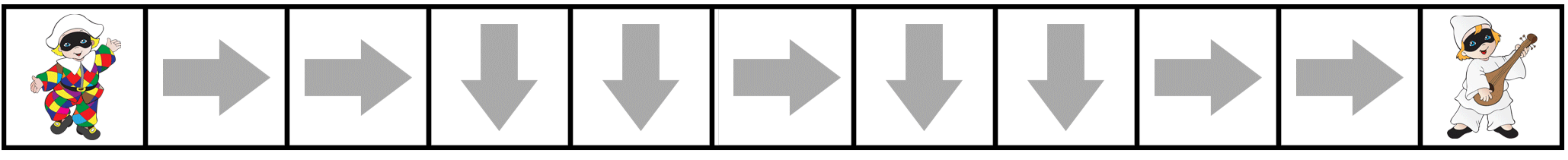


# CODING - CARNEVALE

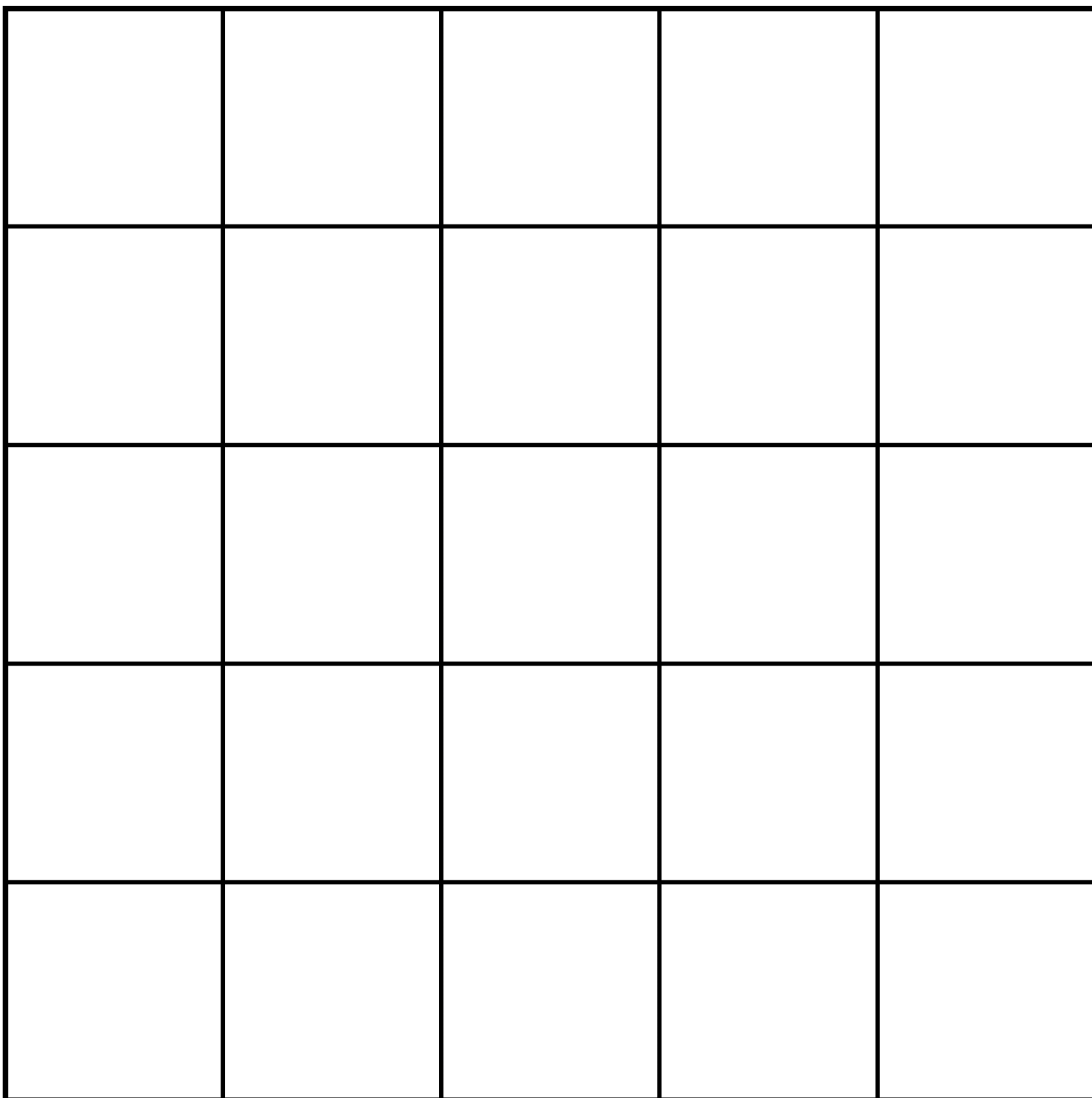
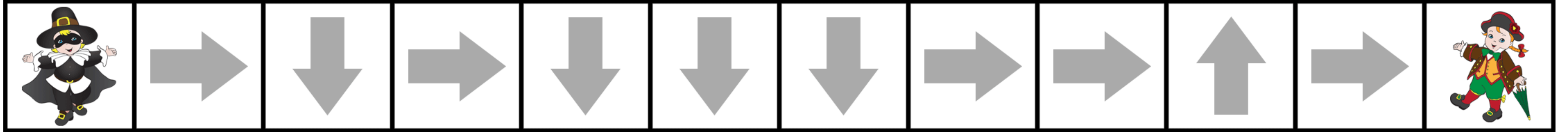
- SEGUI LE INDICAZIONI DELLE FRECCE E COLORA IL PERCORSO CHE DEVE FARE ARLECCHINO PER RAGGIUNGERE PULCINELLA.





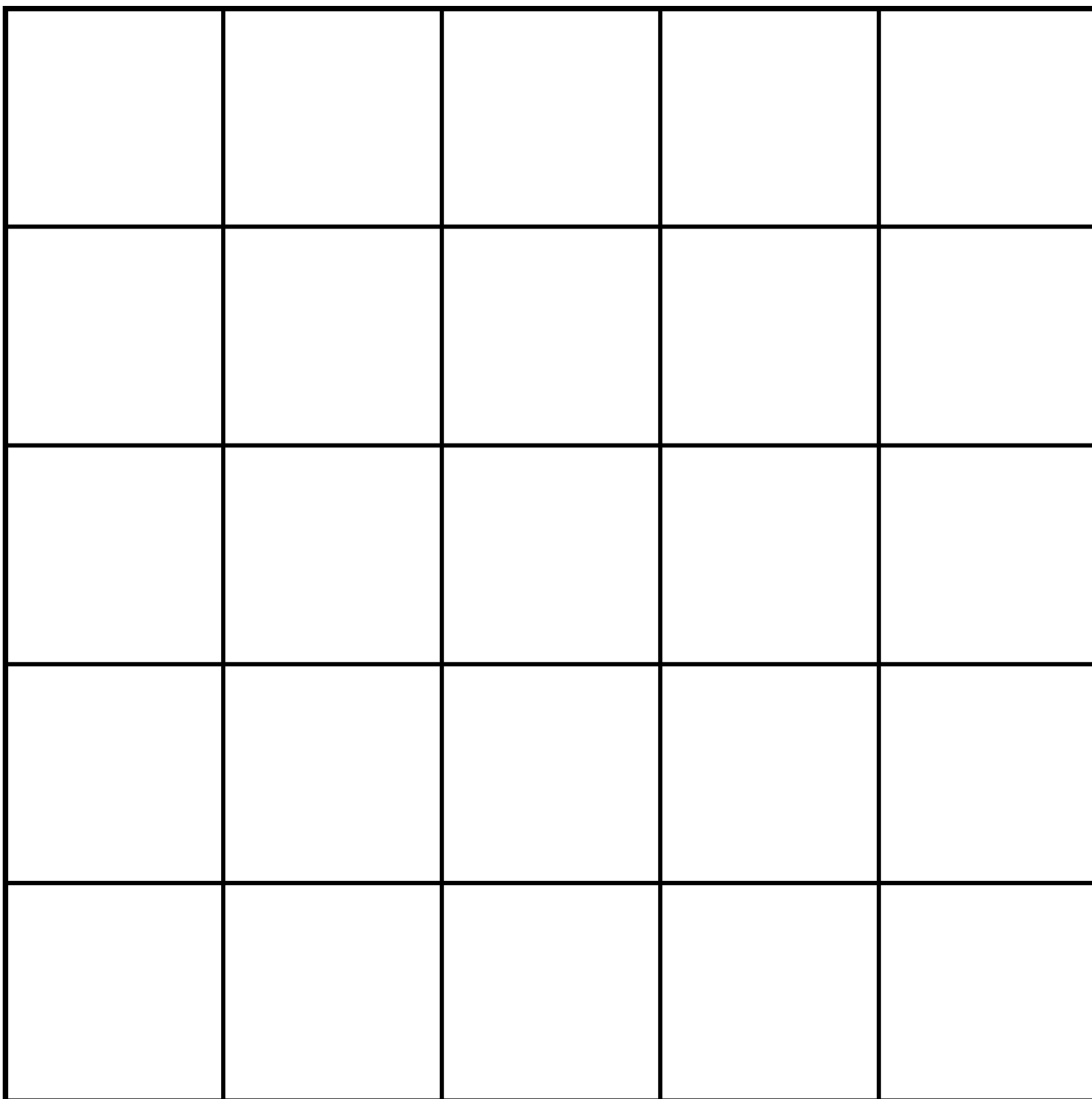
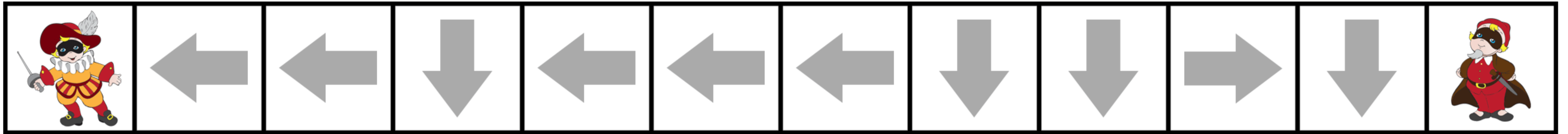

# CODING - CARNEVALE

- SEGUI LE INDICAZIONI DELLE FRECCE E COLORA IL PERCORSO CHE DEVE FARE BALANZONE PER RAGGIUNGERE GIANDUJA.



