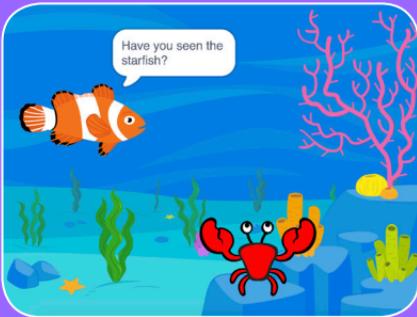


Create a Story Cards



Choose characters, add conversation,
and bring your story to life.

Create a Story Cards

Start with the first card, then try the other cards in any order:

- **Start a Story**
- **Start a Conversation**
- **Switch Backdrops**
- **Click a Character**
- **Add Your Voice**
- **Glide to a Spot**
- **Walk onto the Stage**
- **Respond to a Character**
- **Add a Scene**

Start a Story

Set the scene and have a character say something.



Start a Story

GET READY



Choose a backdrop.



Witch House

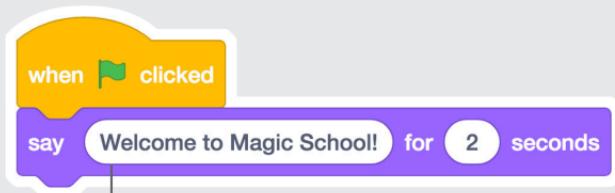


Choose a character.



Wizard

ADD THIS CODE



Type what you want your character to say.

TRY IT

Click the green flag to start.



Start a Conversation

Make two characters talk to each other.



Start a Conversation

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GET READY



Choose two characters,
like Witch and Elf.



Witch



Elf

ADD THIS CODE

Click the thumbnail for each character, then add its code.



```
when green flag clicked
say [I have a pet owl v] for [2] seconds
wait [2] seconds
```

Type what you want
each character to say.



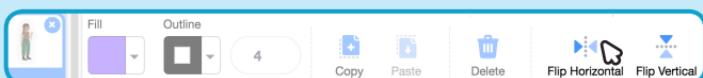
```
when green flag clicked
wait [2] seconds
say [What's its name? v] for [2] seconds
```

TIP



Costumes

To change the direction a character is facing, click the Costumes tab, then click Flip Horizontal.



Switch Backdrops

Change from one backdrop to another.



Switch Backdrops

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GET READY



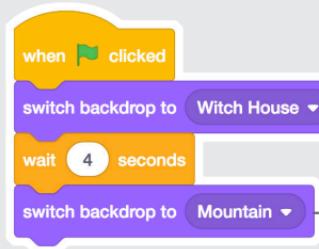
Choose a character.



Choose two backdrops.



ADD THIS CODE



Choose the backdrop you want to start with.

Choose the second backdrop.

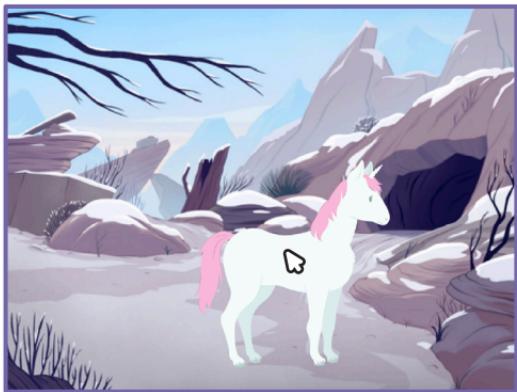
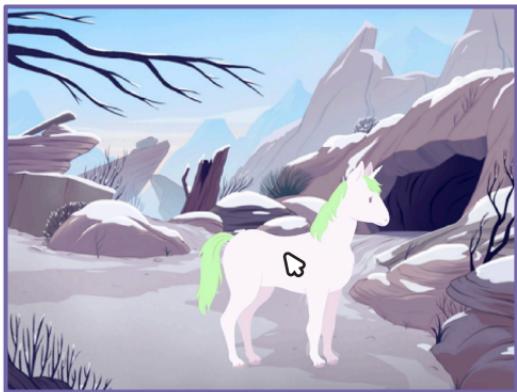
TRY IT

Click the green flag to start.



Click a Character

Make your story interactive.



Click a Character

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GET READY



Choose a backdrop.



Mountain

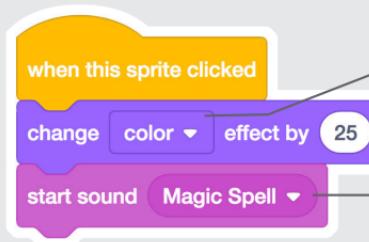


Choose a character.



Unicorn

ADD THIS CODE



You can choose different effects.

Select a sound from the menu.

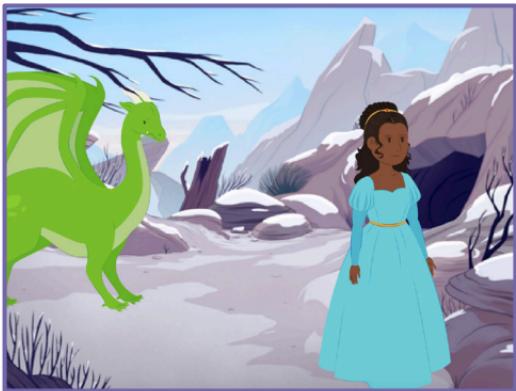
TRY IT

Click your character.



