

Say cheese!



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PICTOGRAMMING

Say cheese!

SET :KAKUDO 150

R RUA :KAKUDO

R LUA - :KAKUDO

R RUL [180 - :KAKUDO]

R LUL [180 + :KAKUDO]

Hello!



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PICTOGRAMMING

Hello!

R RUL 10 1

RW LUA -120 1

REPEAT 3

RW LLA -90 0.3

RW LLA 90 0.3

END

Say cheese!



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1

PICTOGRAMMING

Say cheese!

SET :KAKUDO 150

R RUA :KAKUDO

R LUA - :KAKUDO

R RUL [180 - :KAKUDO]

R LUL [180 + :KAKUDO]

Hello!



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2

PICTOGRAMMING

Hello!

R RUL 10 1

RW LUA -120 1

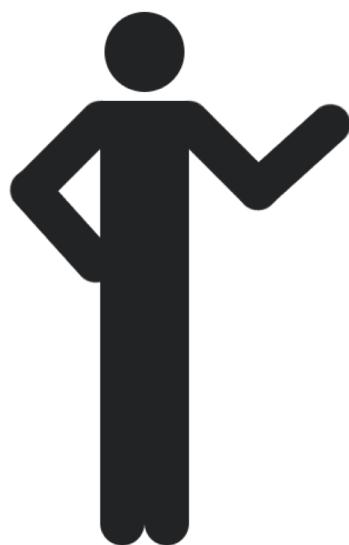
REPEAT 3

RW LLA -90 0.3

RW LLA 90 0.3

END

Random Dance



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PICTOGRAMMING

Random Dance

SET :AG [RAND(0,90)]

RW RUA 45 1

RW LUA -45 1

RW RLA :AG 1

RW LLA :AG 1

HOP on the Foot



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PICTOGRAMMING

HOP on the Foot

SD

R RLL -90

R LUL 5

R LLL -10

R LUL -5 0.4

R LLL 10 0.4

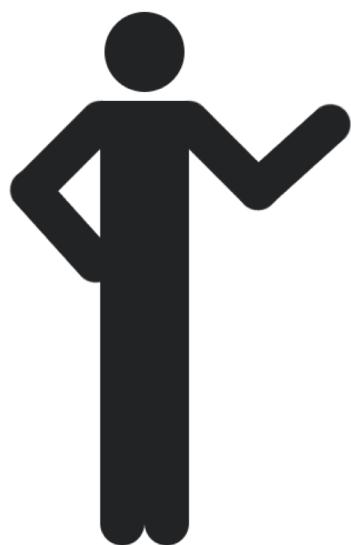
MW 0 -50 0.4

R LUL 5 0.3

R LLL -10 0.3

MW 0 50 0.3

Random Dance



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3

PICTOGRAMMING

Random Dance

SET :AG [RAND(0,90)]

RW RUA 45 1

RW LUA -45 1

RW RLA :AG 1

RW LLA :AG 1

HOP on the Foot



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4

PICTOGRAMMING

HOP on the Foot

SD

R RLL -90

R LUL 5

R LLL -10

R LUL -5 0.4

R LLL 10 0.4

MW 0 -50 0.4

R LUL 5 0.3

R LLL -10 0.3

MW 0 50 0.3

Count 10!?

picto!



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PICTOGRAMMING

Count 10!?

```
SET :N 1  
REPEAT 10
```

```
IF [ :N % 3 == 0 ]  
RW RUA 120 0  
SAYW "picto!" 0.2  
ELSE  
SAYW :N 0.2  
END
```

```
SET :N [ :N + 1 ]  
W 0.1  
C  
END
```

Make a Bow



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PICTOGRAMMING

Make a Bow

```
SD  
SET :N [ RAND(1,3) ]
```

```
R BODY [-15 * :N] 1  
R RUL [15 * :N] 1  
R LUL [15 * :N] 1
```

```
W 2
```

```
R BODY [15 * :N] 1  
R RUL [-15 * :N] 1  
R LUL [-15 * :N] 1
```

Count 10!?

picto!



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PICTOGRAMMING

Count 10!?

```
SET :N 1  
REPEAT 10
```

```
IF [ :N % 3 == 0 ]  
RW RUA 120 0
```

```
SAYW "picto!" 0.2
```

```
ELSE
```

```
SAYW :N 0.2
```

```
END
```

```
SET :N [ :N + 1 ]
```

```
W 0.1
```

```
C
```

```
END
```

Make a Bow



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PICTOGRAMMING

Make a Bow

```
SD
```

```
SET :N [ RAND(1,3) ]
```

```
R BODY [-15 * :N] 1
```

```
R RUL [15 * :N] 1
```

```
R LUL [15 * :N] 1
```

```
W 2
```

```
R BODY [15 * :N] 1
```

```
R RUL [-15 * :N] 1
```

```
R LUL [-15 * :N] 1
```

what Angle?

