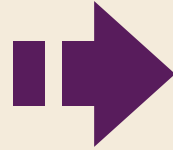
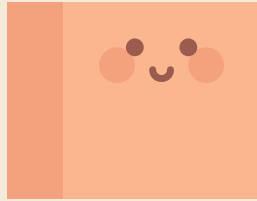
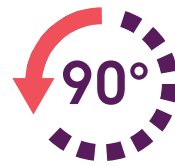


Blokken van Cubetto

Vooruit



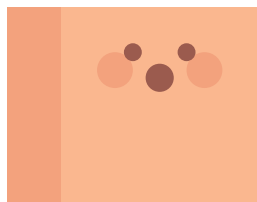
Links



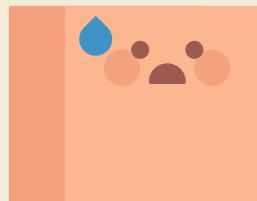
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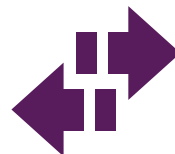
Functie



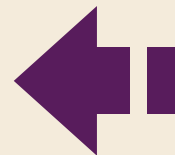
Willekeurig



Tegengesteld

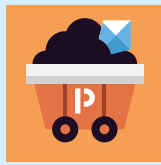
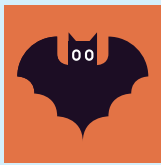


Achteruit

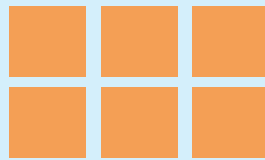
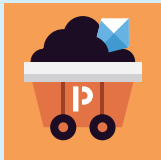


Leskaart Grot

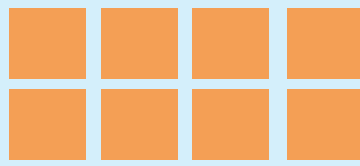
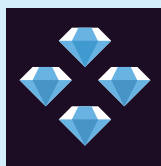
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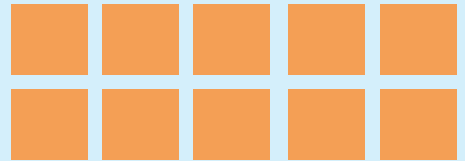
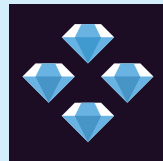
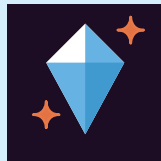
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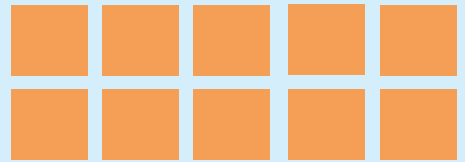
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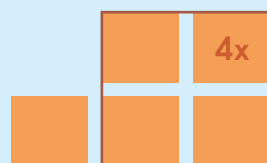
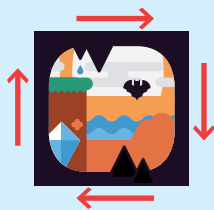
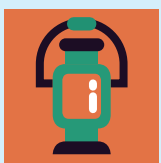
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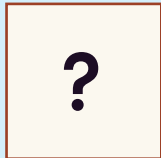
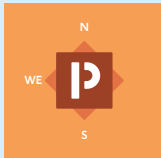
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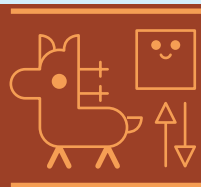
6



7



+



Leskaart Grot

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

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

3
Tip: Ga 2x over het water
1x vooruit = groen
1x rechts draaien = rood
3x vooruit = groen
1x links draaien = geel
2x vooruit = groen

4
1x rechts draaien = rood
1x vooruit = groen
1x rechts draaien = rood
5x vooruit = groen
1x links draaien = geel
1x vooruit = groen

5
1x links draaien = geel
1x vooruit = groen
1x links draaien = geel
3x vooruit = groen
1x rechts draaien = rood
3x vooruit = groen

6
1x rechts draaien = rood
4x functieblok = blauw

Op functielijn:
2x vooruit = groen
1x rechts draaien = rood
1x vooruit = groen

7
Eigen route met gebruik van de functielijn.

