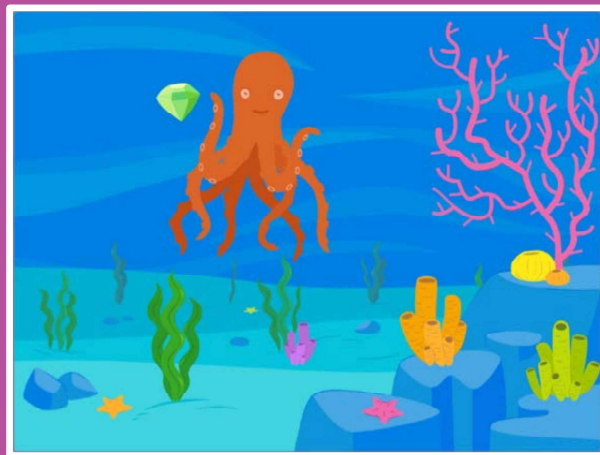
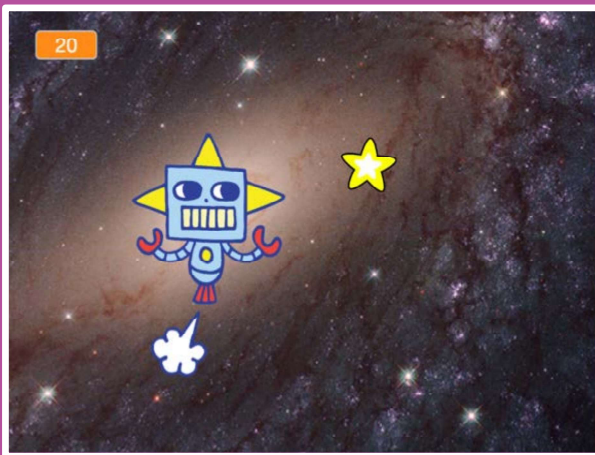


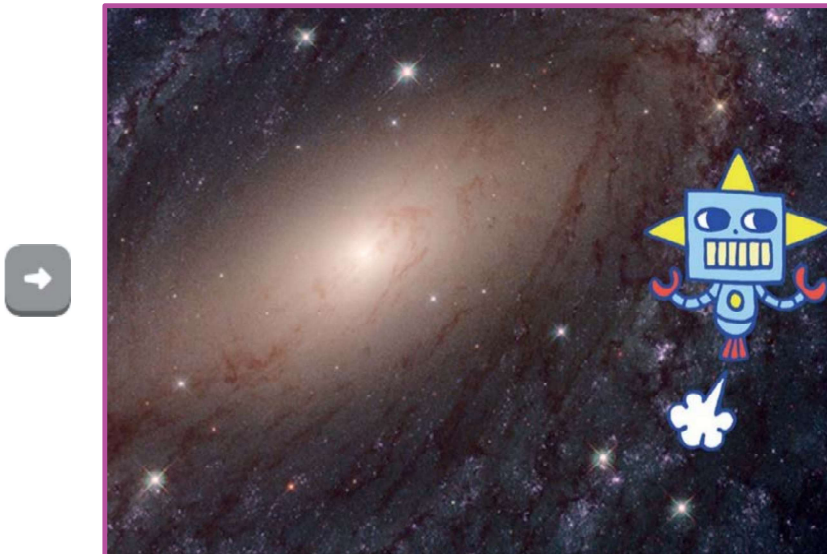
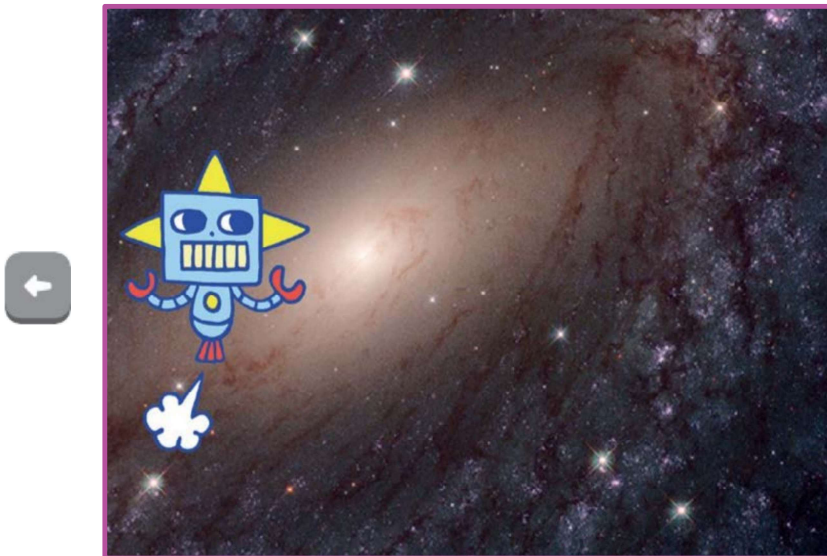
# Chase Game Cards



Make a game where you chase a character to score points.

