



代码



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

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

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



参考答案 {}

```
r := rand(0, 3)
if r < 1 {
  animate "attack"
} else if r < 2 {
  animate "attack2"
} else {
  animate "attack3"
}
attacking = false
```