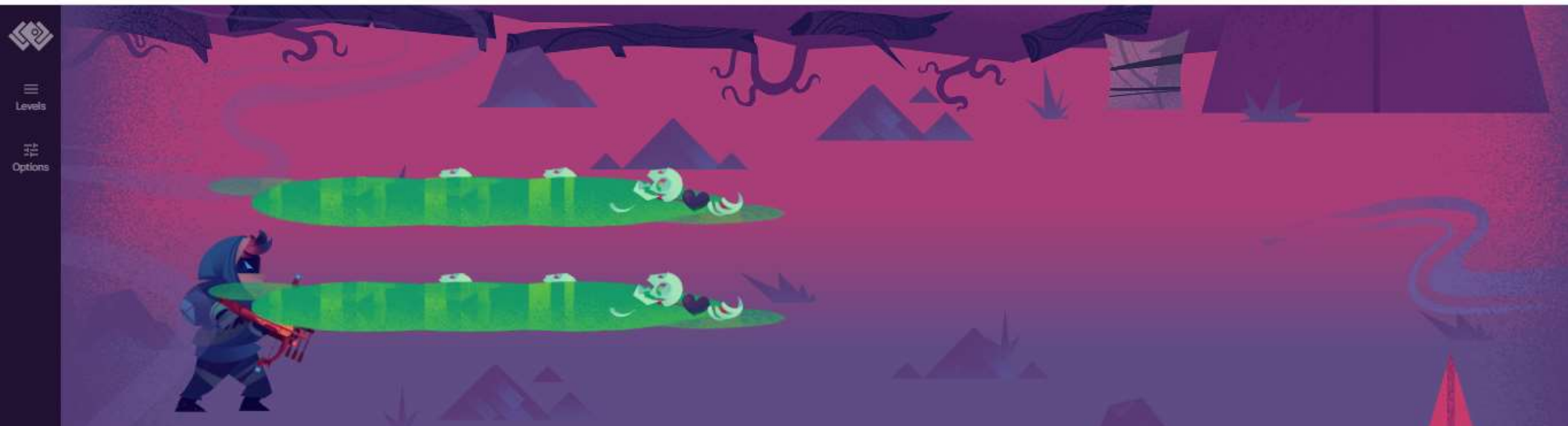



Gameplay scene showing a character in a blue suit and mask aiming a crossbow at zombies on a green platform. The background is a dark, stylized landscape with purple and blue tones.

Good. This new `align-content` setting is a lot like `align-items` except it controls the wrapped lines rather than the individual zombies in those lines.

```
crossbow {  
  display: flex;  
  flex-wrap: wrap;  
}
```

Next Level!





Good. The zombies' ability to control how their lines arrange is very impressive. Glad I added that `align-content` setting or that would have been the end of us!

Next Level

```
crossbow {
  display: flex;
  align-items: flex-start;
  flex-wrap: wrap;
  align-content: flex-start;
}
```

Levels

Options

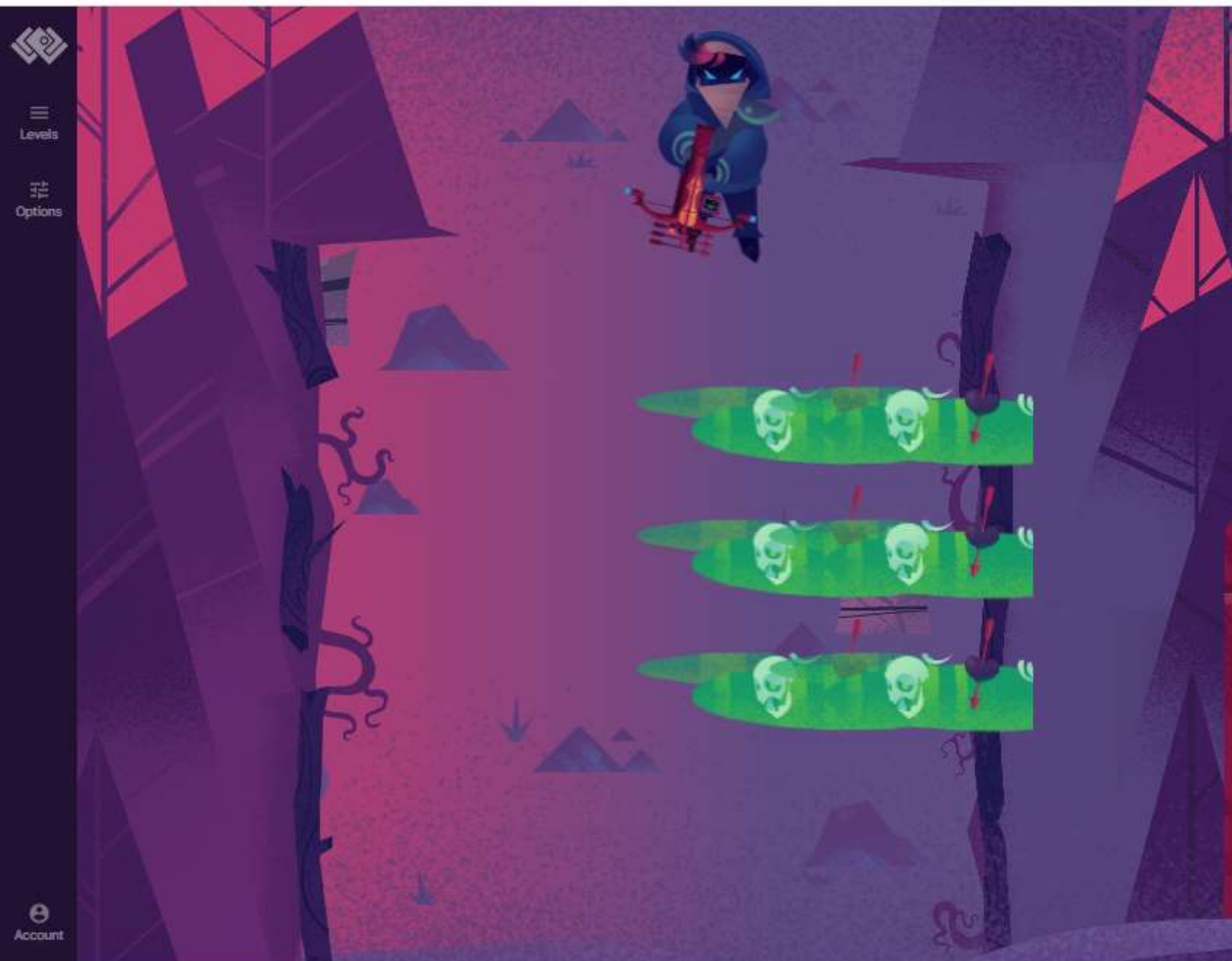
Nice. `align-content` works the same as `align-items`: it goes with the direction you read in. `flex-start` is the top and `flex-end` is the bottom when you're shooting horizontally like this.

