**QuestHelper()**  
Reference resolution: 1280x720  
  
Key:  
[Native X, Native Y](Red, Green, Blue)🡨clickPoint  
**%X.XXXXXXX, %Y.YYYYYYYY**

Find white skip button with a black contrasting strip below it, click:  
!test.png  
[1162, 503](255, 255, 255)🡨  
**90.78125, 69.86111111111111**  
[1243, 594](0, 0, 0)   
**97.109375, 82.5**

Look for blue Accept Quest button, click:  
  
[772,608](255, 255, 255)🡨  
**60.3125, 84.44444444444444**  
[688, 595](55, 91, 133)  
**53.75, 82.63888888888889**

Look for blue Claim Reward button, click:  
!test.png  
[577, 609](255, 255, 255)🡨  
**45.078125, 84.58333333333333**  
[609, 590]( 59, 95, 136)  
47.578125, 81.94444444444444

Look for blue Continue button upon quest completion, click:  
  
[1055, 633](251, 251, 251)🡨  
**82.421875, 87.91666666666667**  
[1012, 623](51, 88, 130)  
**79.0625, 86.52777777777778**

Look for Walk button, click:  
!test.png  
[477, 514](120,130,140)🡨  
**37.265625, 71.38888888888889**  
[492, 537](25, 38, 56)  
**68.33333333333333, 74.58333333333333**

Look for Skip Tutorial text and check pixel2 and make sure it isn’t white, click:  
!test.png  
[1161, 43](255, 255, 255)🡨  
**90.703125, 5.972222222222222**[1236, 58] (255, 255, 255) **96.5625, 8.055555555555556**[1161, 39](255, 255, 255)!  
**90.703125, 5.416666666666667**

Look for Ok after skip tutorial or during movement, click  
  
[749, 480](255, 255, 255)  
**58.515625,** **66.66666666666667**  
[737, 468](55, 91, 133)  
**57.578125,** **65**

Look for Quest Complete, click:  
  
[841, 494](49, 85, 127) // blue spot  
**65.703125, 68.61111111111111**[854, 500](255, 255, 255)🡨 // Q tail  
**66.71875, 69.44444444444444**

Look for Start Quest, click:  
  
[871, 491](255, 255, 255) // S  
**68.046875, 68.19444444444444**  
[926, 496]( 41,56,76)🡨 // center of the Q  
**72.34375, 68.88888888888889**

Look for Go Now, click:  
  
[911, 496](41, 55, 76) //blue spot  
**71.171875, 68.88888888888889**  
[925, 493](255, 255, 255)🡨 //N  
**72.265625, 68.47222222222222**

\*Native XY and RGB values were determined using the attached PSD.  
\*%XY are determined by take a native value and dividing it by the respective resolution, the result is multiplied by 100.

