


# *Easter Mini-Games*

*Using state, theme variation, multi-level game*



# Set the stage

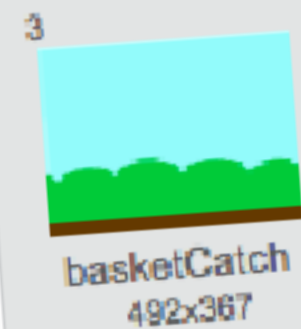
when  clicked  
set state to start  
forever  
switch backdrop to state

when space key pressed  
set state to start

when a key pressed  
set state to eggHunt

when b key pressed  
set state to basketCatch


## New backdrop:






# Game on!!!



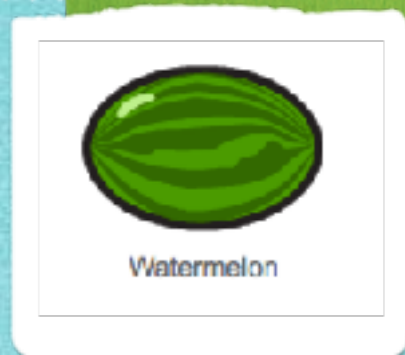
when  clicked  
switch costume to button2-a  
show

when this sprite clicked  
switch costume to button2-b  
wait 1 secs  
switch costume to button2-a  
set state to eggHunt

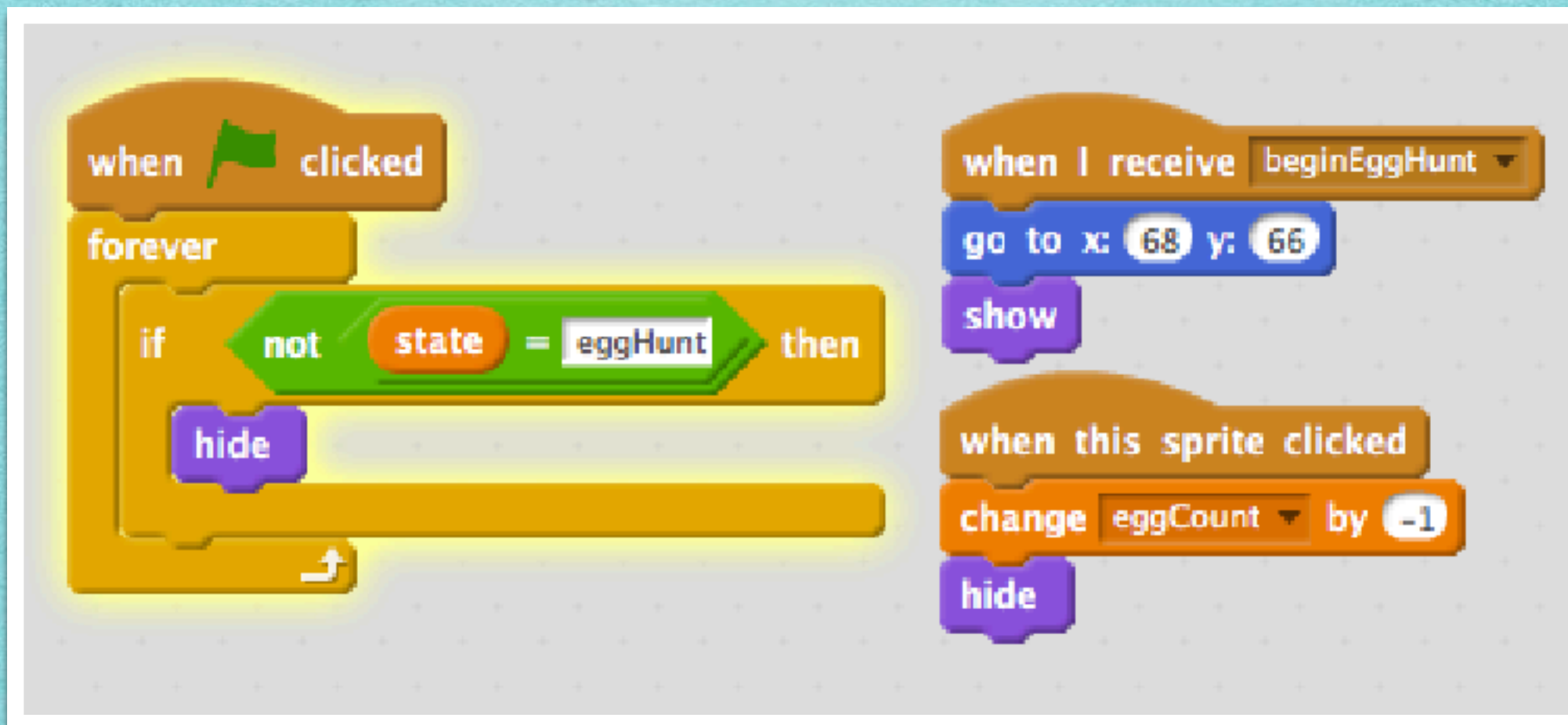
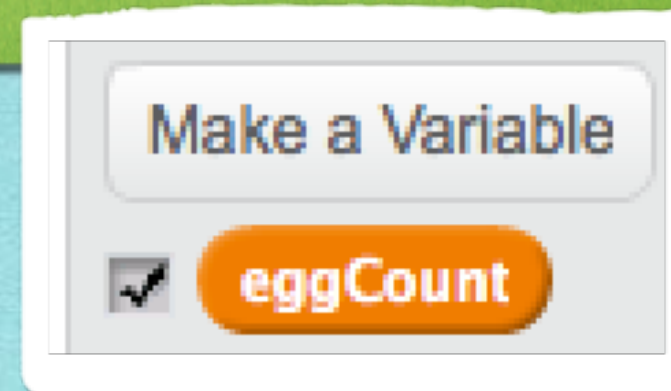
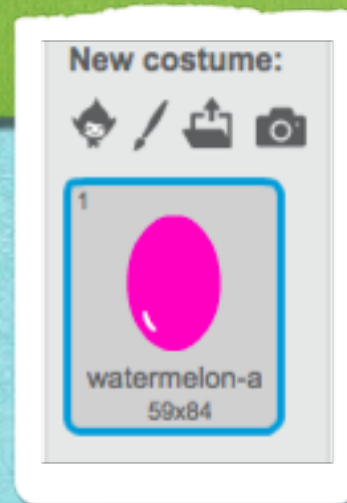
when  clicked  
forever  
if state = start then  
show  
if not state = start then  
hide