Next Level

```
crossbow {
  display: flex;
  align-items: flex-start;
  flex-wrap: wrap;
  align-content: flex-end;
}
```

control+enter

Account

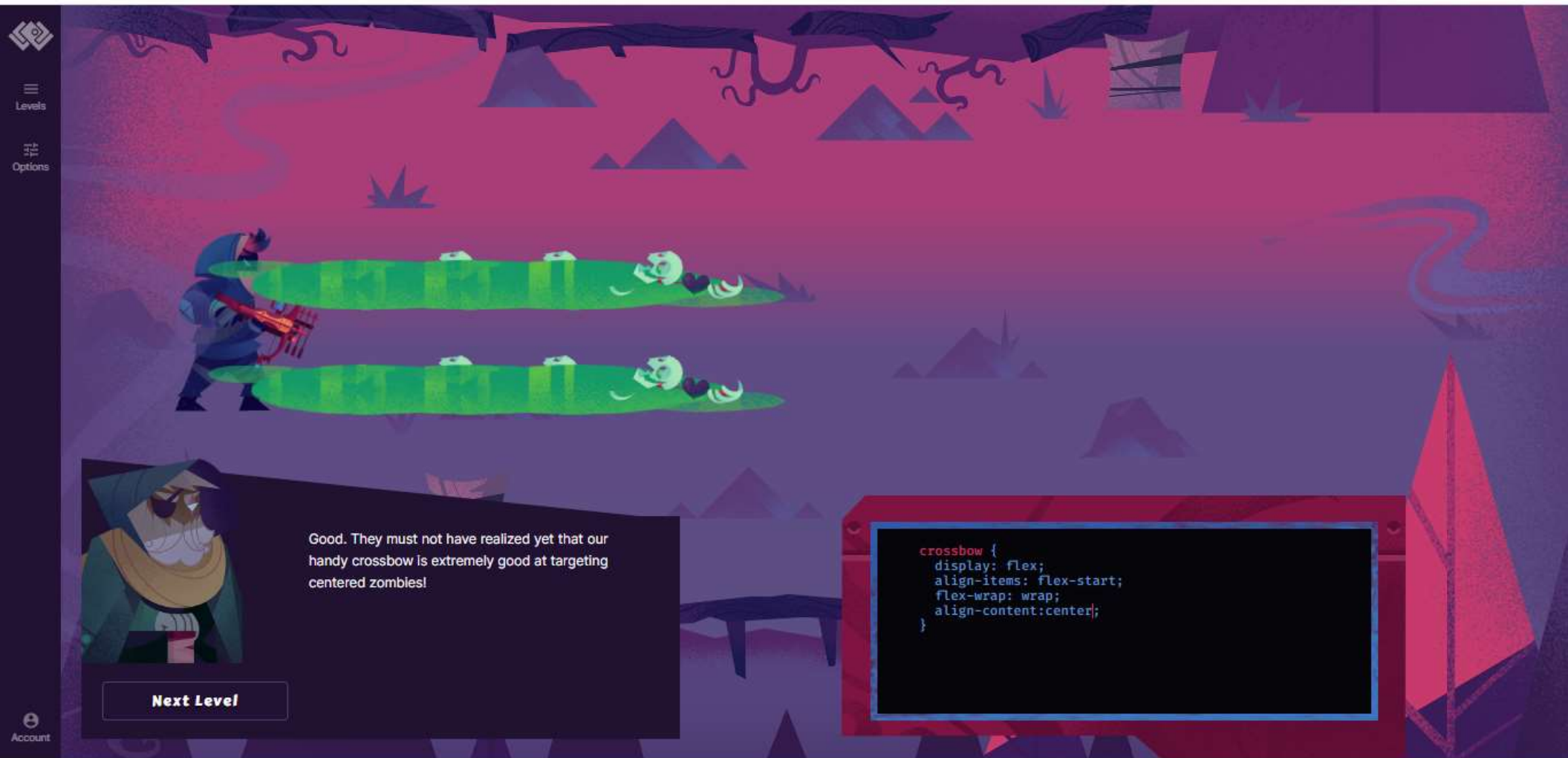


Gameplay scene showing a character with a crossbow aiming at zombies on a vertical track.

You're sharper than you look, kid (grins)

Next Level

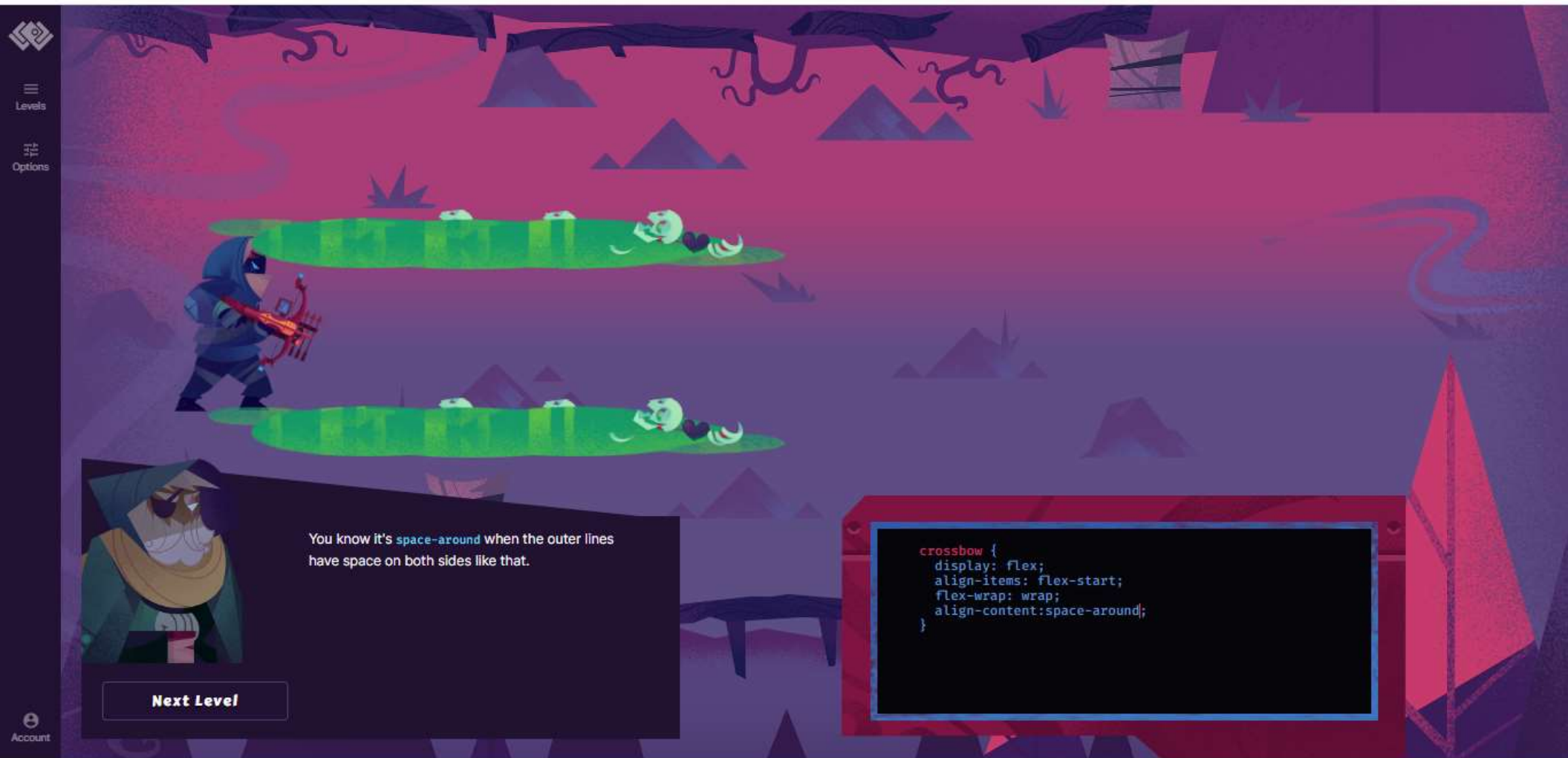
```
crossbow {  
  display: flex;  
  flex-direction: column;  
  align-items: flex-start;  
  flex-wrap: wrap;  
  align-content: flex-end;  
}
```



Good. They must not have realized yet that our handy crossbow is extremely good at targeting centered zombies!

Next Level!


```
crossbow {
  display: flex;
  align-items: flex-start;
  flex-wrap: wrap;
  align-content: center;
}
```



Gameplay scene showing a character in a blue hooded outfit aiming a crossbow at zombies on a green platform. The background is a dark, stylized landscape with purple and blue tones.

