Conditional Color Coding



Do not use the forward block

FORWARD



Do not use the backward block

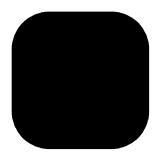
BACKWARD



Only use 45° turns

TURN 45° LEFT

TURN 45° RIGHT



Only use left turns

TURN 90° LEFT

TURN 45° LEFT