# CODING - CARNEVALE

- SEGUI LE INDICAZIONI DELLE FRECCE E COLORA IL PERCORSO CHE DEVE FARE CAPITAN SPAVENTA PER RAGGIUNGERE PANTALONE.



# CODING - CARNEVALE

- OSSERVA IL PERCORSO CHE ARLECCHINO COMPIE PER RAGGIUNGERE COLOMBINA.



Grey	Grey	Grey	White	White
Grey	White	Grey	White	White
White	White	Grey	White	Grey
White	White	Grey	White	Grey
White	White	Grey	Grey	Grey

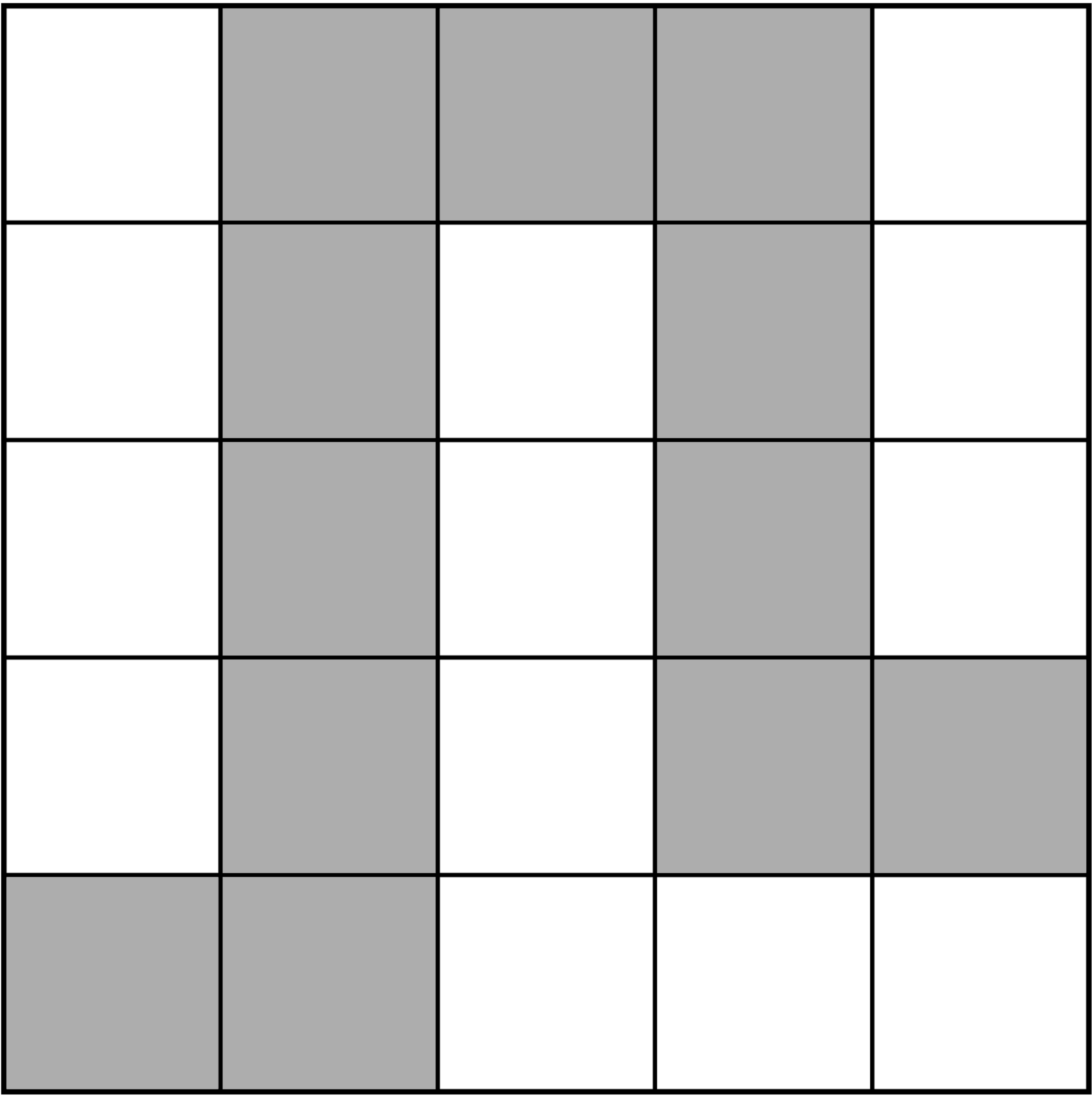


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

--	--	--	--	--	--	--	--	--	--	--	--

# CODING - CARNEVALE

- OSSERVA IL PERCORSO CHE BALANZONE COMPIE PER RAGGIUNGERE BRIGHELLA.

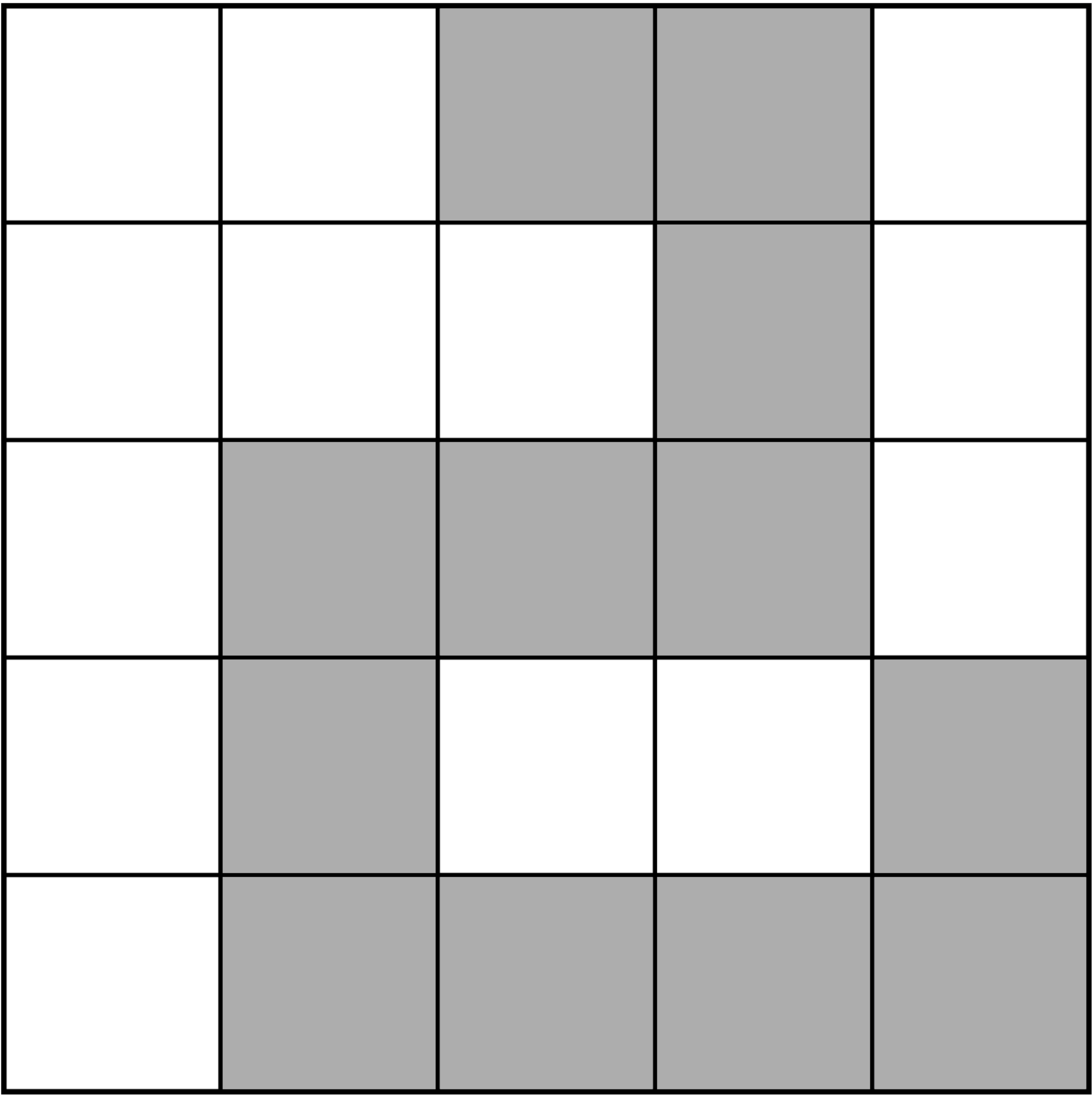


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

--	--	--	--	--	--	--	--	--	--	--	--

# CODING - CARNEVALE

- OSSERVA IL PERCORSO CHE GIANDUJA COMPIE PER RAGGIUNGERE PANTALONE.



