

## Hat blocks [Edit](#)

**Hat blocks** are the blocks that start every script. They are shaped with a rounded top and a bump on the bottom - this is so you can only place blocks below them. There are four Hat blocks, and they can all be found in the [Control](#) category.



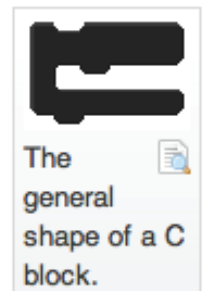
## Stack blocks [Edit](#)

**Stack blocks** are the blocks that perform the main commands. They are shaped with a notch at the top and a bump on the bottom - this is so blocks can be placed above and below them. There are 75 Stack blocks, being the most common type of block.




## C blocks [Edit](#)

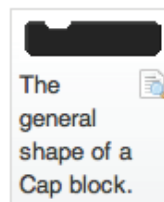
**C blocks** are blocks that are made up of "C's". Also known as "Wrap blocks", these blocks loop the blocks within the Cs. There are six C blocks, and they can all be found in the [Control](#) category.



## Cap blocks [Edit](#)

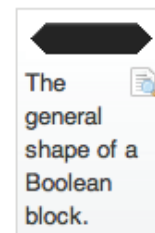
**Cap blocks** are the blocks that stop scripts. They are shaped with a notch at the top and a flat bottom - this is so you cannot place any blocks below them. There are two Cap blocks, and they can both be found in the [Control](#) category.

block. 



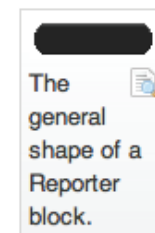
## Boolean blocks [Edit](#)

**Boolean blocks** are the blocks that check if conditions are true or false. Shaped with triangular edges, there are 13 of these blocks.



## Reporter blocks [Edit](#)

**Reporter blocks** are the values. Shaped with rounded edges, there are 26 of these blocks - not counting the infinite amount of variables and lists that can be made.



## List of Blocks [Edit](#)