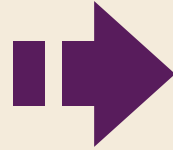
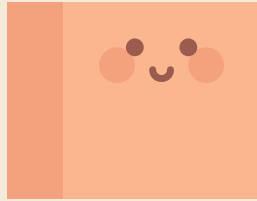
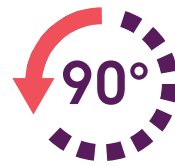


Blokken van Cubetto

Vooruit



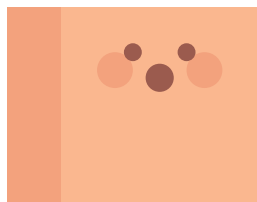
Links



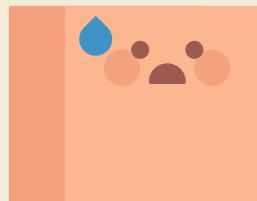
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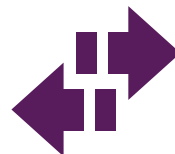
Functie



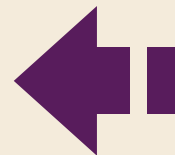
Willekeurig



Tegengesteld

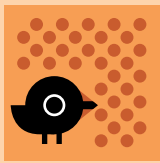


Achteruit



Leskaart Savanne

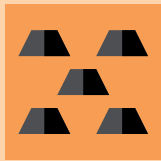
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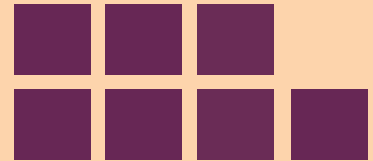
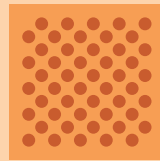
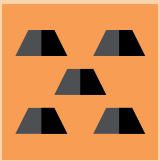
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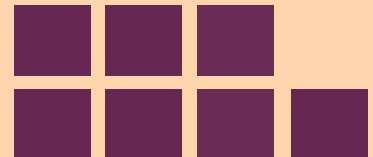
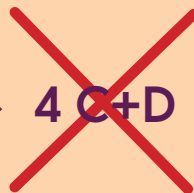
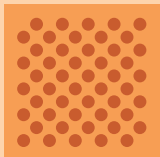
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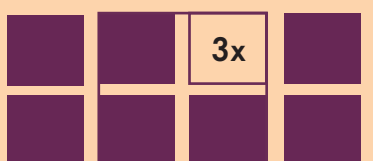
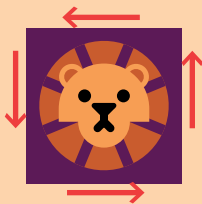
4



5



6



7



+



Leskaart Savanne

1
1x vooruit = groen
1x rechts draaien = rood
1x vooruit = groen

2
2x vooruit = groen
1x links draaien = geel
1x vooruit = groen

3
1x rechts draaien = rood
2x vooruit = groen
1x rechts draaien = rood
2x vooruit = groen

4
2x vooruit = groen
1x rechts draaien = rood
2x vooruit = groen
1x rechts draaien = rood
1x vooruit = groen

5
2x vooruit = groen
1x links draaien = geel
2x vooruit = groen
1x links draaien = geel
1x vooruit = groen

6
Maak een vierkant rond de leeuw.
1x links draaien = geel
1x vooruit = groen
3x functieblok = blauw
1x links draaien = geel
1x vooruit = groen

Functielijn:
1x links draaien = geel
3x vooruit = groen

7
Eigen route met een achteruit blok.

