

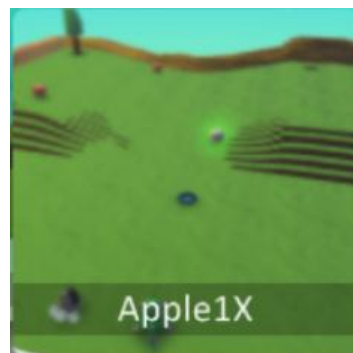
# Apple1X World

Eat all the apples. Make the flying fish help or compete with the kodu.

## 1 Load "Apple1X"



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 Apple1X world; press "A" to select it.
6. Choose "Edit" and press "A".



## 2 Program the kodu to Pursue and Consume.

**Pursue and Consume**

Make the Kodu go to objects and eat them.

A pursue rule involves *motion*.


A consume rule *uses up* the object.

**Pursue and Consume**

|   |      |        |       |   |    |      |        |   |              |
|---|------|--------|-------|---|----|------|--------|---|--------------|
| 1 | WHEN | see    | apple | + | DO | move | toward | + | Pursue rule  |
| 2 | WHEN | bumped | apple | + | DO | eat  | it     | + | Consume rule |

General Form:  
 WHEN see *thing* DO move toward  
 WHEN bumped *thing* DO consume it  
 "Consume" can be "eat", "grab", "vanish", or something else.

Filter by color:  
 WHEN see *color thing* DO move toward  
 WHEN bumped *color thing* DO consume it

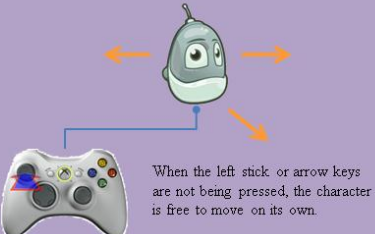
1. Select the  Object Tool.
2. Put the purple cursor on the kodu.
3. Press "Y" to program the kodu.
4. Add the pursue and consume rules from the flashcard.
5. Press the "Back" button several times to run your program and watch the kodu eat all the apples.



### 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.


**2** WHEN keyboard Arrows DO move

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 just the first rule from Let Me Drive.
 


3. To run your world, press the "Back" button 2 or 3 times. Drive the flying fish with the left stick.
4. Help the kodu: use the flying fish to push apples toward the kodu.

### 4 Compete: kodu vs. fish!

1. Find the pit near the back.
 


2. The flying fish scores 2 points for each apple it pushes into the pit.
3. The kodu gets 1 point for every apple it eats.
4. Can you drive the flying fish to beat the kodu?

