

Parkour Game Instructions

Before the Game

- Approach one of the participants and ask if you can play. They will ask for your name.
- You will then receive the Micro:bit. Once you're ready, you can start the game.

How Does the Game Work?

- You "spawn" as a pixel at the top left of the grid:

```
& 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
```

- You can move the pixel by tilting the Micro:bit:
 - Tilt right to move the pixel right.
 - Tilt left to move the pixel left.
 - Tilt backward to move the pixel backward.
 - Tilt forward to move the pixel forward.
- The display shows other glowing pixels, which represent **blocks** and **portals**.

Blocks (x):

```
& 0 0 0 0
0 0 0 0 0
0 0 X X y
0 0 X X 0
0 0 0 0 0
```

Portals (y):

```
& 0 0 0 0
0 0 0 0 0
0 0 X X y
0 0 X X 0
0 0 0 0 0
```

- Your goal is to guide the pixel into the **portal** without hitting any **blocks**. Once you reach the portal, you advance to the next level:

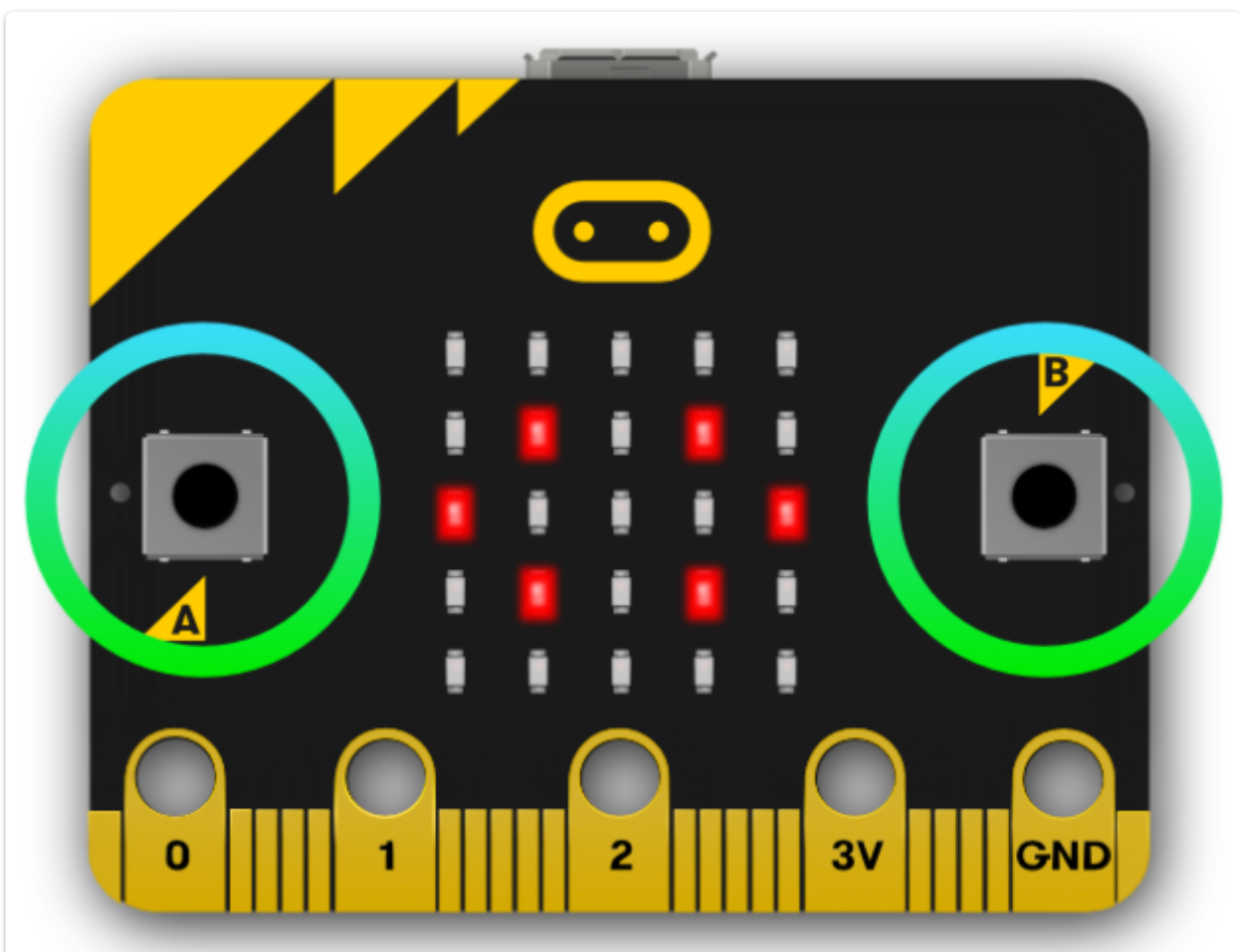
```
& - - - -
0 0 0 0 |
0 0 X X y
0 0 X X 0
0 0 0 0 0
```
- Since the display can't show multiple colors, the pixel is the **brightest**, the portals are slightly dimmer, and the blocks are the **dimmest**.

