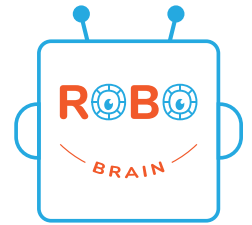
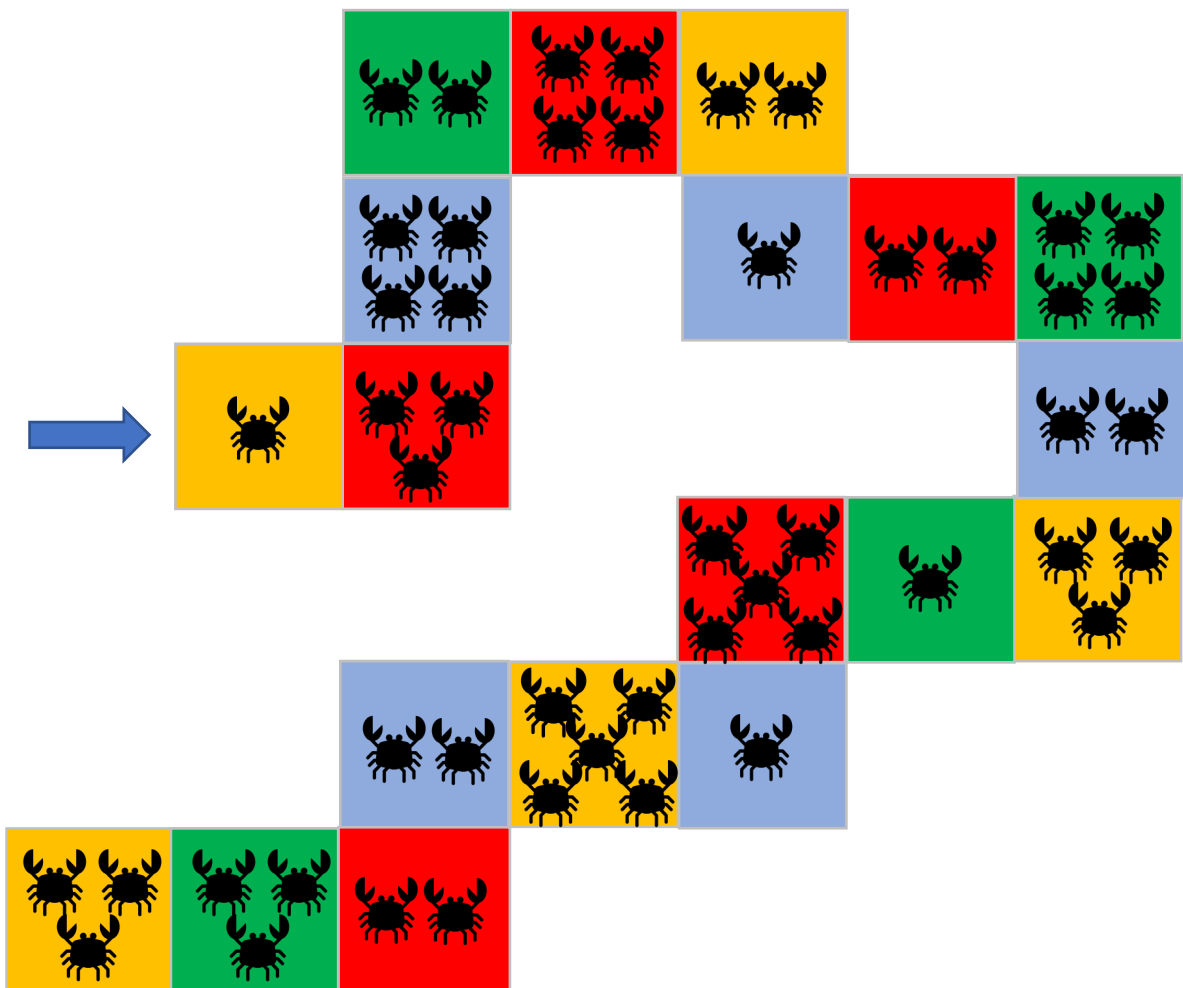


# Task 1



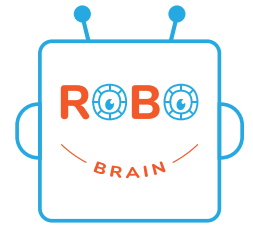
- You are walking on a coloured beach, which is famous for its black crabs.
- You will have to follow the rules to collect crabs.

```
IF (land on red or green square) and crab number > 1
    collect a crab
    forward the same number as there are crabs left on the square
ELSE
    forward one square
```



- How many crabs will you have in the end?

