



Color code reference chart

# OzoCodes



## SPEED



SNAIL DOSE



SLOW



CRUISE



FAST



TURBO



NITRO BOOST

## DIRECTION



GO LEFT



GO STRAIGHT



GO RIGHT



LINE JUMP LEFT



LINE JUMP STRAIGHT



LINE JUMP RIGHT



U TURN



U TURN (LINE END)

## TIMERS



TIMER ON (30 SEC. TO STOP)



TIMER OFF



PAUSE (3 SEC.)

## COOL MOVES



TORNADO



ZIGZAG



SPIN

## WIN/EXITS



WIN/EXIT (PLAY AGAIN)



WIN/EXIT (GAME OVER)

## COUNTERS

FIVE DOWN TO STOP



ENABLE X-ING COUNTER



ENABLE TURN COUNTER



ENABLE PATH COLOR COUNTER



ENABLE POINT COUNTER



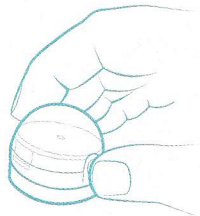
POINT +1



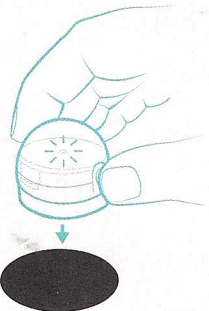
POINT -1



1.



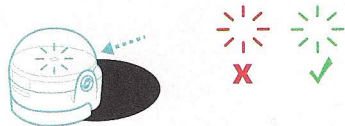
2.



3.



4.

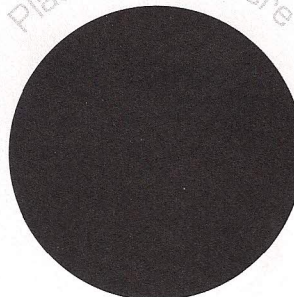


For tips on how to calibrate for marker play please go to [ozobot.com/calibration](http://ozobot.com/calibration).

## 1 Prepare Ozobot for Play!

Before you begin, you need to calibrate your Ozobot! You should calibrate often, especially if Ozobot starts acting odd. When in doubt, calibrate!

