

LEVEL 1

NEW SKILL: FORWARD AND TURN

```
forward(100);  
right(90);  
forward(50);
```



PROGRAMMING CHALLENGES

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YOU NEED TO COMPLETE EIGHT STARS TO PASS

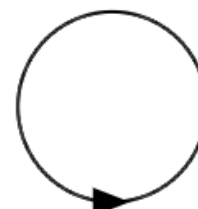
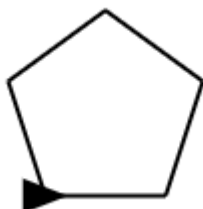
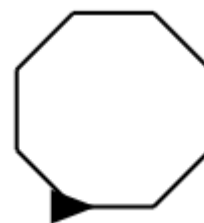
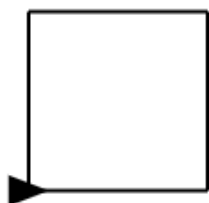
LEVEL 3

NEW SKILL: ARITHMETIC

```
for (i in range(3)) {  
  forward(50);  
  left(360/3);  
}
```



PROGRAMMING CHALLENGES

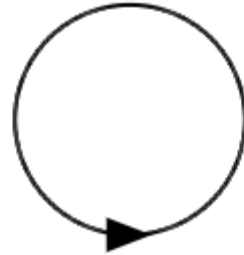


YOU NEED TO COMPLETE EIGHT STARS TO PASS

LEVEL 4

NEW SKILL: CIRCLES AND CURVES

```
for (i in range(360)) {  
  forward(1);  
  left(1);  
}
```



PROGRAMMING CHALLENGES

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YOU NEED TO COMPLETE EIGHT STARS TO PASS

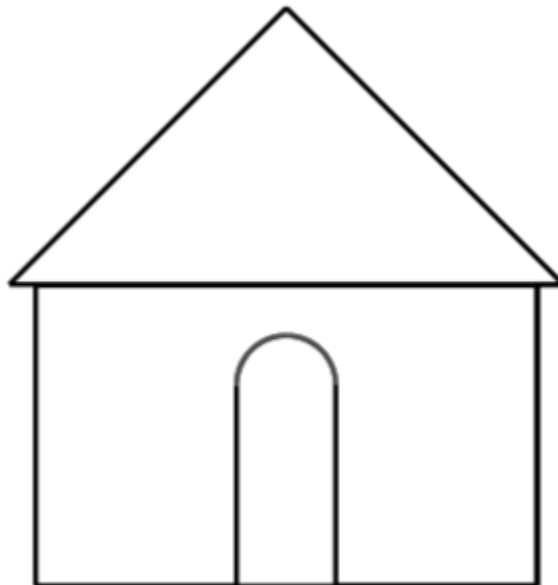
LEVEL 5

BOSS LEVEL

CONGRATULATIONS. YOU HAVE REACHED THE FIRST BOSS LEVEL. THERE ARE NO STARS AVAILABLE FOR COMPLETING THIS LEVEL, BUT YOU MUST BUILD THE FOLLOWING IMAGE BEFORE YOU MOVE ON.

YOU WILL NEED TO MAKE USE OF ALL OF THE SKILLS YOU HAVE LEARNED SO FAR.

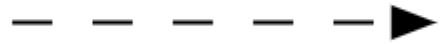
GOOD LUCK!







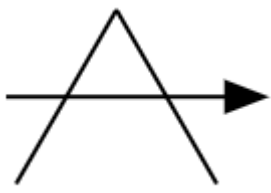

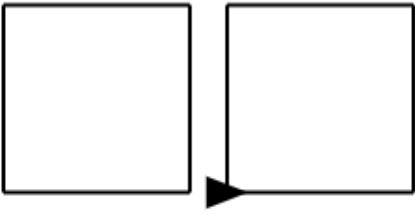



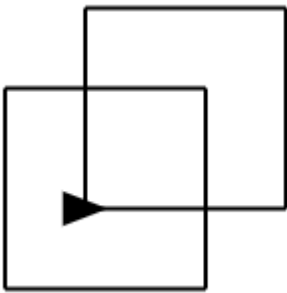

LEVEL 6

NEW SKILL: PEN CONTROL

```
for (i in range(5)) {  
  forward(10);  
  up();  
  forward(10);  
  down();  
}
```



PROGRAMMING CHALLENGES

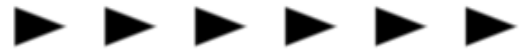
 	 	 
 	 	 

YOU NEED TO COMPLETE EIGHT STARS TO PASS

LEVEL 7

NEW SKILL: STAMPS

```
up();  
for (i in range(6)) {  
  forward(20);  
  stamp();  
}
```



PROGRAMMING CHALLENGES

A diagonal line of four solid black right-pointing triangles. Below the line is a single hollow star.	A circle of six solid black right-pointing triangles. Below the circle is a single hollow star.	A circle of eight solid black right-pointing triangles. Below the circle is a single hollow star.
A horizontal row of four solid black right-pointing triangles. Below the row are two hollow stars.	A horizontal row of four solid black triangles: right-pointing, down-pointing, right-pointing, down-pointing. Below the row are two hollow stars.	A starburst shape formed by eight solid black right-pointing triangles. Below the starburst are three hollow stars.

