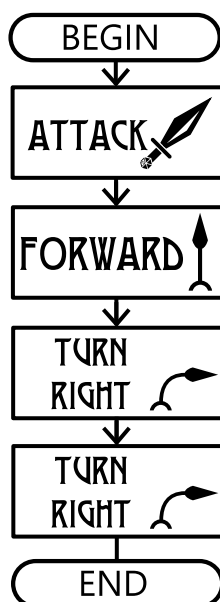
PUZZLE SOLVING

1.1
- BEGIN
- FORWARD
- TURN RIGHT
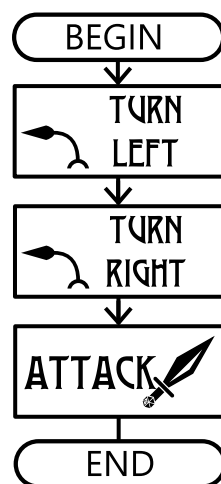- TURN RIGHT
- END

1.2
- BEGIN
- TURN LEFT
- FORWARD
- TURN RIGHT
- FORWARD
- END

1.3
- BEGIN
- BACKWARD
- TURN RIGHT
- FORWARD
- END

1.4
- BEGIN
- ATTACK
- FORWARD
- TURN RIGHT
- TURN RIGHT
- END

1.5
- BEGIN
- ATTACK
- FORWARD
- TURN LEFT
- FORWARD
- END

1.6
- BEGIN
- TURN LEFT
- TURN RIGHT
- ATTACK
- END

1.7
- BEGIN
- FORWARD
- TURN RIGHT
- FORWARD
- FORWARD
- END

1.8
- BEGIN
- ATTACK
- FORWARD
- TURN RIGHT
- FORWARD
- END

1.9
- BEGIN
- TURN RIGHT
- FORWARD
- TURN LEFT
- ATTACK
- FORWARD
- FORWARD
- END