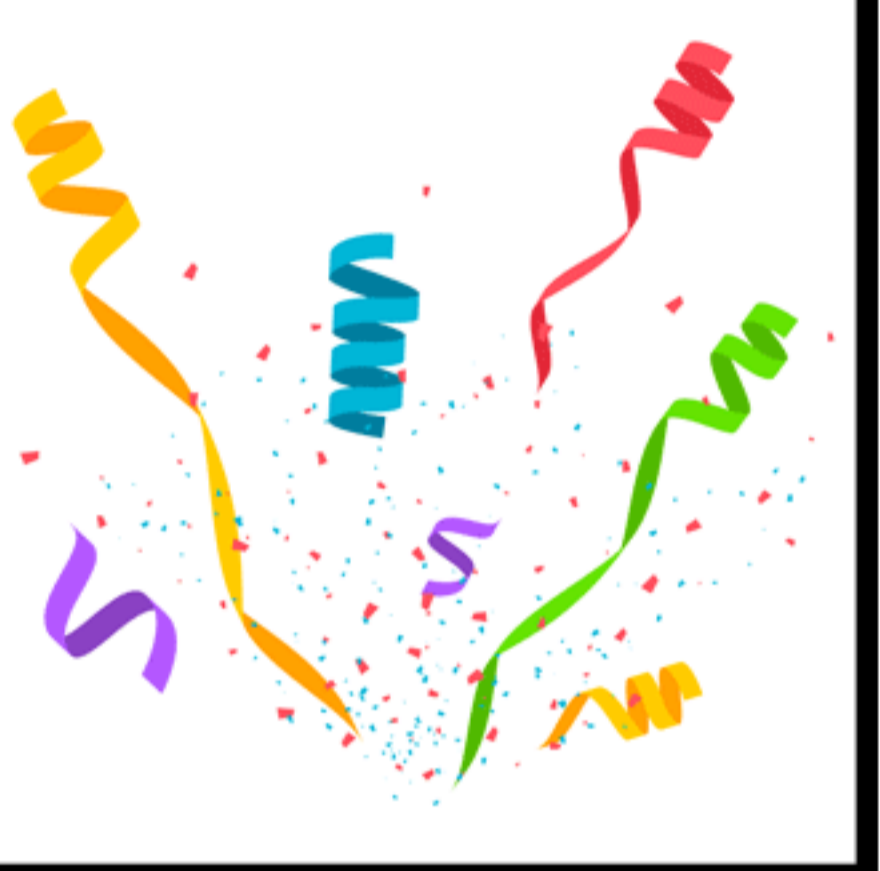
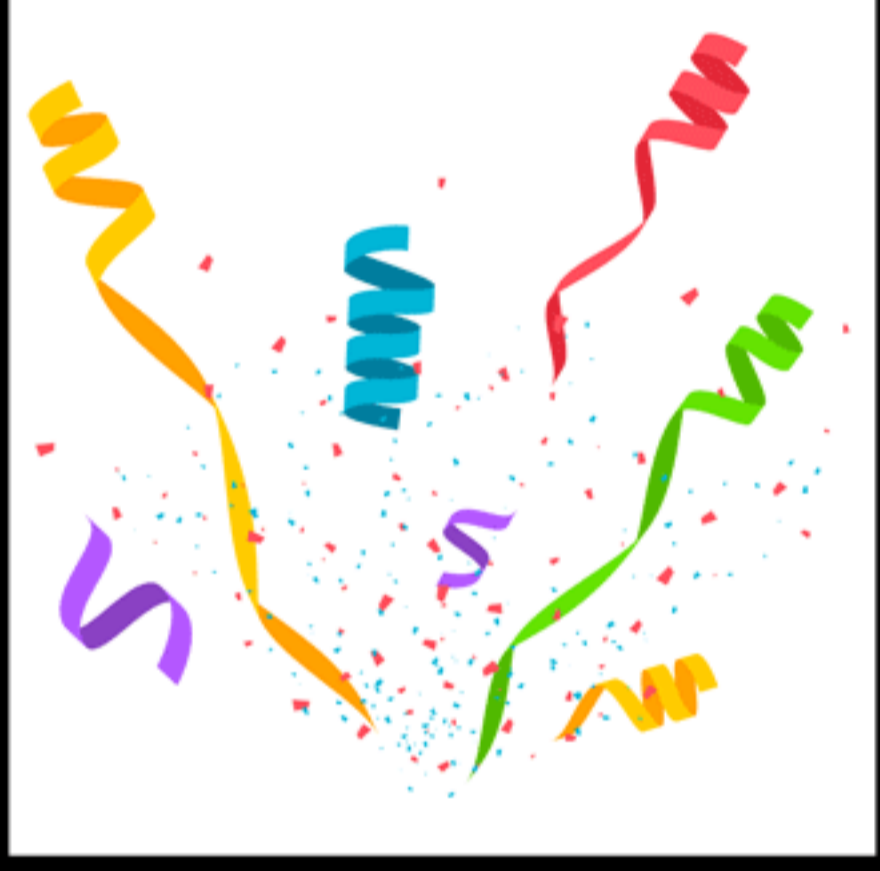
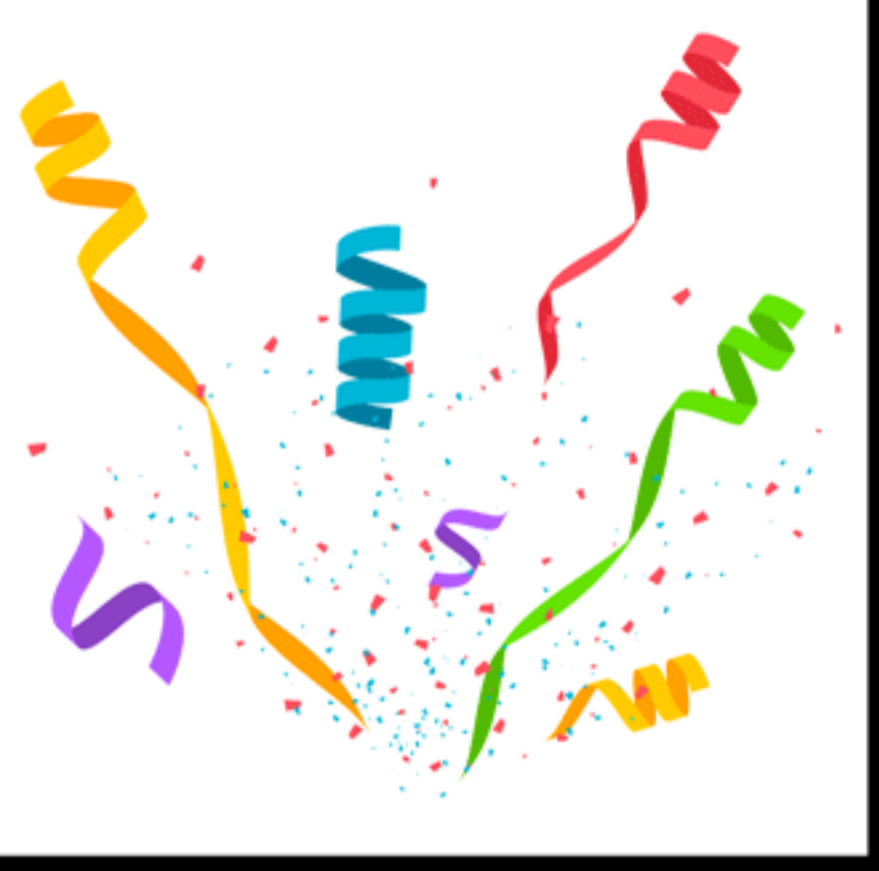
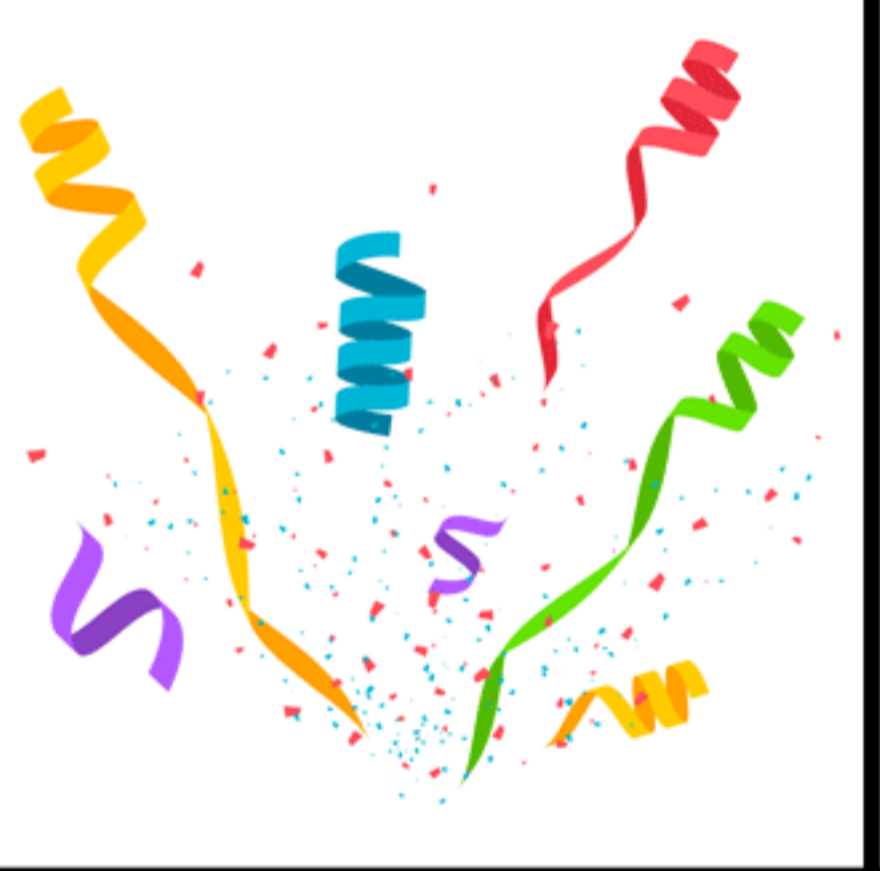