# Watermelon Easter egg?

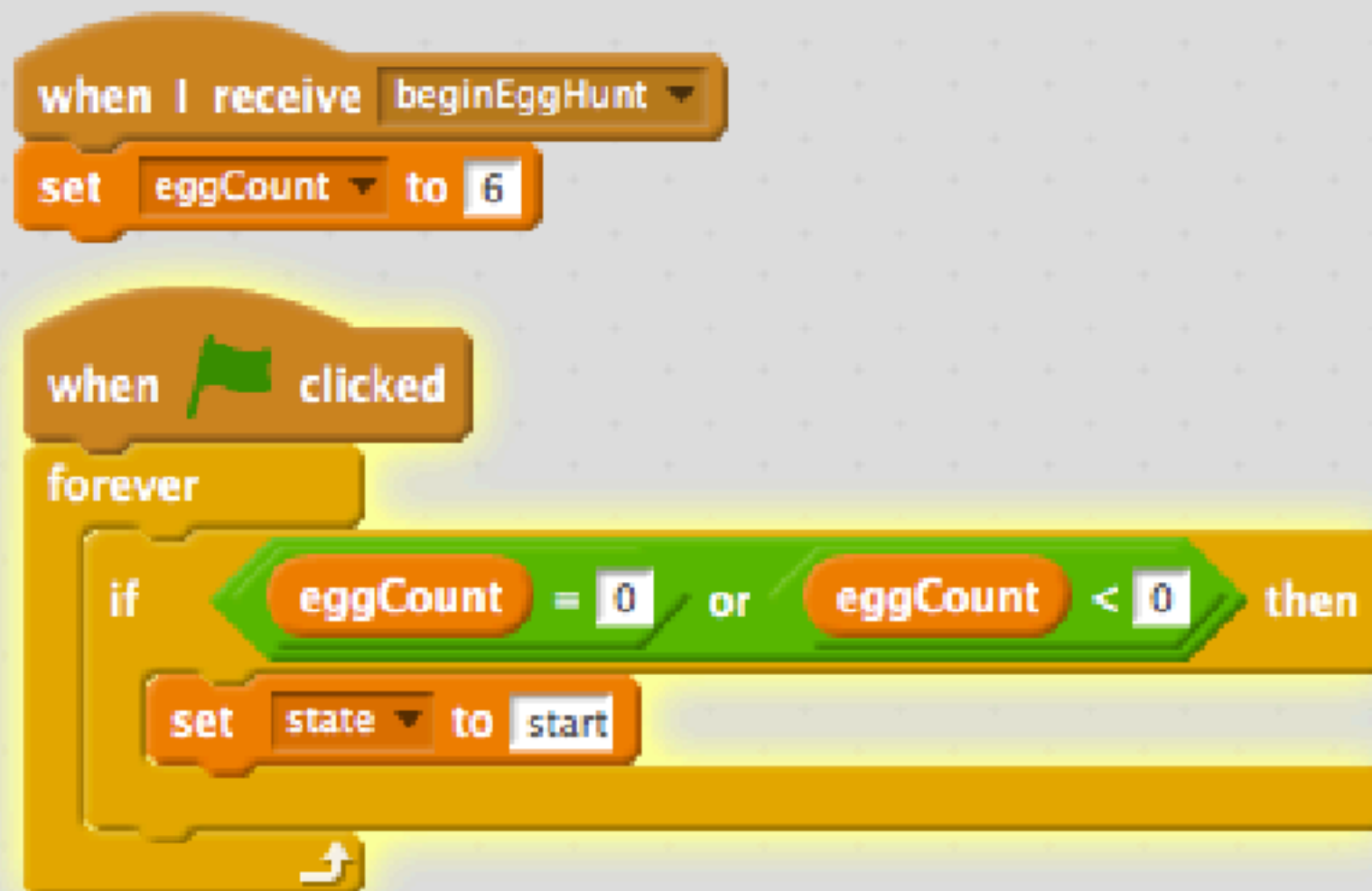


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# Keep track of your eggs!





# Hide eggs everywhere...

