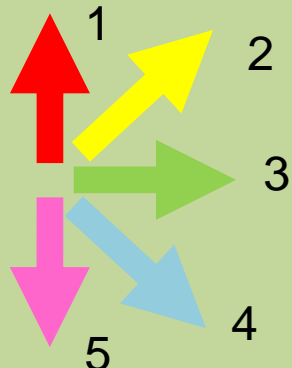


Beat the Bugs and don't Crash the System!										Score
	Bonus ▼▼									10
		System Crash			Bonus ▼▼					20
START								Bug ▶		30
			Bonus ▼							40
		Bug ▶			Bonus ◀		Bug ▶			60
										80
1000	900	800	700	600	500	400	400	200	200	100

Rules

- Use the code timer whilst you create your code
- When the time runs out a score colour is provided
- Use the colour to work out which direction to move



- Move one step each time; if you *Crash* miss a turn
- Take the *Bonuses*, watch for *Bugs*

Player scoring

- The faster you finish the higher the score and the better you code