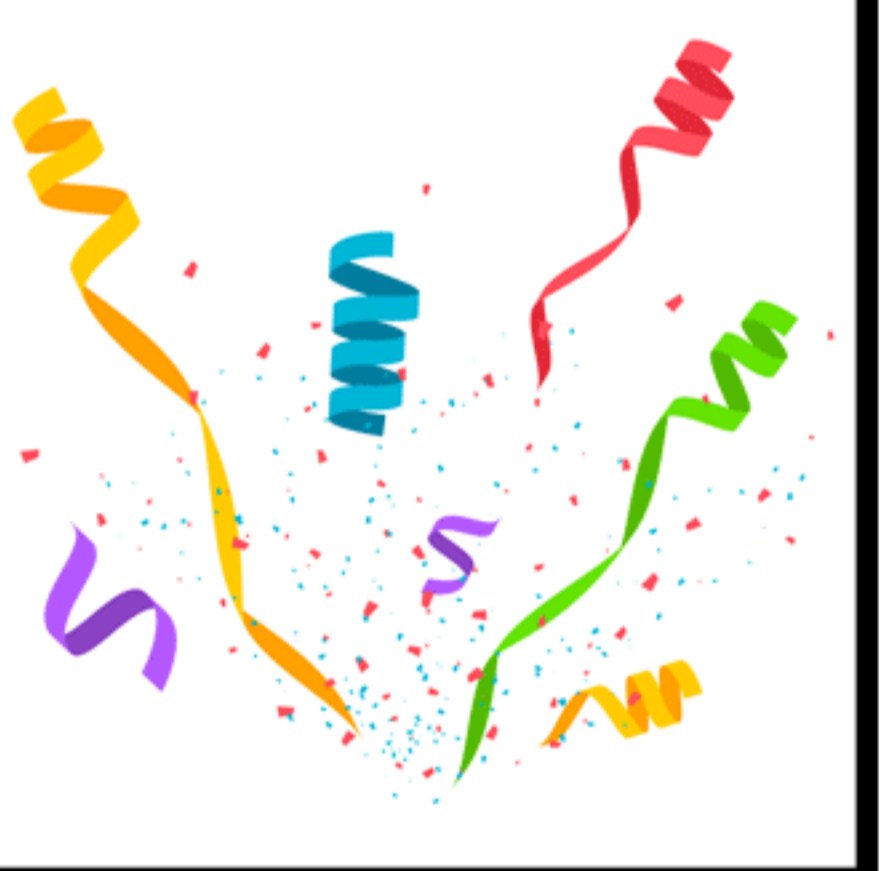
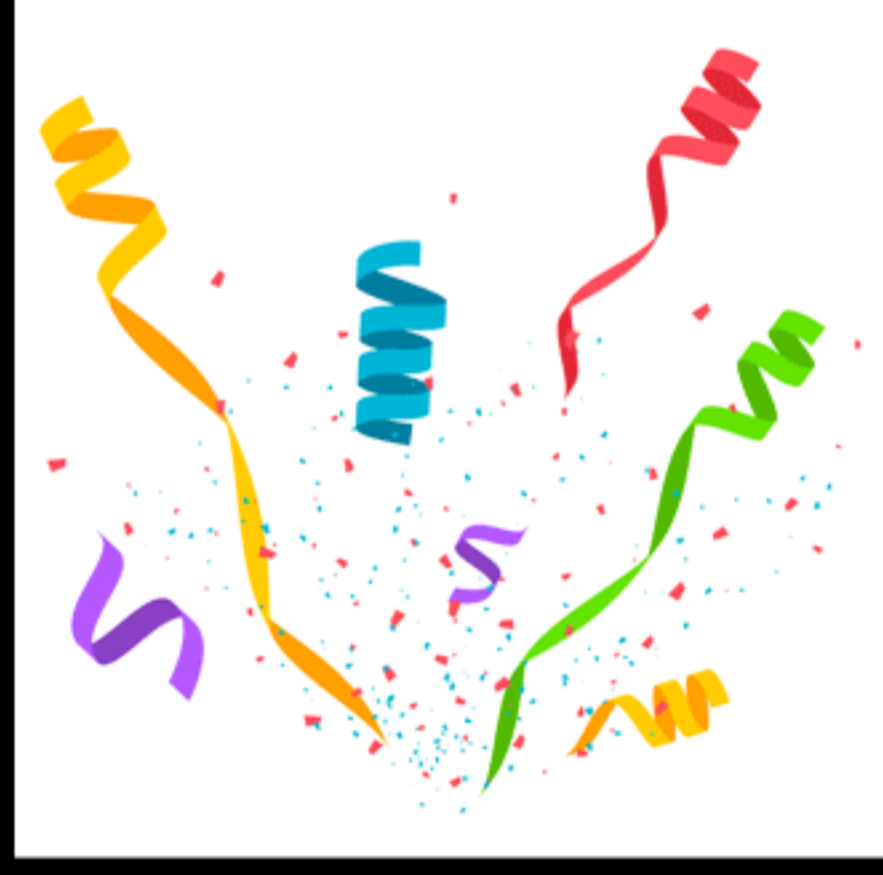
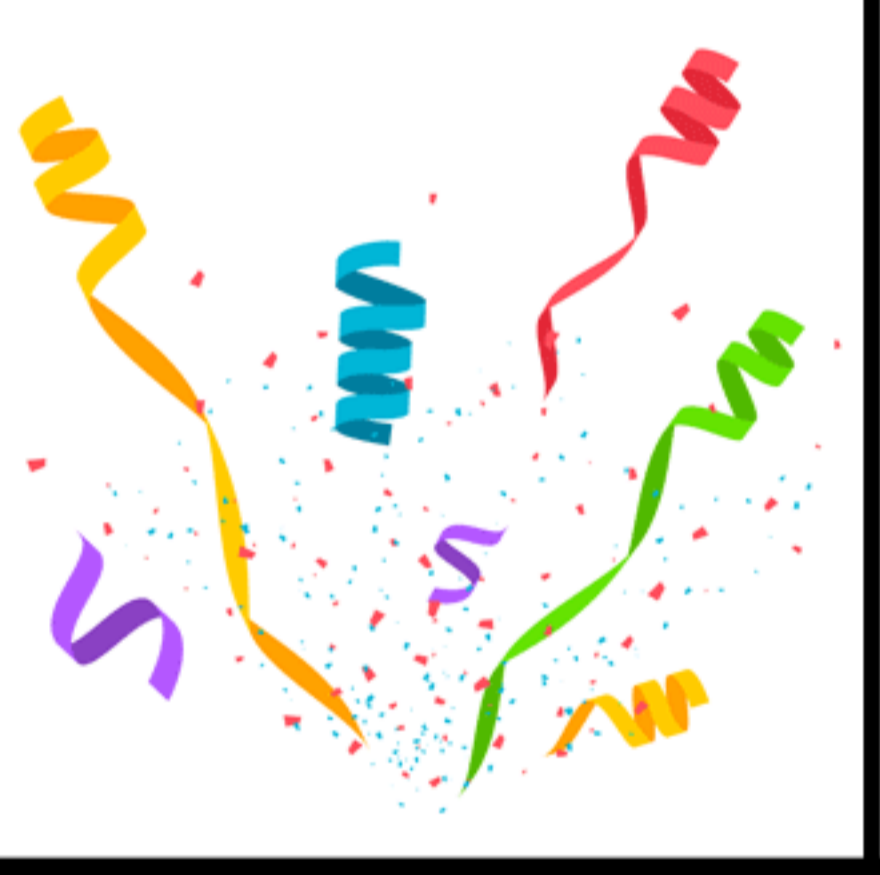


