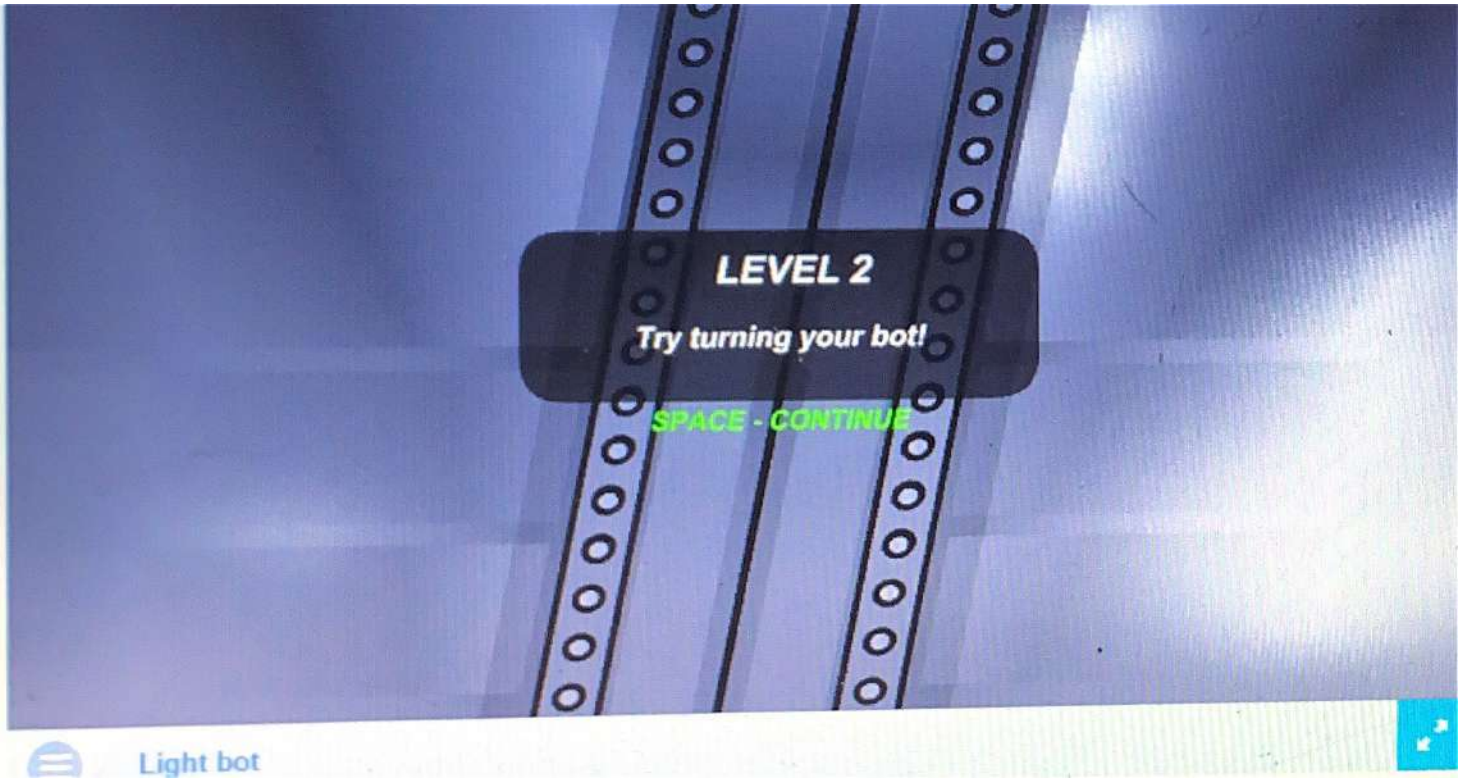
