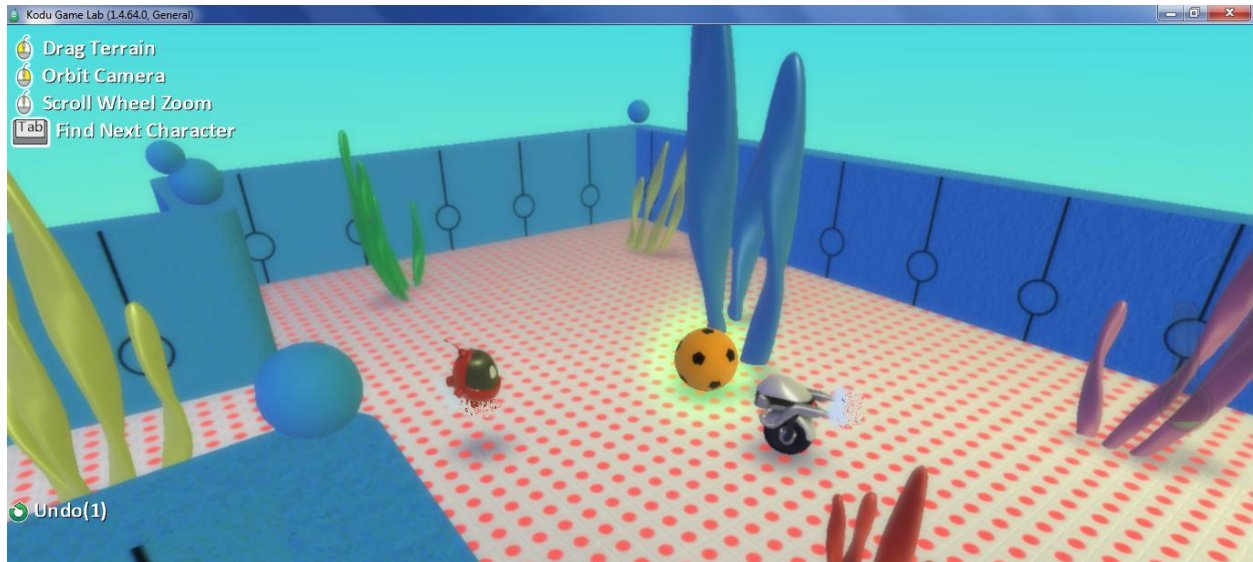


Module 2: Ball1World

Version of December 10, 2015



1. To load the “Ball1” world:
 - a. Press the Start button.
 - b. Select “**Load World**”.
 - c. If asked, press “X” to discard any changes to your previous world.
 - d. Choose “Downloads” and select **Ball1**.
2. **Run the world** to see what happens. Press the Back button to stop.
3. In this world the cycle character shoots orange or purple soccer balls. The kodu should **eat the orange soccer balls** and **grab the purple soccer balls** (which makes them vanish).
4. **Program the kodu** to chase down and eat the orange soccer balls, and grab the purple ones.