Add Your Voice

Record your voice to make a character talk.



Add Your Voice

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GET READY



Choose a sprite.



Princess

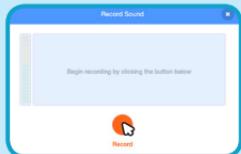


Click the Sounds tab.



Record

Click Record.



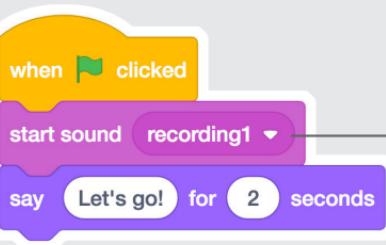
When you're done,
click Save.

Choose Record from the pop-up menu.

ADD THIS CODE



Princess



Select your recording
from the menu.

TRY IT

Click the green flag to start.



Glide to a Spot

Make a character move across the Stage.



Glide to a Spot

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GET READY



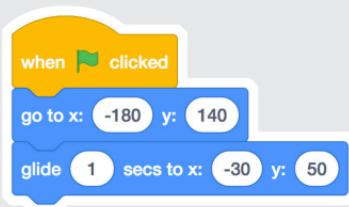
Choose a backdrop.



Choose a character.



ADD THIS CODE



TRY IT

Click the green flag to start.



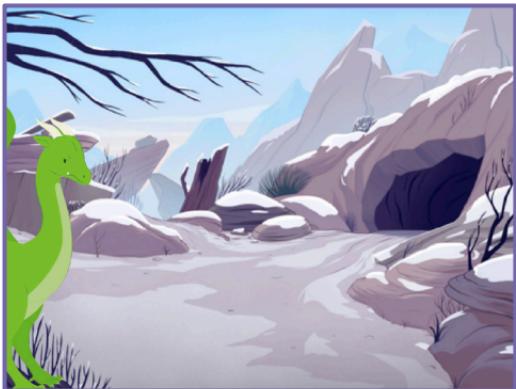
TIP



When you drag a sprite, its **x** and **y** position will update in the blocks palette.

Walk onto the Stage

Have a character enter the scene.



Walk onto the Stage

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GET READY



Choose a backdrop.



Mountain

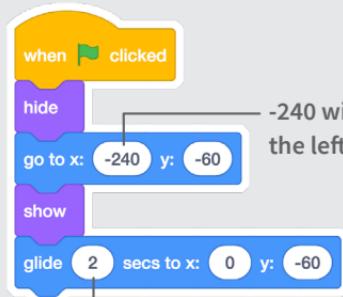


Choose a character.



Dragon

ADD THIS CODE

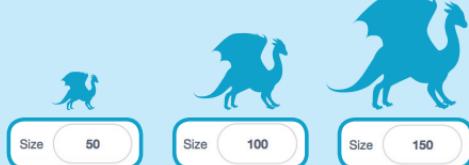
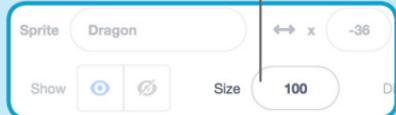


-240 will place your sprite at the left edge of the Stage.

Change this number to glide faster or slower.

TIP

Change the size of a sprite by typing a smaller or larger number.



Respond to a Character

Coordinate a conversation so that one character talks after another.



Respond to a Character

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GET READY



Choose a backdrop.



Mountain



Choose two characters.



Goblin



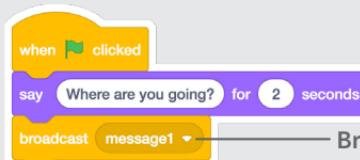
Princess

ADD THIS CODE

Click the thumbnail for each character, then add its code.



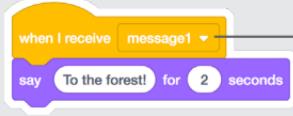
Goblin



Broadcast a message.

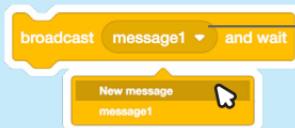


Princess



Tell this character what to do when it receives the broadcast.

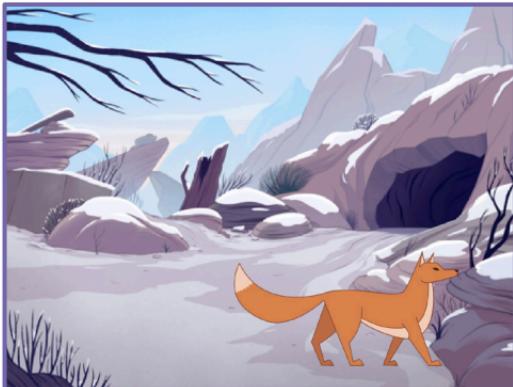
TIP



You can click the drop-down menu to add a new message.

Add a Scene

Create multiple scenes with different backdrops and characters.



Add a Scene

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GET READY



Choose a two backdrops.



Witch House



Mountain

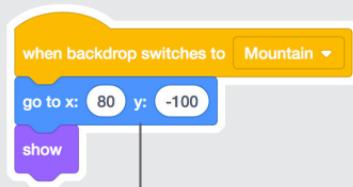


Choose a character.



Fox

ADD THIS CODE



Add a go to block to place your character where you want it.

TRY IT

Click the green flag to start.