# Move Left and Right

Press arrow keys to move left and right.



# Move Left and Right

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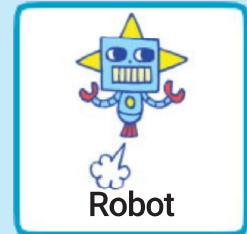
## GET READY



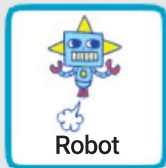
Choose a backdrop.



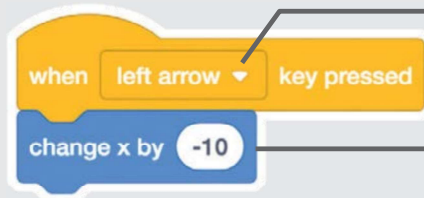
Choose a character.



## ADD THIS CODE



Choose **right arrow**.



Choose **left arrow**.

Type a minus sign to move left.

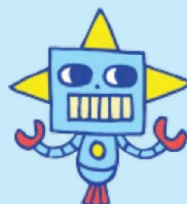
## TRY IT

Press the arrow keys.



## TIP

Type a negative number to move to the left.



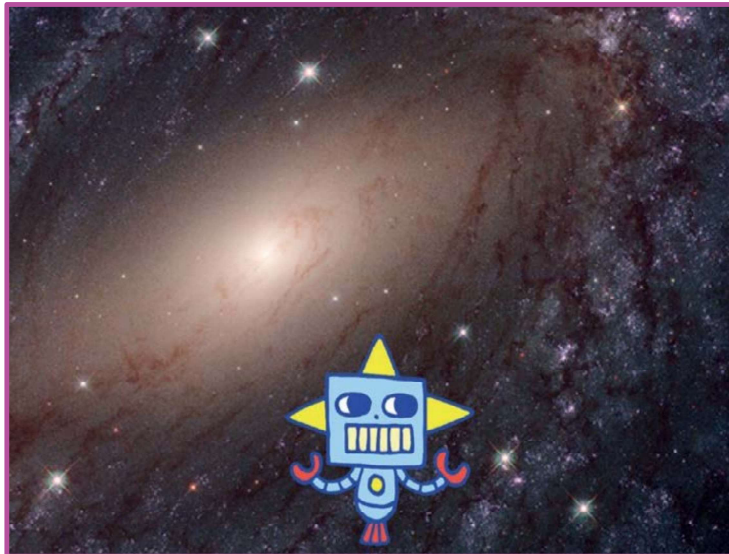
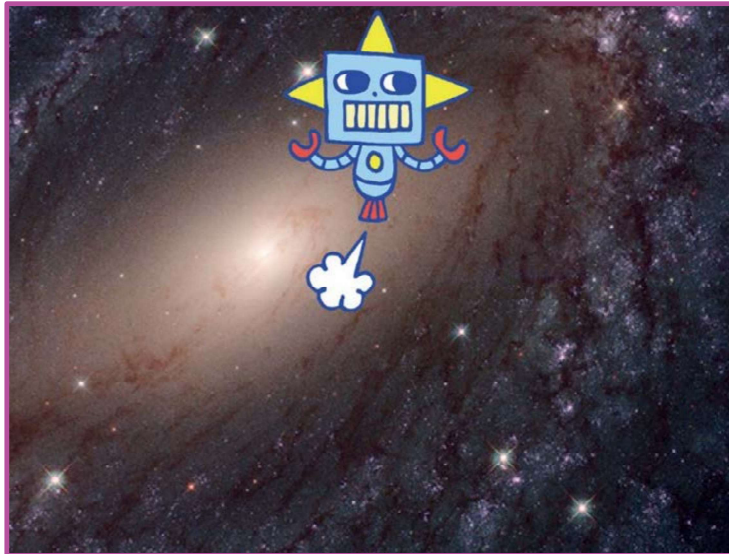
Type a positive number to move to the right.



# Move Up and Down



Press arrow keys to move up and down.

