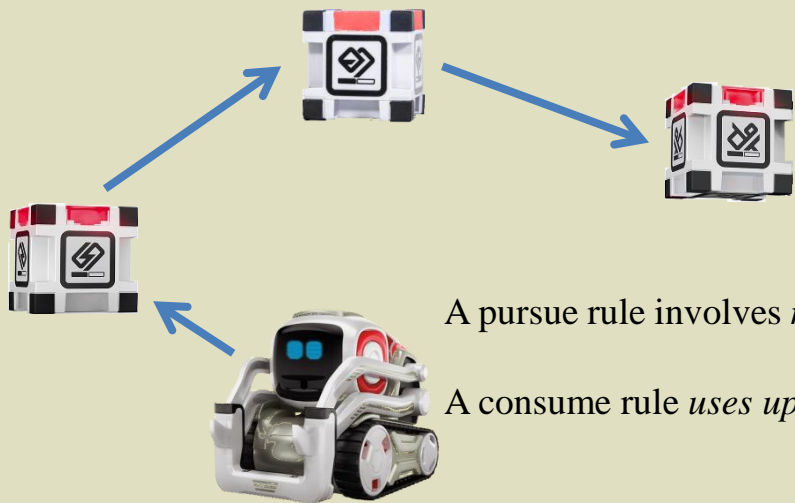


## Pursue and Consume

Make Cozmo extinguish all the red cubes.

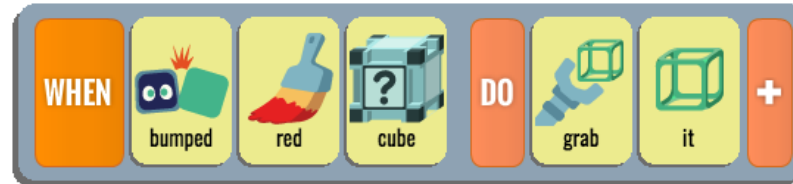
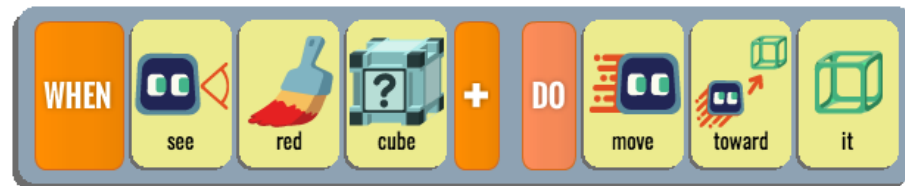


A pursue rule involves *motion*.

A consume rule *uses up* the object.

## Pursue and Consume

Pursue rule



Consume rule

General Form:

WHEN see *thing* DO move toward it

WHEN bumped *thing* DO *consume* it