# Task 2

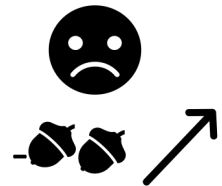


- You are in the middle of a forest walking diagonally (like how a bishop walks in chess) and holding three acorns to start with.
- You will keep walking diagonally until you meet a Genie.

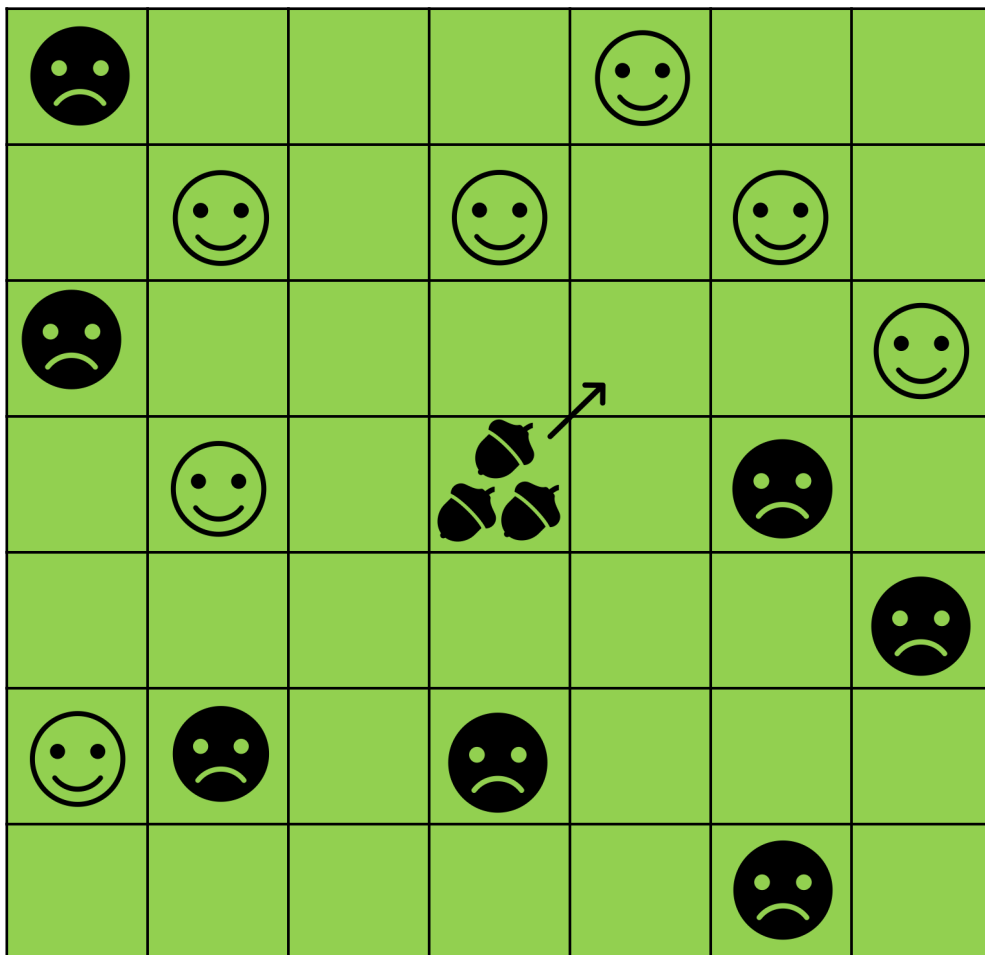
If you see a smiley Genie, you will be given one acorn and you have to turn (90 degrees to your) left.



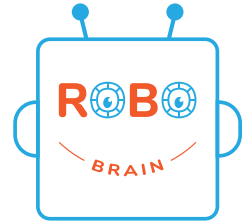
If you see a sad Genie, two acorns will be taken away from you and you have to turn (90 degrees to your) right.



Where will you end up with and how many acorns will you have in the end?



# Task 3



- Mark the path from the dog to his deckchair.
- Show the path to home without creating any loops.