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

--	--	--	--	--	--	--	--	--	--	--	--

# CODING - CARNEVALE

- COLORA IL PERCORSO CHE COLOMBINA DEVE FARE PER RAGGIUNGERE PULCINELLA EVITANDO I CORIANDOLI.



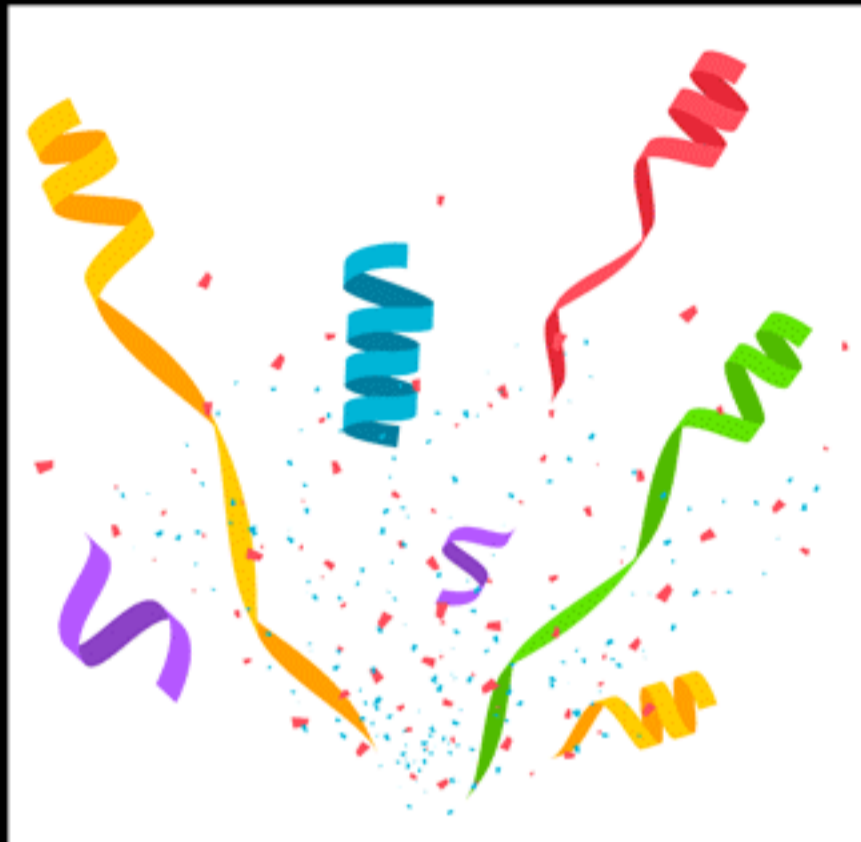


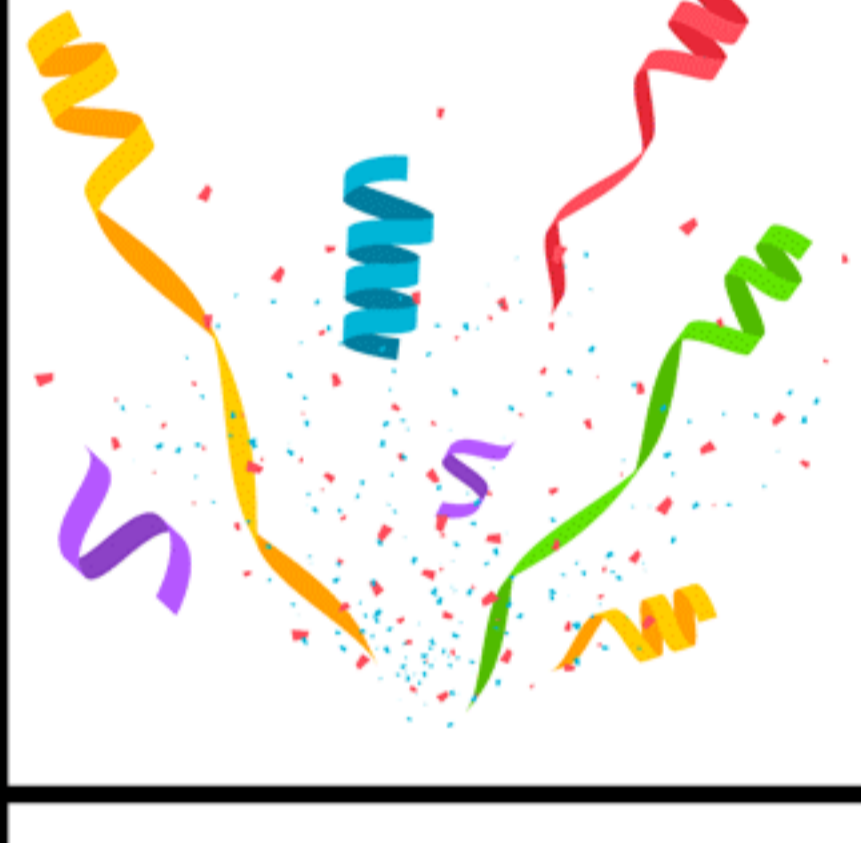
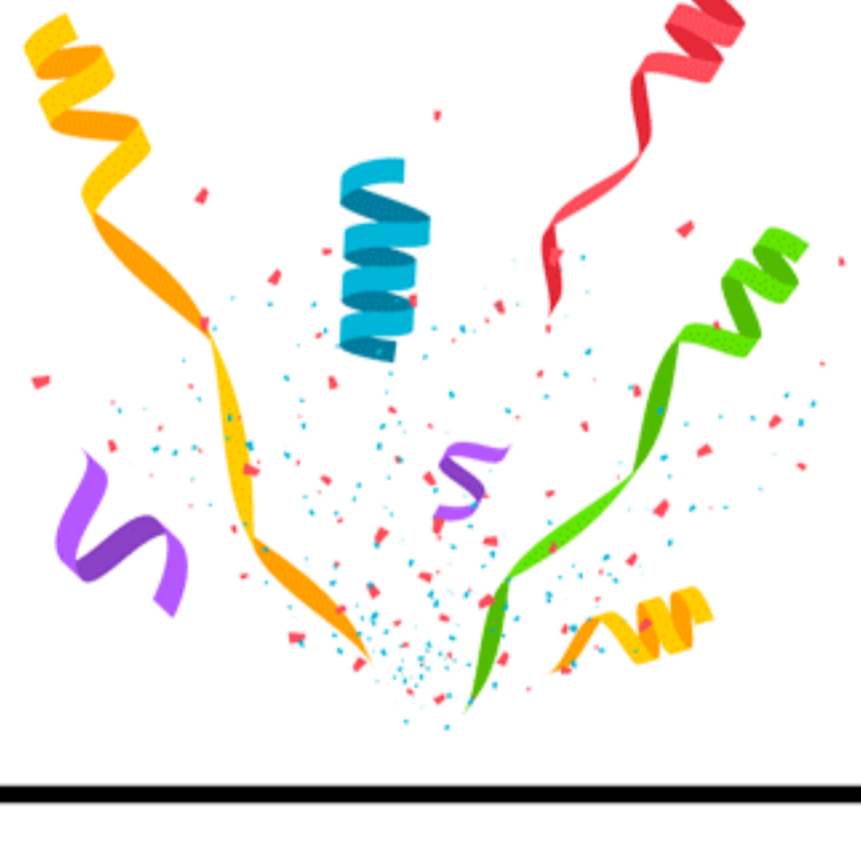
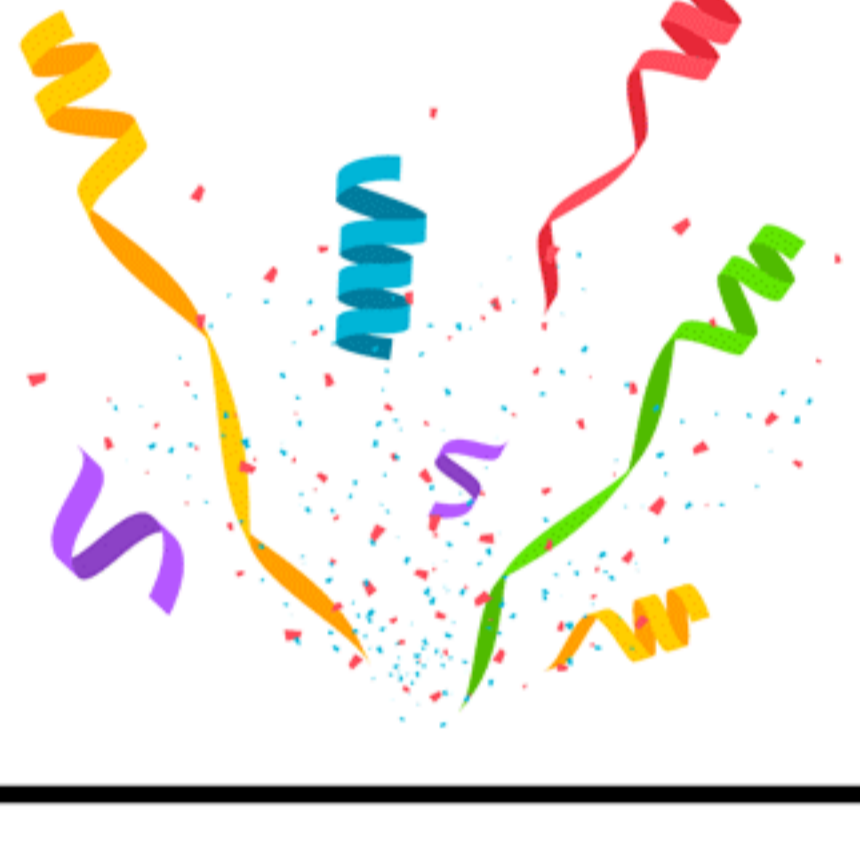
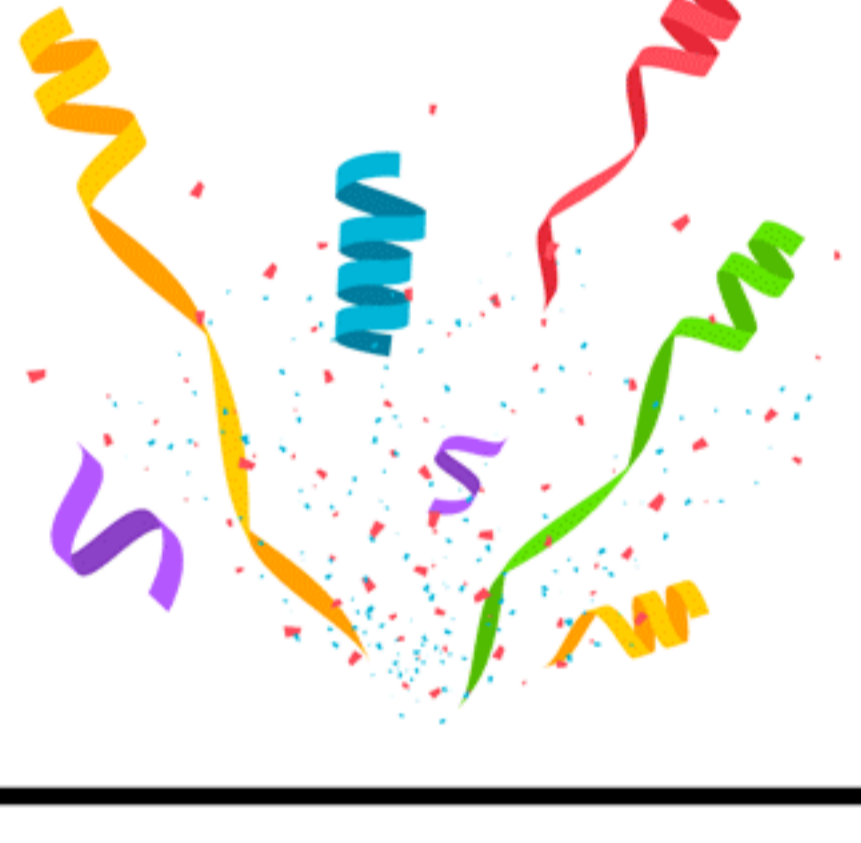

- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

--	--	--	--	--	--	--	--	--	--	--	--

# CODING - CARNEVALE

- COLORA IL PERCORSO CHE BRIGHELLA DEVE FARE PER RAGGIUNGERE ARLECCHINO EVITANDO I CORIANDOLI.








