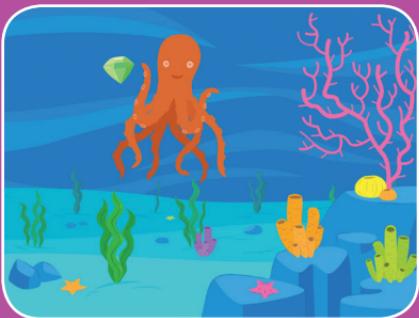
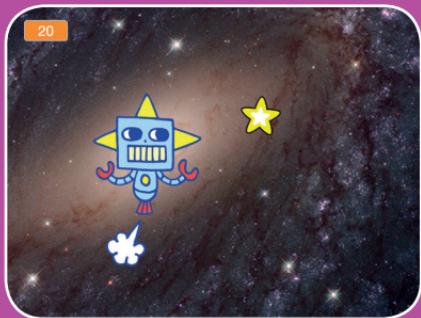


Chase Game Cards



Make a game where you chase a character to score points.



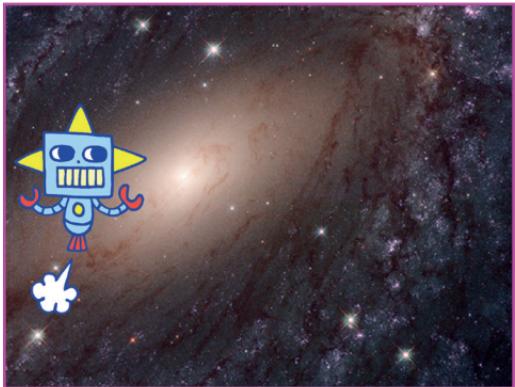
Chase Game Cards

Use these cards in this order:

- 1. Move Left and Right**
- 2. Move Up and Down**
- 3. Chase a Star**
- 4. Play a Sound**
- 5. Add a Score**
- 6. Level Up!**
- 7. Victory Message**

Move Left and Right

Press arrow keys to move left and right.



Move Left and Right

scratch.mit.edu



GET READY



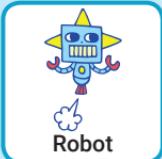
Choose a backdrop.



Galaxy

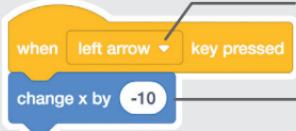


Choose a character.



Robot

ADD THIS CODE



Choose left arrow.

Type a minus sign to move left.

TRY IT

Press the arrow keys.



TIP

x is the position on the Stage from left to

Type a negative number to move to the left.

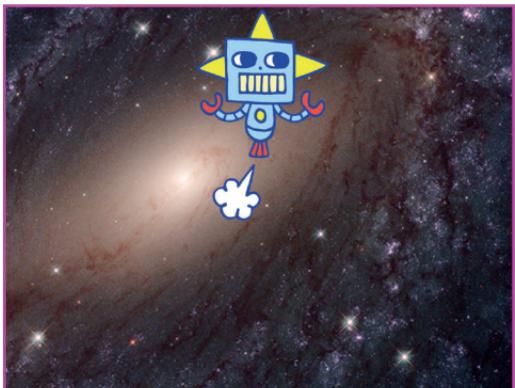


Type a positive number to move to the right.



Move Up and Down

Press arrow keys to move up and down.

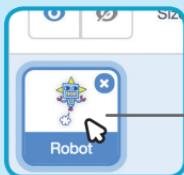


Move Up and Down

scratch.mit.edu



GET READY



Click your character to select it.

ADD THIS CODE



Choose up arrow.

Choose down arrow.

Use the change y by block to move up.

Type a minus sign to move down.

TRY IT

Press the arrow keys.



TIP

y is the position on the Stage from top to bottom.



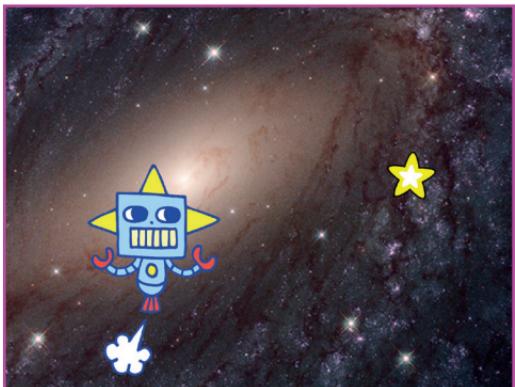
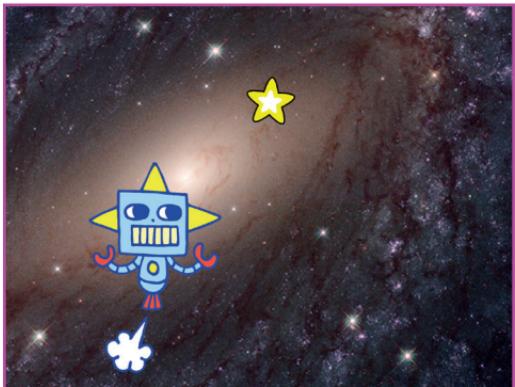
Type a positive number to move



