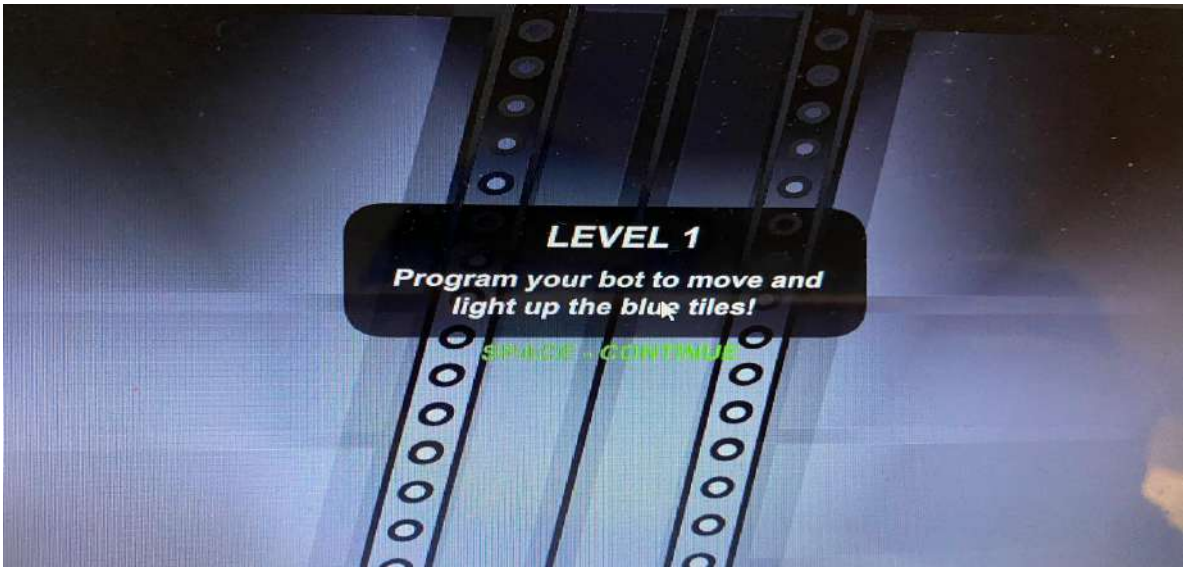
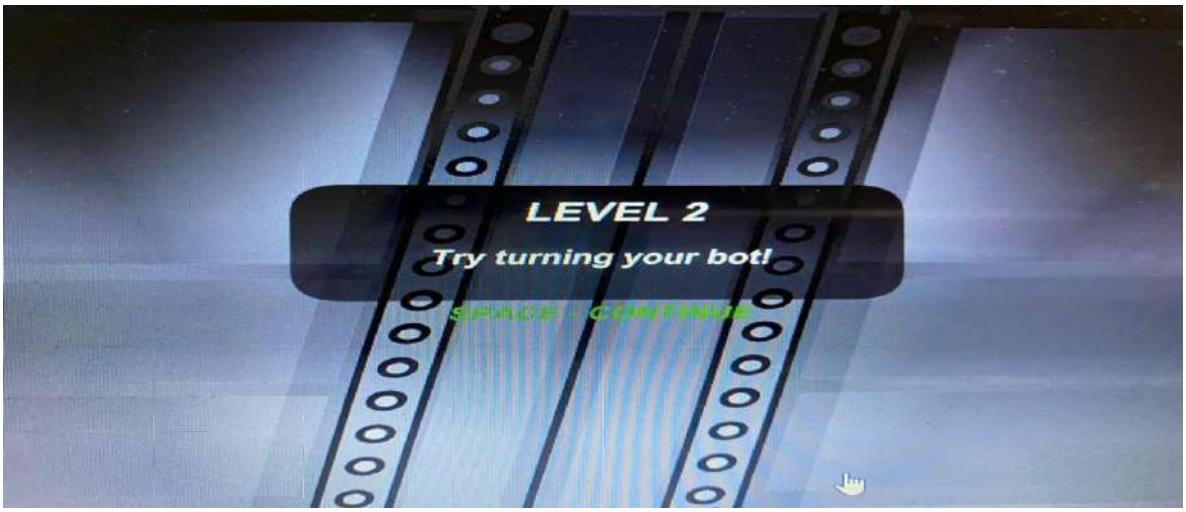