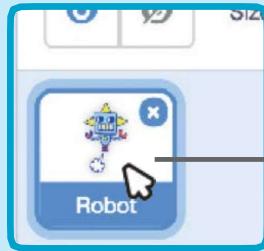




# Move Up and Down

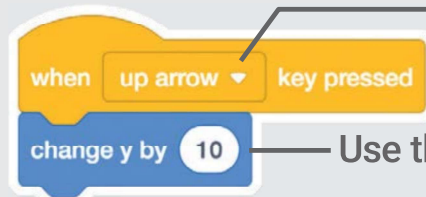
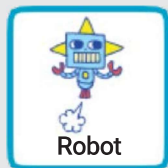
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## GET READY



Click your character to select it.

## ADD THIS CODE



Choose **up arrow**.

Use the **change y by** block to move up.



Choose **down arrow**.

Type a minus sign to move down.

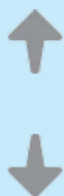
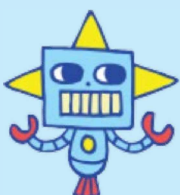
## TRY IT

Press the arrow keys.



## TIP

**y** is the position on the Stage from top to bottom.



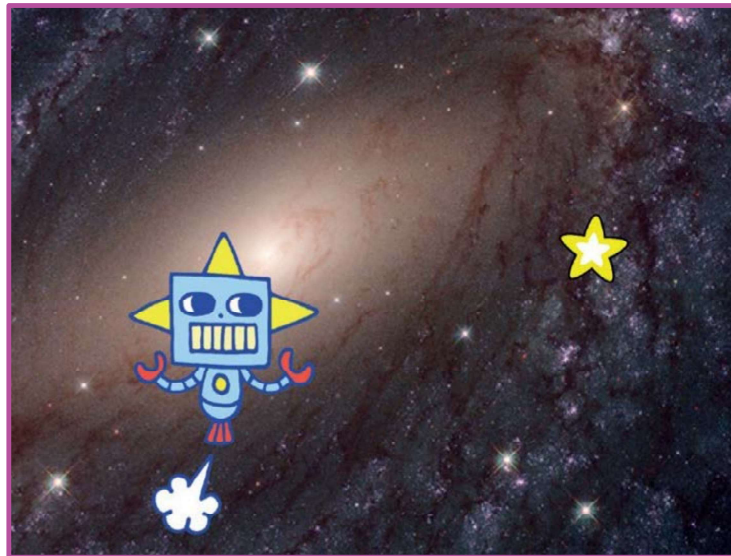
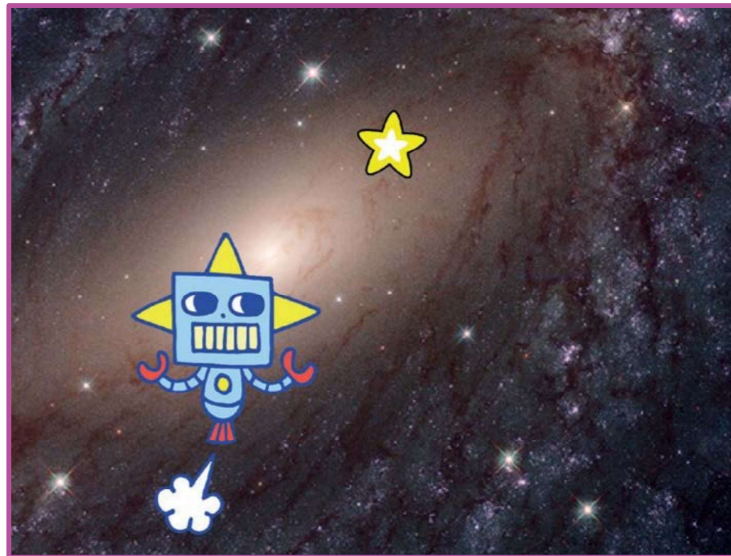
Type a positive number to move up.



Type a negative number to move down.

# Chase a Star

Add a sprite to chase.



# Chase a Star

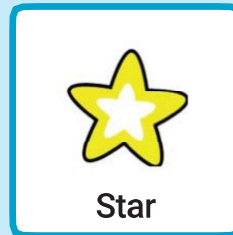
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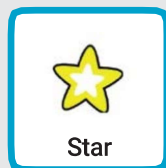
## GET READY



Choose a sprite to chase, like Star.