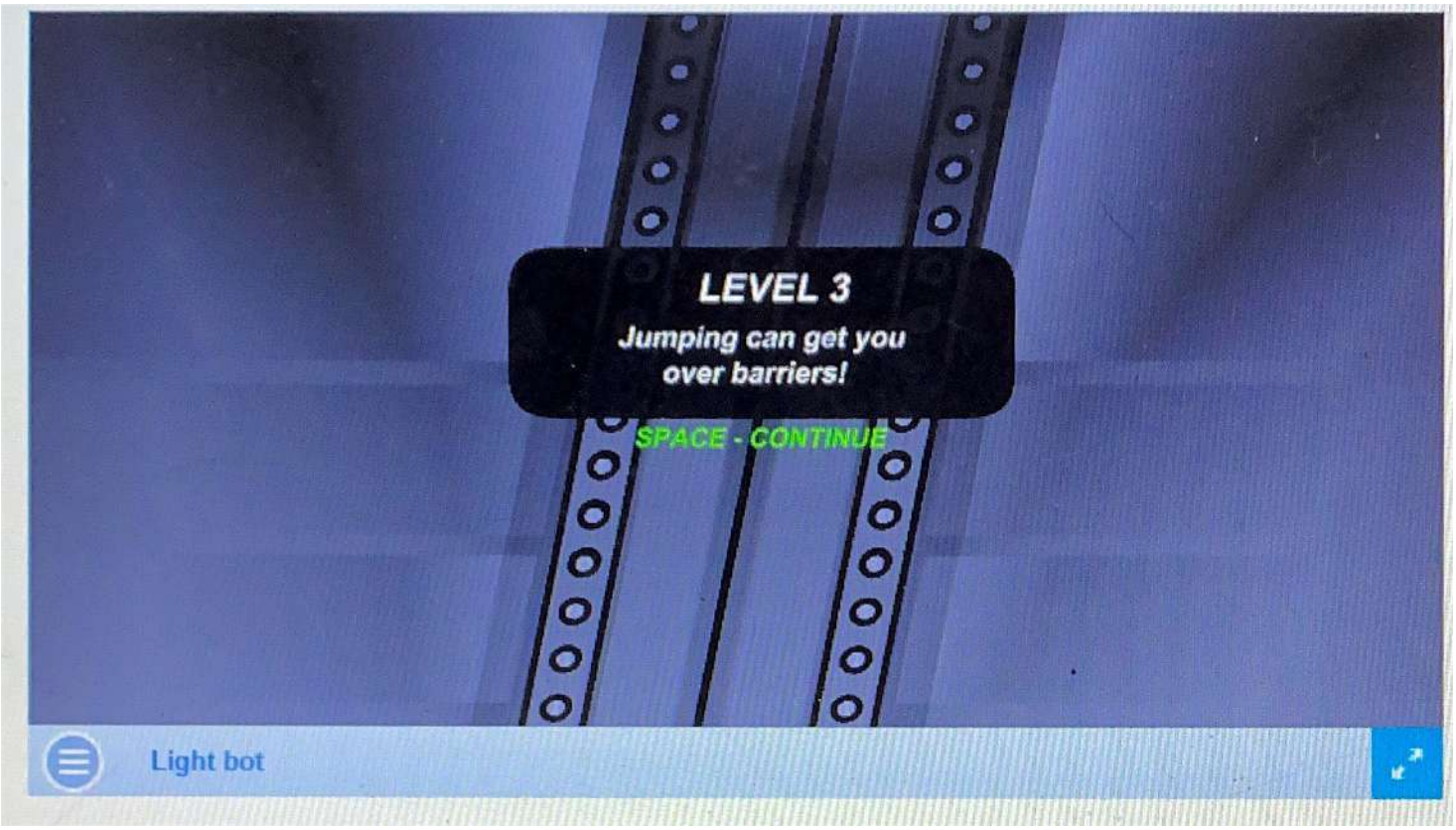