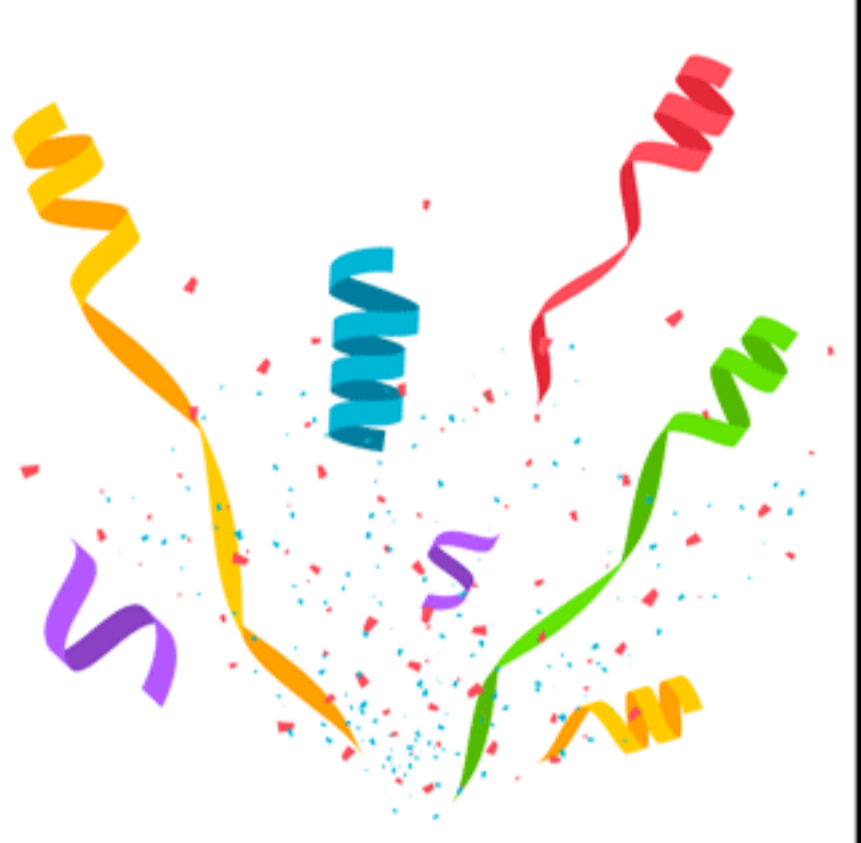


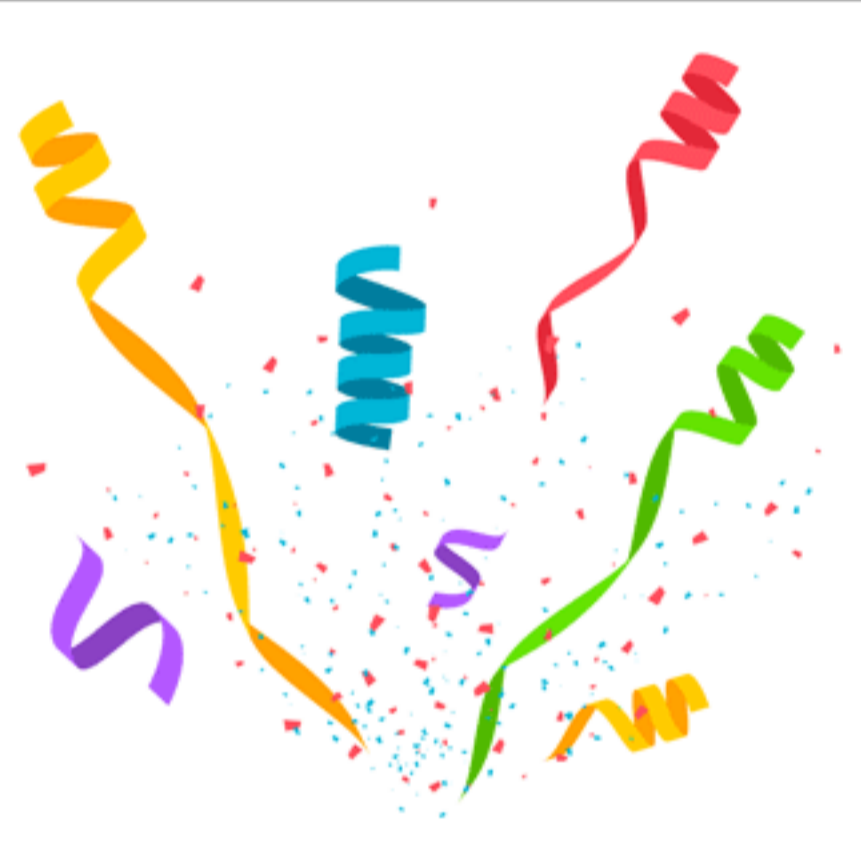
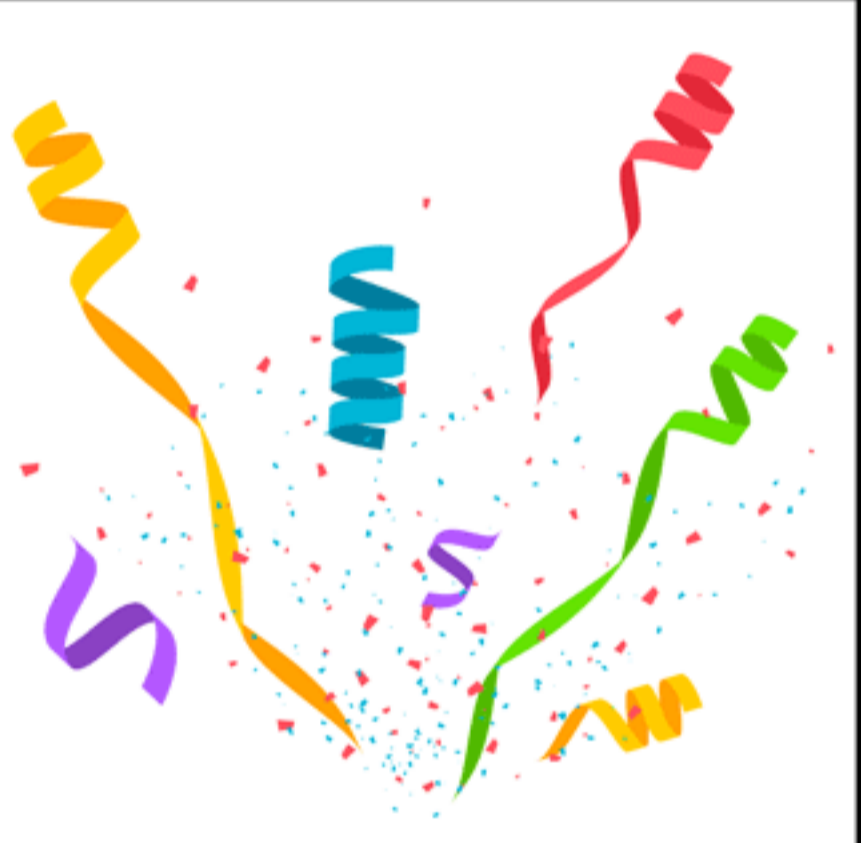
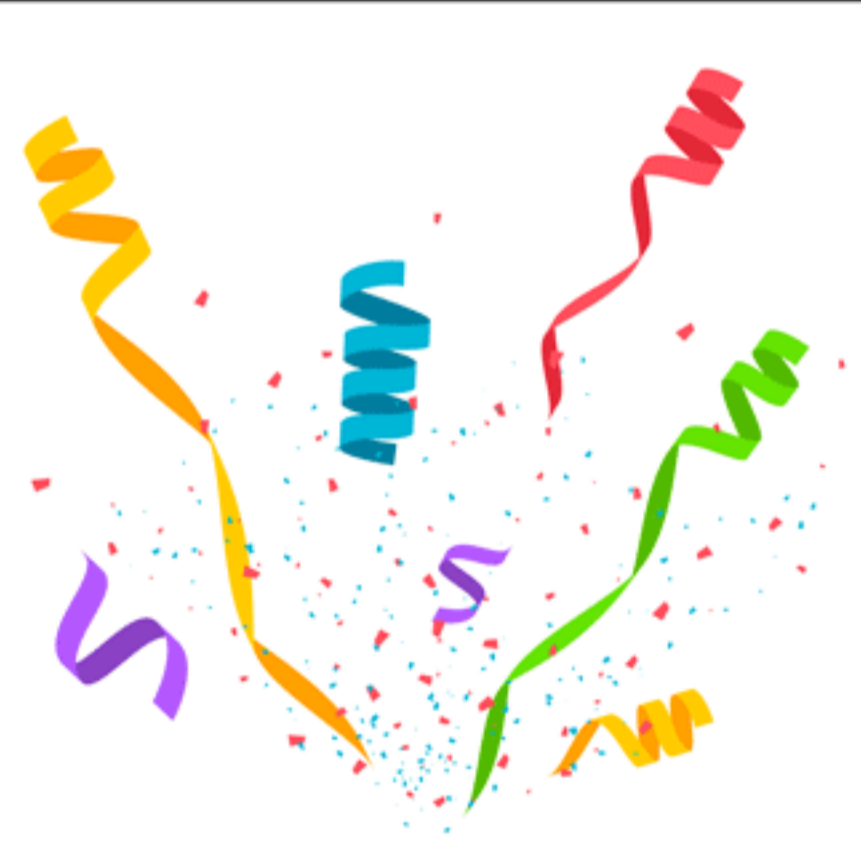
- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

--	--	--	--	--	--	--	--	--	--	--	--



# CODING - CARNEVALE

- COLORA IL PERCORSO CHE CAPITAN SPAVENTA DEVE FARE PER RAGGIUNGERE GIANDUJA EVITANDO I CORIANDOLI.