Levels

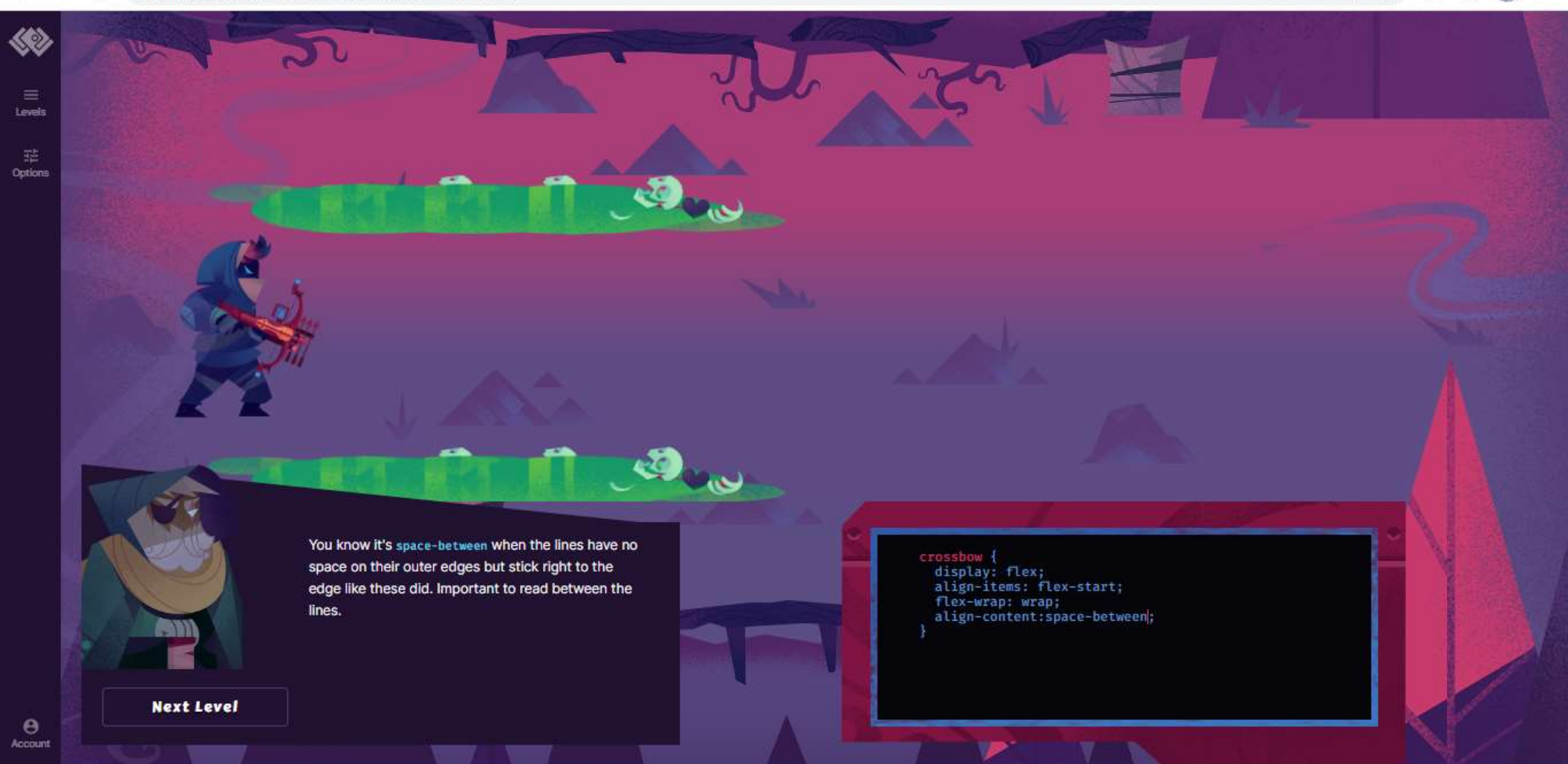
Options



You know it's `space-around` when the outer lines have space on both sides like that.

Next Level!

```
crossbow {
  display: flex;
  align-items: flex-start;
  flex-wrap: wrap;
  align-content: space-around;
}
```

Gameplay scene showing a character with a crossbow aiming at zombies in a stylized, colorful landscape. The scene is part of a Flexbox tutorial.

Levels

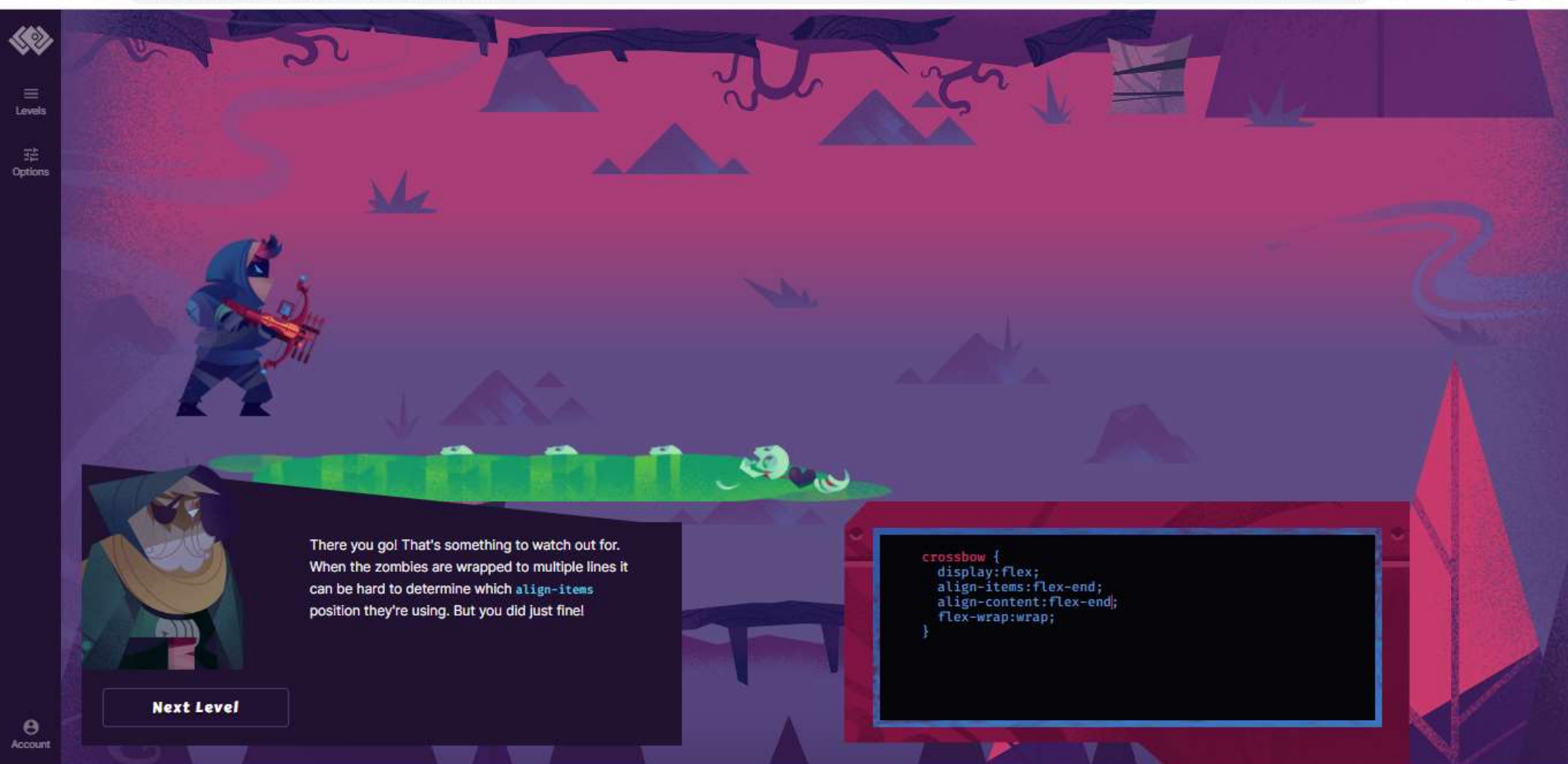
Options

You know it's **space-between** when the lines have no space on their outer edges but stick right to the edge like these did. Important to read between the lines.