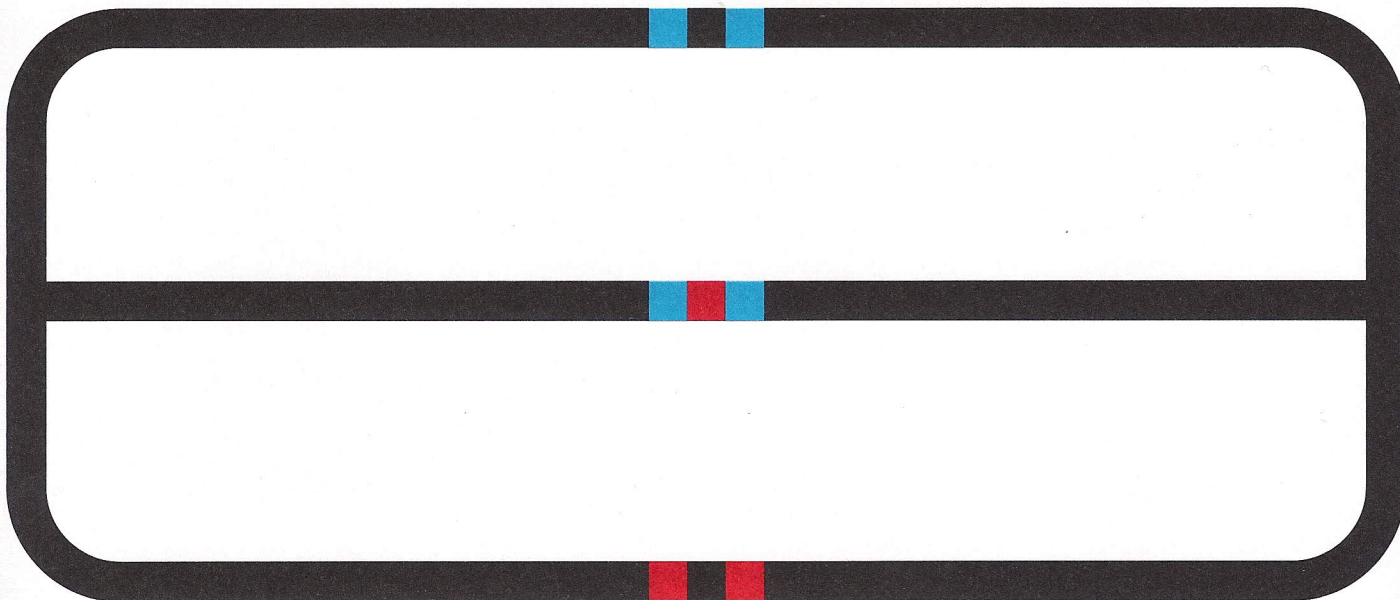
Place Ozobot Here



1. Hold down the power button on Ozobot for 2 seconds until the LED light turns white.
2. Place Ozobot in the middle of the black dot above.
3. Ozobot will then blink blue, move forward, and then blink green.
4. When Ozobot blinks green, it means that it has successfully calibrated. Start over if Ozobot blinks red.

