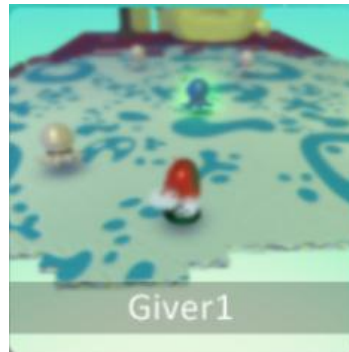


# Giver1 World

## 1 Load and run “Giver1”.

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 Giver1 world; press “A” to select it.
6. Choose “Run” and press “A”.



Save the octopuses!

## 2 Give each pink octopus an apple to protect it.

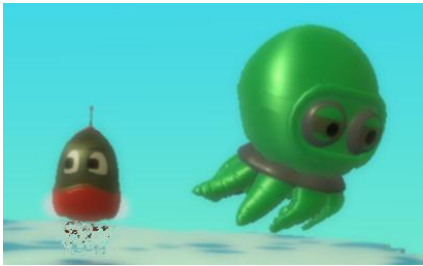
1. The cycle will give the kodu an apple.



2. When an octopus turns pink, you should give it the apple.
3. Use Pursue and Consume for the kodu to go to a pink octopus.
4. Use “DO (holding) give” to give the apple to the octopus.

### 3 Tell the green octopus to go home.

1. The pushpad only attacks pink octopuses.
2. When a pink octopus gets an apple it turns green and wanders randomly.



3. To tell the octopus to go home, the kodu needs to play the “coin spit” sound when it gives it the apple.
4. Use the Do Two Things idiom to make the kodu give the apple and also play the coin spit sound.
5. The sound is in “(events) (tower) coin spit”.

### 4 The pushpad doesn't like the coin spit sound.

1. The pushpad doesn't like the coin spit sound.
2. What would happen if the kodu played this sound all the time?
3. Can you make the kodu play the sound all the time simply by changing the indentation of a rule?
4. What does the pushpad do when it hears coin spit again and again?

