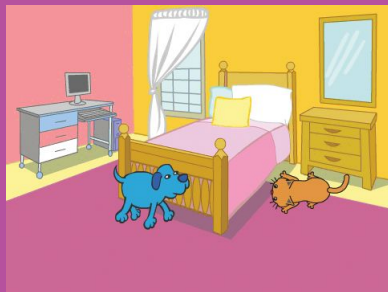
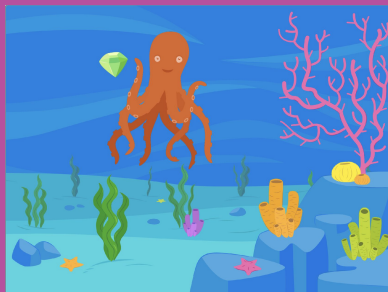
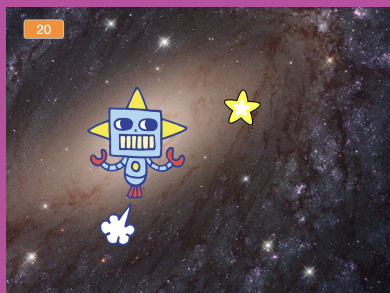


Chase Game Cards



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

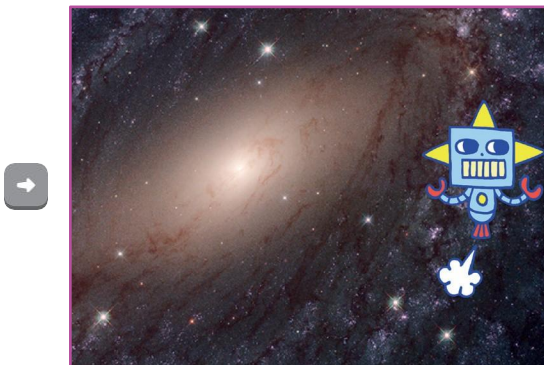
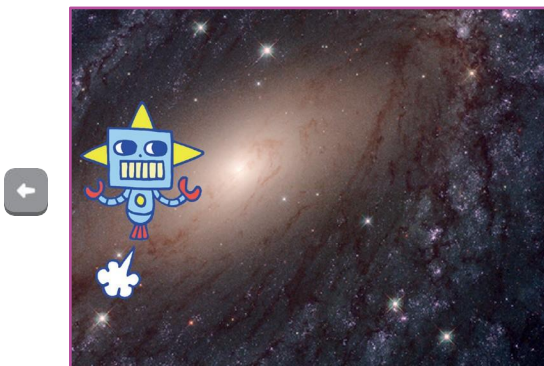
Chase Game Cards

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



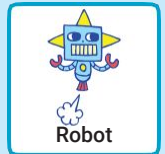
Choose a backdrop.



Galaxy



Choose a character.



Robot

ADD THIS CODE



Choose **right arrow**.



Choose **left arrow**.

Type a minus sign to move left.

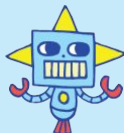
TRY IT

Press the arrow keys.



TIP

Type a negative number to move to the left.

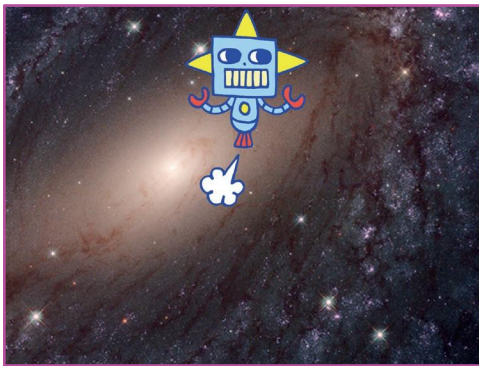


Type a positive number to move to the right.



Move Up and Down

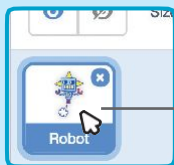
Press arrow keys to move up and down.



Move Up and Down

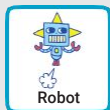
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GET READY



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.

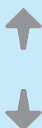
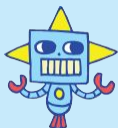
TRY IT

Press the arrow keys.



