```
define  Player hit or stick

if   number of card  =  0   then
    stop  this script ▼

set  Player X ▼  to  50

if   Playerscore  <  11   then
    repeat until   10  <  Playerscore
        say  Hit.  for  1.5  seconds
        random card
        set  number of card ▼  to  number of card  -  1
        if   number of card  =  0   then
            stop  this script ▼
        set  Playerscore ▼  to  Playerscore  +  card value
        create clone of  myself ▼
        switch costume to  back ▼
        set  Player X ▼  to  Player X  +  20
        glide  0.5  secs to x:  Player X  y:  -100

    if   Playerscore  =  21   then
        say  Play win! Next round will start.  for  1.5  seconds
        win
        stop  this script ▼
```
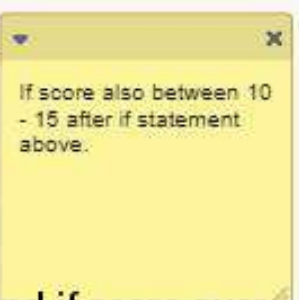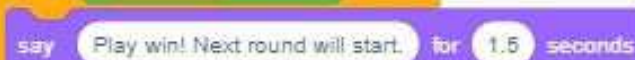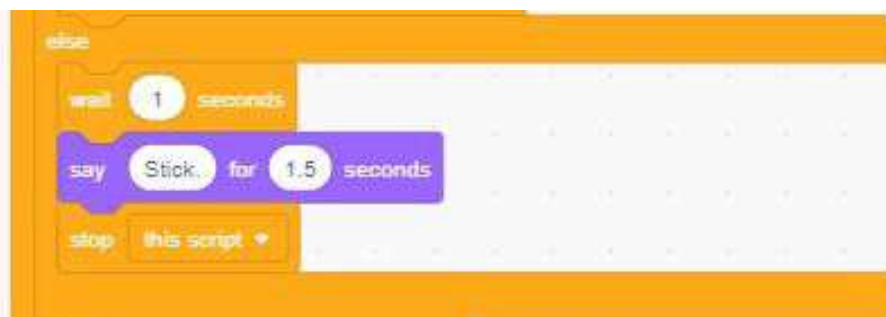
If number of card is 0, end program.

Set palyer cards position.

First case, if first round under 10.

Set cards position

```
else

if  10 < Playerscore  and  Playerscore < 15  then
```

Second case, if player score between 10 - 15.

```
    repeat until  14 < Playerscore

        say  Hit  for  1.5  seconds

        random card

        set  number of card ▾  to  number of card - 1

        if  number of card = 0  then

            stop  this script ▾
```
The player still hit if score under 14

```
    set  Playerscore ▾  to  Playerscore + card value

    if  21 < Playerscore  then

        say  Bust! Dealer win! Next round will start  for  1.5  seconds

        lose
```
Player score is over 21 in this whole if
```
        stop  this script ▾

    if  Playerscore = 21  then

        say  Play win! Next round will start.  for  1.5  seconds

        win
```
Player score is = 21 in this whole if
```
        stop  this script ▾

    create clone of  myself ▾
```
Set next card position
```
    switch costume to  back ▾

    set  Player X ▾  to  Player X + 20

    glide  0.5  secs to x:  Player X  y:  -100
```

```
else
    wait  1  seconds
    say  Stick.  for  1.5  seconds
    stop  this script ▾


if  10  <  Playerscore  and  Playerscore  <  15  then

    repeat until  14  <  Playerscore
        say  Hit  for  1.5  seconds
        random card
        set  number of card ▾  to  number of card  -  1
        if  number of card  =  0  then
            stop  this script ▾

        set  Playerscore ▾  to  Playerscore  +  card value
        if  21  <  Playerscore  then
            say  Bust! Dealer win! Next round will start  for  1.5  seconds
            lose
            stop  this script ▾

        if  Playerscore  =  21  then
            say  Play win! Next round will start.  for  1.5  seconds
            win
```

If score also between 10 - 15 after if statement above.

Same like above still hit until over 14 and if score over 21 and = 21.

```
create clone of  myself ▼
switch costume to  back ▼
set  Player X ▼  to  ( Player X  +  20 )
glide  0.5  secs to x:  Player X  y:  -100
```
Set cards position
```
wait  1  seconds
say  Stick.  for  1.5  seconds
stop  this script ▼
else
    wait  1  seconds
    say  Stick.  for  1.5  seconds
    stop  this script ▼
```