



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

Part 3: Advanced Features

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

XP TRACKER

✓Page	Name	XP
✓ 398	The Great Humanizer	100
✓ 403	Knowledge Check - Compiling	25
✓ 408	Knowledge Check - .NET	25
✓ 413	Altar of Publication	100

Part 4: The Endgame

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

Part 5: Bonus Levels

✓Page	Name	XP
✓ 441	Knowledge Check - Visual Studio	25
✓ 446	Knowledge Check - Compiler Errors	25
✓ 451	Knowledge Check - Debugging	25