Next Level!

```
crossbow {
  display: flex;
  align-items: flex-start;
  flex-wrap: wrap;
  align-content: space-between;
}
```



There you go! That's something to watch out for. When the zombies are wrapped to multiple lines it can be hard to determine which `align-items` position they're using. But you did just fine!

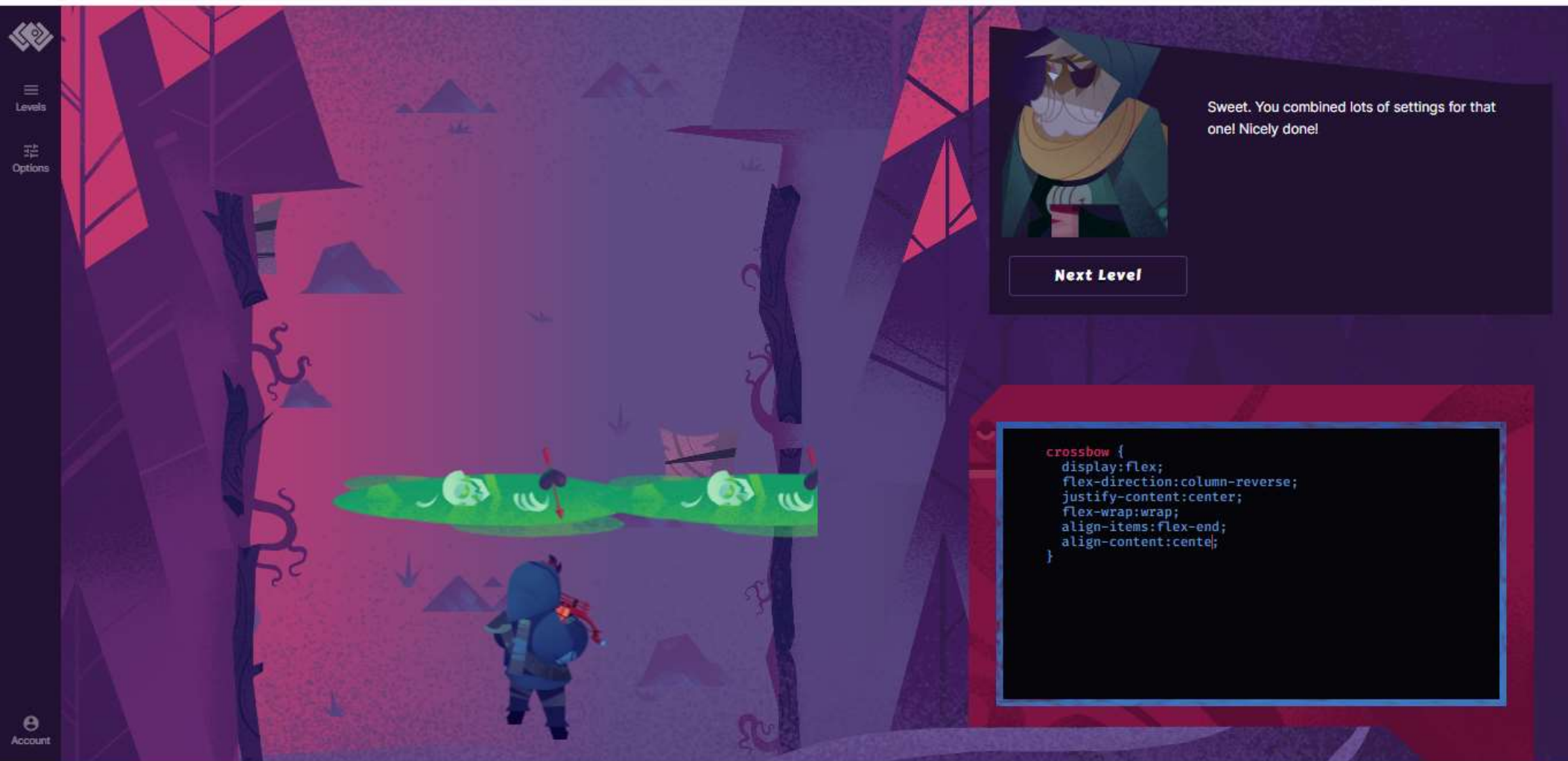
Next Level!

```
crossbow {
  display: flex;
  align-items: flex-end;
  align-content: flex-end;
  flex-wrap: wrap;
}
```

Jolly good shootin' kid.

Next Level!

```
crossbow {  
  display: flex;  
  align-items: center;  
  align-content: space-between;  
  flex-wrap: wrap;  
}  
  
.target:nth-of-type(2) {  
  flex-grow: 1;  
}
```

```
crossbow {  
  display: flex;  
  flex-direction: column-reverse;  
  justify-content: center;  
  flex-wrap: wrap;  
  align-items: flex-end;  
  align-content: center;  
}
```


The game interface features a dark, stylized landscape with a character in a blue hooded cloak holding a red crossbow. In the background, there are green hills and a small pond with a white object. A large, dark, stylized figure is visible in the distance. The interface includes a sidebar on the left with a menu icon, 'Levels', and 'Options'. A notification box on the left says 'Very good.' and 'Next Level!'. A code editor on the right displays the following CSS code:

```
crossbow {  
  display: flex;  
  flex-wrap: wrap;  
  align-items: flex-end;  
  align-content: flex-start;  
}
```





