

**JUMPS**    0    1    2    3    4    5

**START**    **Neural Network Zone**    **Finish**

**Bonus 10 points**    Oscar    Possum    Baxter

**Rules**

- Use the code timer whilst you create your code
- When the time runs out a score colour is provided
- The colour determines the number of jumps
- Take the short cuts

**One Player scoring**

- Count the number of moves you take to finish
- Table turns your moves into a score

**Two Player winner**

- First to finish is the better coder!

**Coding Score Card**

Moves	1	2	3	4	5	6	7	8	9	10	11	12	+
Score	100					90		80	70	60	40	20	10