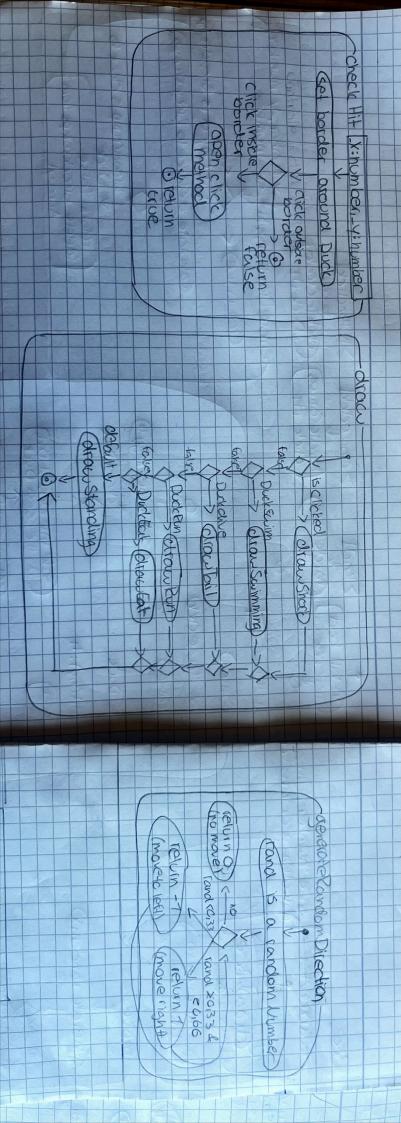
-handle Canvas GOY CHOSON DUCK Set closes Distance to infinitu COMP NOW 190 Dush DESTIDO Calculate Set Duck isn't clicked brooklerembs in all Objects Afraid MOUSEDOSIN Muck Clicked Cluck cluck click = Hive Breach Crumbs at clicked Cootollingtes to not was didded 0 - event: Mouse Lient Objectis check Hitch, y) 17th 3 of Mouse nick listemen Install Commas false 00 000 S Date handleload 04 Closes Distance SA Clases + Disameto as the closest Duck distance Calculate Distance to Duck SQ Set larget MULT chistomice duck to Duck C) 55 C + D 50 C mousecicle handle Canvas -remove Branch rums H-size snumber > Bullandlick click to Cleate re-lunitice Carcle distance to Brockiums (delete breackrumps flow talse X NOWDER -X breadictump is close to if closect is brownering : nomocr

Chemoich: Heility set proet\_x:number v:number -Constructor-72 Set this speed to Sch Jarget XX to ISPH Set this torsety to Dasilion Iset this pilevious state to OC+ -X - Y Set Set this state to Safe this to usely to 0 POSH(CO) Significa size, direction, color from super doss speed inumber, chirection : letter, clicked X:number 1-4:number 0 color: String, -State: Our State State to random Speed COUNTY JOON State to shock state Chierles II Safe state of Duck Durk is clinked -SIZE: NUMBER Click previously Duck mous this speed to prior NOT HER -move distance to noilison voire color lating the trame count starte Duck is klicked tom click position Duck seturns to Home complet is からいってかける Set to Duck is reduning Cirk state ANISKAY PROJECT XA move back and returns to prior State is College frame Coun distance to SIESTE collective. clicked position Duck is eating 7 of waiting Peach's RAHCK Earling stated buck gets time is set Countolown count clocus-for breck crumbs and time is set Set removed IT HWONDUM Serimoning movement for chistance > to blick Pos CUCIC mayement for Moves NI SPECE Dougk gas RUN State Duck returns Coprediction 110 Cle Court le 8 1



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