TIP

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



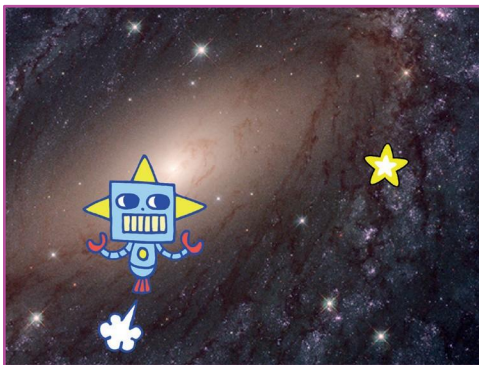
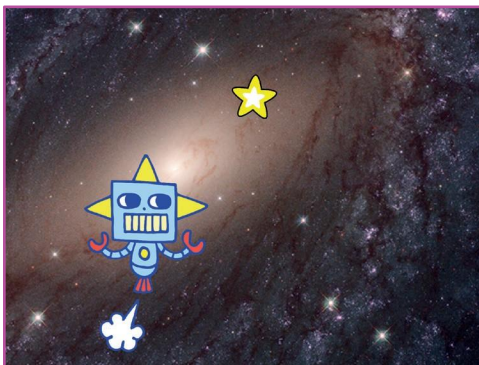
Type a positive number to move up.



Type a negative number to move down.

Chase a Star

Add a sprite to chase.



Chase a Star

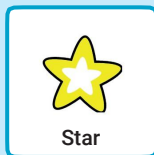
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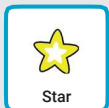
GET READY



Choose a sprite to chase, like Star.



ADD THIS CODE



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

TRY IT

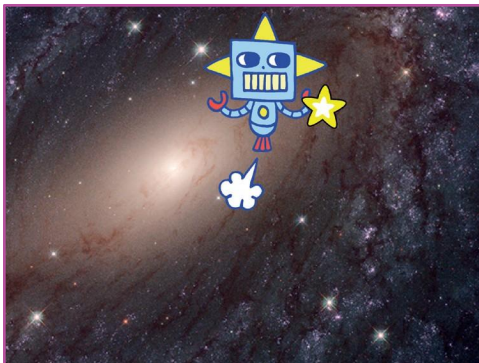
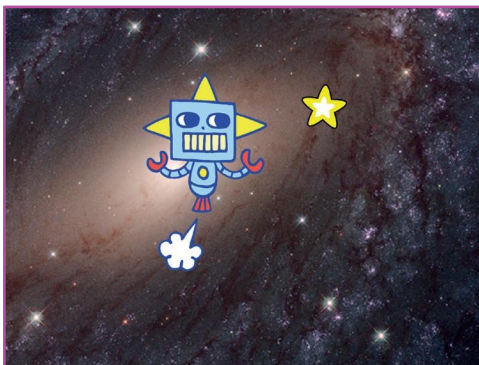
Click the green flag to start.



Click the stop sign to stop.

Play a Sound

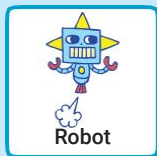
Play a sound when your character touches the star.



Play a Sound

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GET READY



Click to select the Robot sprite.



Click the **Sounds** tab.

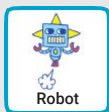


Choose a sound from the Sounds Library, like Collect.

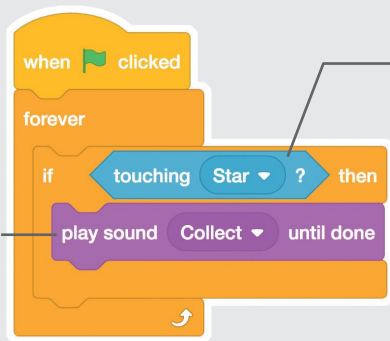
ADD THIS CODE



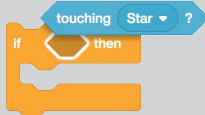
Click the **Code** tab and add this code.



Choose your sound from the menu.



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



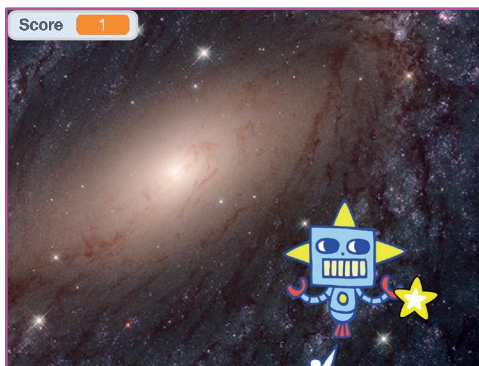
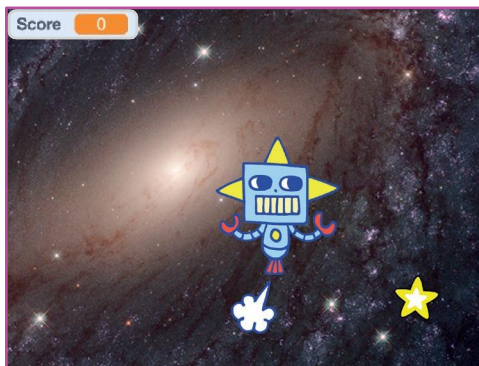
TRY IT

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

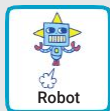
Choose **Variables**.