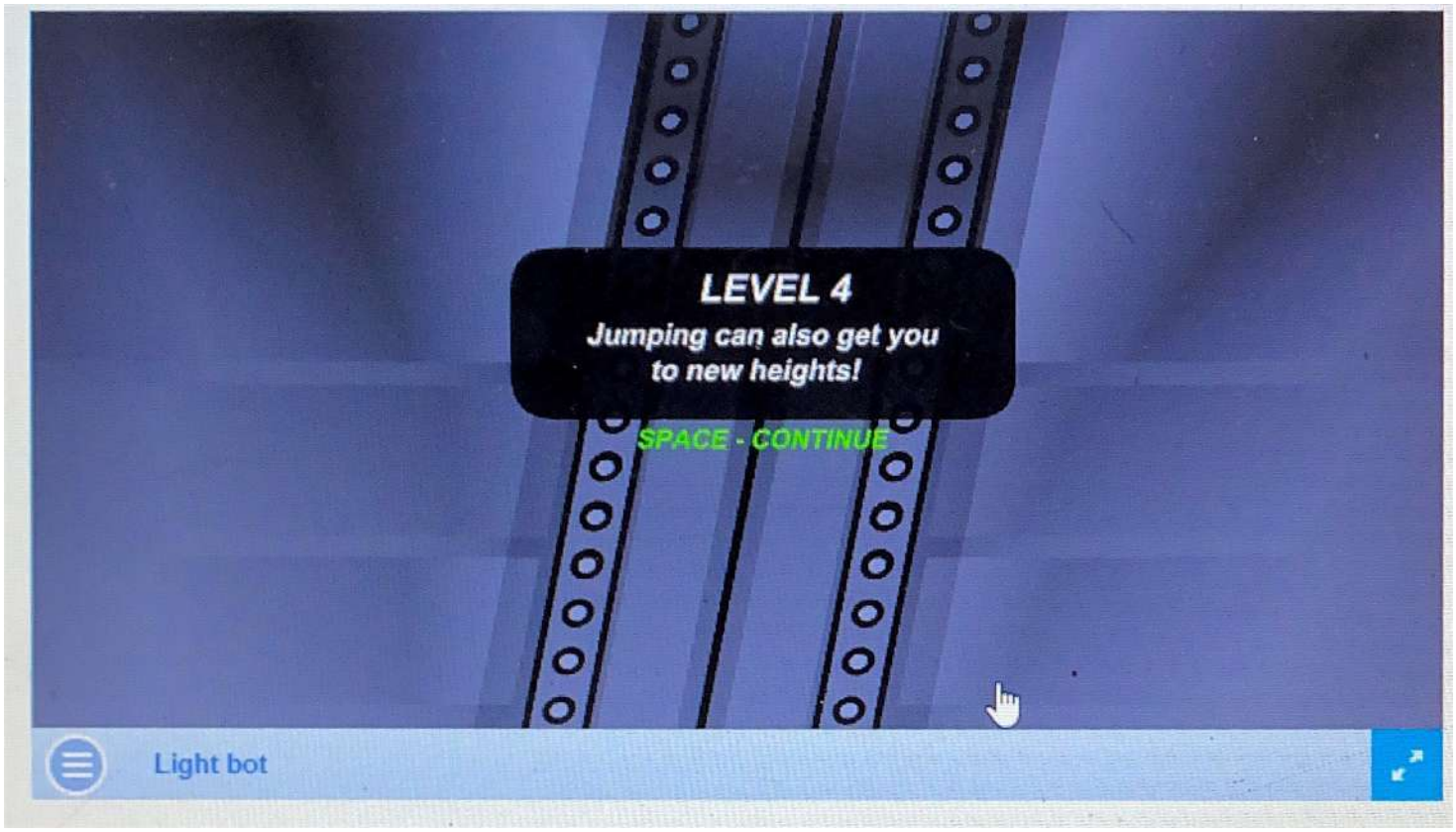