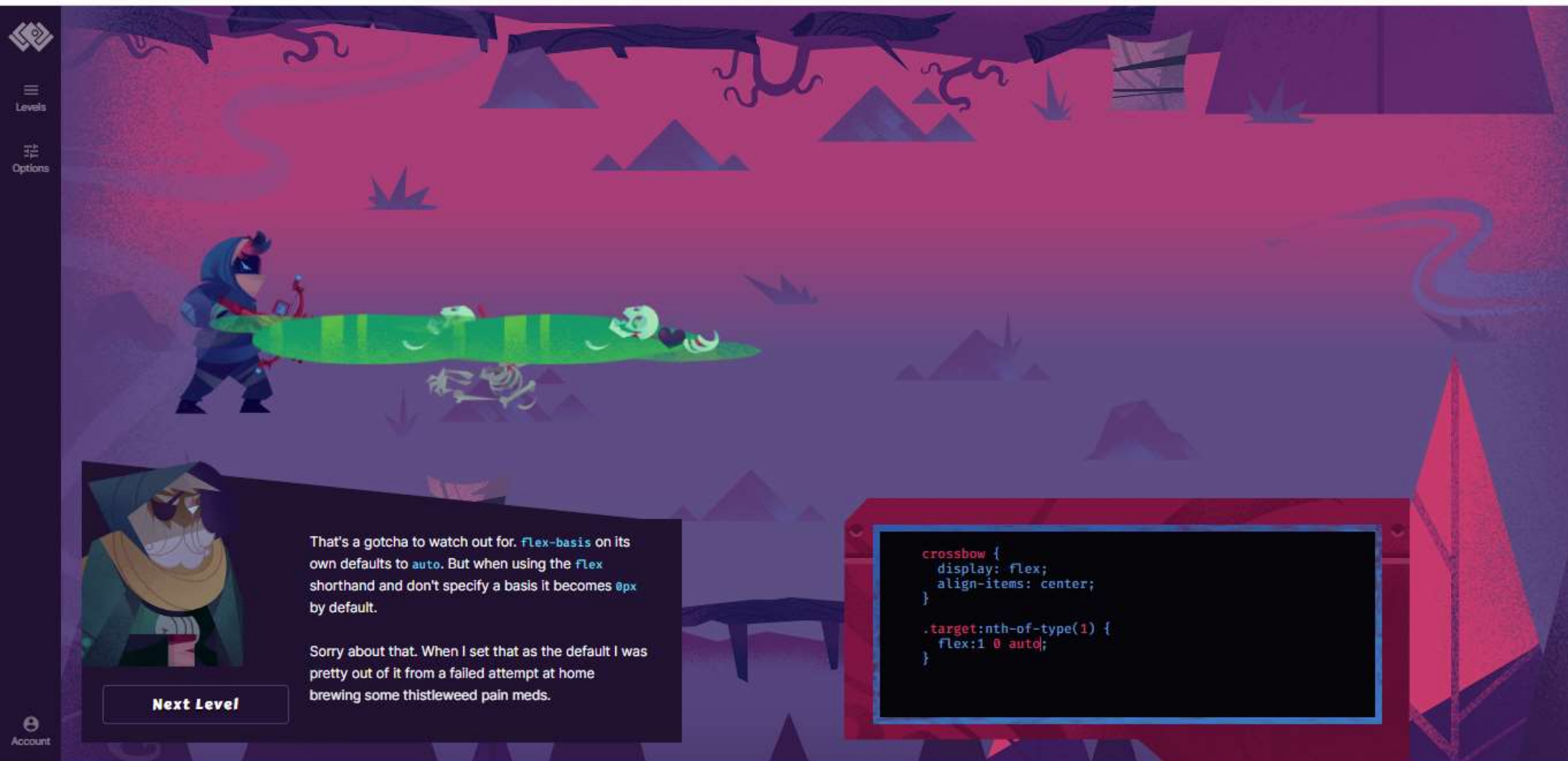
The game interface shows a character in a blue hooded cloak and a red crossbow on the left, aiming at a zombie on the right. A green goo is in the center. The background is a dark, stylized landscape with purple and blue tones. On the left, there is a sidebar with 'Levels' and 'Options' buttons. At the bottom left, a character's head is visible next to a text box. At the bottom right, a red box contains CSS code.

That's the exact same as if you had given the goo target `flex-grow: 1;` and `flex-shrink: 1` and `flex-basis: 300px;`. Remember that order: **grow**, **shrink**, **basis**.

Next Level!

```
crossbow {
  display: flex;
  align-items: center;
}

.target.goo {
  flex: 1 1 300px;
}
```

The game interface features a dark, stylized landscape with purple and blue tones. A character in a blue hooded cloak is carrying a large green zombie. In the background, there are dark, jagged mountains and a winding river. The interface includes a sidebar on the left with icons for Levels and Options, and a bottom bar with a Next Level button and an Account icon.

That's a gotcha to watch out for. **flex-basis** on its own defaults to **auto**. But when using the **flex** shorthand and don't specify a basis it becomes **0px** by default.

Sorry about that. When I set that as the default I was pretty out of it from a failed attempt at home brewing some thistleweed pain meds.

Next Level

```
crossbow {
  display: flex;
  align-items: center;
}

.target:nth-of-type(1) {
  flex: 1 0 auto;
}
```




The game interface features a dark, stylized landscape with purple and blue tones. In the center, a character in a blue hooded cloak and a red crossbow is positioned on the left, aiming at a green, elongated object (a lily pad) in the middle. Two skeletal figures are on the ground near the lily pad. The background shows dark, jagged mountains and a winding river. On the left side, there is a vertical menu with icons for 'Levels' and 'Options'. At the bottom left, there is a 'Next Level!' button. In the bottom right, there is a red-bordered box containing CSS code.

The crossbow was smart enough to know that 300px is a **flex-basis** setting, so it skipped **flex-shrink** and set it to **flex-shrink: 1**.

```
crossbow {  
  display: flex;  
  align-items: center;  
}  
  
.target:nth-of-type(3) {  
  flex: 0 300px;  
}
```



The game interface features a dark, stylized landscape with purple and blue tones. In the center, a character in a blue hooded cloak and a red crossbow is positioned on the left, aiming at a green, elongated object (a lily pad) in the middle. Two skeletal figures are on the ground near the lily pad. The background shows dark, jagged mountains and a winding river. On the left side, there is a vertical menu with icons for 'Levels' and 'Options'. At the bottom left, there is a 'Next Level!' button. In the bottom right, there is a red-bordered box containing CSS code.

The crossbow was smart enough to know that 300px is a **flex-basis** setting, so it skipped **flex-shrink** and set it to **flex-shrink: 1**.

```
crossbow {  
  display: flex;  
  align-items: center;  
}  
  
.target:nth-of-type(3) {  
  flex: 0 300px;  
}
```



The game scene shows a crossbow on the left and a zombie on the right, both aligned with two targets in the center. The targets are highlighted with green ovals. The background is a stylized, dark landscape with purple and blue tones.

I've built in a couple of keyword shortcuts for `flex` also. This one is `flex: auto;` It's a shortcut for cases like this where you want to set the target to `flex-grow: 1;` and `flex-shrink: 1;` and `flex-basis: auto;`.

Hint

```
crossbow {
  display: flex;
  align-items: center;
}

.target.goo {
  flex:auto;
}
```






Levels

Options

Account



I've built in a couple of keyword shortcuts for `flex` also. This one is `flex: auto;` It's a shortcut for cases like this where you want to set the target to `flex-grow: 1;` and `flex-shrink: 1;` and `flex-basis: auto;`.

Hint

```
crossbow {
  display: flex;
  align-items: center;
}

.target.goo {
  flex:auto;
}
```