## ADD THIS CODE



## TRY IT

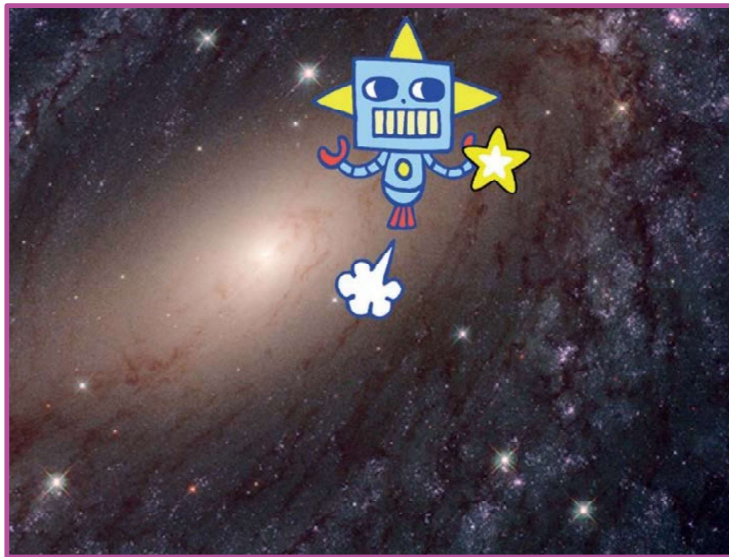
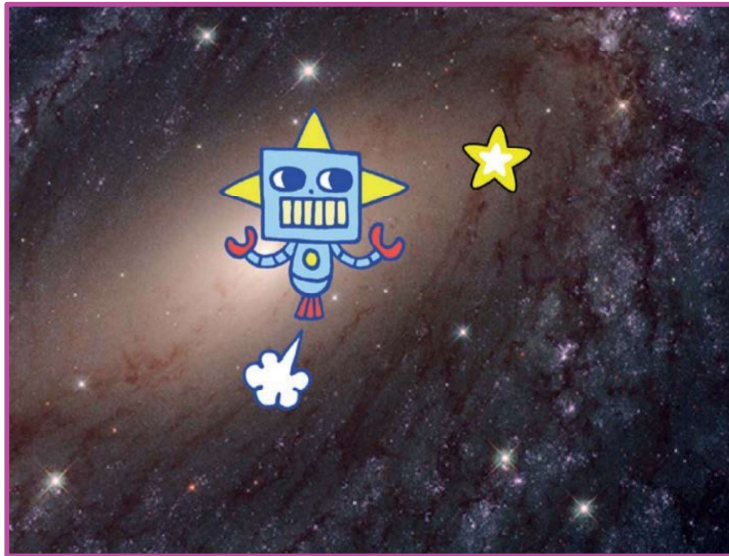
Click the green flag to start.



Click the stop sign to stop.

# Play a Sound

Play a sound when your character touches the star.

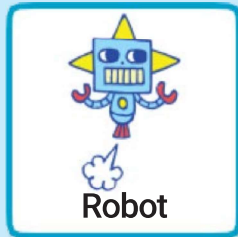




# Play a Sound

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## GET READY



Click to select the Robot sprite.

 Sounds

Click the **Sounds** tab.

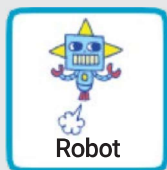


Choose a sound from the Sounds Library, like Collect.

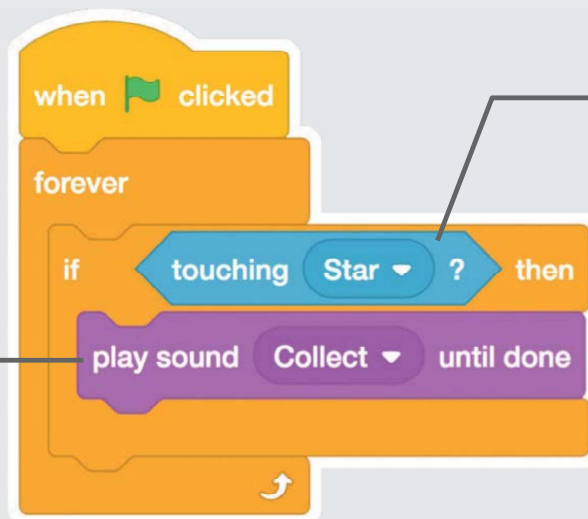
## ADD THIS CODE

 Code

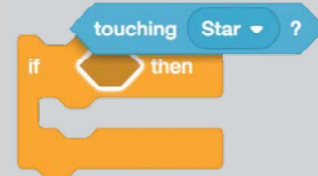
Click the **Code** tab and add this code.



Choose your sound from the menu.



Insert the **touching** block into the **if then** block.



## TRY IT

Click the green flag to start.