90



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PICTOGRAMMING

what Angle?

SET :KAKUDO 90

REPEAT 4

R RUA :KAKUDO

SAYW ANGLE("RUA") 2

END

Where am I?

X=-89



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PICTOGRAMMING

Where am I?

SC 0.5

SET :DX [RAND(-200,200)]

SET :DY [RAND(-50,200)]

M :DX :DY

SAYW ["X=" + X()] 2

SAYW ["Y=" + Y()] 2

what Angle?

90



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7

PICTOGRAMMING

what Angle?

SET :KAKUDO 90

REPEAT 4

R RUA :KAKUDO

SAYW ANGLE("RUA") 2

END

Where am I?

X=-89



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8

PICTOGRAMMING

Where am I?

SC 0.5

SET :DX [RAND(-200,200)]

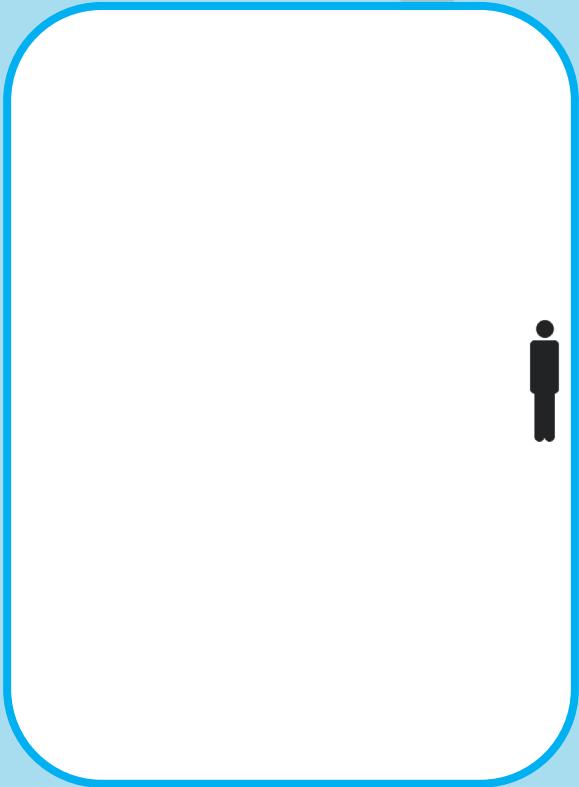
SET :DY [RAND(-50,200)]

M :DX :DY

SAYW ["X=" + X()] 2

SAYW ["Y=" + Y()] 2

Dead End



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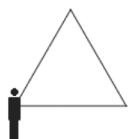
9

PICTOGRAMMING

Dead End

```
SC 0.3  
SET :DX 10  
  
REPEAT 500  
MW :DX 0 0.02  
  
IF [ABS(X()) > 300]  
SET :DX [-1 * :DX]  
END  
  
END
```

Rice Ball



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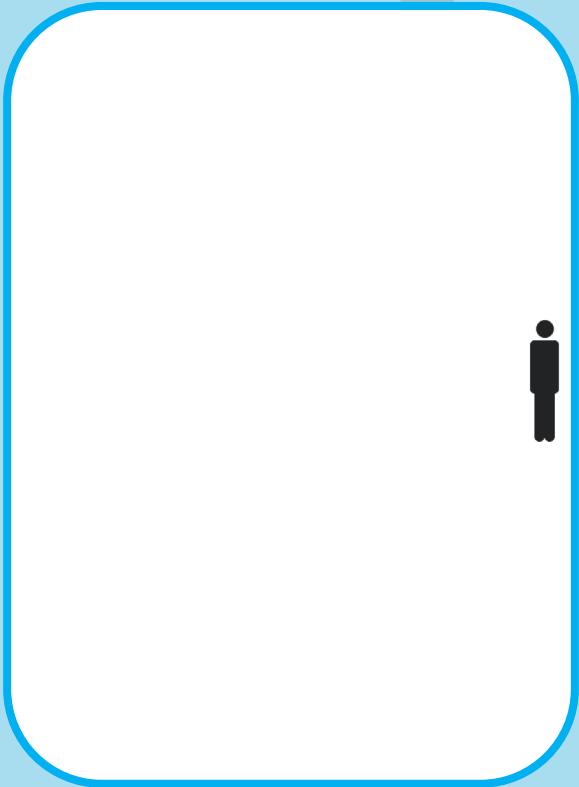
10