Impossible Levels

- Because levels are generated randomly, some may be impossible to complete:

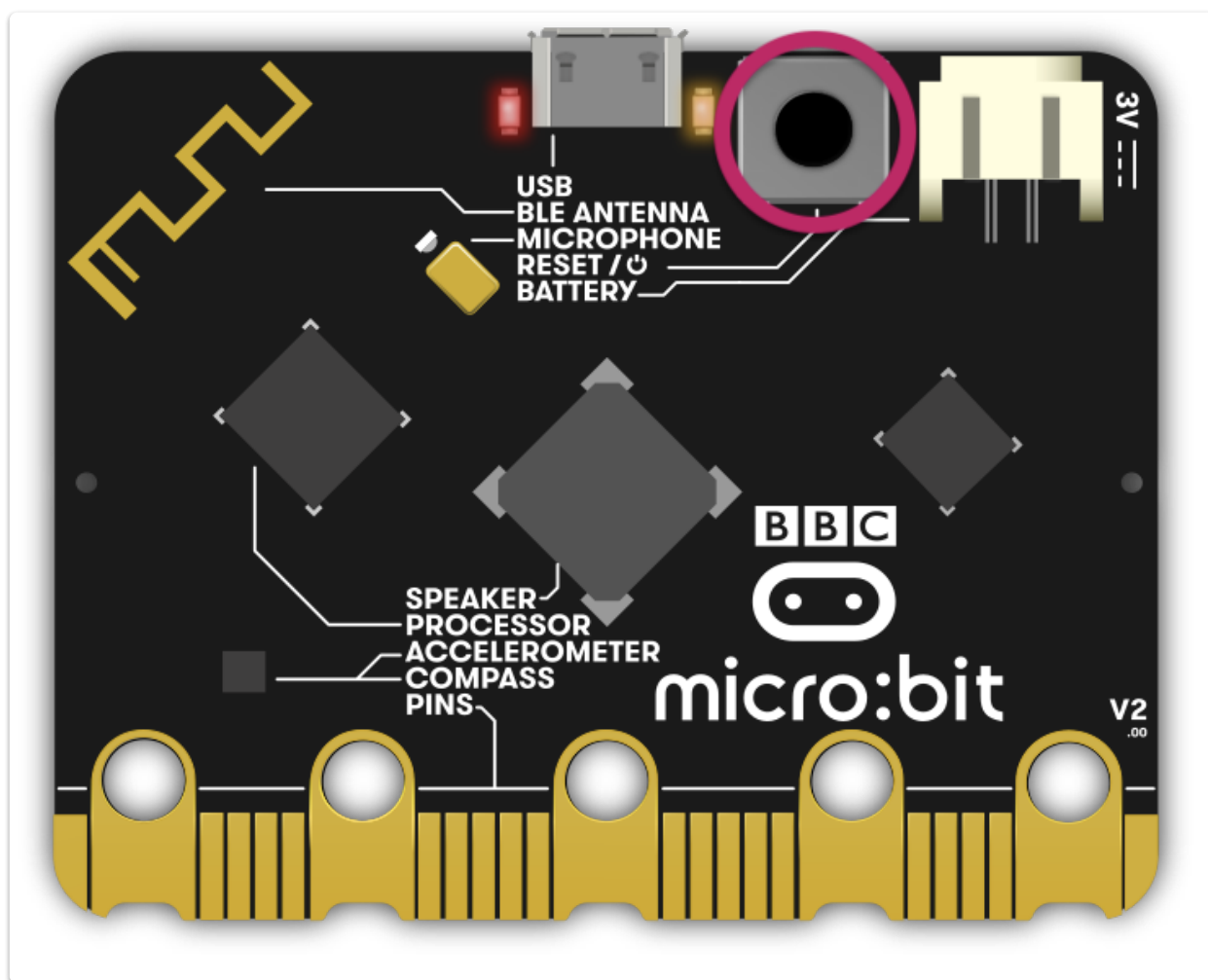
```
& 0 0 0 0
0 0 0 X X
0 0 0 X X
0 0 X X 0
0 0 X X y
```

In such cases, press the **A button** (left side):



Starting the Game

- To start the game, press the "Reset button" on the back of the Micro:bit:



Have Fun! 🎮