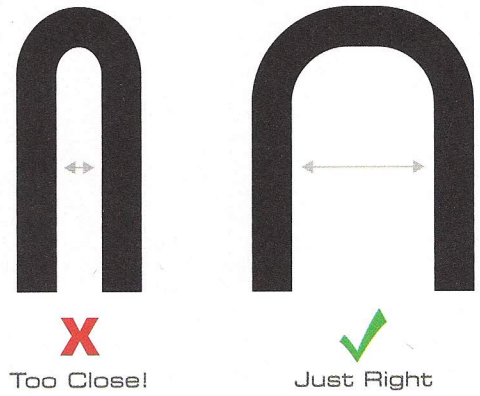
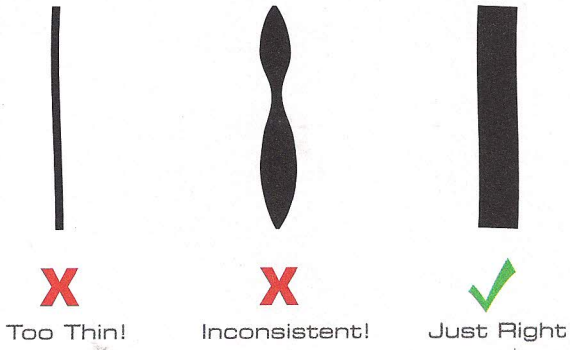
## 7 Ozobot Color Codes

Ozobot recognizes color patterns and acts differently to each pattern. Can you tell which of these patterns means slow, fast and U-Turn?

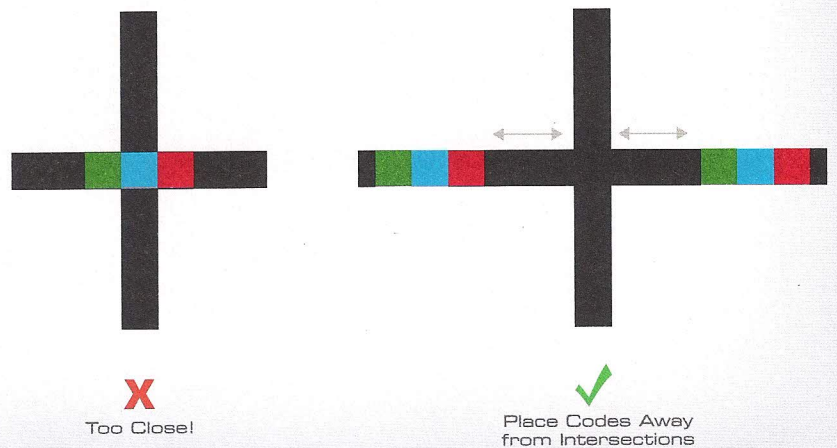
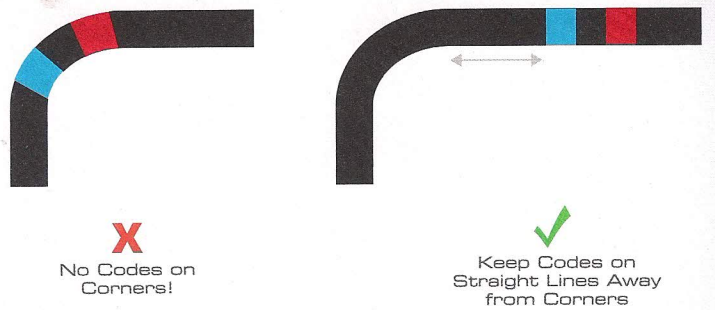
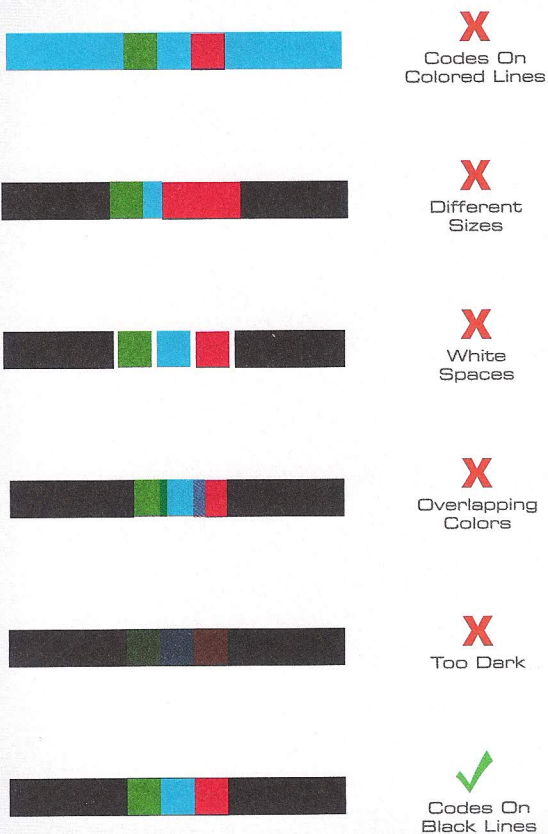




