



代码



```
onStart => {  
  glide  __, __, __  
}
```

```
func attack() {  
  if attacking || shielding {  
    return  
  }
```

```
    attacking = true  
    if checkAttack(heading(), xpos(), Samurai.xpos()) {  
      broadcast "attack Samurai"  
    }  
    for _, shinobi := range shinobis {  
      if checkAttack(heading(), xpos(), shinobi.xpos()) {  
        broadcast "attack", shinobi, false  
      }  
    }  
    r := rand(0, 3)  
    if r < 1 {  
      animate "attack"  
    } else if r < 2 {  
      animate "attack2"  
    } else {  
      animate "attack3"  
    }  
    attacking = false  
  }
```



代码检测中