LevelsOptions



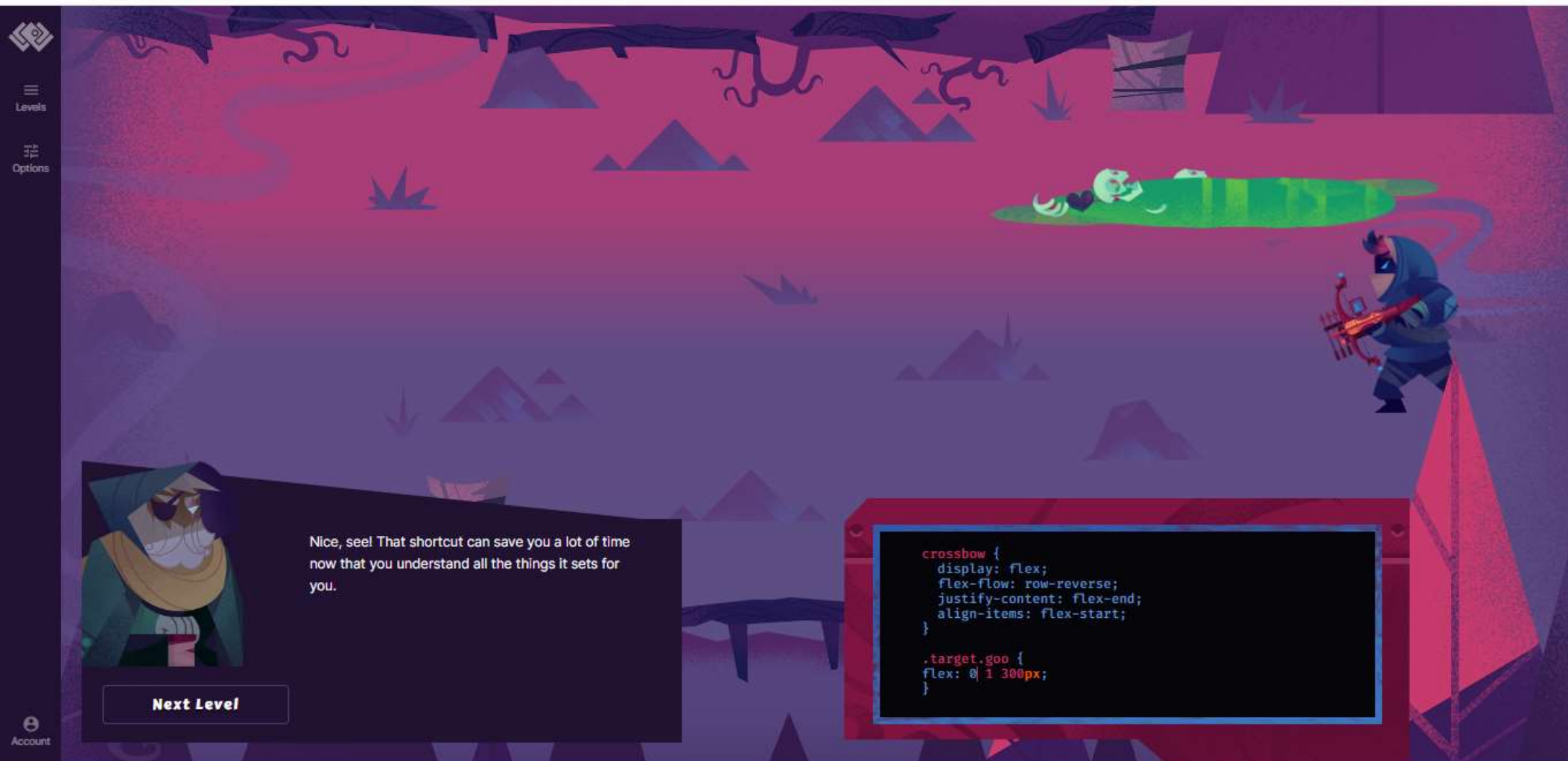


I've built in a couple of keyword shortcuts for `flex` also. This one is `flex: auto;` It's a shortcut for cases like this where you want to set the target to `flex-grow: 1;` and `flex-shrink: 1;` and `flex-basis: auto;`.

Hint

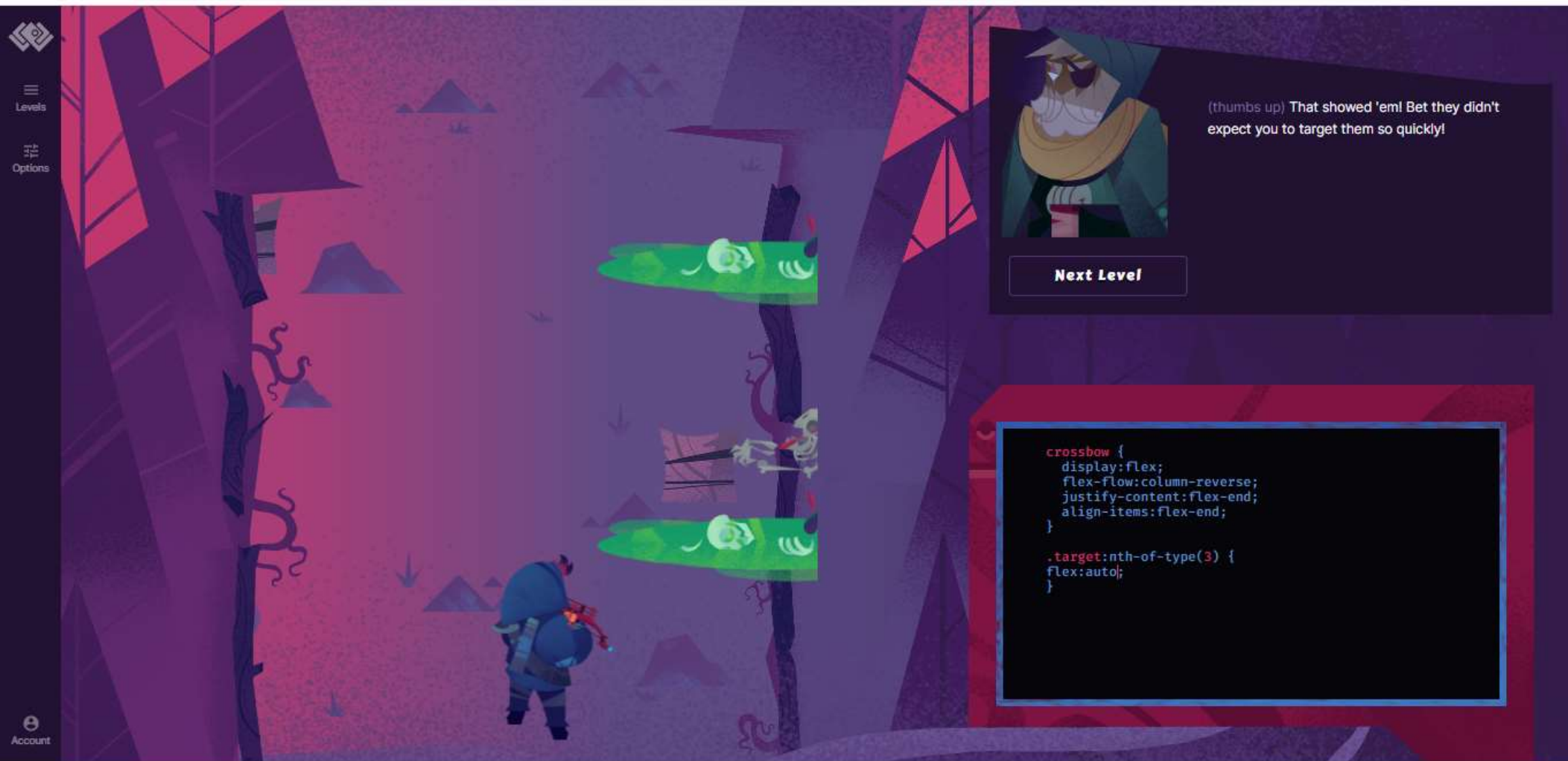
```
crossbow {
  display: flex;
  align-items: center;
}

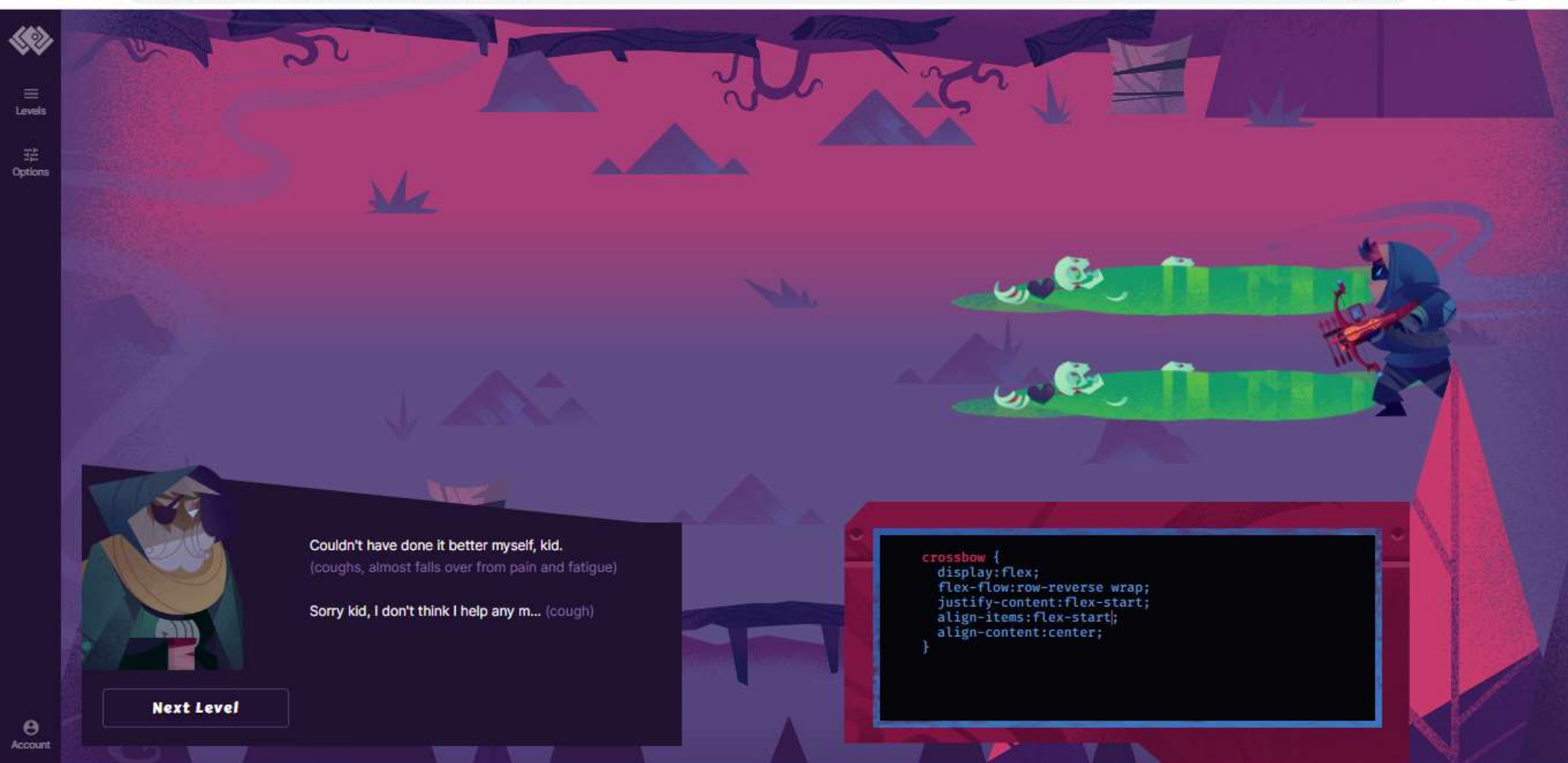
.target.goo {
  flex:auto;
}
```











