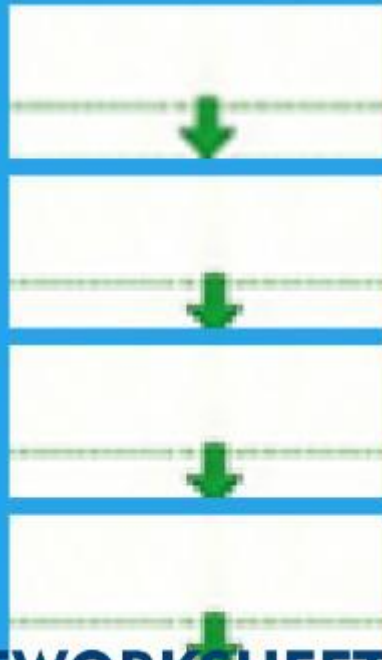


if on edge, bounce

turn ↻ 15 degrees

move 10 steps

forever



 **LIVEWORKSHEETS**