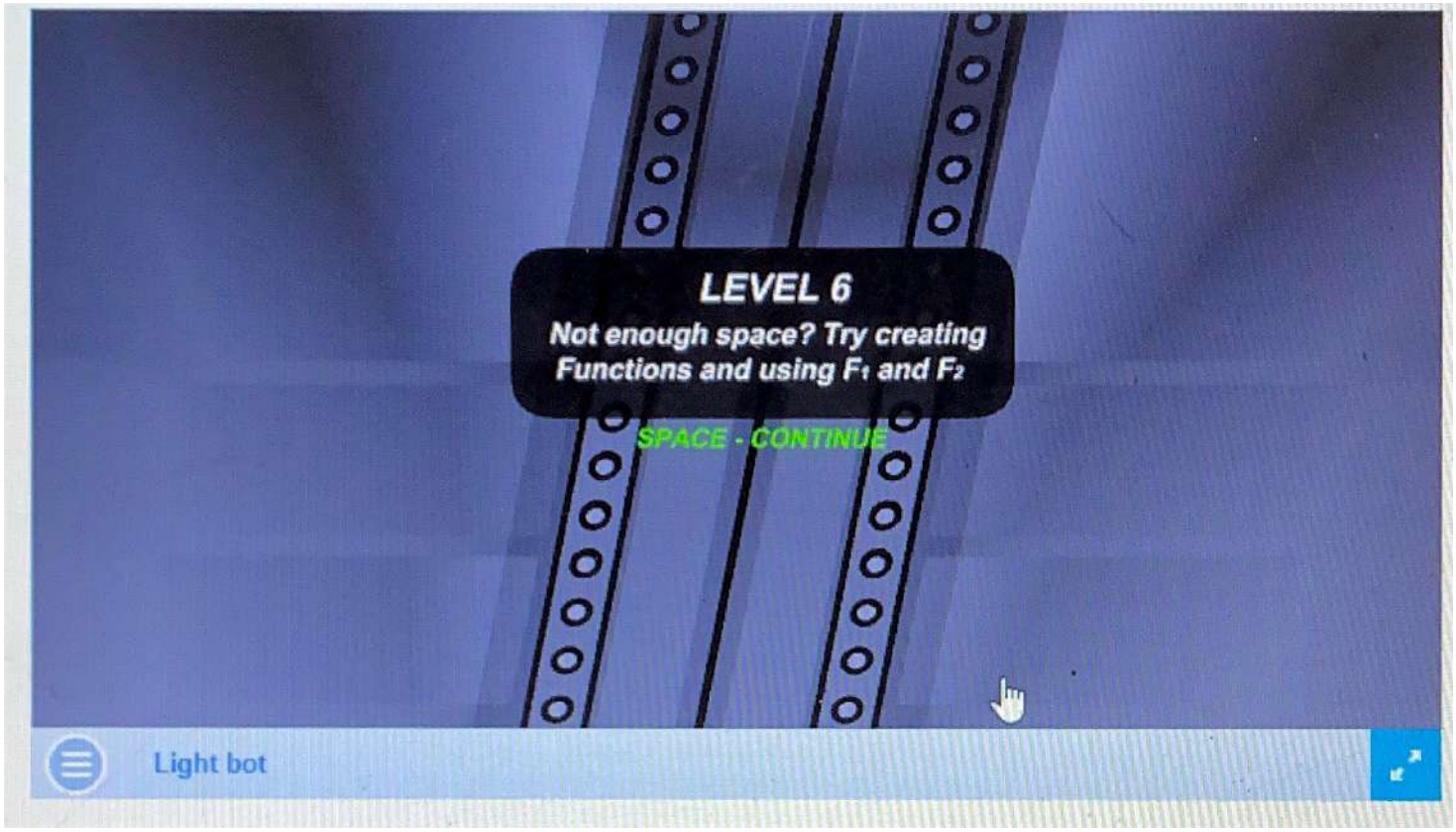


