

Code

Costumes

Sounds

Join Scratch

Sign in

Motion

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x 0 y 0

glide 1 secs to random position

glide 1 secs to x 0 y 0

point in direction 90

point towards mouse-pointer

change x by 10

set x to 0

change y by 10

when I start as a clone

random position

x position = 0 or y position = 0 then

to random position

wait pick random 10 to 40

change ghost effect by -1

wait 45

change ghost effect by 1

hide this clone

when I start as a clone

set size to pick random 75 to 120 %

repeat until size = 0

change size by -1

when clicked

go to x 0 y 0

set size to 100 %

set ghost effect to 100

hide

forever

create clone of myself

wait 0.5 seconds

when I start

glide pick

Sun

Flames

Flames2

Mercury

Sprite1

Mercury2

Venus

Venus2

Earth

Sprite

Sprite1

x 0

y 0

Size 100

Direction 90

Backdrops 2