Click the **Make a Variable** button.

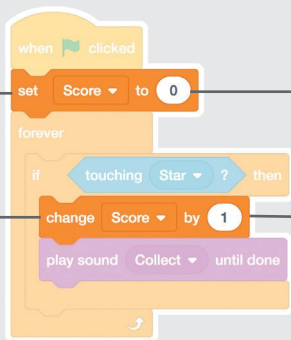


Name this variable **Score** and then click **OK**.

ADD THIS CODE



Select **Score** from the menu.



Add this block to reset the score.

Add this block to increase the score.

TIP



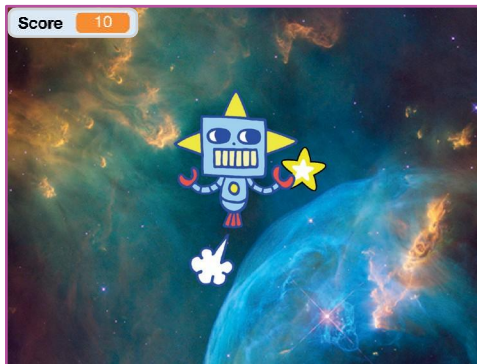
Use the **set variable** block to reset the score to zero.



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

Level Up!

Go to the next level.



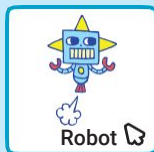
Level Up!

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GET READY

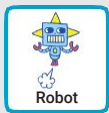


Choose a second backdrop, like Nebula.

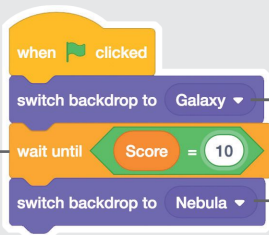


Select the Robot

ADD THIS CODE

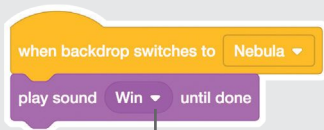


Insert the **Score** block into the **equals** block (from the Operators category).



Choose your first backdrop.

Choose the backdrop to switch to.



Choose a sound.

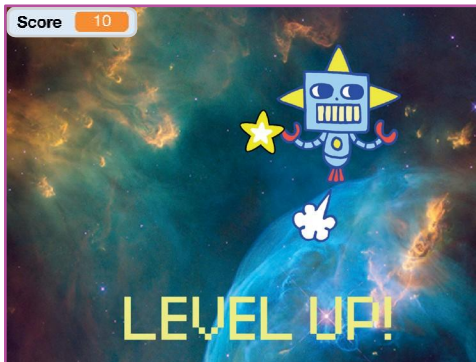
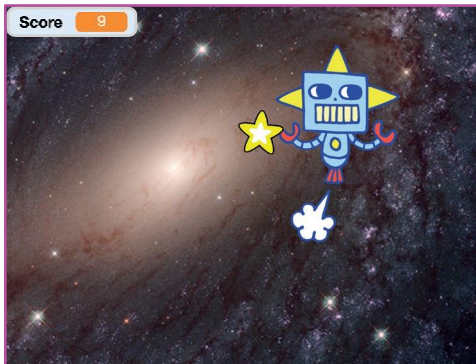
TRY IT

Click the green flag to start the game!



Victory Message

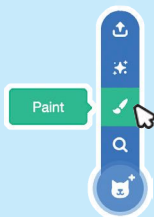
Show a message when you go to the next level.



Victory Message

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GET READY



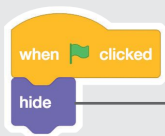
Click the **Paint** icon to make a new sprite.

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

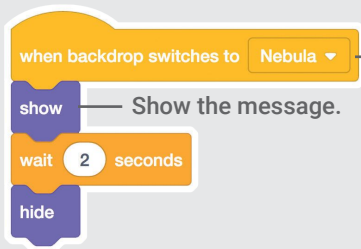


You can change the font color, size, and style.

ADD THIS CODE



Hide the message at the beginning.



Choose the backdrop for the next level.

Show the message.

TRY IT

Click the green flag to play your game.