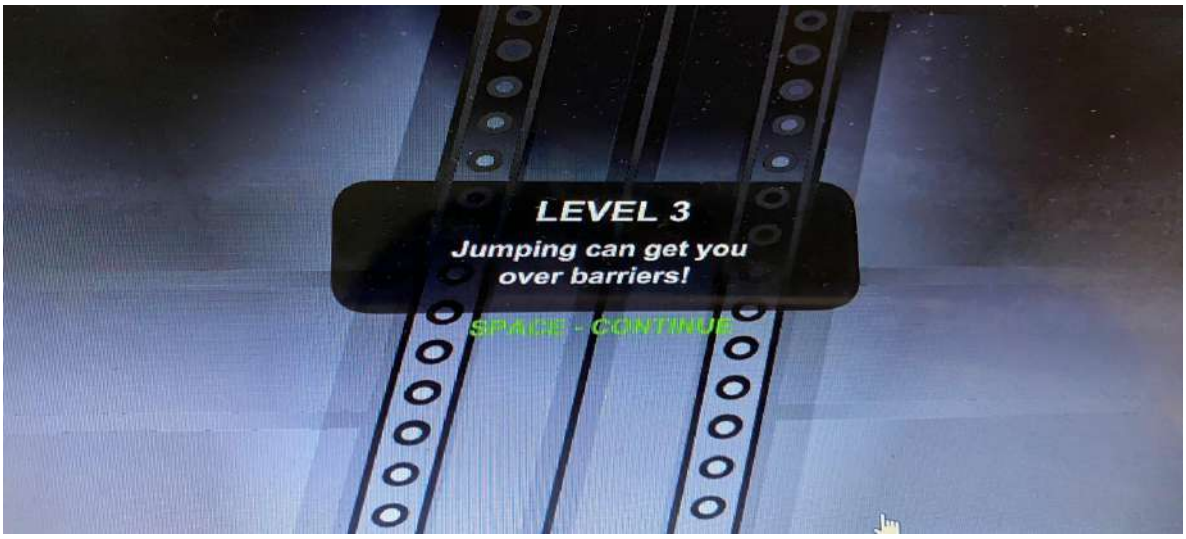
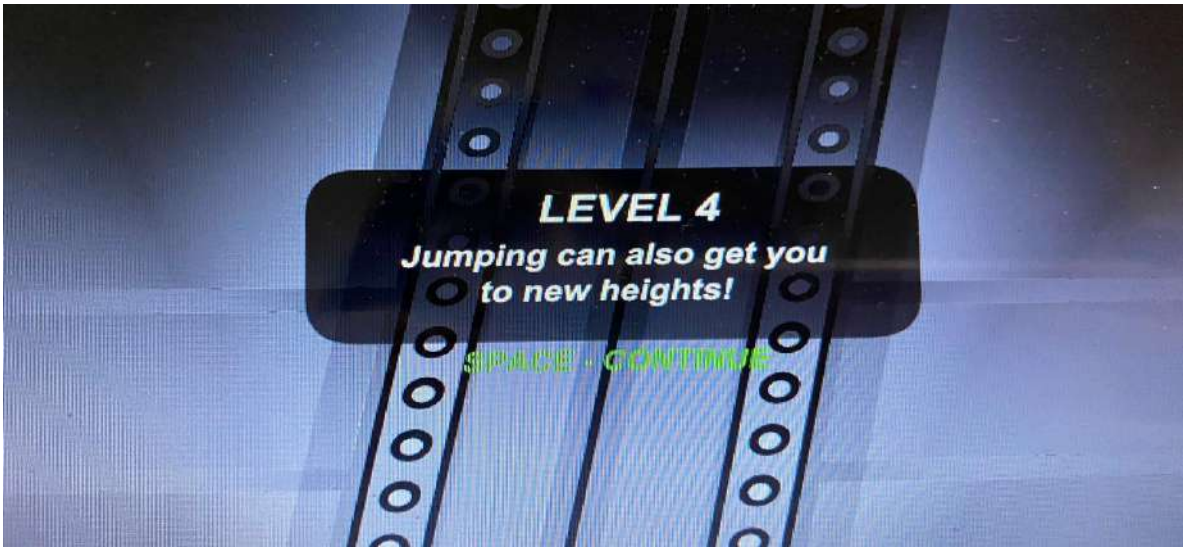

