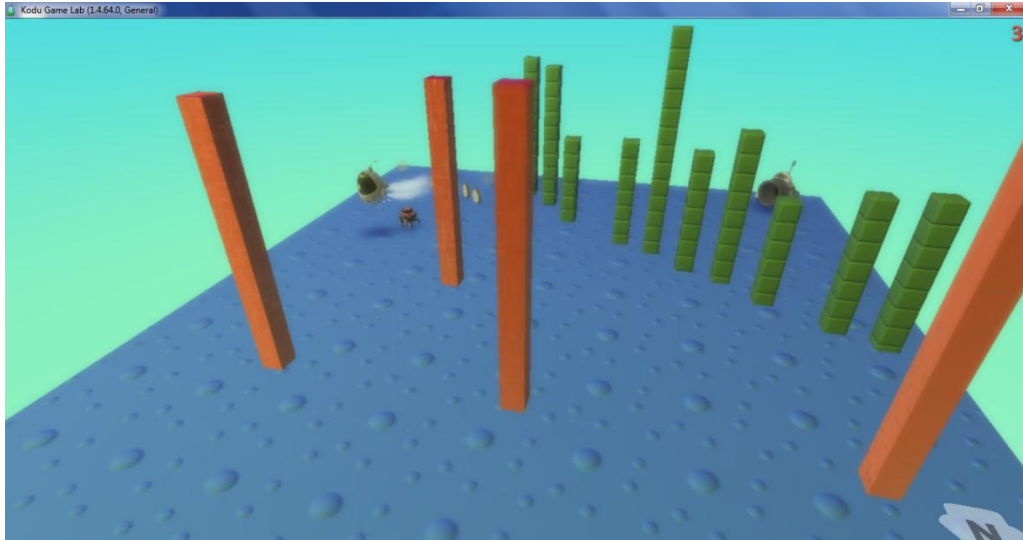


## Module 1: Flee1 World

Version of July 6, 2015



1. “Flee” is the opposite of “pursue”. Load and run the Flee1 world:
  - a. Press the Back button to get to the main menu.
  - b. Select “Load World”.
  - c. Press the “X” button to discard changes to your previous world, if asked.
  - d. Select “Downloads” and choose Flee1.
  - e. Press the Back button twice to run the world.
2. The pushpad chases the kodu, and when it bumps it, it zaps the kodu and zeroes the score. We want the kodu to flee from the pushpad.
3. Write a rule to make the kodu flee from the pushpad. Instead of move “toward”, the kodu should go in the opposite direction. What kind of move should it use?
4. The kodu can also earn points by pursuing and consuming coins. Add those rules, but make sure they appear after the rule for fleeing the pushpad.
5. How many coins does the kodu need to eat in order to win the game?