

Minecraft Adventurer Hour of Code Solutions

Puzzle 1



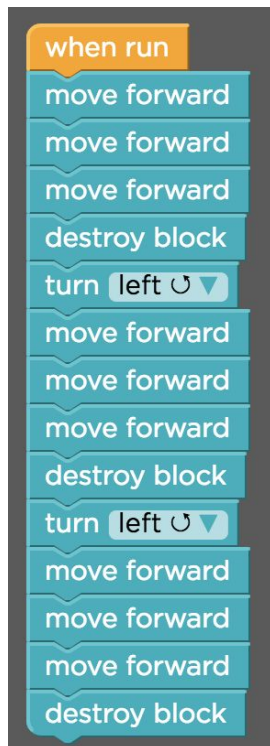
Puzzle 2



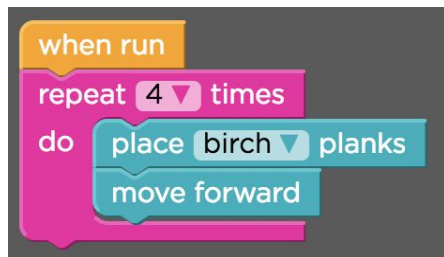
Puzzle 3



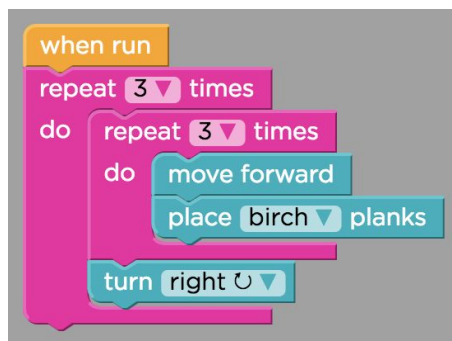
Puzzle 4



Puzzle 5



Puzzle 6



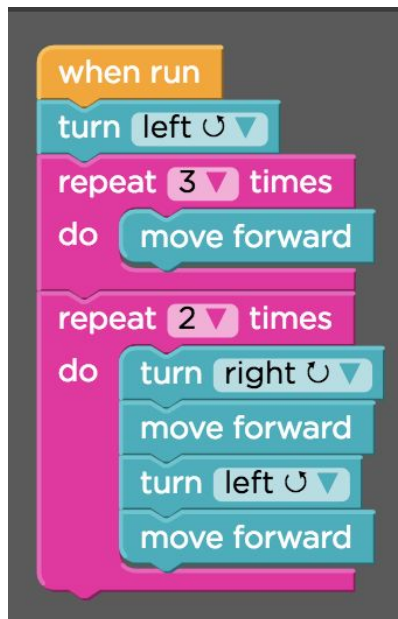
Puzzle 7



```
when run
repeat 6 times
do
  plant crop
  move forward
turn right 90
move forward
move forward
turn right 90
repeat 6 times
do
  move forward
  plant crop
```

The code for Puzzle 7 is a Scratch script starting with a 'when run' block. It contains two main sections. The first section is a 'repeat 6 times' loop with a 'do' block containing 'plant crop' and 'move forward'. This is followed by a 'turn right 90' block, two 'move forward' blocks, another 'turn right 90' block, and a second 'repeat 6 times' loop with a 'do' block containing 'move forward' and 'plant crop'.

Puzzle 8



```
when run
turn left 90
repeat 3 times
do
  move forward
repeat 2 times
do
  turn right 90
  move forward
  turn left 90
  move forward
```

The code for Puzzle 8 is a Scratch script starting with a 'when run' block. It begins with a 'turn left 90' block. This is followed by a 'repeat 3 times' loop with a 'do' block containing 'move forward'. The final section is a 'repeat 2 times' loop with a 'do' block containing 'turn right 90', 'move forward', 'turn left 90', and 'move forward'.

Puzzle 9



```
when run
  turn left 90
  repeat 2 times
    do
      place torch
      destroy block
      move forward
```

The code for Puzzle 9 starts with a 'when run' block. It then turns left 90 degrees. A 'repeat 2 times' loop follows, containing three actions: 'place torch', 'destroy block', and 'move forward'.

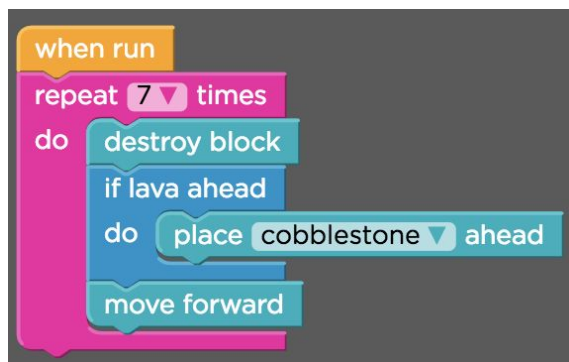
Puzzle 10



```
when run
  move forward
  place cobblestone ahead
  move forward
  repeat 2 times
    do
      move forward
      destroy block
```

The code for Puzzle 10 begins with a 'when run' block. It moves forward, places a cobblestone ahead, and moves forward again. A 'repeat 2 times' loop follows, containing two actions: 'move forward' and 'destroy block'.

Puzzle 11



```
when run
  repeat 7 times
    do
      destroy block
      if lava ahead
        do
          place cobblestone ahead
      move forward
```

The code for Puzzle 11 starts with a 'when run' block. It enters a 'repeat 7 times' loop. Inside the loop, it destroys a block. If there is lava ahead, it places a cobblestone ahead. Finally, it moves forward.

Puzzle 12

(There are many possible solutions)

```
when run
  move forward
  move forward
  destroy block
  if lava ahead
  do place cobblestone ahead
  move forward
  turn right
  destroy block
  turn left
  turn left
  move forward
  move forward
  destroy block
```

```
when run
  repeat 3 times
  do
    move forward
    move forward
    destroy block
    if lava ahead
    do place cobblestone ahead
    move forward
    turn left
```

Puzzle 13

```
when run
  repeat 3 times
  do
    move forward
    move forward
    destroy block
    if lava ahead
    do place cobblestone ahead
    move forward
    turn left
```