Chase Game Cards

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

scratch.mit.edu  Set of 7 cards
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

GET READY

Choose a backdrop.

Galaxy

Choose a character.

Robot

ADD THIS CODE

Choose right arrow.

```
when right arrow key pressed
change x by 10
```

Choose left arrow.

```
when left arrow key pressed
change x by -10
```

Type a minus sign to move left.

TRY IT

Press the arrow keys.

TIP

Type a negative number to move to the left.

```
change x by -10
```

Type a positive number to move to the right.

```
change x by 10
```
Move Up and Down

Press arrow keys to move up and down.
Move Up and Down

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.

Type a positive number to move up.

Type a negative number to move down.
Chase a Star

Add a sprite to chase.
**Chase a Star**

**scratch.mit.edu**

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**GET READY**

Choose a sprite to chase, like Star.

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**ADD THIS CODE**

When [Star] clicked forever

- Glide 1 secs to random position

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

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**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
scratch.mit.edu

GET READY
Click to select the Robot sprite.
Choose a sound from the Sounds Library, like Collect.

ADD THIS CODE
Click the Code tab and add this code.

Try it
Click the green flag to start.
Add a Score

Score points when you touch the star.
Add a Score

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.

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

**GET READY**

Choose a second backdrop, like **Nebula**.

**ADD THIS CODE**

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.
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.