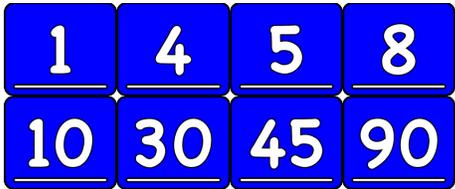
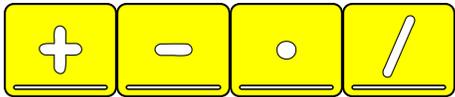
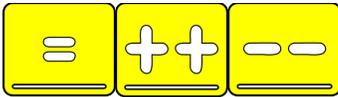
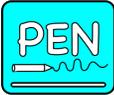
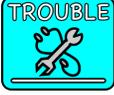


QuestBotics Qubes

Qube Type	Qubes	Qube Description
Simple Command Qubes		Use just one of these Qubes to move your QuestBot.
Action Qubes		Use Action Qubes with a Number Qube to move QuestBot.
Number Qubes		There are fourteen Number Qubes: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 30, 45 & 90. When used with Action Qubes they represent centimeters or degrees.
Math Qubes		Use Math Qubes with Number Qubes. The Qubes (left to right) are plus, minus, multiply, division.
(Advanced) Math Qubes		The equal sign is used to assign values to Data Qubes. The ++ & -- are coding shorthand for add one or subtract one from a Data Qube. (X=X+1) or (X=X-1)
Data Qubes		Data Qubes are used to store numbers. Once a number has been assigned to a X or Y you can use them just like a number.
Coding Qubes (If)		Coding Qube are used together with Conditional Qubes to ask questions and do things depending on the answers.
Coding Qubes (While)		Every time you use an If or a While Qube you will need a Then and an End Qube. Else Qubes are optional but they only work with If Qubes. Press Run/Pause a second time to interrupt a While loop.
Conditional Qubes (AKA Questions)		Conditional Qubes are used after an If or While Qube to ask a question. These Qubes compare Number and Data Qubes. Coding Qubes take different actions depending on the answer to the questions asked by the Conditional Qubes.
Boolean Qubes		Use Boolean Qubes to ask up to three different questions with Conditional Qubes.

QuestBotics Qubes

Qube Type	Qubes	Qube Description
Special Qube (Pen)		The Pen Qube raises and lowers the QuestBot's pen.
Special Qubes (Color)		Color Qubes change the eyes of the QuestBot. Use them for fun or as "flags" so you know where you are in your code.
Special Qube (Speed)		Change your QuestBot's speed by placing a Number Qube after the Speed Qube. Add a plus or minus Qube to make it accelerate or decelerate.
Special Qube (Arc)		Create a curved line by placing two Number (or Data) Qubes after the Arc Qube. The first is the arc diameter, the second is the degrees of the arc that the QuestBot will complete.
Special Qube (Random)		The Random Qube acts as a random Number Qube. Try it by itself, with one number after it and even with two numbers after the Random Qube....
Special Qube (Delay)		Place a Number (or Data) Qube after Delay Qube and your QuestBot will pause for that number of seconds.
Special Qube (Trouble)		The Trouble Qube will help you if your code has an error. Count the number of pink blinks after the red error blinks. Count to this number Qube. Your error is somewhere around here.
Special Qube (Comment)		One Comment Qube will make your QuestBot skip all the Qube after it. A second Comment Qube will cause your QuestBot to start seeing the Qubes again.
Special Qube (Functions)		You can store a whole Quest Controller worth of code on a single Function Qube. Place Qubes after the Create Function Qube and your QuestBot's eyes will turn aqua. Now any time you use the Function Qube your QuestBot will do the code you stored on the Function Qube.

Your QuestBots have one last super special move: They can do a kind of "swarm" programming. If you hold down the Detect and Run/Pause buttons for seven seconds your Quest Controller will try to find as many Quest Bots as it can. (Up to ten.) Then it sends your code to all the Quest Bots it found. Quest Bots that have low batteries may have trouble "swarming."