

Chase Game Cards



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

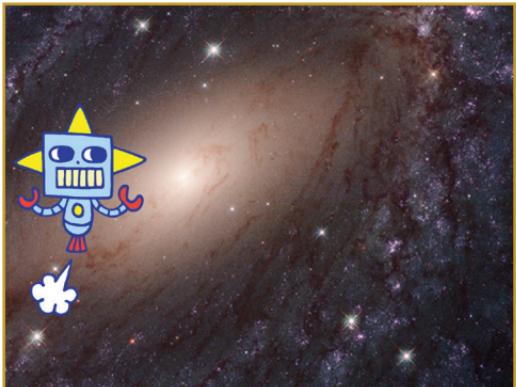
Chase Game Cards

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

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GET READY



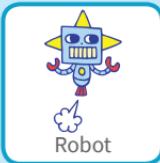
Choose a backdrop.



Galaxy

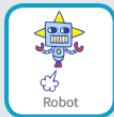


Choose a character.



Robot

ADD THIS CODE



Choose right arrow.



Choose left arrow.

Type a minus sign to move left.

TRY IT

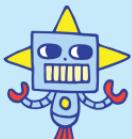
Press the arrow keys.



TIP

x is the position on the Stage from left to right.

Type a negative number to move to the left.

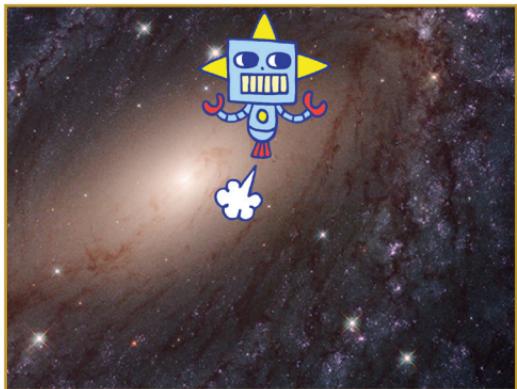


Type a positive number to move to the right.



Move Up and Down

Press arrow keys to move up and down.

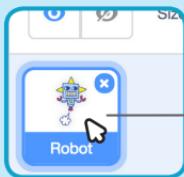


Move Up and Down

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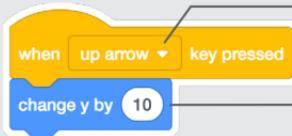


GET READY



Click your character
to select it.

ADD THIS CODE



Choose **up arrow**.



Choose **down arrow**.

Use **change y** 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 up to down.



change y by 10

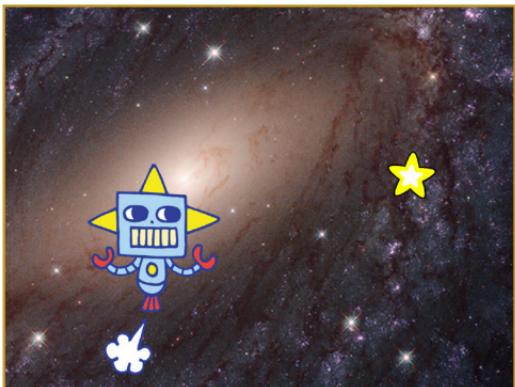
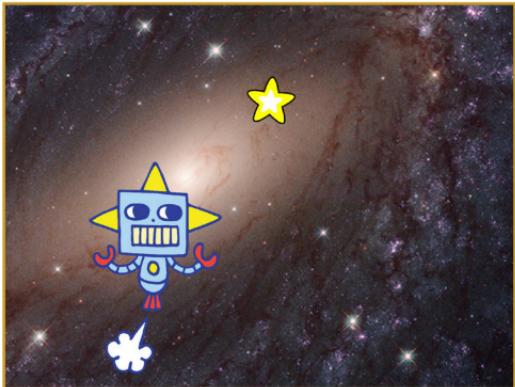
Type a positive number to move up.

change y by -10

Type a negative number to move down.

Chase a Star

Add a sprite to chase.



Chase a Star

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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.

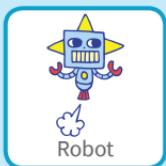


Play a Sound

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GET READY



Click to select
the Robot.



Click the Sounds tab.

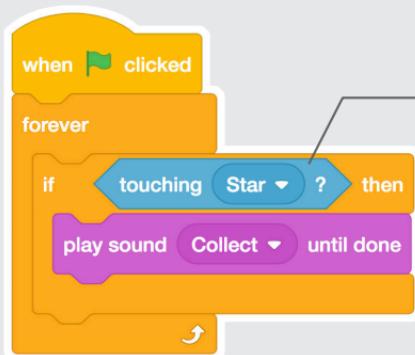


Choose a sound from the
Sounds Library, like Collect.

ADD THIS CODE



Click the Code tab.



Insert the **touching**
block into the
if then block.