Type a negative number to move

Chase a Star

Add a sprite to chase.



Chase a Star

scratch.mit.edu

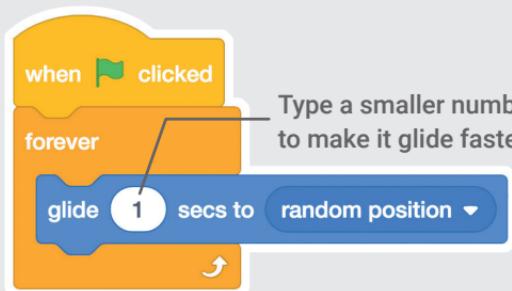


GET READY



Choose a sprite to chase, like Star.

ADD THIS CODE



Type a smaller number (like 0.5) to make it glide faster.

TRY IT

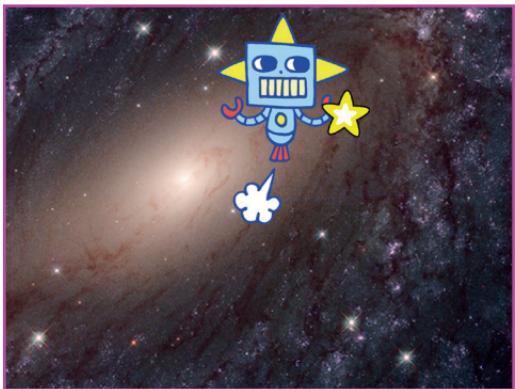
Click the green flag to start.



Click the stop sign to stop.

Play a Sound

Play a sound when your character touches the star.

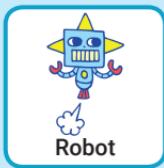


Play a Sound

scratch.mit.edu



GET READY



Click to select
the Robot sprite.



Click the Sounds



Choose a sound from the
Sounds Library, like Collect.

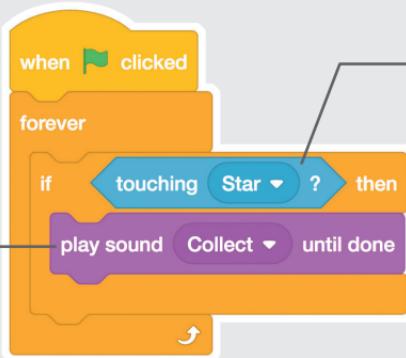
ADD THIS CODE



Click the Code tab and add this code.



Choose your
sound from
the menu.



Insert the touching block into the if then block.



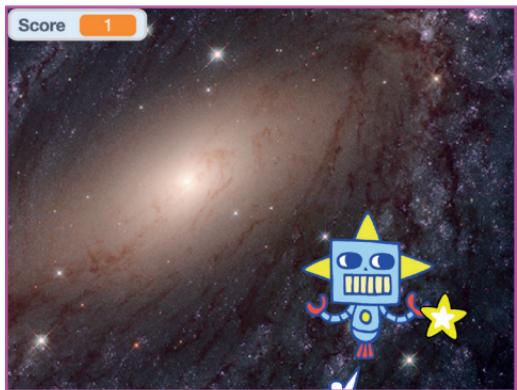
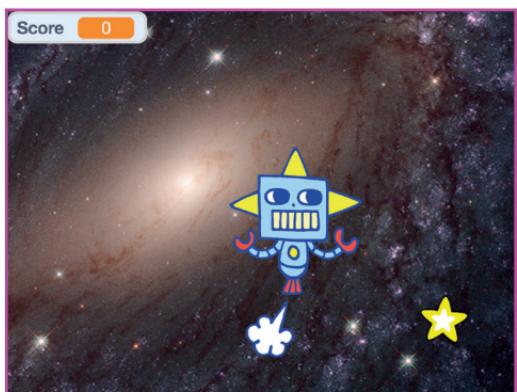
TRY IT

Click the green flag to start.



Add a Score

Score points when you touch the star.



