

LEVEL 1

Program your bot to move and
light up the blue tiles!

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!**

SPACE - CONTINUE

LEVEL 8

**Putting the "fun" back
in "functions"!**

SPACE - CONTINUE

LEVEL 9

*Now you're thinking like
a programmer.*

SPACE - CONTINUE

LEVEL 10

**Do you feel your mind
getting numb yet?**

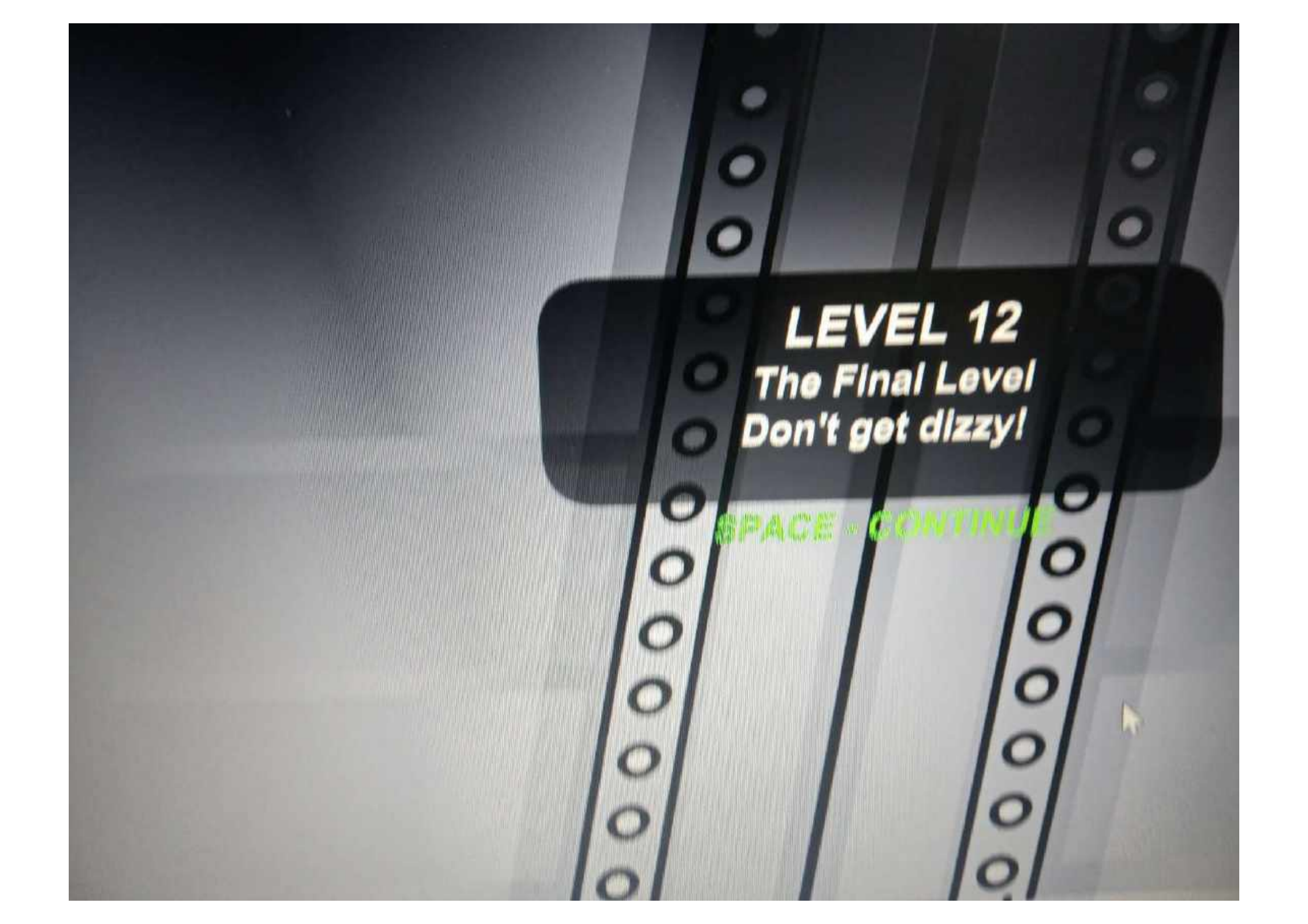
SPACE - CONTINUE

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

CONGRATULATIONS

Completed Using

180
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](#)