The game level features a purple and pink background with floating green platforms. A character in a blue robe is on the right, aiming a red crossbow at zombies on the platforms. A dialogue box on the left shows a character saying: "Couldn't have done it better myself, kid. (coughs, almost falls over from pain and fatigue) Sorry kid, I don't think I help any m... (cough)". A "Next Level!" button is at the bottom left. A code editor on the right shows CSS code for a crossbow.

Couldn't have done it better myself, kid.
(coughs, almost falls over from pain and fatigue)

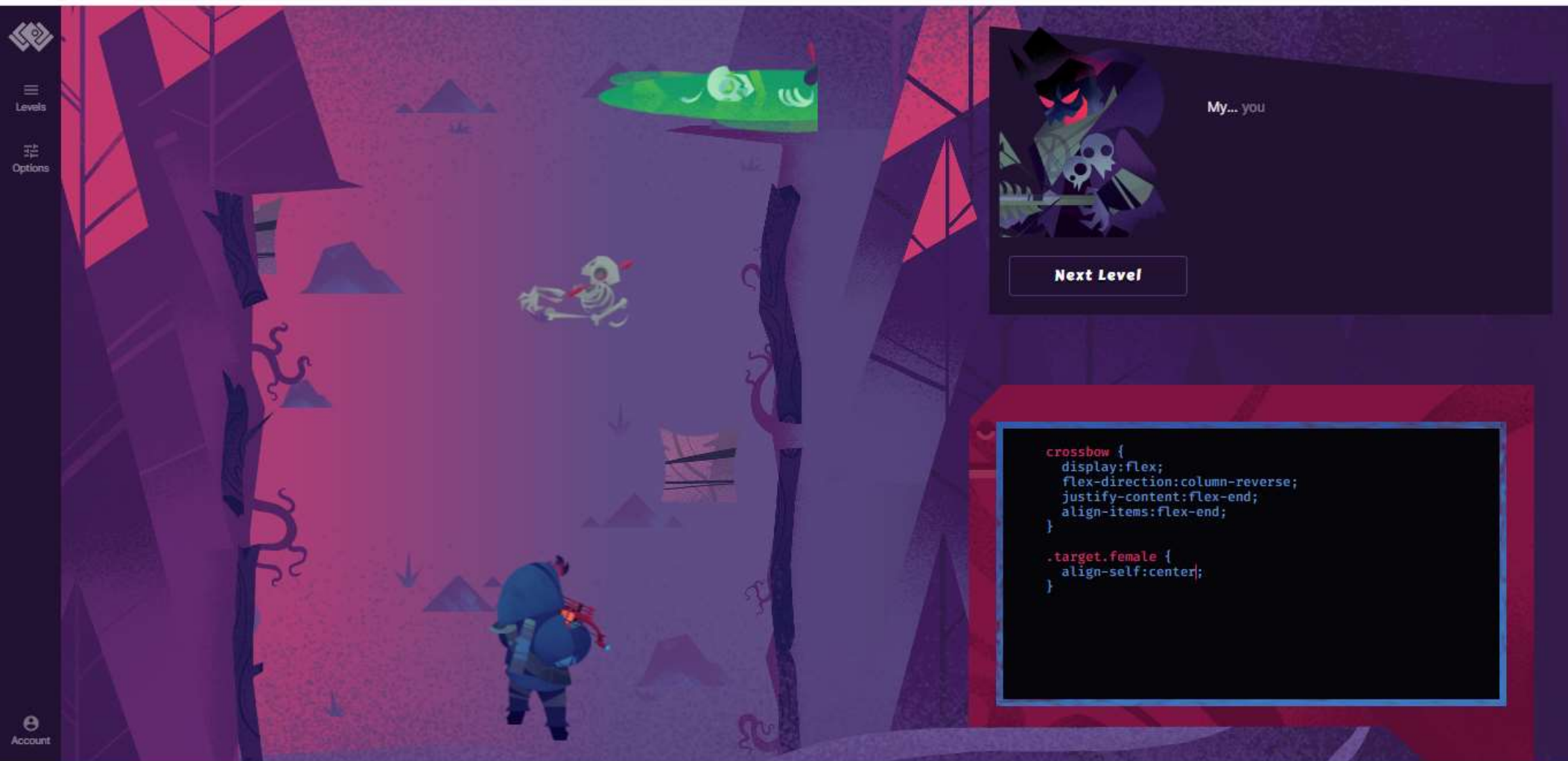
Sorry kid, I don't think I help any m... (cough)

