HACK YOUR HARVEST

In the following puzzles, you will need to program the tractor to get to the barn. You will be using a special set of instructions to move the tractor, clear the bramble or collect the lettuce. In each puzzle, you are tasked with writing a program that uses the fewest possible instructions to complete the given mission.

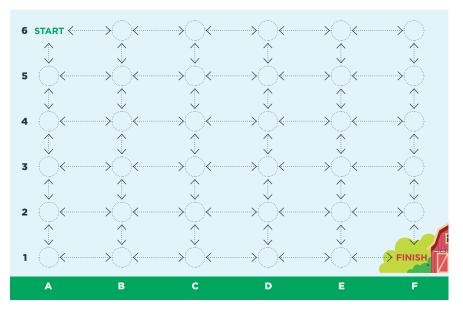
Use the game board and game pieces provided in this kit to set up each puzzle as shown in this guide.



Rules: Puzzle 1

- Solve the following puzzles by programming the tractor to drive to the barn.
- For puzzle 1, the only instructions available are ←↑↓→.
 Each instruction moves the tractor one spot.
- · The tractor cannot move diagonally.
- Your goal is to solve the puzzle as efficiently as possible. This means using the fewest instructions you can.



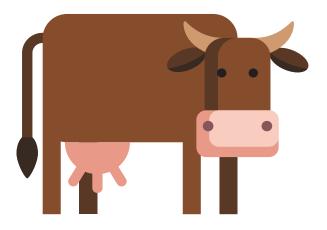


Rules: Puzzles 2-3

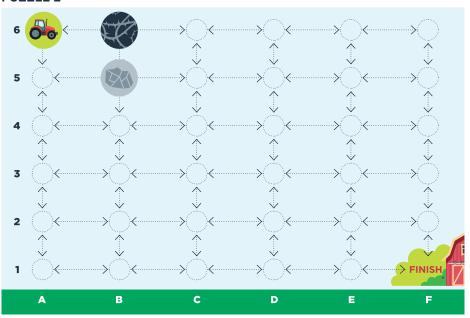
- All the rules from puzzle 1 still apply.
- You cannot go into spots with a boulder on them.
- Your tractor is now equipped with a dozer blade that will allow you to clear the brambles. Before you're allowed to move onto a spot with bramble, you must deploy the dozer blade by using the * instruction.

This example shows how to clear the bramble from the start position in puzzle 2:

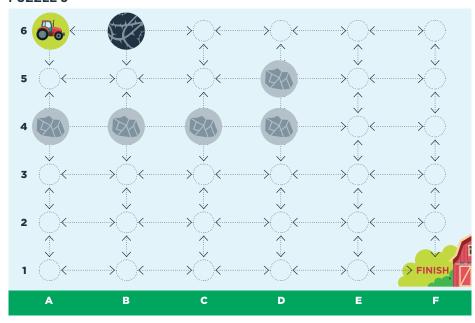
1	2
*	→



PUZZLE 2



PUZZLE 3



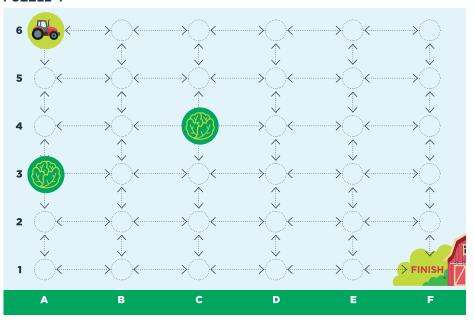
Rules: Puzzles 4-5

- All the rules from puzzle 1 still apply.
- To collect a head of lettuce, you must write a \$
 instruction in a code block after you have moved the
 tractor onto the spot containing the head of lettuce.
- You must collect each head of lettuce before you get to the barn.

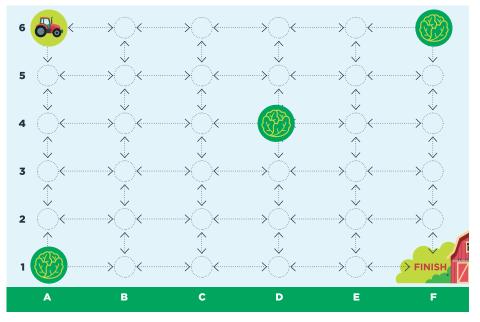
This example would allow the tractor to collect a head of lettuce if move 1 put the tractor on the spot where the head of lettuce is:

1	2
4	\$

PUZZLE 4



PUZZLE 5



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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
																						1