2 Tips: Drawing Lines



9 Tips: Drawing Codes

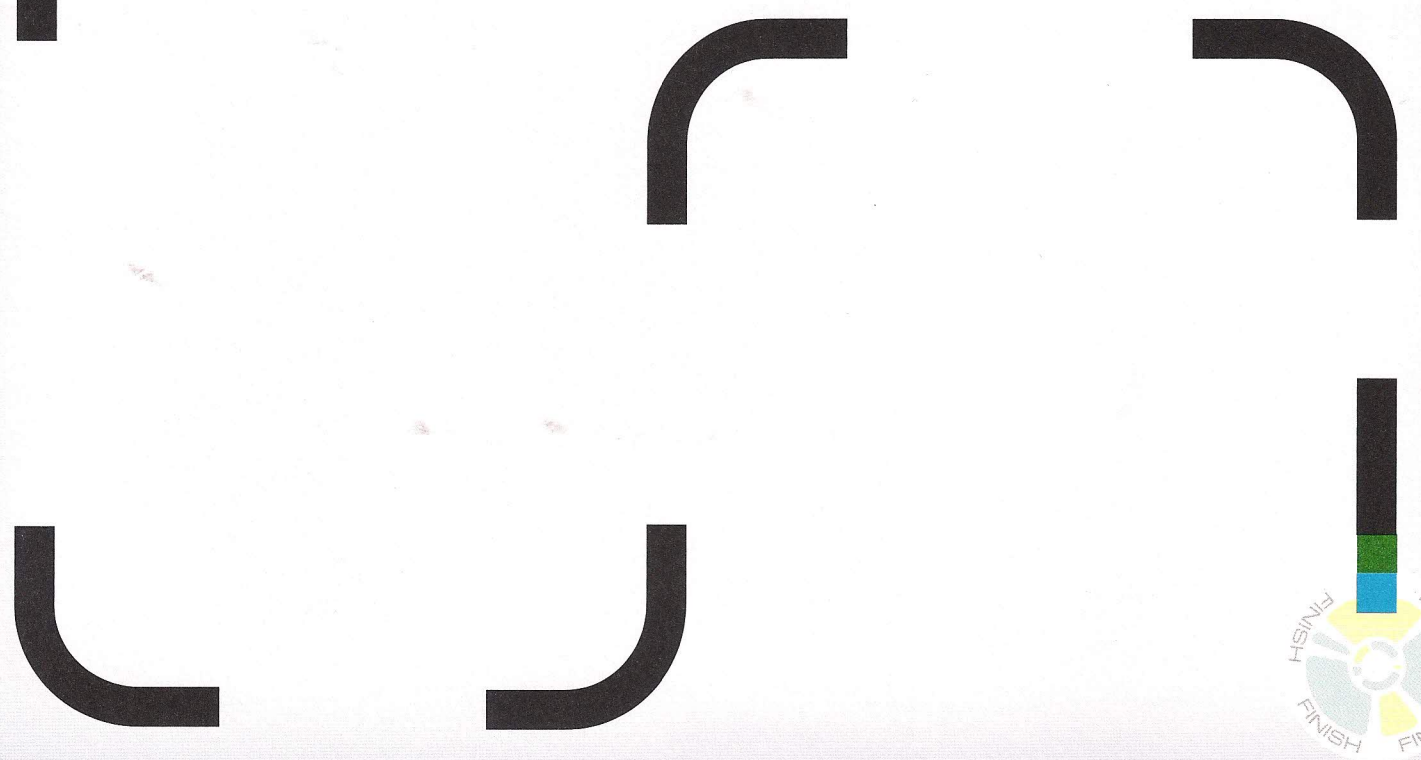






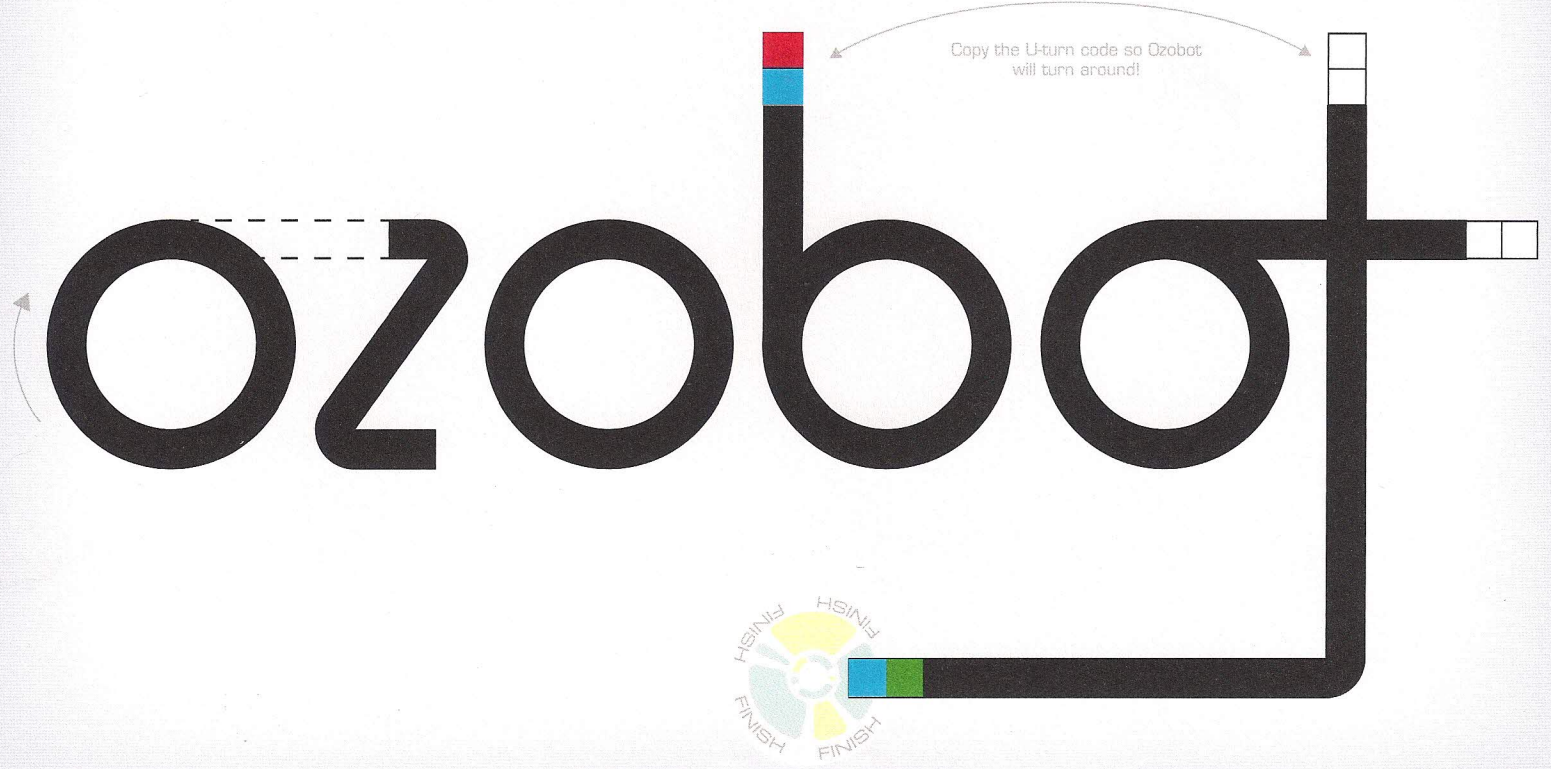
### 3 Make the Connection!

