

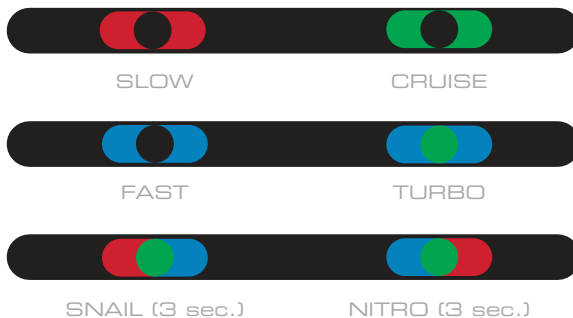
ozobot



OzoCode Pocket Guide

Codes are shown from left to right

SET SPEED



SLOW

CRUISE

FAST

TURBO

SNAIL (3 sec.)

NITRO (3 sec.)



3 SECONDS PAUSE



U TURN



U TURN (LINE END)

CHANGE DIRECTION



GO RIGHT

JUMP RIGHT



GO STRAIGHT

JUMP STRAIGHT



GO LEFT

JUMP LEFT

WIN or EXIT

Placed only at line ends and used to set goals or to indicate points to reach.



WIN or EXIT
(KEEP PLAYING)



WIN or EXIT
(GAME OVER)

30 SECONDS TIMER

Starts a 30 seconds countdown before Ozobot stops and game is over.



COUNTDOWN TIMER ON



COUNTDOWN TIMER OFF

COUNTERS

Makes Ozobot keep track of events encountered on paths. Ozobot will stop and game is over after five events are detected.



KEEP TRACK OF DIRECTION CHANGES



KEEP TRACK OF PATH COLOR CHANGES



KEEP TRACK OF INTERSECTIONS



KEEP TRACK OF OZOPILLS ENCOUNTERED



ADD PILL



SUBSTRACT PILL

COOL MOVES



TORNADO



ZIGZAG

COOL MOVES



SPIN



BACKWALK