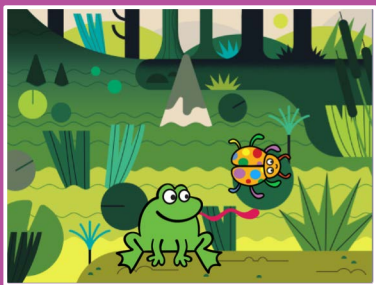
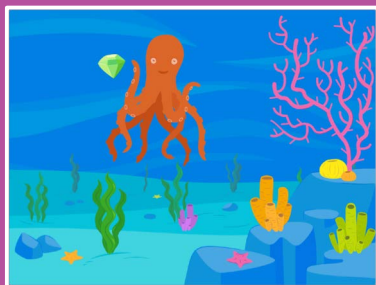
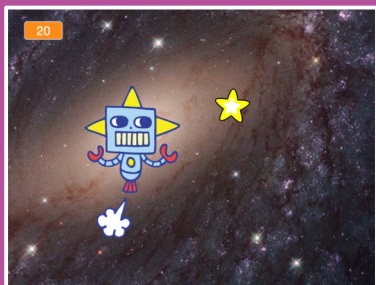


# Chase Game Cards



Make a game where you chase a character to score points.

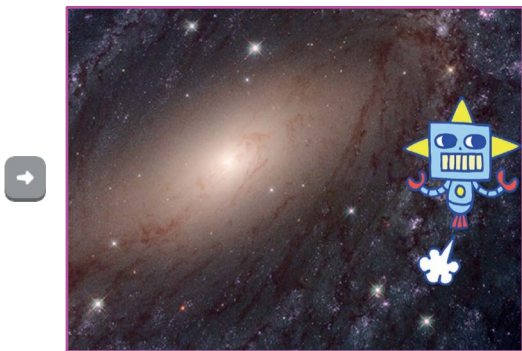
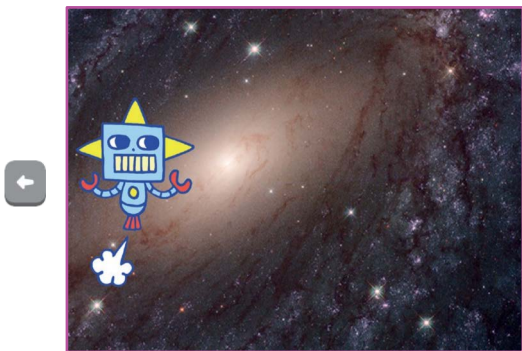
# Chase Game Cards

Use these cards in this order:

- 1. Move Left and Right**
- 2. Move Up and Down**
- 3. Chase a Star**
- 4. Play a Sound**
- 5. Add a Score**
- 6. Level Up!**
- 7. Victory Message**

# Move Left and Right

Press arrow keys to move left and right.



# Move Left and Right

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## GET READY



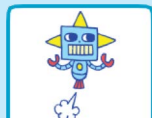
Choose a backdrop.



Galaxy

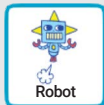


Choose a character.



Robot

## ADD THIS CODE



Choose **right arrow**.



Choose **left arrow**.

Type a minus sign to move left.

## TRY IT

Press the arrow keys.



## TIP

Type a negative number to move to the left.

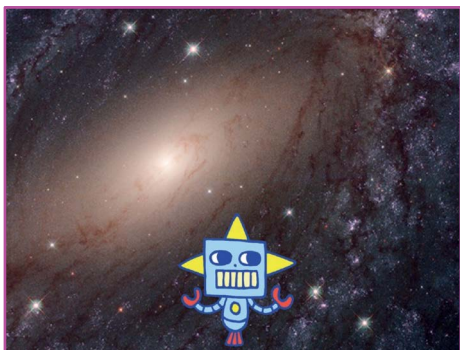
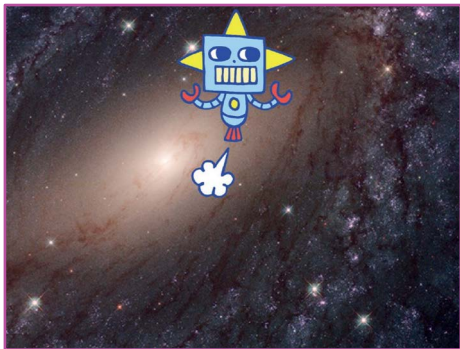


Type a positive number to move to the right.



# Move Up and Down

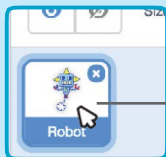
Press arrow keys to move up and down.



# Move Up and Down

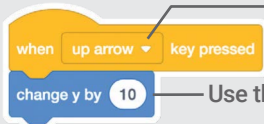
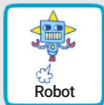
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## GET READY



Click your character to select it.

## ADD THIS CODE



Choose **up arrow**.

Use the **change y by** block to move up.



Choose **down arrow**.

Type a minus sign to move down.

