

Module 1: Toxic Jungle



Toxic Jungle

Long before the *War of the Magi*, the evergreen floating islands were considered a monument to nature's beauty. But it all changed when the evil warlock *Urian* engulfed the whole forest in a magical toxic haze.

Help **Fletch** collect the sachets of pixie dust to unlock the mysteries of the jungle and restore the islands to their original beauty. Make sure you stay on the path and watch out for the carnivorous plants!

Use the `forward()` command to reach the pixie dust.

How many `forward` commands do you need? Type the commands in the editor below and press **Play** when ready.

```
1 # Move forward 2 times.
2 forward()
3 forward()
4
5
6
7
8
9
10
```

Module 2: Onward and Ahead!



Onward and Ahead!

Great job! This puzzle has way too many `forward` commands. Comment out the extra commands and get Fletch to the pixie dust.

```
1 # Comment out the extra forward commands
2 forward()
3 forward()
4 forward()
5 #forward()
6 #forward()
7 #forward()
8
9
10
```

Module 3: Around the Corner



Around the Corner

Navigate the corner using the `turn_right` command and get the pixie dust.

Available Commands

Command	Description
<code>forward()</code>	Moves the character one step forward.
<code>turn_right()</code>	Turns the character to the right.

```
1 #Move forward then turn right and move forward.
2 forward()
3 turn_right()
4 forward()
5
6
7
8
9
10
```

Module 4: U-Turn



U-Turn

Help Fletch make a U-turn using the `turn_right` command and get the pixie dust.

```
1 # Move forward, turn right, and move forward
2 forward()
3 forward()
4 turn_right()
5 forward()
6 forward()
7 turn_right()
8 forward()
9 forward()
10
```

Module 5: Enemy Spotted



Enemy Spotted

They may be plants, but that doesn't mean they're harmless!
Destroy the carnivorous plants before they eat you.

```
1 # Fire an arrow to destroy the carnivorous plant
2 fire()
3 forward()
4 forward()
5 forward()
6
7
8
9
10
```

Module 6: Scale the Pillars



Scale the Pillars

Help Fletch destroy the carnivorous plants and reach the pixie dust.
Fletch will scale the pillars automatically without any additional `forward` commands.

```
1 # Fire at the carnivorous plants as you scale the pillars
2 fire()
3 forward()
4 forward()
5 fire()
6 forward()
7 forward()
8
9
10
```

Module 7: Straightforward



Straightforward

Sometimes you need to give the same commands over and over again.

How many `forward` commands do you need to get Fletch to the pixie dust?

```
1 # Use as many forwards as you need to reach the pixie dust
2 forward()
3 forward()
4 forward()
5 forward()
6 forward()
7 forward()
8 forward()
9 forward()
10
```

Module 8: Loop Ahead!



Loop Ahead!

There is a much easier way to do the same things over and over again! Use a "for" loop to get to the pixie dust.

We use loops to run (or execute) the same code a number of times. One such loop is a "for" loop. See below for a detailed explanation of "for" loops.

```
1 # Use a "for" loop to easily get to the pixie dust
2 for i in range(8):
3     forward()
4
5
6
7
8
9
10
```

Module 9: Fire, Forward, Repeat



Fire, Forward, Repeat

Watch out for the carnivorous plants. Destroy them before going forward to collect the pixie dust.

```
1 # Repeat a pattern to defeat all the plants.
2
3 for i in range(8):
4     fire()
5     forward()
6
7
8
9
10
```

Module 10: Zig-Zag



Zig-Zag

Move in a zig-zag pattern and collect the pixie dust. How many zig-zag patterns does it take?

```
1 # Use a "for" loop to repeat the pattern
2 for i in range(5) :
3     forward()
4     turn_right()
5     forward()
6     turn_left()
7
8
9
10
```