LEVEL 1
Program your bot to move and light up the blue tiles!
SPACE - CONTINUE


LEVEL 2
Try turning your bot!
SPACE - CONTINUE

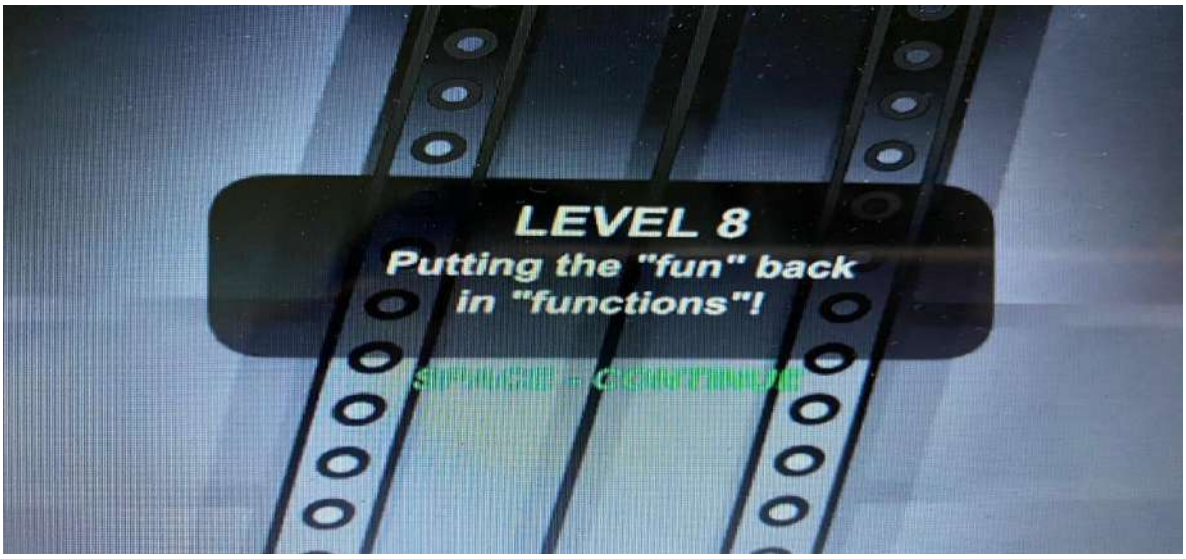

LEVEL 3
Jumping can get you over barriers!