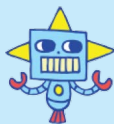
## TRY IT

Press the arrow keys.



## TIP

**y** is the position on the Stage from top to bottom.



change y by 10

Type a positive number to move up.



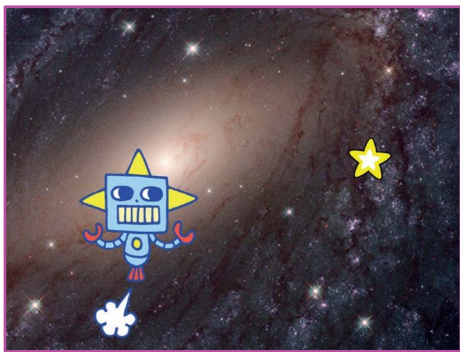
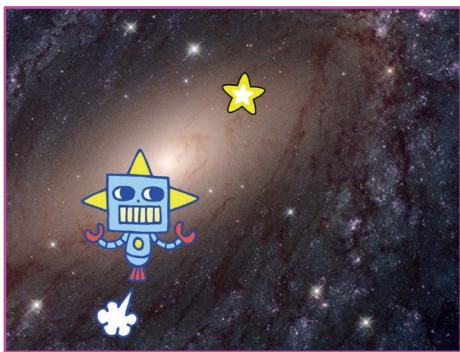
change y by -10

Type a negative number to move down.

# Chase a Star



Add a sprite to chase.



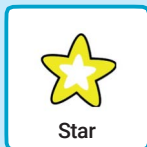
# Chase a Star

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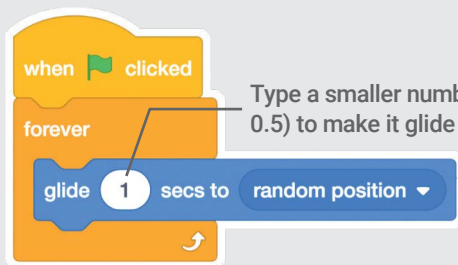
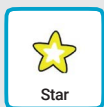
## GET READY



Choose a sprite to chase, like Star.



## ADD THIS CODE



Type a smaller number (like 0.5) to make it glide faster.

## TRY IT

Click the green flag to start.



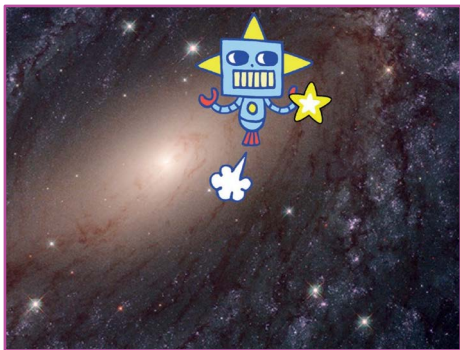
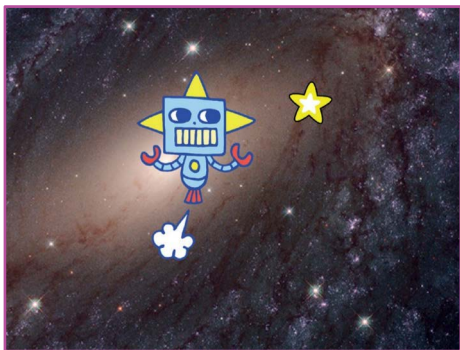
Click the stop sign to stop.



# Play a Sound



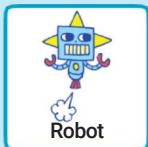
Play a sound when your character touches the star.



# Play a Sound

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## GET READY



Click to select the Robot sprite.



Click the **Sounds** tab.

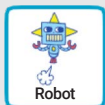


Choose a sound from the Sounds Library, like Collect.

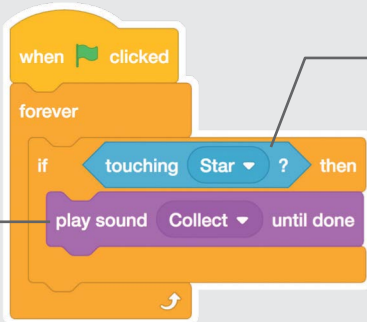
## ADD THIS CODE



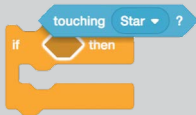
Click the **Code** tab and add this code.



Choose your sound from the menu.



Insert the **touching** block into the **if then** block.



## TRY IT

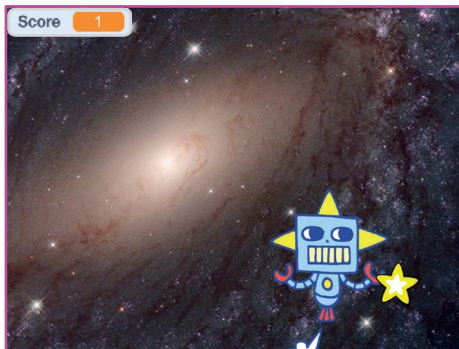
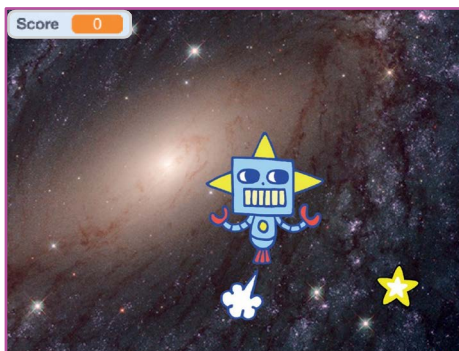
Click the green flag to start.



