# Module 1: Flee1X World
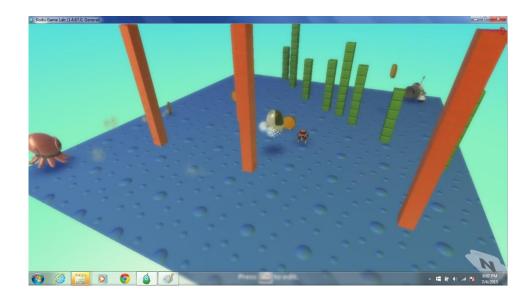
Version of July 6, 2015



1. "Flee" is the opposite of "pursue". Load and run the Flee1X 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 Flee1X.
   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 exact 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 <u>after</u> the rule for fleeing the pushpad.

5. Make the octopus drivable using the "Let Me Drive" idiom. It can help the kodu by pushing coins toward it, or by pushing it away from the pushpad.

6. How many coins does the kodu need to eat in order to win the game?