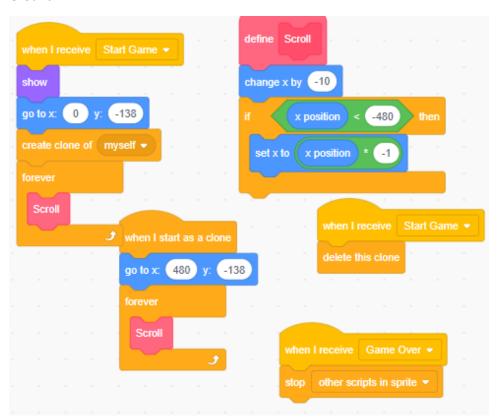
Dinosaur:

```
y position = Starting Y Pos ther
      set Starting Y Pos ▼ to -123
                                                            switch costume to Walk 1 🕶
      set Y Velocity ▼ to 0
                                                            wait 0.07 seconds
      go to x: -187 y: Starting Y Po
                                                            switch costume to Walk 2 🔻
      go to front ▼ layer
                                                            wait 0.07 seconds
                                                                                                             Normal
       Check Jumping -2.7 20.5
                                                                                                             81 x 86
                                                            switch costume to Normal •
                                                                                                             Walk 1
                                                                                                             81 x 86
wait 0.01 seconds
                                        not y position + Y Velocity < Starting Y Pos
                                      change y by Y Velocity
if touching Cactus ▼ ? then
  set Game Over? ▼ to yes
                                                                                                             Walk 2
                                                                                                              80 x 86
                                     set Y Velocity ▼ to 0
  switch costume to Scared ▼
                                     if key space ▼ pressed? then
                                                                                                             Scared
```

Cactus:

```
Ψ
                                              show
                                                                                                  cactus1
32 x 67
                                              go to x: 260 y: -127
                                              switch costume to pick random 1 to 5
                                                                                                  cactus2
64 x 67
                                                 Game Over? = yes then
hide
                                                                                                  ቀቀቀ
 wait pick random 0.5 to 1.8 seconds
                                                                                                  eactus3
96 x 67
                                              repeat until x position < -260
                                                set size to 150 %
                                                                                                    ψ
                                                change x by -10
                                                                                                  cactus4
48 x 95
                                                set size to 50 %
                                                                                                  ቀΨ
                                                                                                  cactus5
                                                                                                   95 x 95
```

Ground:



Cloud:

```
when I receive Start Game 
when I receive Start Game 
when I receive Start Game 

delete this clone

when I receive Game Over 
wait 8 seconds

when I receive Game Over 

when I start as a clone

when I start as a clone

when I start as a clone

show

go to x: 260 y: pick random -30 to 140

repeat until  
x position  
-270

set size to 150 %

change x by -1

set size to 50 %
```

Game over:

```
when I receive Game Over ▼

show

go to front ▼ layer

hide

go to x: 0 y: 30
```

Retry button:

```
when I receive Start Game 

show

go to front 

layer

go to x 0 y: -30

forever

if touching mouse-pointer 

and mouse down? then

wait until not touching mouse-pointer 

set Game Over? 

to no

set First Time Playing? 

to no

set Score 

to 0

broadcast Start Game 

stop this script 

show

go to front 

layer

and mouse down?

then
```