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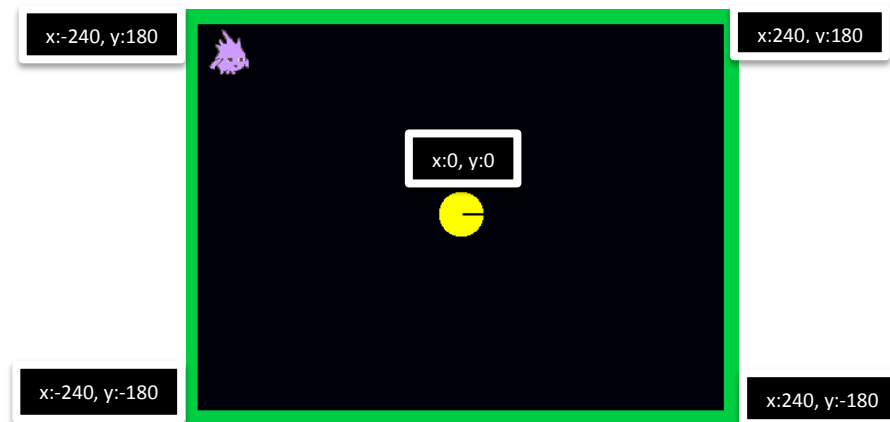
Steps

- 1 Create or import a new sprite for the monster character that is chasing Pac Man:



- 2 **Position the First Monster!**

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.



- 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.