SPACE - CONTINUE

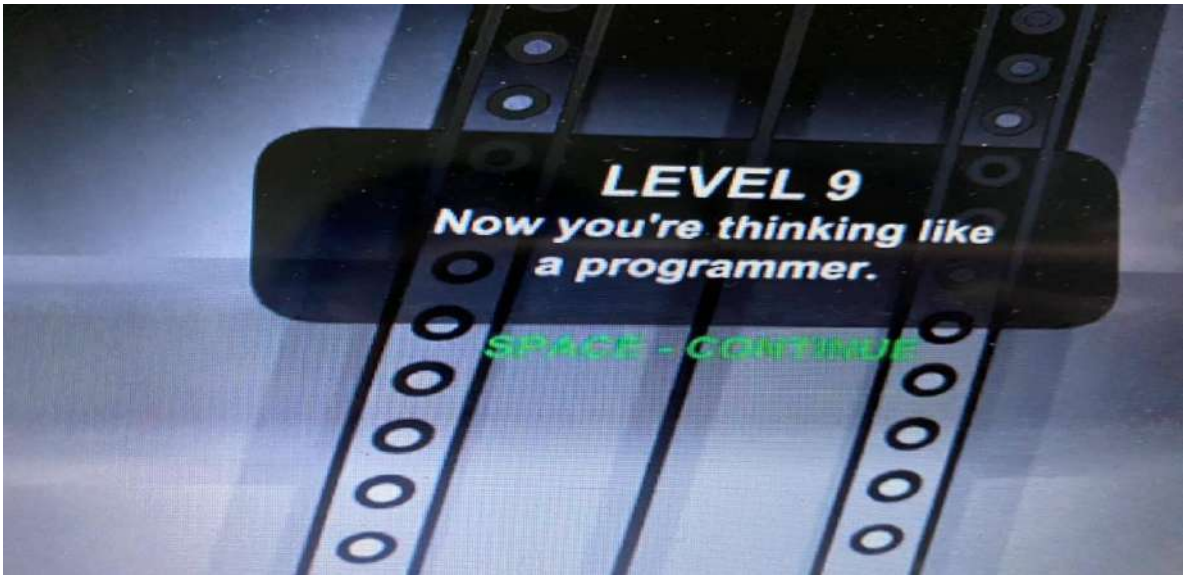

LEVEL 4
Jumping can also get you
to new heights!
SPACE - CONTINUE

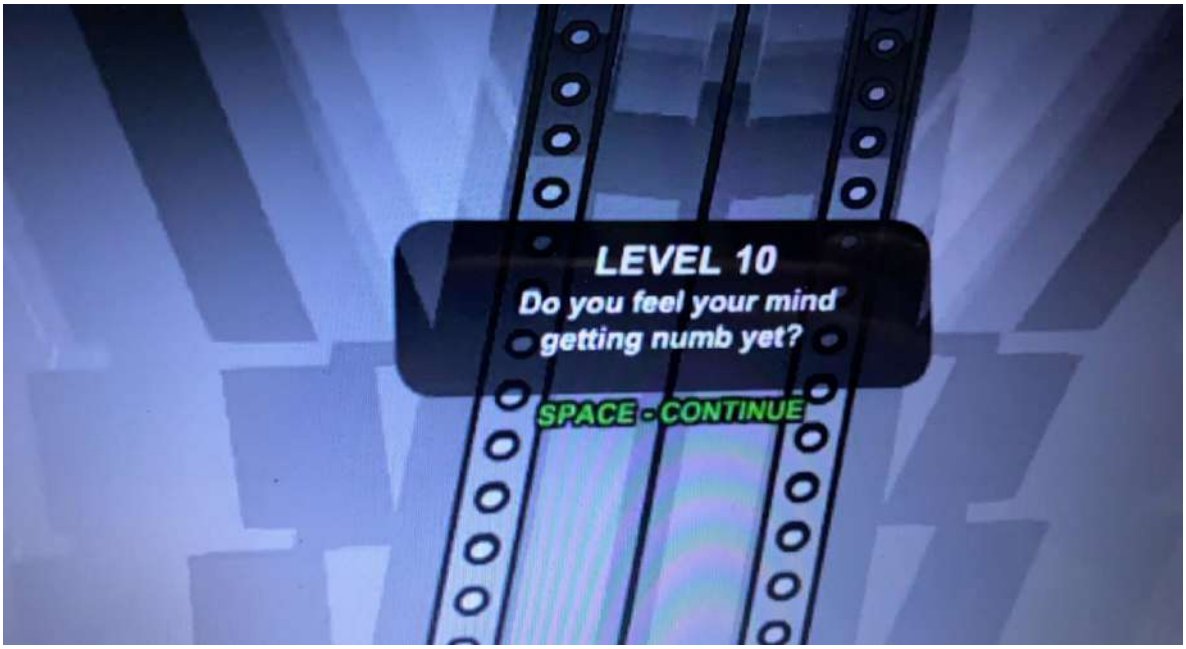
LEVEL 5
Get it now?
SPACE - CONTINUE

