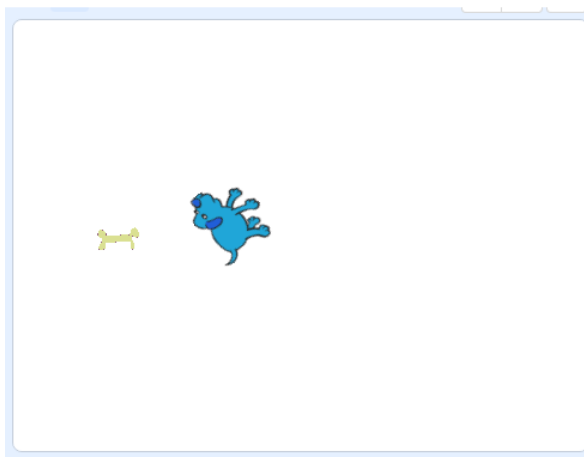
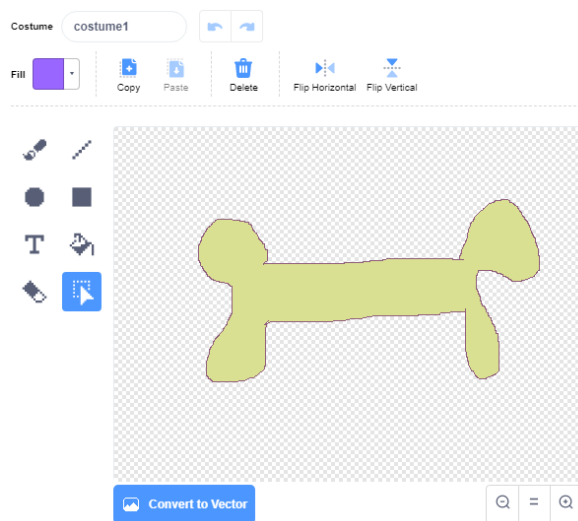


## Dog and Bone

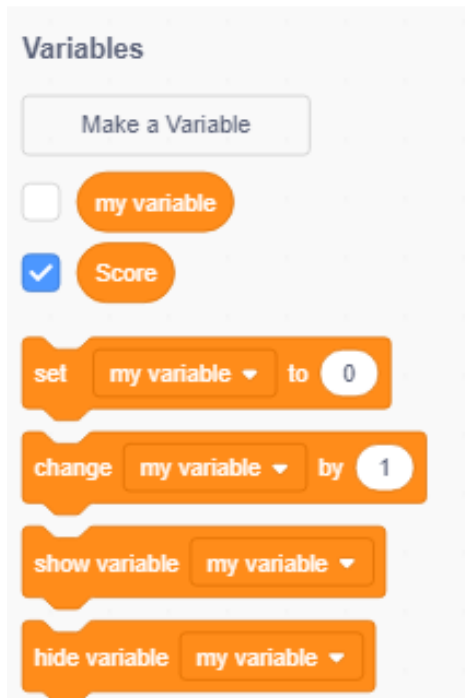
1. Delete Sprite 1 (the cat) from the stage.
2. Add a Dog sprite to the stage (I used Dog2).



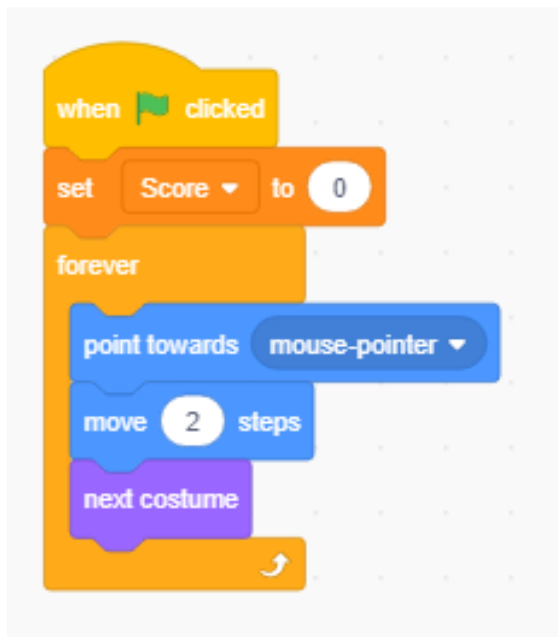
3. Paint a bone sprite and add to the stage.



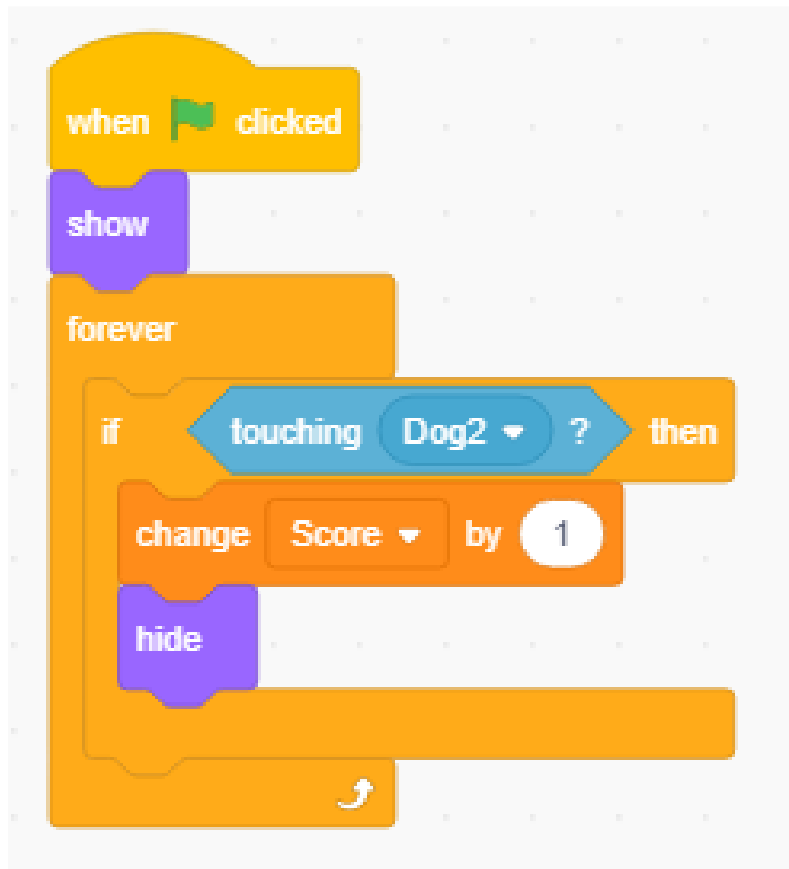
4. Make a variable Score and check the checkbox next to it.



5. Add the following code to the Dog 2 sprite.



6. Add the following code to Sprite 1 (the bone).



7. Duplicate Sprite 1 several times and distribute them around the stage.

