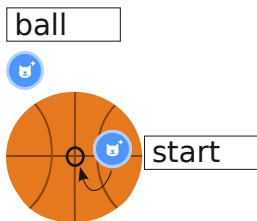
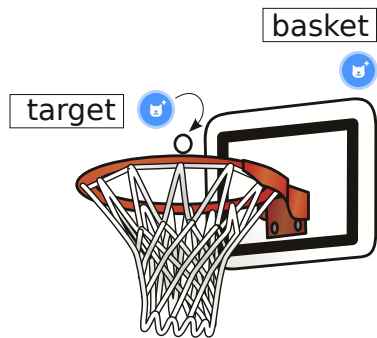


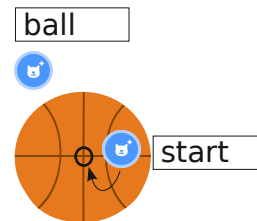
# Pull & throw

Pull on a shape and make it to fly in the opposite direction.



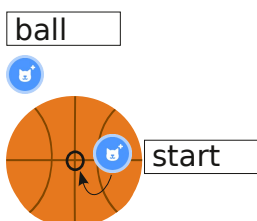
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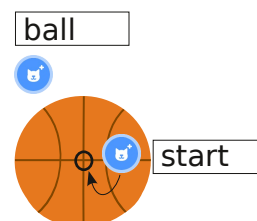
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Pull on a shape and make it to fly in the opposite direction.



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Pull on a shape and make it to fly in the opposite direction.



Try this code

When this sprite clicked

repeat until not mouse down?

go to mouse-pointer

point towards start

set speed to distance to start / 3

repeat until y position < -150

move speed steps

if direction < 180 then

turn 3 degrees

if touching target then

point in direction 180

go to start

The ball starts following the mouse

Point towards the ball and create a new variable for the speed.

"Gravity": Turn right until the ball is falling straight down.

Got there: fall down.

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