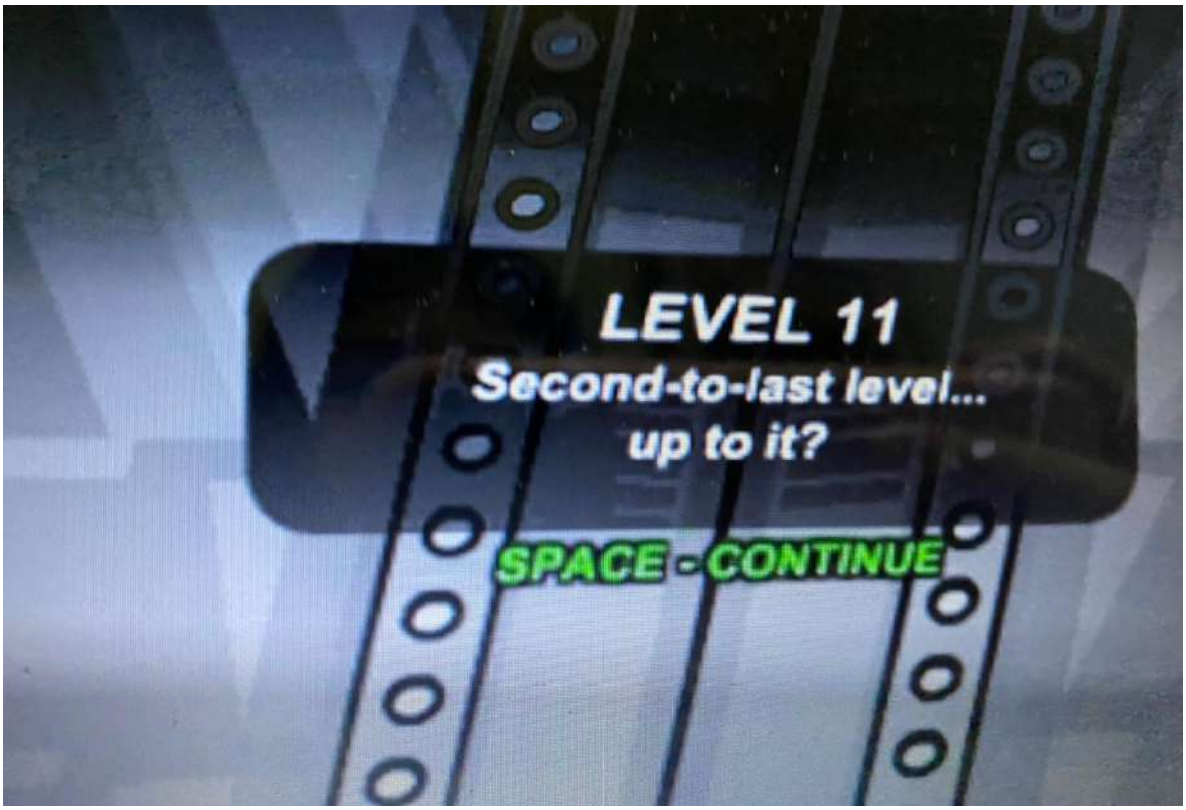
LEVEL 6
Not enough space? Try creating
Functions and using F_1 and F_2
SPACE - CONTINUE

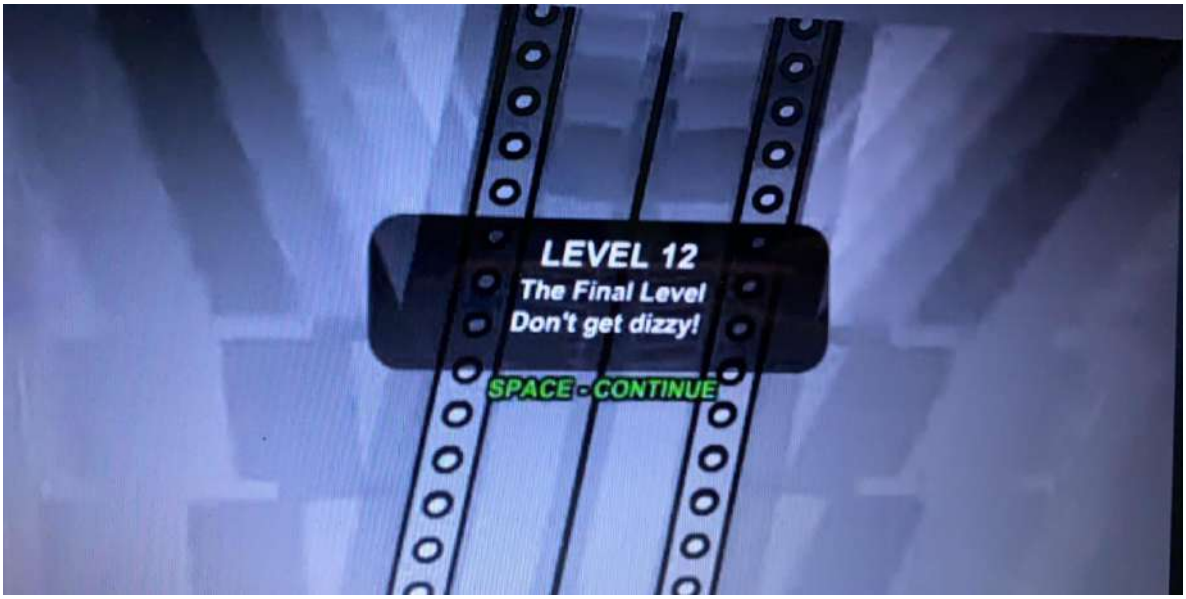
LEVEL 7
RE-USING functions is great
for REPETITIVE tasks!

