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| --- | --- | --- |
| **Voice Command** | **Action** | **Remark** |
| Right | Moves right continuously |  |
| Left | Moves left continuously |  |
| Up | Upward movement | Going up ladders |
| Down | Downward | If you get stuck on a ladder |
| Stop | Stop horizontal movement |  |
| Hold | Stop vertical movement | e.g., going up ladders |
| **Time-based commands for incremental movement** | | |
| Nibble | Moves right 0.5 seconds | Fine control movement |
| Nibbles | Moves right 2 seconds |  |
| Kibbles | Move right 3 seconds |  |
| Bubble | Move left 0.5 seconds |  |
| **Bubbles** | Move left 4 seconds | Handy for picking up coins to the left near water hazards |
|  |  |  |
| **Jump Commands** | | |
| Jump | Jump vertically |  |
| Wiggle | Jump and move right continuous |  |
| Jiggle | Jump and move right for 2 seconds |  |
| Turbo | Jump and move right with increased jump and move speed | Useful for crossing wider water jumps |
| Blast | Same as turbo except more speed |  |
| Boggle | Jump and move left continuous |  |

Guide:

The timed command variants are there to stop the sprite before water hazards as we can’t just lift our fingers off a key to stop it. Here’s a stab at a guide:

Level 1:

Command sequence: ‘right’ + ‘jump’ – you need to say ‘jump’ directly after right so that he can pick up the coin.

Level 2:

When you encounter ladders here is the sequence:

‘up’ + ‘<wiggle|jiggle|turbo|boggle>’ - all but ‘boggle’ will jump to the right, boggle is not needed as much but is all you need ladders where the platform at the top is to the left.

Tip: use ‘blast’ to jump farther and faster to gain ground but use with care ☺

Level 3:

First water hazard.

Command sequence: ‘right’ + ‘jiggle’ - should bring you to the edge of the water hazard at a dead stop – then use turbo to get over (you might miss the coin though)

Level 4:

Two water hazards, this is the trickiest one. Progress carefully. For jumping over stuff you can use ‘jiggle’ or even ‘turbo’ instead of wiggle as the former are timed and it may be safer.