Light bot

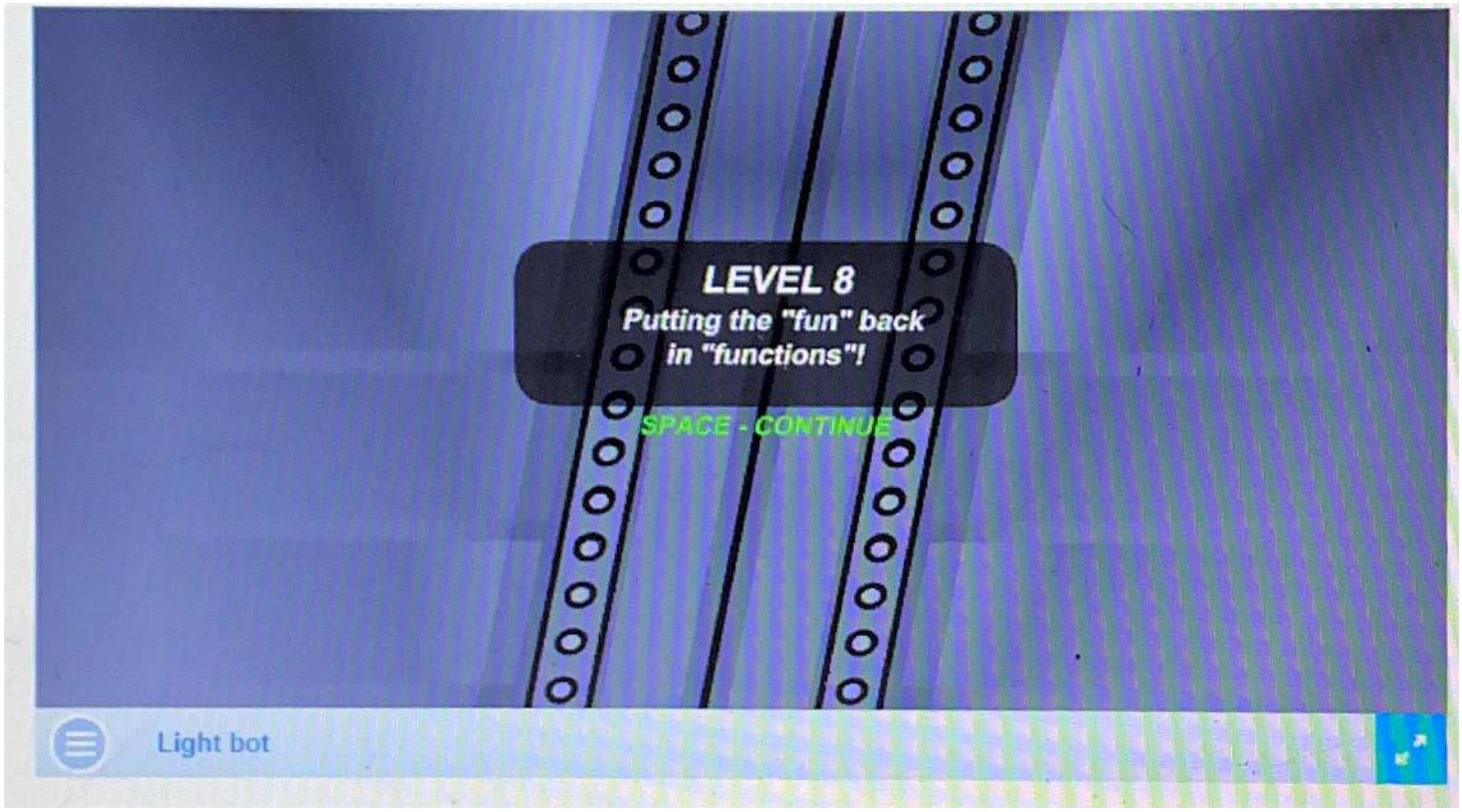

LEVEL 3
Jumping can get you over barriers!
SPACE - CONTINUE
Light bot

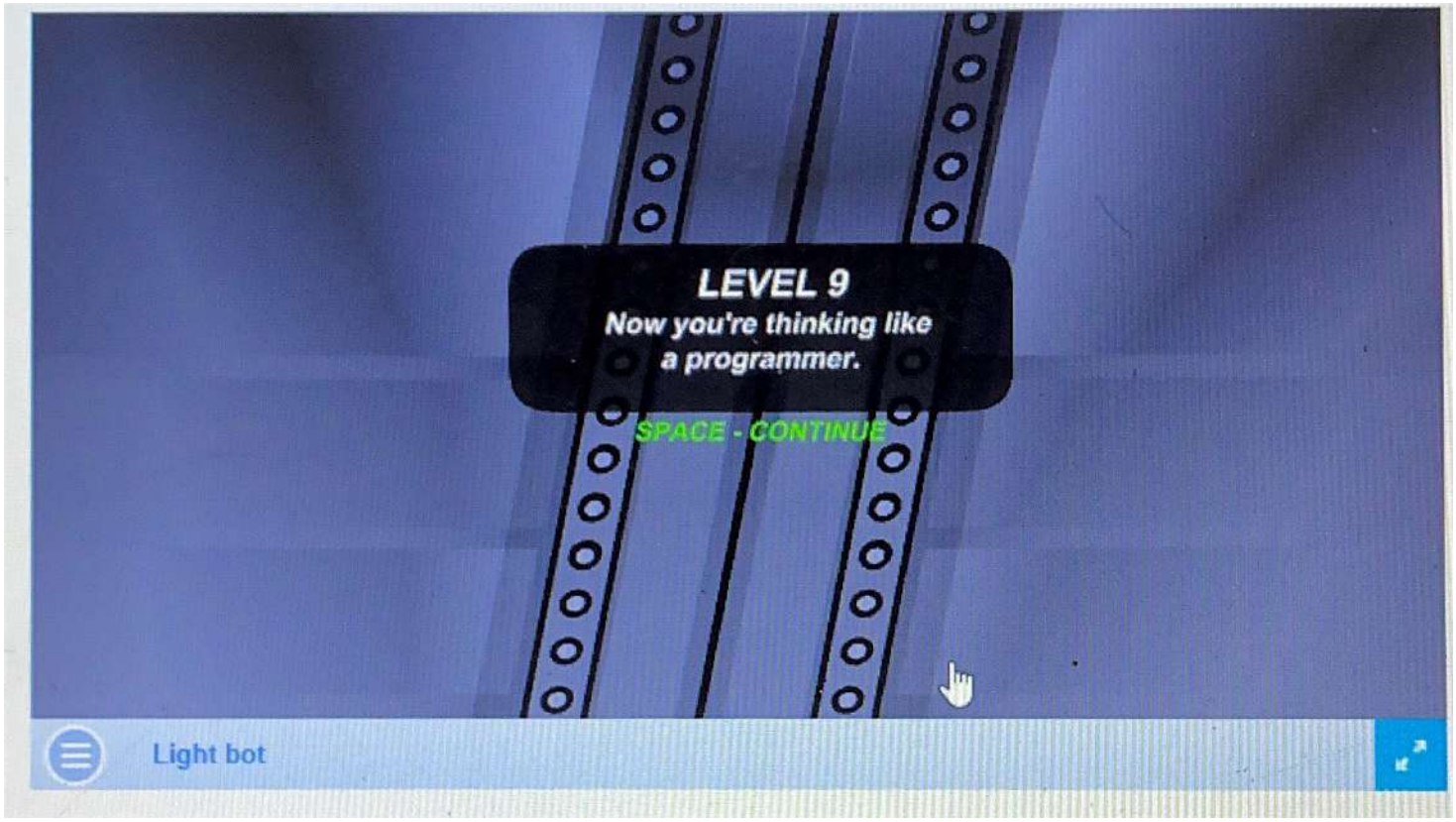

LEVEL 4
Jumping can also get you
to new heights!
