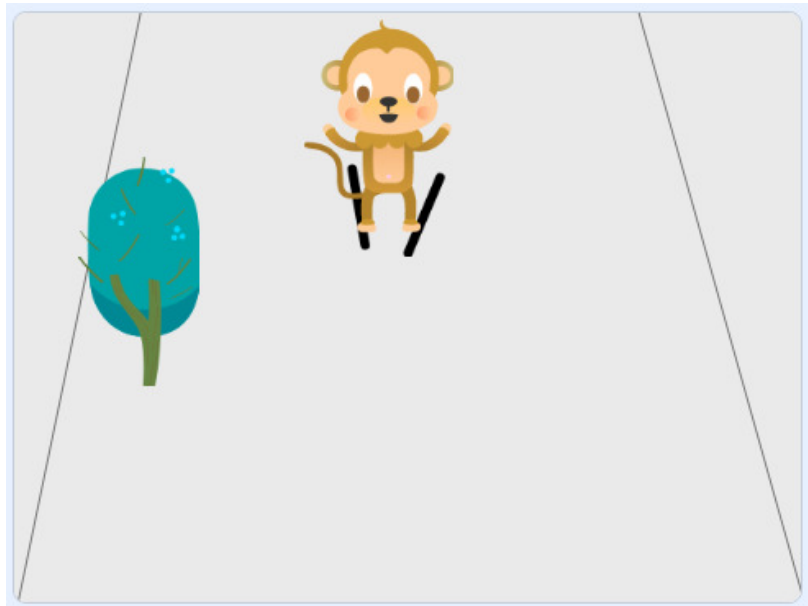


## Skiing game



when green flag clicked

set size to 75 %

switch costume to monkey-ski

go to x: -12 y: 102

point in direction 90

wait until touching Trees ?

switch costume to monkey-aaaaah!

play sound Clang until done

stop all

to draw the skis so they are behind your sprite's feet, first draw them over the top of the feet.

Then use the arrow tool to select a bit of the ski, making sure only the ski is highlighted in blue.

At the top of the screen, click on Back, and the ski should go behind the sprite's foot!

when left arrow key pressed

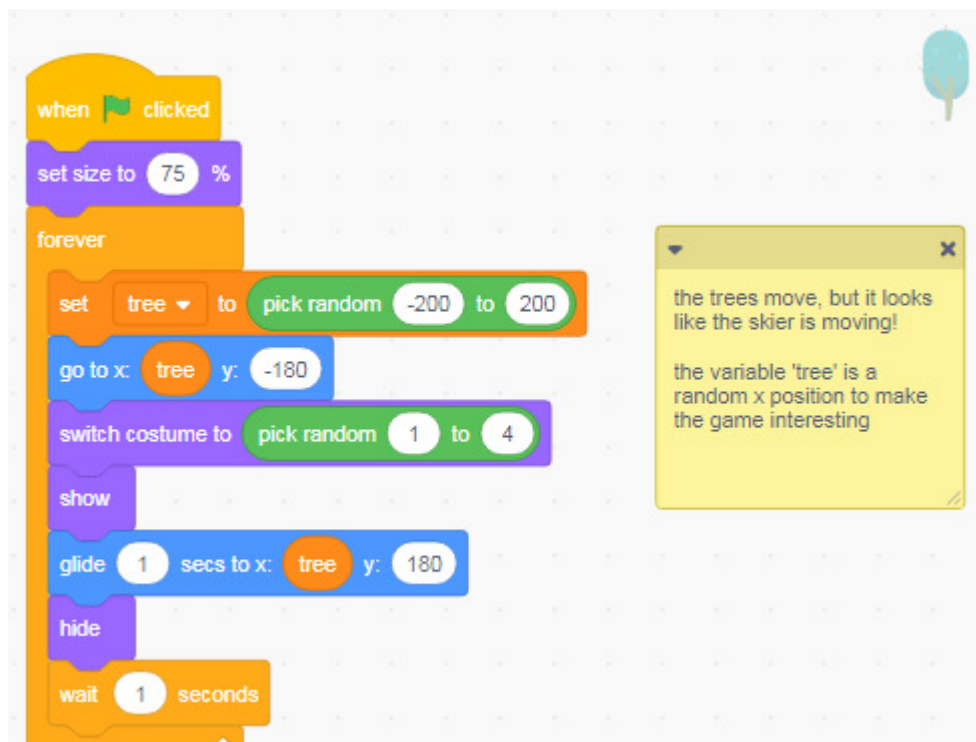
point in direction 105

change x by -10

when right arrow key pressed

point in direction 75

change x by 10

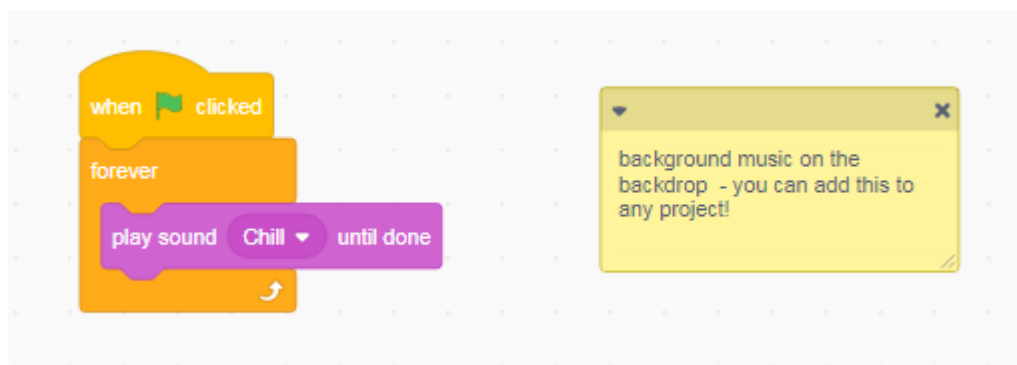


A Scratch script on a grid background. The script starts with a yellow 'when green flag clicked' block, followed by a purple 'set size to 75 %' block. Then, an orange 'forever' loop contains several blocks: an orange 'set tree to pick random -200 to 200' block, a blue 'go to x: tree y: -180' block, a purple 'switch costume to pick random 1 to 4' block, a purple 'show' block, a blue 'glide 1 secs to x: tree y: 180' block, a purple 'hide' block, and an orange 'wait 1 seconds' block. A small tree icon is in the top right corner. A yellow tooltip box on the right contains two lines of text.

```
when green flag clicked
  set size to 75 %
  forever
    set tree to pick random -200 to 200
    go to x: tree y: -180
    switch costume to pick random 1 to 4
    show
    glide 1 secs to x: tree y: 180
    hide
    wait 1 seconds
```

the trees move, but it looks like the skier is moving!

the variable 'tree' is a random x position to make the game interesting



A Scratch script on a grid background. The script starts with a yellow 'when green flag clicked' block, followed by an orange 'forever' loop containing a purple 'play sound Chill until done' block. A yellow tooltip box on the right contains two lines of text.

```
when green flag clicked
  forever
    play sound Chill until done
```

background music on the backdrop - you can add this to any project!