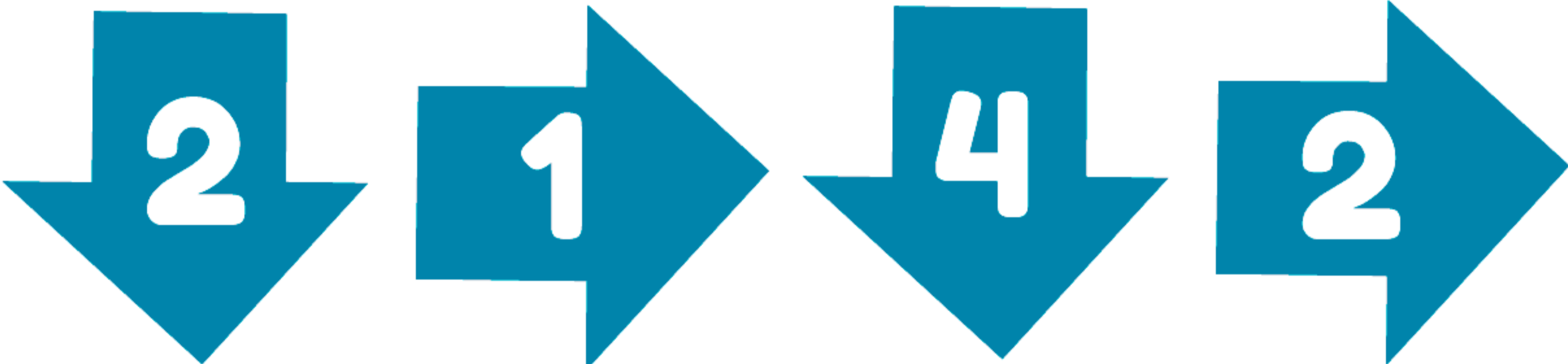


# CODING - NATALE

• SEGUI LE FRECCE E SCOPRI DOVE È DIRETTO BABBO NATALE.




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# CODING - NATALE

• SEGUI LE FRECCE E SCOPRI DOVE È DIRETTO LO GNOMO.

A 6x6 grid with the following icons in each cell:

Below the grid, a path of arrows leads to a gnome:

- Green arrow pointing up with the number 2.
- Green arrow pointing left with the number 3.
- Green arrow pointing up with the number 3.
- Green arrow pointing right with the number 4.
- A yellow curved arrow starting from the right side of the grid and pointing towards the gnome.
- A cartoon gnome with a red pointed hat, white beard, and blue outfit.

# CODING - NATALE

- SEGUI LE FRECCHE E SCOPRI DOVE È DIRETTO IL BAMBINO CON LO SLITTINO.

The puzzle consists of a 6x6 grid. At the top right, a boy in a green hat and red jacket is on a green sled. A yellow arrow points from him down to the 5th row, 5th column. From there, a path of pink arrows leads to a boy on a blue sled at the bottom center (3rd row, 3rd column). The path is defined by the following sequence of arrows and numbers:

- 3 arrows pointing down from the 1st row, 5th column to the 4th row, 5th column.
- 4 arrows pointing left from the 4th row, 5th column to the 4th row, 1st column.
- 3 arrows pointing down from the 4th row, 1st column to the 7th row, 1st column.
- 2 arrows pointing right from the 7th row, 1st column to the 7th row, 3rd column.

The grid contains the following icons:

- Row 1: Snowy tree (col 1), Snowy tree (col 4), Bare tree (col 6).
- Row 2: Snowman (col 2), Snowflake (col 3).
- Row 3: Snowflake (col 1), Bare trees (col 3), Penguin (col 6).
- Row 4: Snowflake (col 1), Bare trees (col 3), Snowy tree and snowflake (col 6).
- Row 5: Boy on sled (col 3), Snowflake (col 5), Fire (col 6).