Add a Score

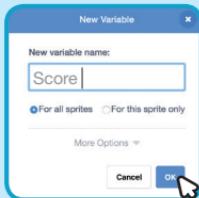
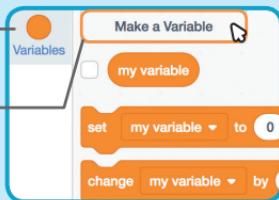
scratch.mit.edu



GET READY

Choose Variables.

Click the Make a Variable button.

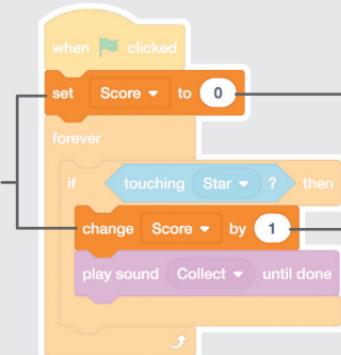


Name this variable Score and then click OK.

ADD THIS CODE



Select Score from the menu.



Add this block to reset the score.

Add this block to increase the score.

TIP



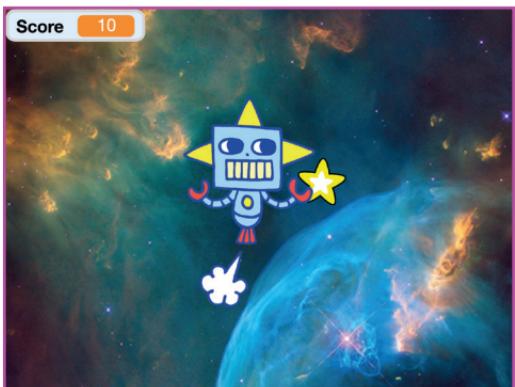
Use the **set variable** block to reset the score to zero.



Use the **change variable** block to increase the score.

Level Up!

Go to the next level.



Level Up!

scratch.mit.edu



GET READY

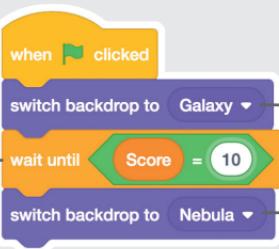


Choose a second backdrop, like Nebula.



Select the Robot

ADD THIS CODE



Choose your first backdrop.



Choose the backdrop to switch to.

Insert the **Score** block into the **equals** block from the Operators category.



Choose a sound.

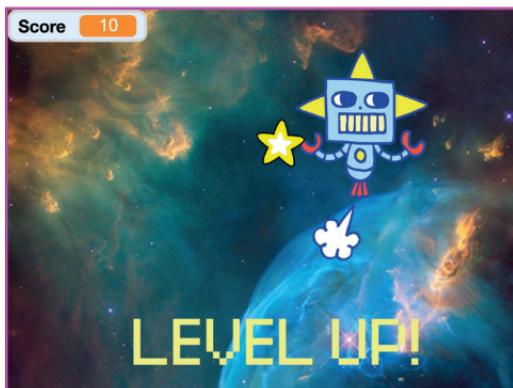
TRY IT

Click the green flag to start the game!



Victory Message

Show a message when you go to
the next level.

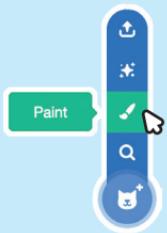


Victory Message

scratch.mit.edu



GET READY



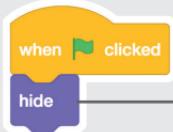
Click the **Paint** icon
to make a new sprite.

Use the **Text** tool to write
a message, like "Level Up!"

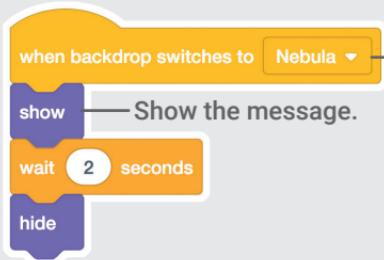


You can change the font
color, size, and style.

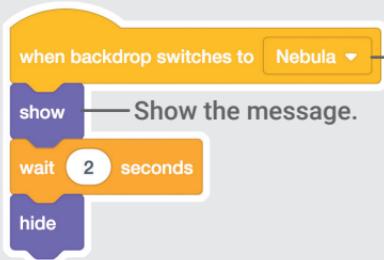
ADD THIS CODE



Hide the message at the beginning.



Choose the backdrop
for the next level.



Show the message.

wait (2 seconds)

hide

TRY IT

Click the green flag to play your game.