SPACE - CONTINUE
Light bot

LEVEL 5
Get it now?
SPACE - CONTINUE
Light bot

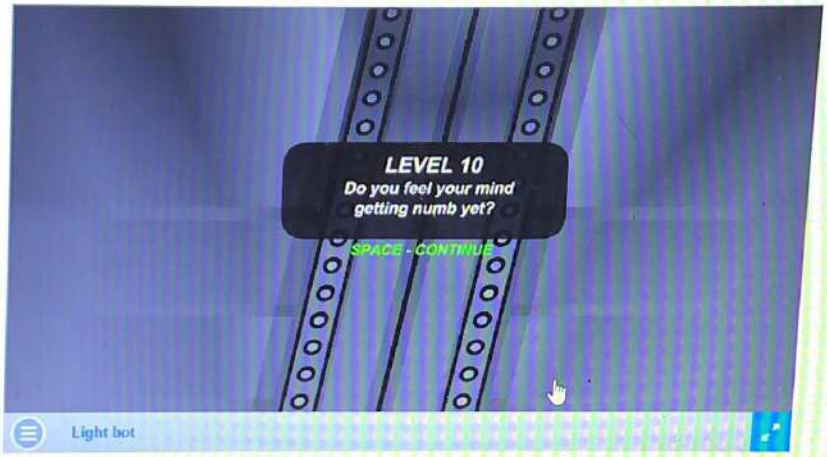

LEVEL 6
Not enough space? Try creating
Functions and using F1 and F2
SPACE - CONTINUE
Light bot