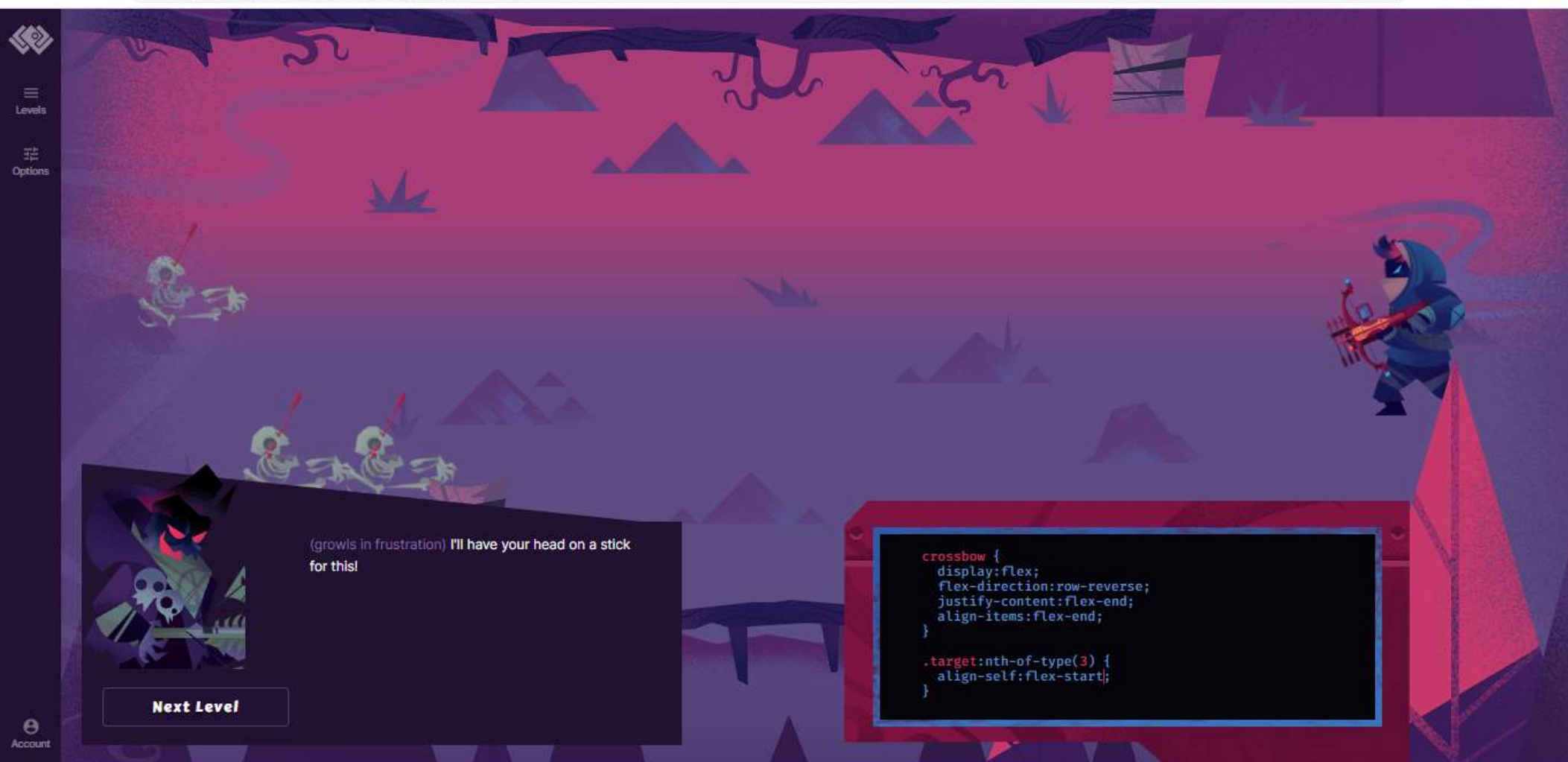
Next Level!

```
crossbow {  
  display: flex;  
  flex-flow: row-reverse wrap;  
  justify-content: flex-start;  
  align-items: flex-start;  
  align-content: center;  
}
```



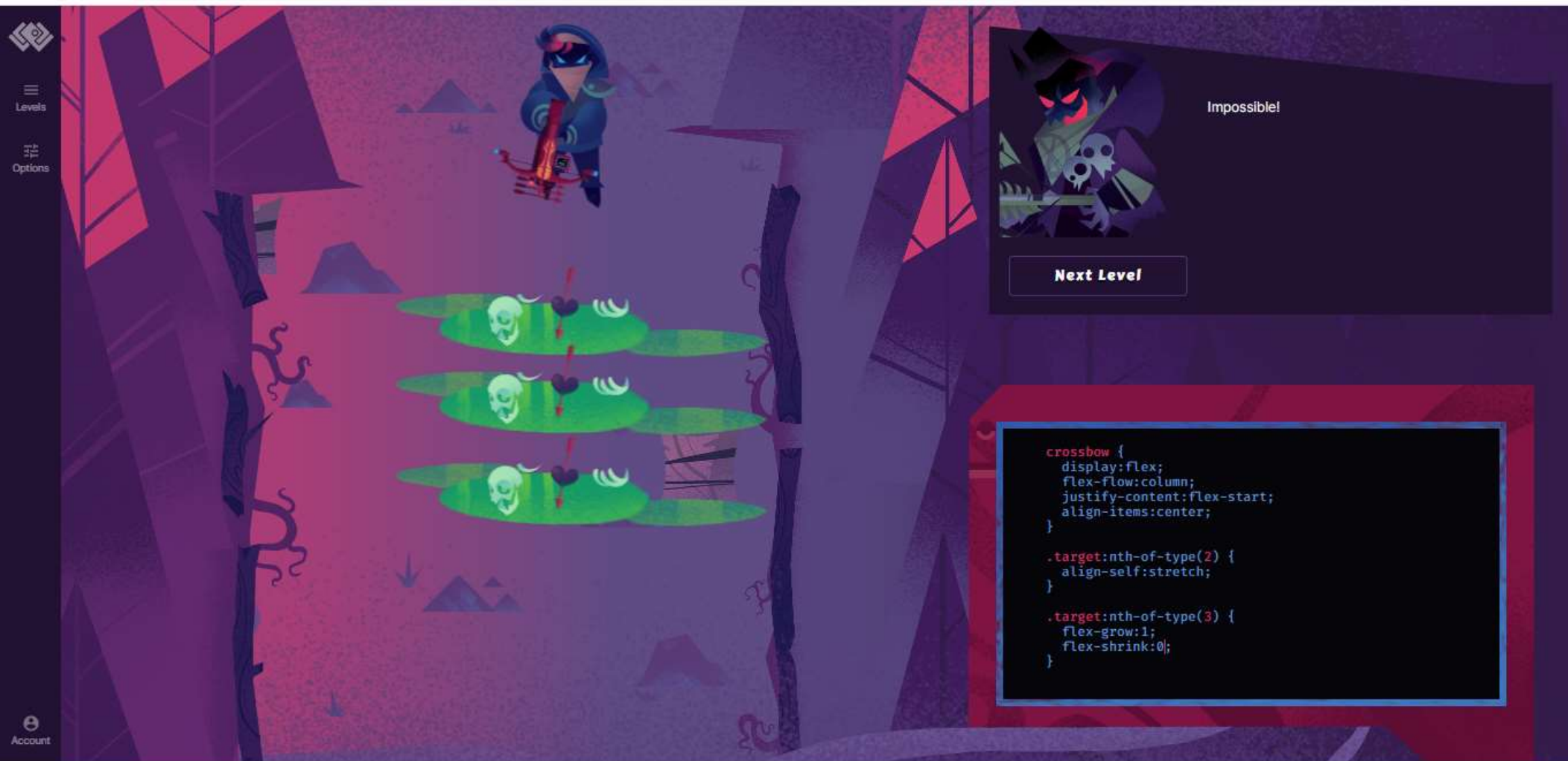
















The game interface features a dark, stylized landscape with purple and blue tones. A character in a blue hooded cloak and mask is on the left, holding a red crossbow. Three zombie skeletons are in the center, and a small white dog is on the right. A large red rectangular box is on the right side of the screen. In the bottom left corner, there is a dark panel with a skull icon and text. In the bottom right corner, there is a red box containing CSS code.

(gasps in surprise) O snap that stings!

You haven't seen the last of me!!!

(a nasty brain-like worm crawls out of Dave's skull and burrows into the ground)

Next Level!

```
-----  
justify-content:space-around;  
align-items:center;  
}  
  
.target.dave {  
  align-self:flex-start;  
  order:1;  
}  
  
.target.goo {  
  align-self:flex-end;  
}
```



Next

Thank you, kid. You've made me proud.