# Add a Score



Score points when you touch the star.



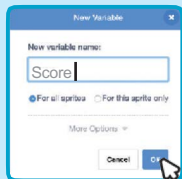
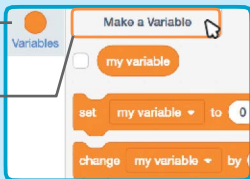
# Add a Score

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## GET READY

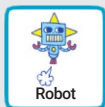
Choose **Variables**.

Click the **Make a Variable** button.

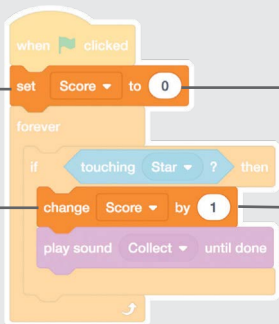


Name this variable **Score** and then click **OK**.

## ADD THIS CODE



Select **Score** from the menu.



Add this block to reset the score.

Add this block to increase the score.

## TIP



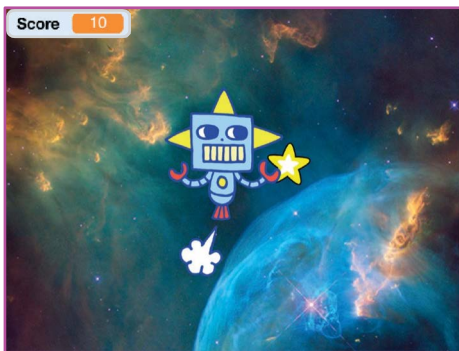
Use the **set variable** block to reset the score to zero.



Use the **change variable** block to increase the score.

# Level Up!

Go to the next level.



# Level Up!

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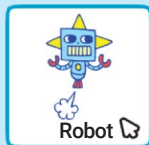
## GET READY



Choose a second backdrop, like Nebula.



Nebula



Select the Robot

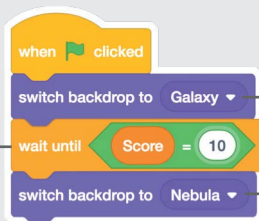
## ADD THIS CODE



Robot

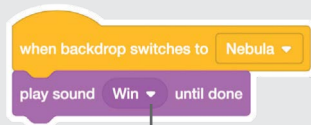


Insert the **Score** block into the **equals** block from the Operators category.



Choose your first backdrop.

Choose the backdrop to switch to.



Choose a sound.

## TRY IT

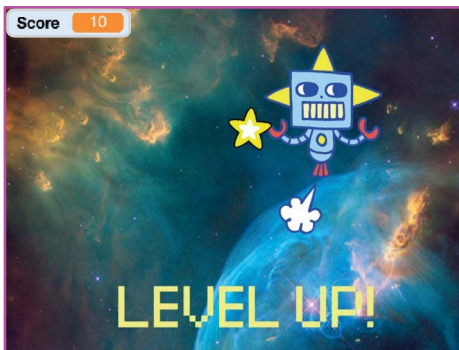
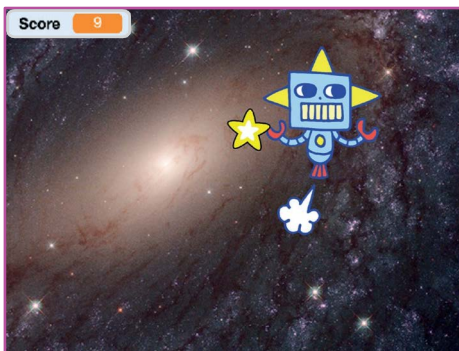
Click the green flag to start the game!



# Victory Message



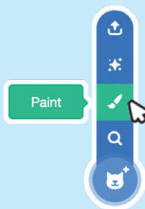
Show a message when you go to the next level.



# Victory Message

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## GET READY



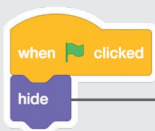
Click the **Paint** icon to make a new sprite.

Use the **Text** tool to write a message, like "Level Up!"

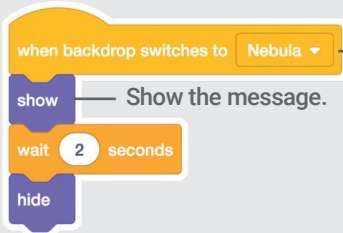


You can change the font color, size, and style.

## ADD THIS CODE



Hide the message at the beginning.



Choose the backdrop for the next level.

## TRY IT

Click the green flag to play your game.

