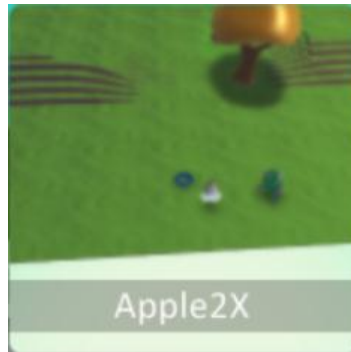


# Apple2X World

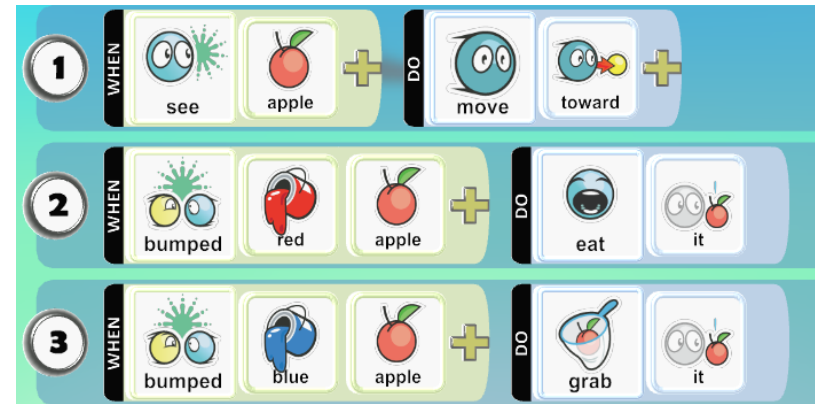
Competitive apple consumption.

## 1 Load "Apple2X"

1. Run Kodu.
2. Press the "Start" button and select "Load World".
3. Use the shoulder buttons to select the "Downloads" tab.
4. Press the "Y" button and sort by title.
5. Left stick to find the Apple2X world; press "A" to select it.
6. Choose "Edit" and press "A".



## 2 Program the kodu: eat red apples, grab blue ones.



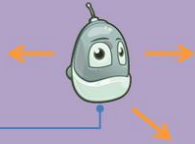
1. Program the kodu with the rules shown above.
2. The kodu will try to consume all the apples as quickly as it can.
3. Can you be faster than the kodu?

# 3

## Program the flying fish with Let Me Drive.

### Let Me Drive

Use the left stick or the arrow keys to drive a character.



When the left stick or arrow keys are not being pressed, the character is free to move on its own.

### Let Me Drive

1 WHEN gamepad L stick + DO move +

Use the left stick or the arrow keys to drive a character.

Let a second player control another character:

1 WHEN gamepad L stick Player2 + DO move +

Note: Another way to guide a character is to have it follow the cursor:  
WHEN see cursor DO move toward

1. Read the Let Me Drive flashcard.
2. Program the flying fish with these rules:

1	WHEN	gamepad	L stick	+	DO	move	+
2	WHEN	gamepad	A button	+	DO	eat	once
3	WHEN	gamepad	B button	+	DO	grab	once

3. Press "Back" to run the program.

# 4

## Compete: kodu vs. fish!

1. You control the flying fish.
2. Use the left stick to drive it.
3. Press "A" to eat the nearest apple.
4. Press "B" to grab the nearest apple.
5. **Don't eat the blue apples.**
6. **Don't grab the red apples.**
7. **Don't eat or grab the kodu!**
8. **If you press the wrong button, you lose.**
9. Can you drive the flying fish to beat the kodu?