PICTOGRAMMING

Rice Ball

```
SC 0.1  
PEN DOWN  
RT 90  
  
REPEAT 3  
FD 50  
LT 120  
END
```

Dead End



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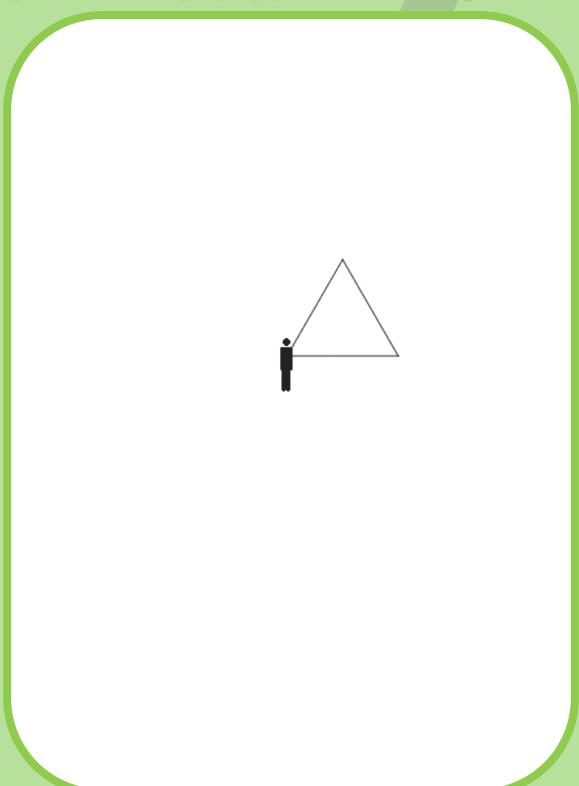
9

PICTOGRAMMING

Dead End

```
SC 0.3  
SET :DX 10  
  
REPEAT 500  
MW :DX 0 0.02  
  
IF [ABS(X()) > 300]  
SET :DX [-1 * :DX]  
END  
  
END
```

Rice Ball



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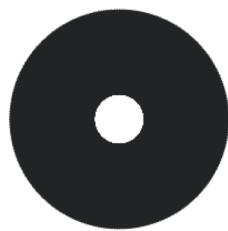
10

PICTOGRAMMING

Rice Ball

```
SC 0.1  
PEN DOWN  
RT 90  
  
REPEAT 3  
FD 50  
LT 120  
END
```

Donut



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PICTOGRAMMING

Donut

```
SC 0.1  
PEN DOWN  
PENW 70  
  
REPEAT 360  
FD 1  
RT 1  
END
```

Tunnel



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PICTOGRAMMING

Tunnel

```
SC 0.1  
PEN DOWN  
PENW 200  
FD 150  
PENW 30  
PEN ERASE  
M 0 200
```

Donut



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PICTOGRAMMING

Donut

```
SC 0.1  
PEN DOWN  
PENW 70  
  
REPEAT 360  
FD 1  
RT 1  
END
```

Tunnel



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PICTOGRAMMING

Tunnel

```
SC 0.1  
PEN DOWN  
PENW 200  
FD 150  
PENW 30  
PEN ERASE  
M 0 200
```

Random Line



Random Line

```
SC 0.1  
RT 90  
PEN DOWN  
SET :PEN RAND(1,3)  
PENW 30  
  
IF [ :PEN == 1 ]  
PEN ROUND  
ELSEIF [ :PEN == 2 ]  
PEN BUTT  
ELSE  
PEN NORMAL  
END  
  
FD 200
```

Flag Game



Flag Game

```
D LA  
RW LUA -140 1  
W 3  
RW LUA 140 1  
END  
  
D RA  
RW RUA 140 1  
W 3  
RW RUA -140 1  
END  
  
E RA 2  
E LA
```

Random Line



Random Line

```
SC 0.1  
RT 90  
PEN DOWN  
SET :PEN RAND(1,3)  
PENW 30  
  
IF [ :PEN == 1 ]  
PEN ROUND  
ELSEIF [ :PEN == 2 ]  
PEN BUTT  
ELSE  
PEN NORMAL  
END  
  
FD 200
```

Flag Game



Flag Game

```
D LA  
RW LUA -140 1  
W 3  
RW LUA 140 1  
END  
  
D RA  
RW RUA 140 1  
W 3  
RW RUA -140 1  
END  
  
E RA 2  
E LA
```

NO way~!!



NO way~!!

SC 0.7

P

OOPS, watch out!



OOPS, watch Out!

SC 0.7

A

NO way~!!



NO way~!!

SC 0.7

P

OOPS, watch out!



OOPS, watch Out!

SC 0.7

A

Stay still!



Stay Still!

SC 0.7
S

Safetyman



Safetyman

SC 0.7
I

Stay still!



Stay Still!

SC 0.7
S

Mr. Anzen Mamoru



Mr. Anzen Mamoru

SC 0.7
I