



Part 1: The Basics

✓ Page	Name	XP
10	Knowledge Check - C#	25
14	Install Visual Studio	75
19	Hello, World!	50
24	What Comes Next	50
24	The Makings of a Programmer	50
26	Consolas and Telim	50
31	The Thing Namer 3000	100
37	Knowledge Check - Variables	25
45	The Variable Shop	100
45	The Variable Shop Returns	50
48	Knowledge Check - Type System	25
53	The Triangle Farmer	100
56	The Four Sisters and the Duckbear	100
57	The Dominion of Kings	100
68	The Defense of Consolas	200
75	Repairing the Clocktower	100
78	Watchtower	100
	82 Buying Inventory	100
	83 Discounted Inventory	50
	88 The Prototype	100
	89 The Magic Cannon	100
	94 The Replicator of D'To	100
	95 The Laws of Freach	50
	106 Taking a Number	100
	107 Countdown	100
	123 Knowledge Check - Memory	25
	124 Hunting the Manticore	250

Part 2: Object-Oriented Programming

✓ Page	Name	XP
	131 Knowledge Check - Objects	25
	135 Simula's Test	100
	143 Simula's Soups	100
	153 Vin Fletcher's Arrows	100
	162 Vin's Trouble	50
	168 The Properties of Arrows	100
	173 Arrow Factories	100
	191 The Point	75
	191 The Color	100
	191 The Card	100
	192 The Locked Door	100
	192 The Password Validator	100
	193 Rock-Paper-Scissors	150
	194 15-Puzzle	150
	194 Hangman	150
	195 Tic-Tac-Toe	300
	205 Packing Inventory	150

✓Page	Name	XP
<input type="checkbox"/> 209	Labeling Inventory	50
<input type="checkbox"/> 210	The Old Robot	200
<input type="checkbox"/> 217	Robotic Interface	75
<input type="checkbox"/> 225	Room Coordinates	50
<input type="checkbox"/> 231	War Preparations	100
<input type="checkbox"/> 240	Colored Items	100
<input type="checkbox"/> 242	The Fountain of Objects	500
<input type="checkbox"/> 244	Small, Medium, or Large	100
<input type="checkbox"/> 244	Pits	100
<input type="checkbox"/> 244	Maelstroms	100
<input type="checkbox"/> 245	Amaroks	100
<input type="checkbox"/> 245	Getting Armed	100
<input type="checkbox"/> 246	Getting Help	100
<input type="checkbox"/> 249	The Robot Pilot	50
<input type="checkbox"/> 251	Time in the Cavern	50
<input type="checkbox"/> 255	Lists of Commands	75

Part 3: Advanced Features

✓Page	Name	XP
<input type="checkbox"/> 269	Knowledge Check - Large Programs	25
<input type="checkbox"/> 270	The Feud	75
<input type="checkbox"/> 270	Dueling Traditions	100
<input type="checkbox"/> 276	Safer Number Crunching	50
<input type="checkbox"/> 278	Knowledge Check - Methods	25
<input type="checkbox"/> 278	Better Random	100
<input type="checkbox"/> 290	Exepti's Game	100
<input type="checkbox"/> 295	The Sieve	100
<input type="checkbox"/> 301	Knowledge Check - Events	25
<input type="checkbox"/> 302	Charberry Trees	100
<input type="checkbox"/> 307	Knowledge Check - Lambdas	25
<input type="checkbox"/> 307	The Lambda Sieve	50
<input type="checkbox"/> 315	The Long Game	100
<input type="checkbox"/> 324	The Potion Masters of Pattren	150
<input type="checkbox"/> 331	Knowledge Check - Operators	25
<input type="checkbox"/> 331	Navigating Operand City	100
<input type="checkbox"/> 332	Indexing Operand City	75
<input type="checkbox"/> 332	Converting Directions to Offsets	50
<input type="checkbox"/> 341	Knowledge Check - Queries	25
<input type="checkbox"/> 342	The Three Lenses	100
<input type="checkbox"/> 349	The Repeating Stream	150
<input type="checkbox"/> 359	Knowledge Check - Async	25
<input type="checkbox"/> 359	Asynchronous Random Words	150
<input type="checkbox"/> 360	Many Random Words	50
<input type="checkbox"/> 365	Uniter of Adds	75
<input type="checkbox"/> 366	The Robot Factory	100
<input type="checkbox"/> 372	Knowledge Check - Unsafe Code	25
<input type="checkbox"/> 392	Knowledge Check - Other Features	25
<input type="checkbox"/> 397	Colored Console	100

XP TRACKER

✓Page	Name	XP
<input type="checkbox"/> 398	The Great Humanizer	100
<input type="checkbox"/> 403	Knowledge Check - Compiling	25
<input type="checkbox"/> 408	Knowledge Check - .NET	25
<input type="checkbox"/> 413	Altar of Publication	100

Part 4: The Endgame

✓Page	Name	XP
<input type="checkbox"/> 419	Core Game: Building Character	300
<input type="checkbox"/> 420	Core Game: The True Programmer	100
<input type="checkbox"/> 420	Core Game: Actions and Players	300
<input type="checkbox"/> 421	Core Game: Attacks	200
<input type="checkbox"/> 421	Core Game: Damage and HP	150
<input type="checkbox"/> 422	Core Game: Death	150
<input type="checkbox"/> 422	Core Game: Battle Series	150
<input type="checkbox"/> 422	Core Game: The Uncoded One	100
<input type="checkbox"/> 423	Core Game: The Player Decides	200
<input type="checkbox"/> 423	Expansion: The Game's Status	100
<input type="checkbox"/> 424	Expansion: Items	200
<input type="checkbox"/> 424	Expansion: Gear	300
<input type="checkbox"/> 425	Expansion: Stolen Inventory	200
<input type="checkbox"/> 426	Expansion: Vin Fletcher	200
<input type="checkbox"/> 426	Expansion: Attack Modifiers	200
<input type="checkbox"/> 426	Expansion: Damage Types	200
<input type="checkbox"/> 427	Expansion: Making it Yours	?
<input type="checkbox"/> 428	Expansion: Restoring Balance	150

Part 5: Bonus Levels

✓Page	Name	XP
<input type="checkbox"/> 441	Knowledge Check - Visual Studio	25
<input type="checkbox"/> 446	Knowledge Check - Compiler Errors	25
<input type="checkbox"/> 451	Knowledge Check - Debugging	25