YOU NEED TO COMPLETE EIGHT STARS TO PASS

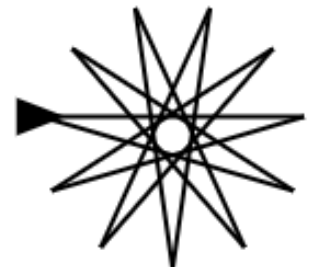
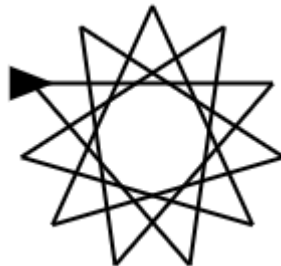
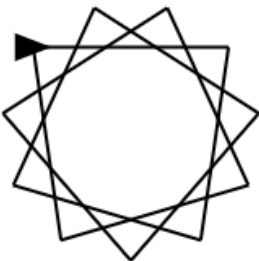
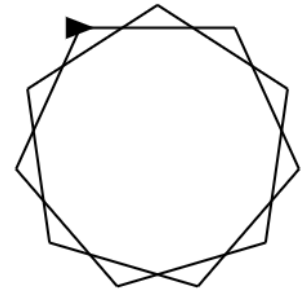
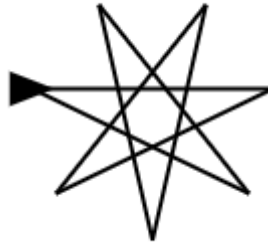
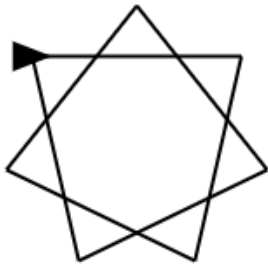
LEVEL 8

NEW SKILL: COMPLEX POLYGONS

```
for (i in range(5)) {  
  forward(80);  
  right(144);  
}
```



PROGRAMMING CHALLENGES



YOU NEED TO COMPLETE EIGHT STARS TO PASS



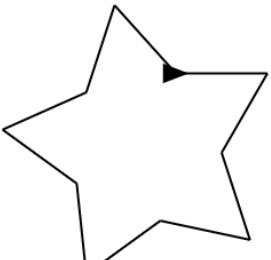

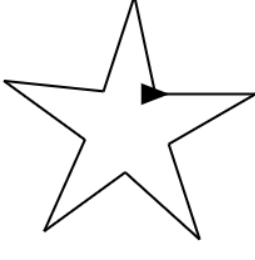

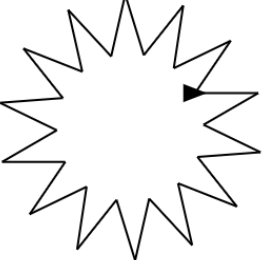

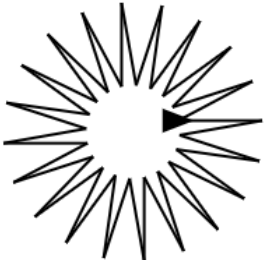

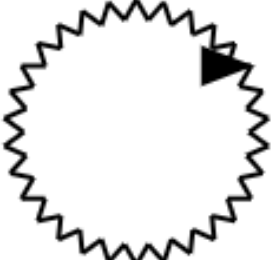

LEVEL 9

NEW SKILL: CONCAVE POLYGONS

```
for (i in range(5)) {  
  forward(40);  
  right(160);  
  forward(40);  
  left(160);  
  right(72);  
}
```



PROGRAMMING CHALLENGES

YOU NEED TO COMPLETE EIGHT STARS TO PASS

LEVEL 10

FINAL BOSS LEVEL

CONGRATULATIONS. YOU HAVE REACHED THE FINAL BOSS LEVEL. THERE ARE NO STARS AVAILABLE FOR COMPLETING THIS LEVEL, BUT YOU MUST BUILD THE FOLLOWING IMAGE TO COMPLETE THE GAME.

THIS IS A CHALLENGING IMAGE TO REPRODUCE. YOU WILL NEED TO THINK CAREFULLY ABOUT HOW TO APPLY THE SKILLS YOU HAVE LEARNED SO FAR.

GOOD LUCK!

