

## Do Two Things

Make Cozmo take two actions with one WHEN condition.

WHEN *something* ... DO **this**



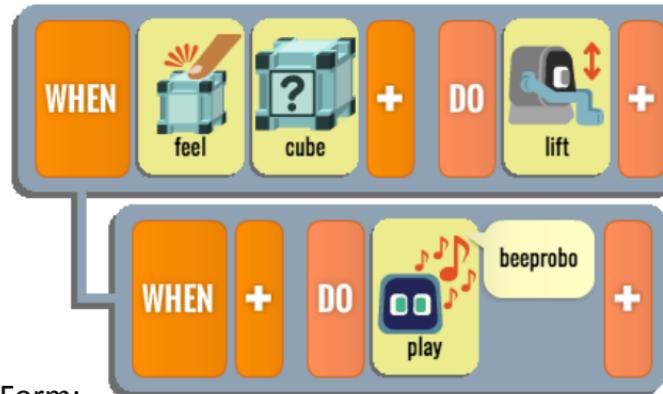
*and also*

DO **that**



## Do Two Things

When you feel a cube being tapped, move the lift *and also* play a sound.



General Form:

WHEN *something* DO *action1*  
↳ WHEN DO *action2*

Indenting the second rule makes it dependent on the success of the action of the parent rule.