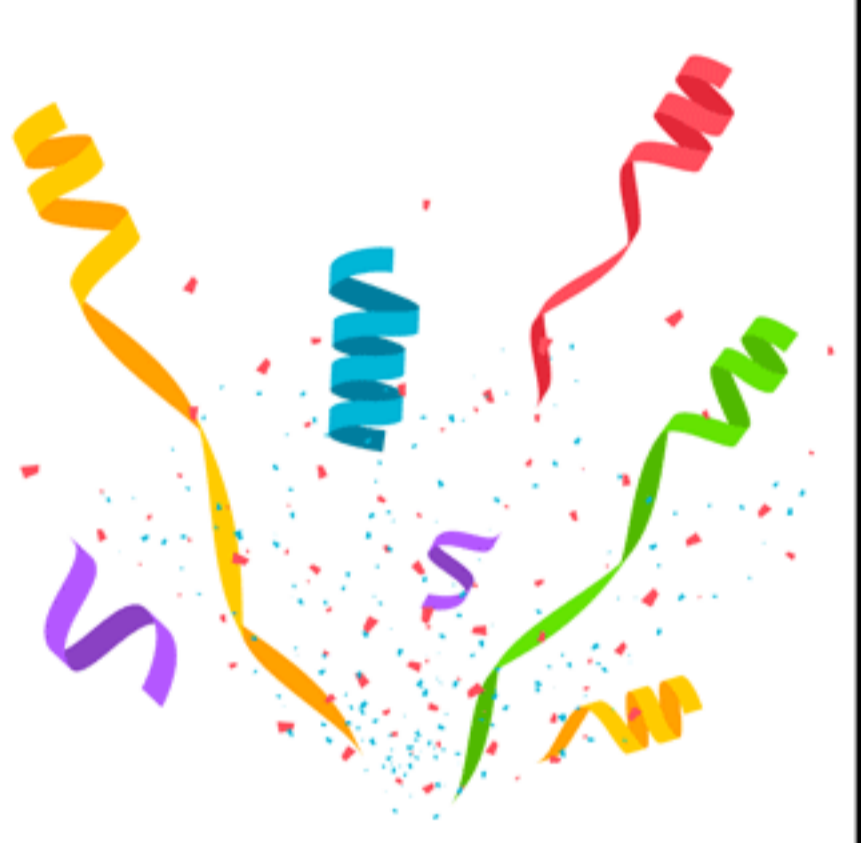


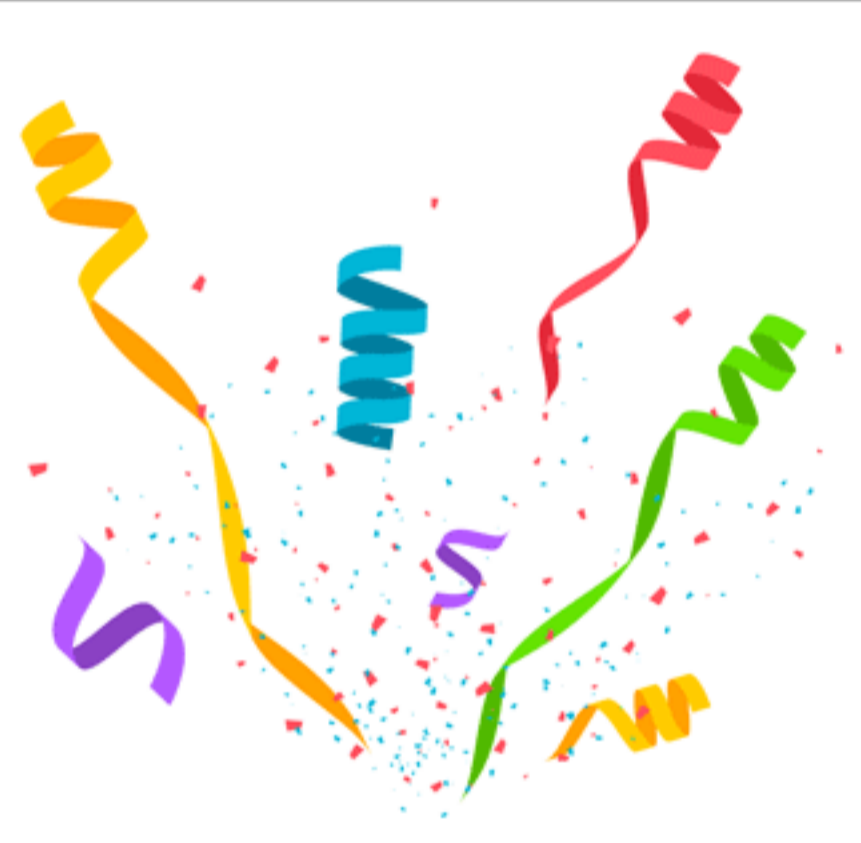
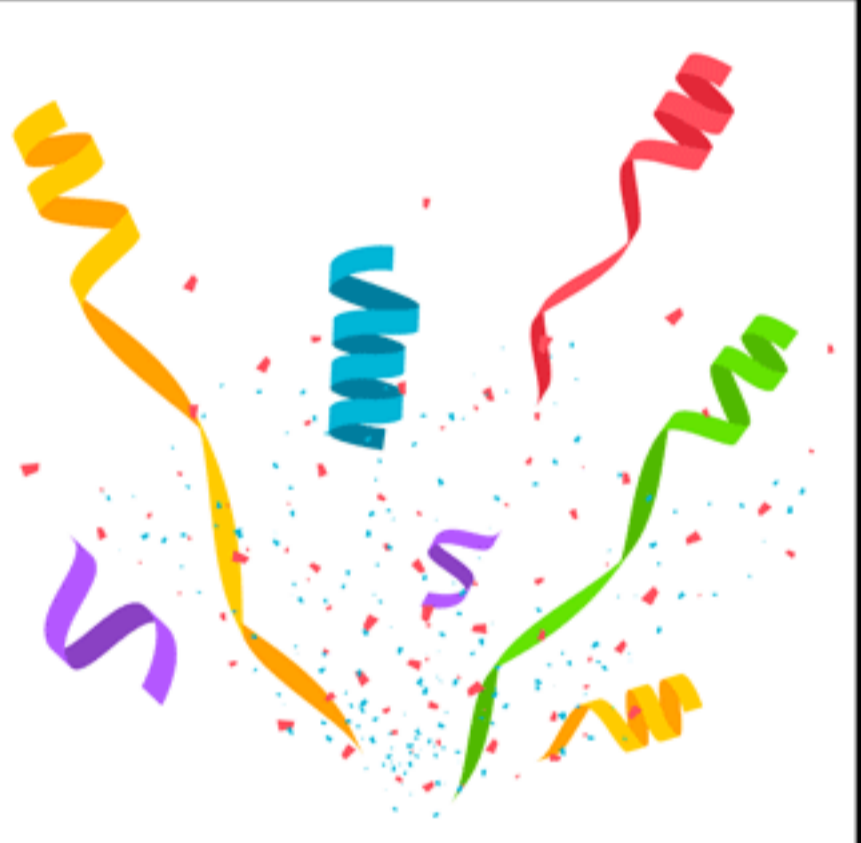
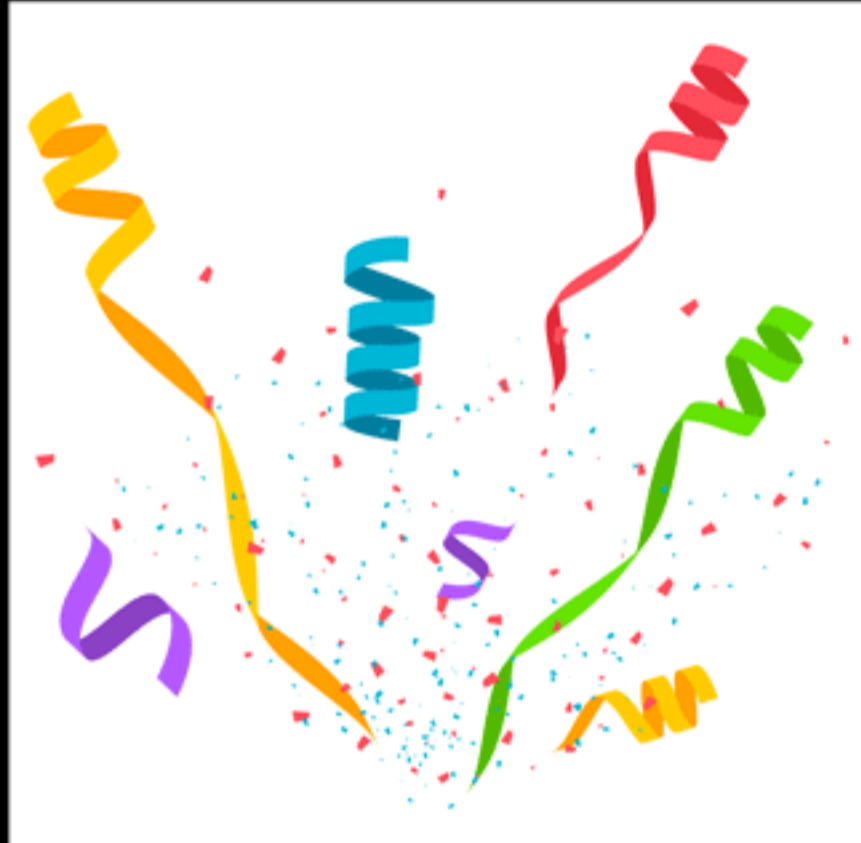
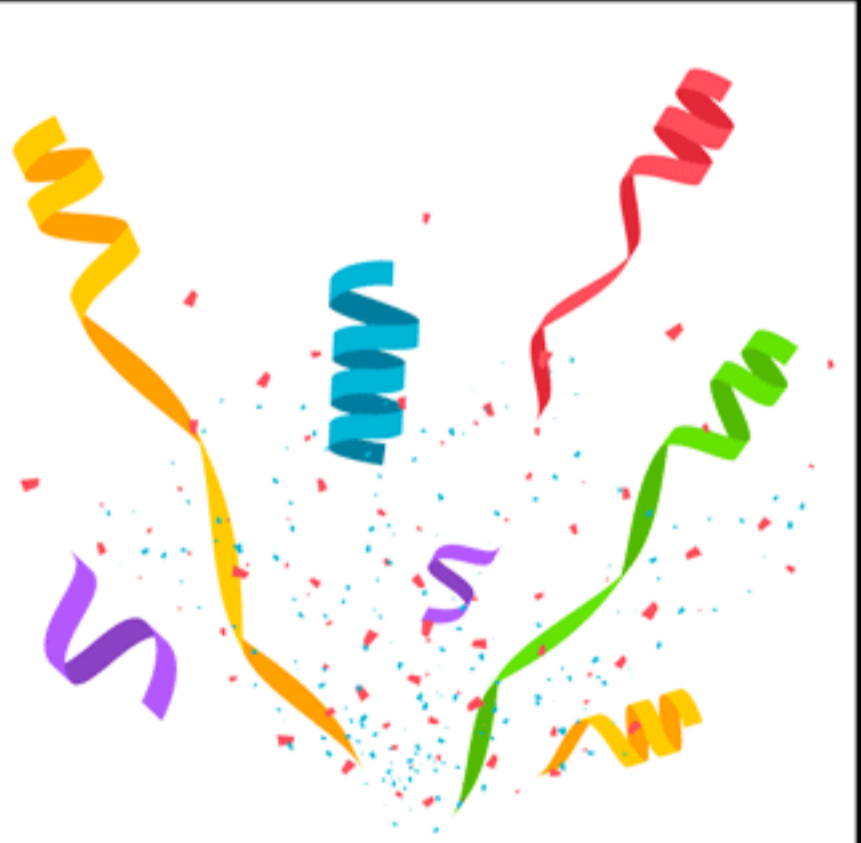


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

--	--	--	--	--	--	--	--	--	--	--	--

# CODING - CARNEVALE

- AIUTA PANTALONE A TROVARE IL PERCORSO PIÙ VELOCE PER RAGGIUNGERE BALANZONE EVITANDO I CORIANDOLI.