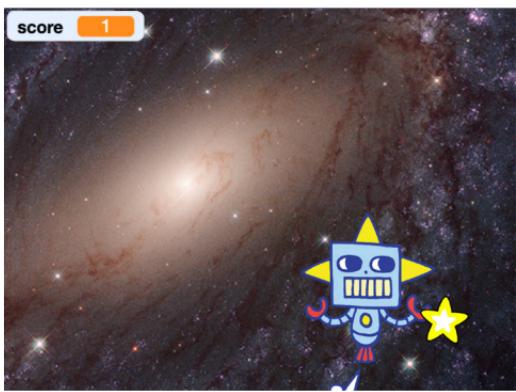
TRY IT

Click the green flag to start.



Add a Score

Score points when you touch the star.



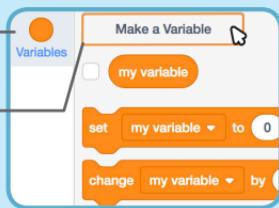
Add a Score

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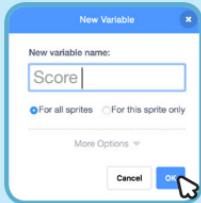


GET READY

Choose **Variables**



Click the **Make a Variable** button.

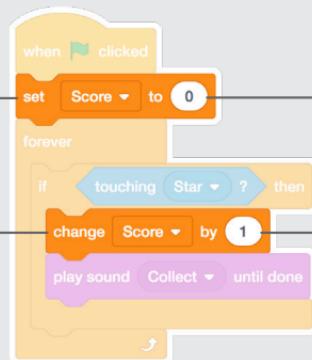


Name this variable **Score** and then click **OK**.

ADD THIS BLOCK



Select **Score** from the menu.



Add this block to reset the score.

Add this block to increase the score.

TIP



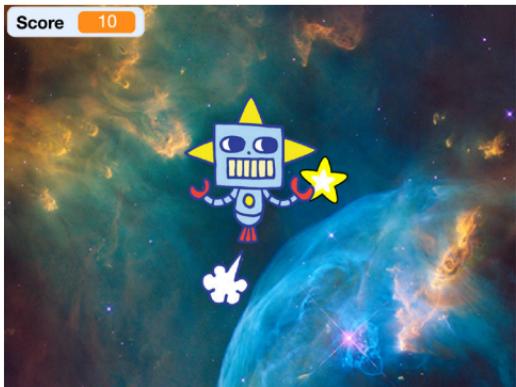
Use the **set variable** block to reset the score to zero.



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

Level Up!

Go to the next level.



Level Up!

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GET READY

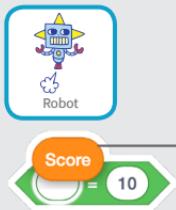


Choose a second backdrop, like Nebula.

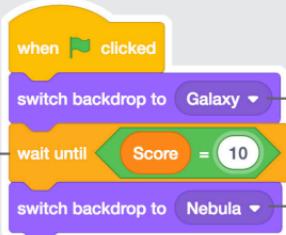


Select the Robot Sprite

ADD THIS CODE

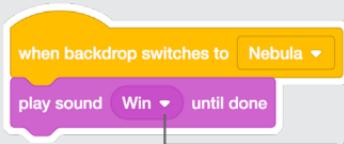


Insert the **Score** block into the **equals** block from the Operators category.



Choose your first backdrop.

Choose the backdrop to switch to.



Choose a sound.

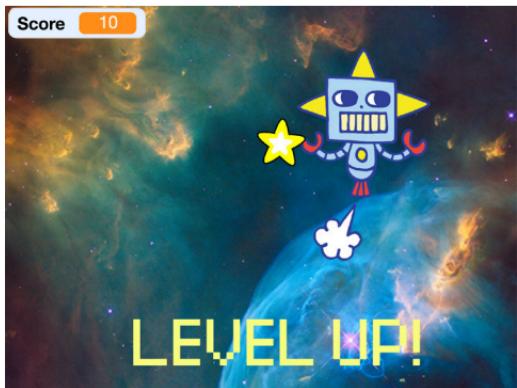
TRY IT

Click the green flag to start the game!



Victory Message

Show a message when you go to
the next level.

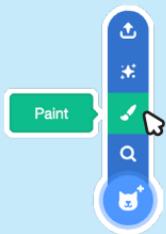


Victory Message

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GET READY



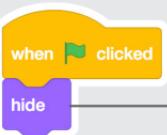
Click the paintbrush to draw a new sprite.

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

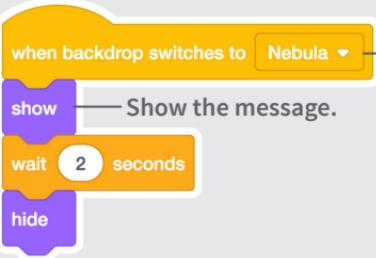


You can change the font color, size, and style.

ADD THIS CODE



Hide the message at the beginning.



Choose the backdrop for the next level.

TRY IT

Click the green flag to play your game.—