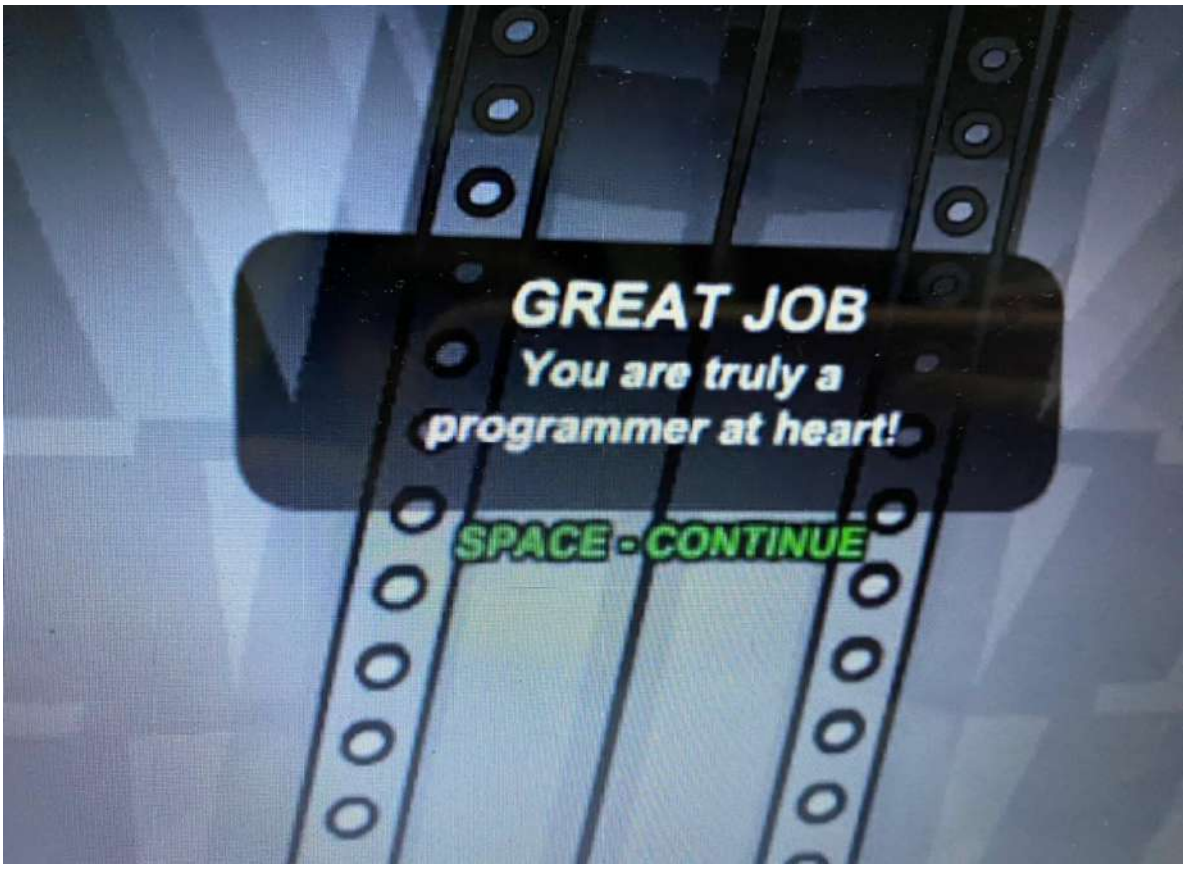

LEVEL 8
Putting the "fun" back
in "functions"!


LEVEL 9
Now you're thinking like
a programmer.
SPACE - CONTINUE


LEVEL 10
Do you feel your mind
getting numb yet?
SPACE - CONTINUE


LEVEL 11
Second-to-last level...
up to it?
SPACE - CONTINUE


LEVEL 12
The Final Level
Don't get dizzy!
SPACE - CONTINUE


GREAT JOB
You are truly a
programmer at heart!
SPACE - CONTINUE