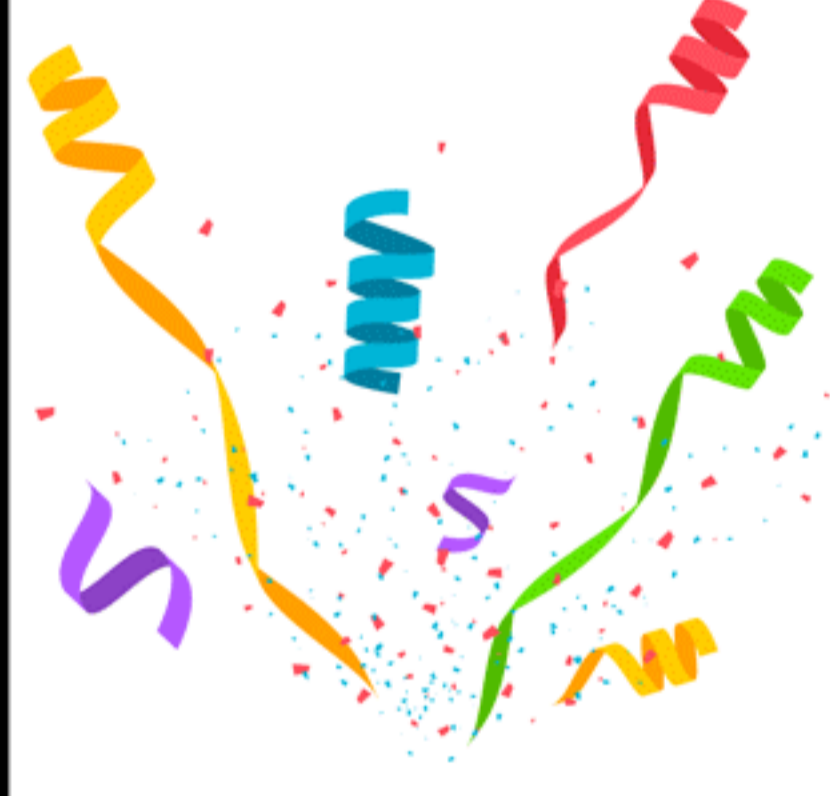

- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

--	--	--	--	--	--	--	--	--	--	--	--

# CODING - CARNEVALE

- AIUTA PULCINELLA A TROVARE IL PERCORSO PIÙ VELOCE PER RAGGIUNGERE ARLECCHINO EVITANDO I CORIANDOLI.






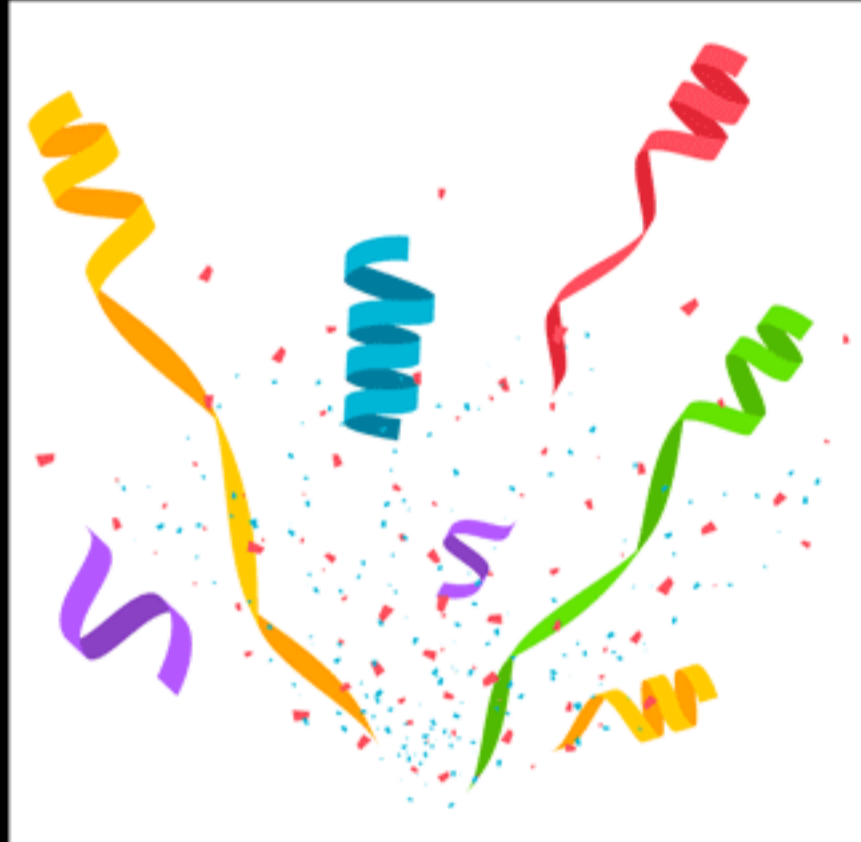
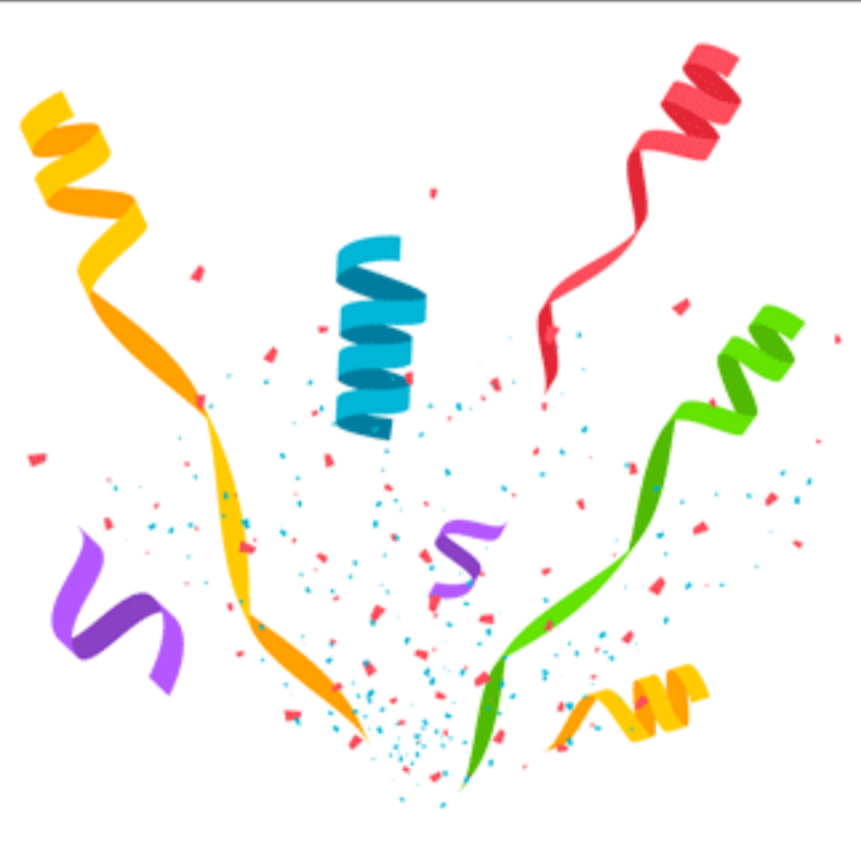
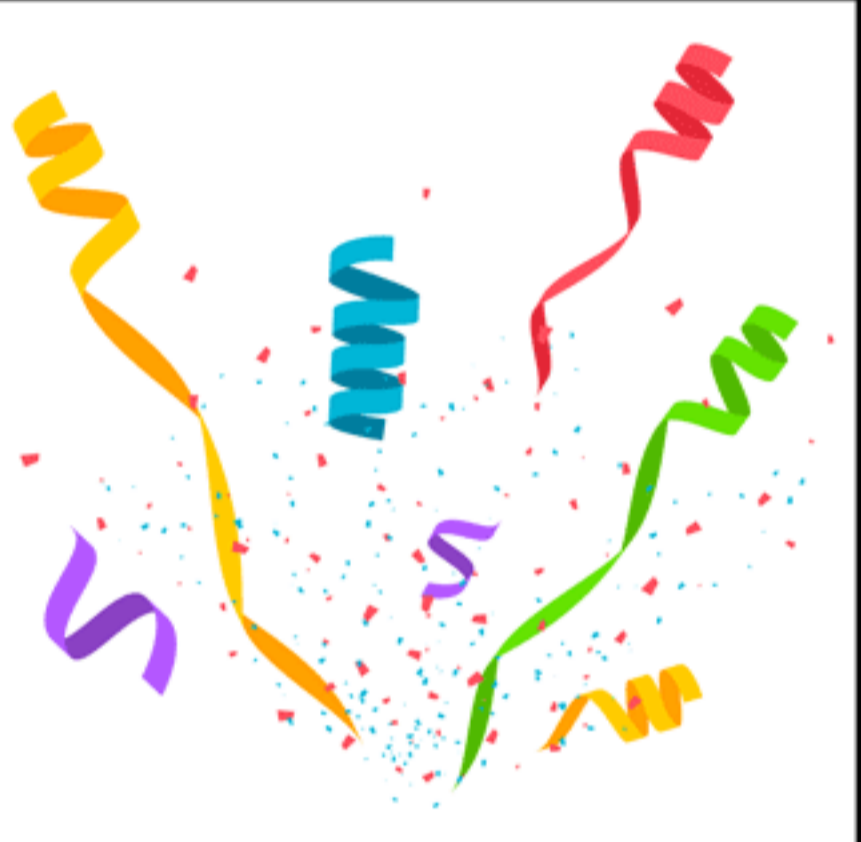


- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

--	--	--	--	--	--	--	--	--	--	--	--

# CODING - CARNEVALE

- AIUTA COLOMBINA A TROVARE IL PERCORSO PIÙ VELOCE PER RAGGIUNGERE BRIGHELLA EVITANDO I CORIANDOLI.



- ORA DISEGNA LA SEQUENZA DEI COMANDI UTILIZZATI.

--	--	--	--	--	--	--	--	--	--	--	--