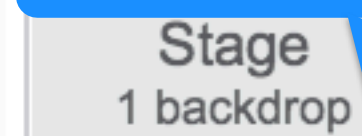
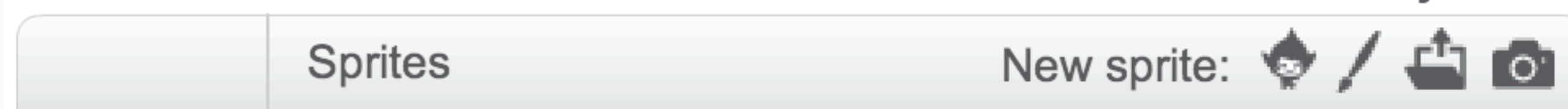




# The Stage



Stage  
1 backdrop

New sprite:



```

turn 15 degrees
point in direction 90
point towards 
go to x: 0 y: 0
go to mouse-pointer
glide 1 secs to x: 0 y: 0
change x by 10
set x to 0
change y by 10
set y to 0

```

## Scripts area