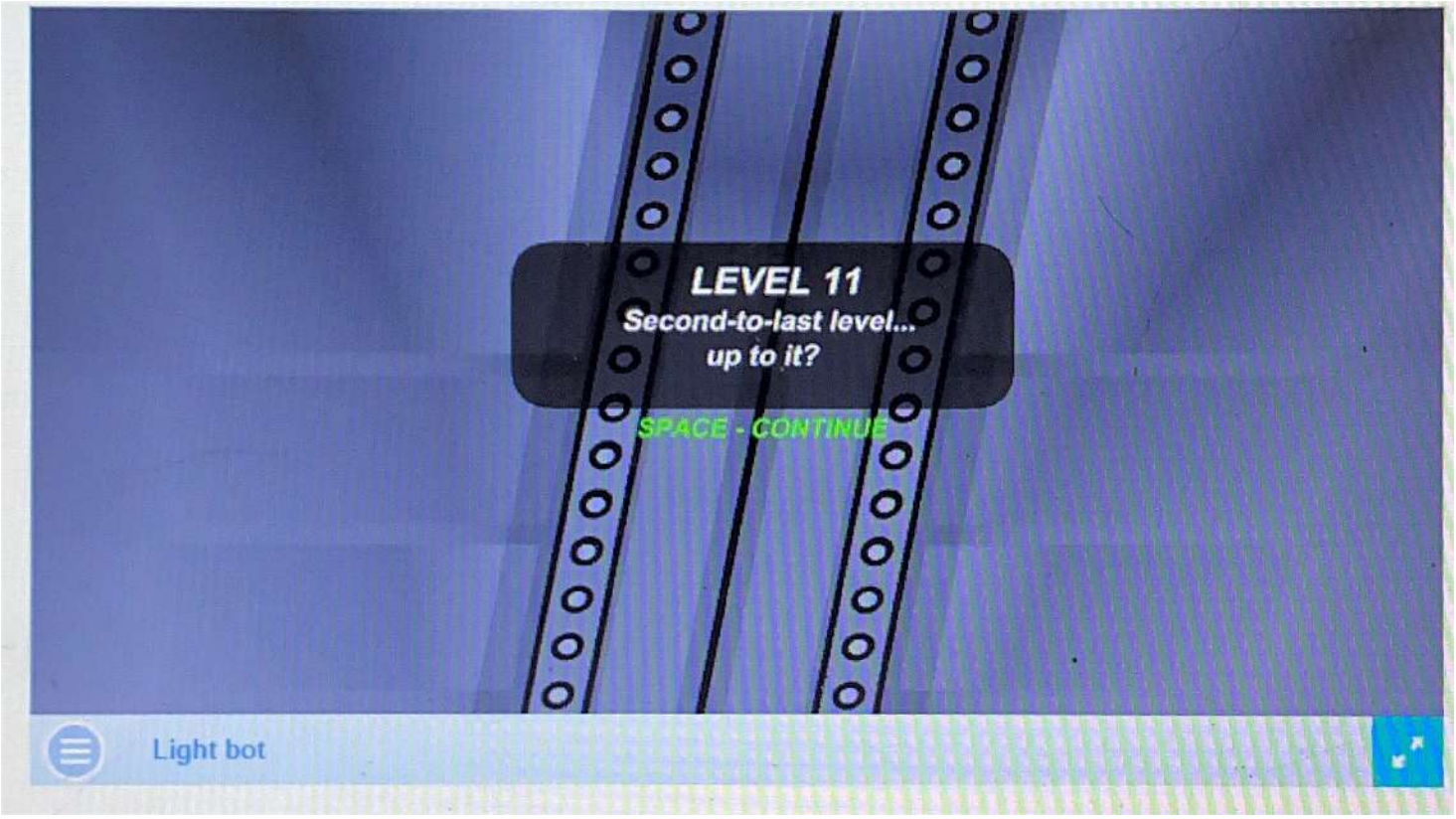
LEVEL 7
RE-USING functions is great
for REPETITIVE tasks!
SPACE - CONTINUE
Light bot

