

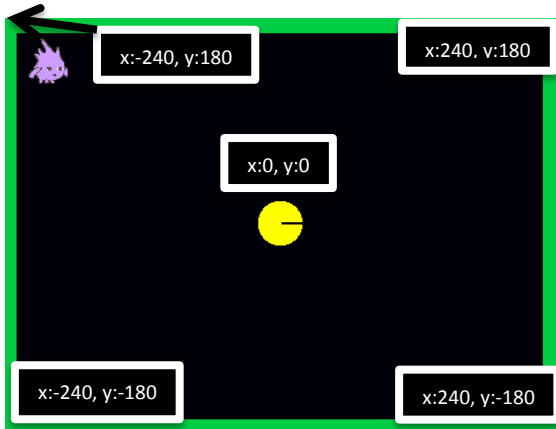



#	Steps	Solution
1	<p>Create or import a new sprite for monster character:</p> 	<p>1. Make sure that you decrease the size of your sprite if it is too big. It should be about the same size as the Pac Man. You can use the shrink button in the image editor to reduce the size:</p> 
2	<p>Position the First Monster!</p> <p>When the green flag is clicked, position the monster in the upper left hand corner, away from the Pac Man. The monster should face in a random direction.</p> 	

3 Set the Monster Loose!

When the green flag is clicked, continuously make the monster move in the direction it is facing. **IF** the monster hits the edge, make it turn in the direction of the Pac Man.

Hint...Take a look at these blocks:



4 Game Over ☹

If the monster touches Pac Man, end the game.



5 Create another Monster...

1. Right click on the monster sprite and select **duplicate**.
2. Take a look at the Script tab for the new sprite. It has all the instructions of the first monster!
3. Change the starting position of the second monster to be in the lower right hand corner.