Copy Clone xxxx

This script creates a copy of the sprite and glides the copy at random times to a location. Use the Power Up script to program a "game over" if the player sprite comes in contact with the clone.

```
forever
show
go to x: 35 y: 145
create clone of myself
glide pick random 1 to 5 secs to x: -145 y: 156
delete this clone
```