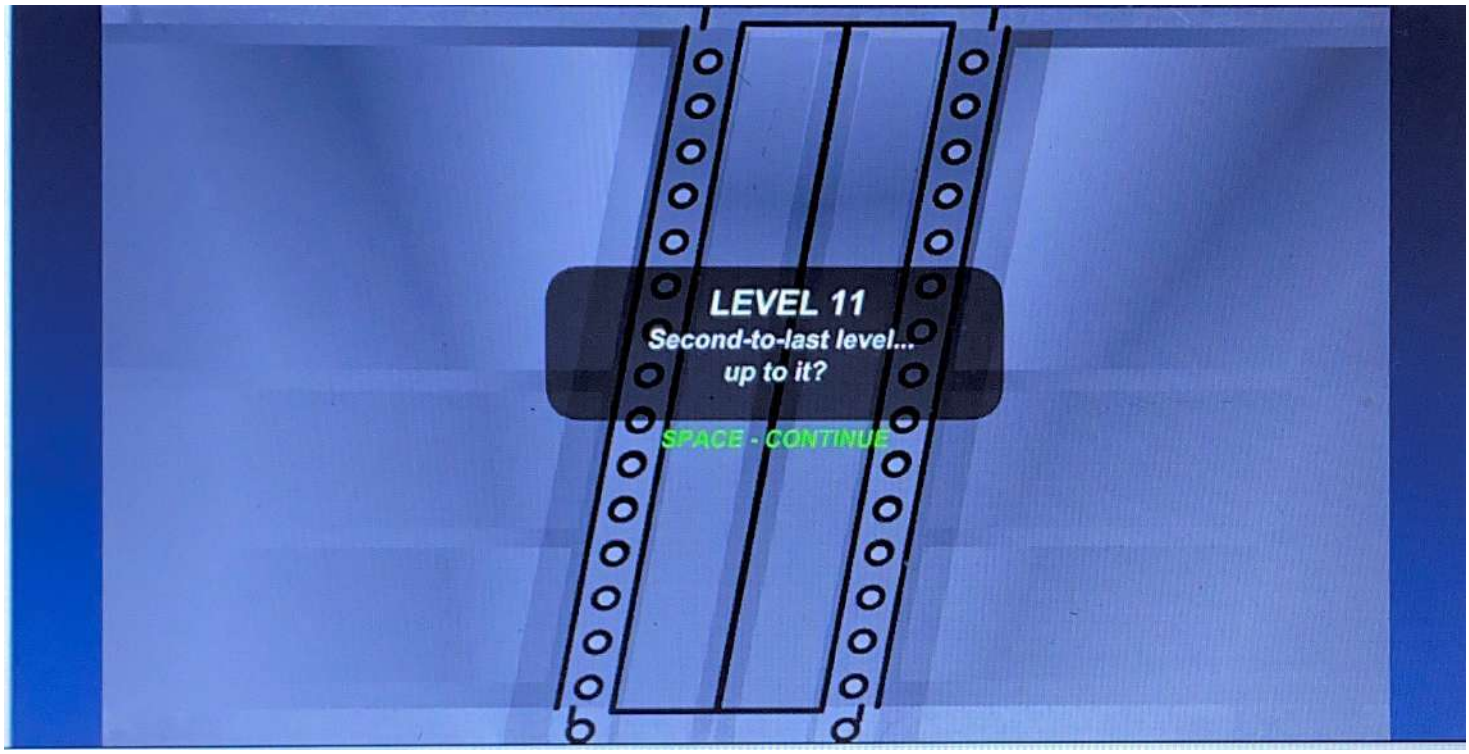

LEVEL 8
Putting the "fun" back
in "functions"!
SPACE - CONTINUE
Light bot


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

Light bot


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


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


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

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

CONGRATULATIONS

Completed Using

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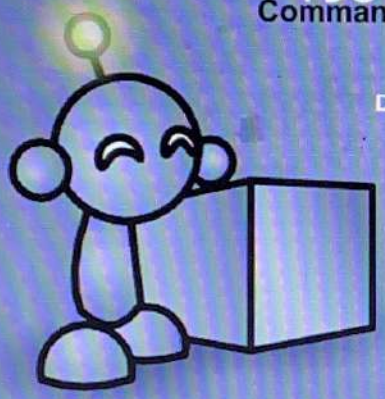
Commands



Art, Animation and Coding,
Danny Yaroslavski (Coolio-Niato)

Music by
Shael-Riley

Original Concept by
Matt Chase

Sponsor and Distributer
Armorgames

What you just went through is the kind of logic programmers go through on a daily basis.

If you enjoyed thinking in this way and using logic to solve problems, consider trying to learn a real programming language

Some examples are Turing, Java and Flash Actionscript. Programming isn't for everyone so

Replay