Use your Markers to connect the paths. Then place Ozobot on the START and it will follow the lines to the finish!



### 14 Name Game

Using your markers, connect all letters so Ozobot finds the finish line. Hint: use the U-turn codes to avoid getting stuck!





PLACE HERE

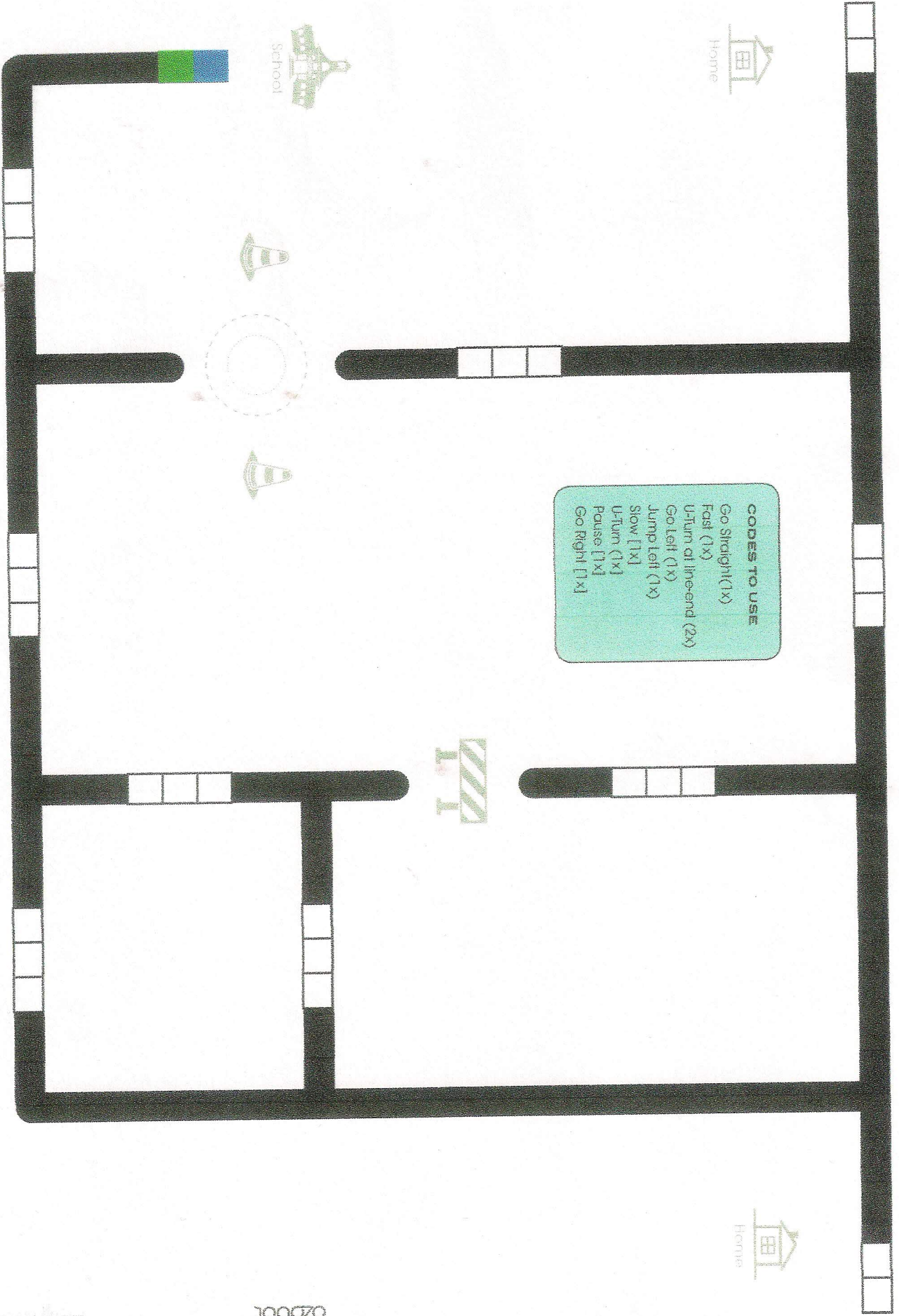
FAST

PLACE HERE



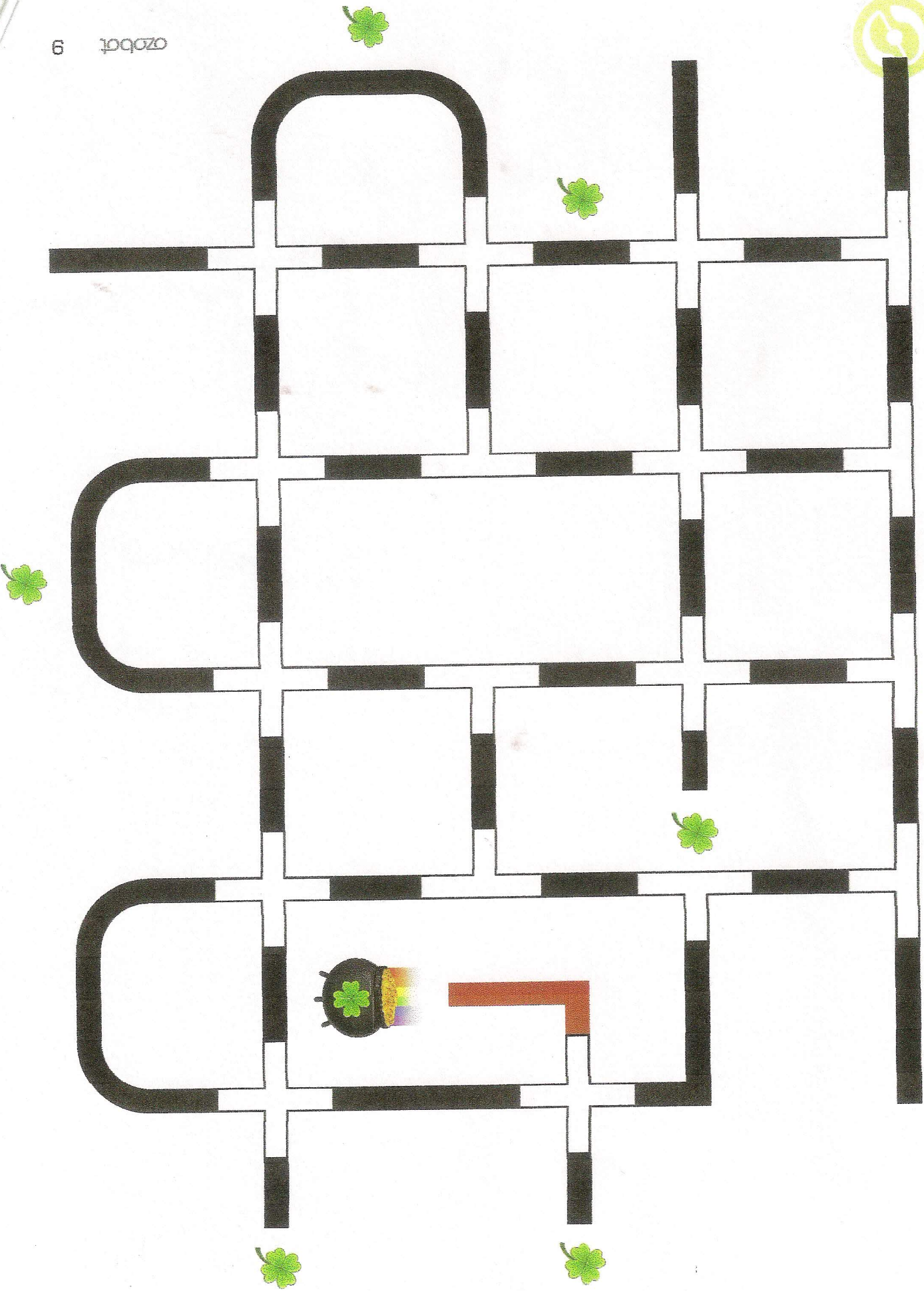
**CODES TO USE**

- Go Straight (1x)
- Fast (1x)
- U-Turn at line-end (2x)
- Go Left (1x)
- Jump Left (1x)
- Slow (1x)
- U-Turn (1x)
- Pause (1x)
- Go Right (1x)





POT OF GOLD MAZE





# COLOR CODE TABLE FOR THE POT OF GOLD GAME

<b>Object</b>	<b>Color</b>	<b>Action</b>
Line End	Black	U-turn
	Red	Rainbow & end of game
Intersection	Black	Random turn
	Red	Right turn
	Green	Continue straight
	Blue	Left turn