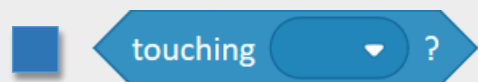


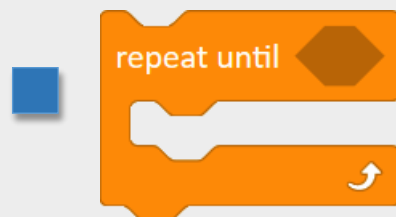
makes the sprite set its direction towards another sprite (selected from the drop down menu)



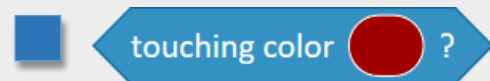
is a block reporting whether something is **true** or **false**



reports **true** if the sprite is touching another sprite (selected from the drop down menu)



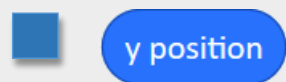
repeats the blocks inside it until its condition is **true**



reports **true** if the sprite is touching the specified colour



if the condition is **true**, runs the blocks inside



reports the current **y position** of a sprite



reports **true** if the first value is greater than the second