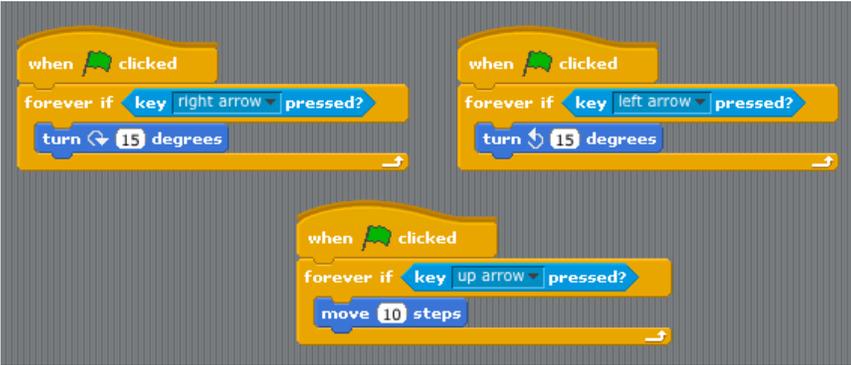
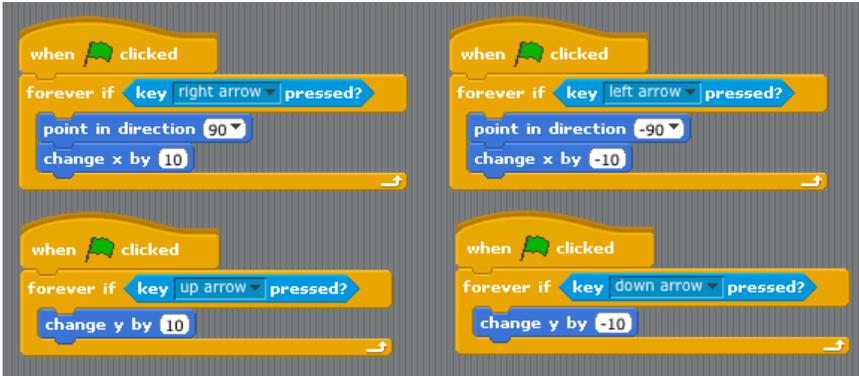


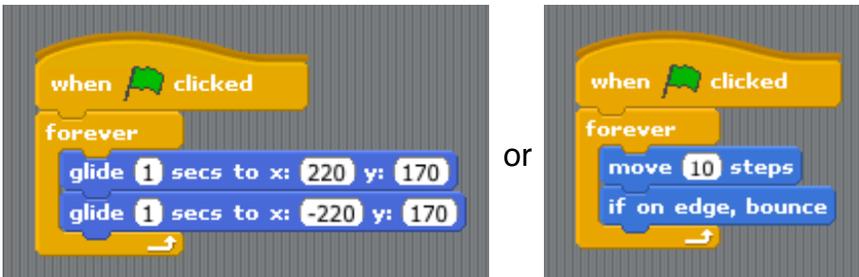
# Movement Scripts



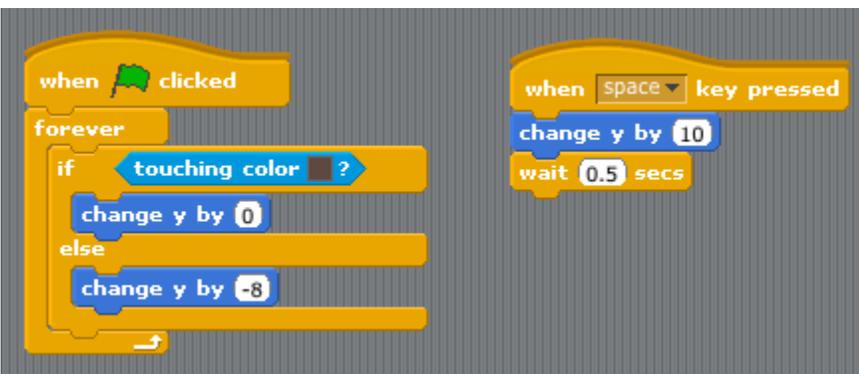
**Spin and move forward**  
Use this for top-view cars, tanks, airplanes, etc.



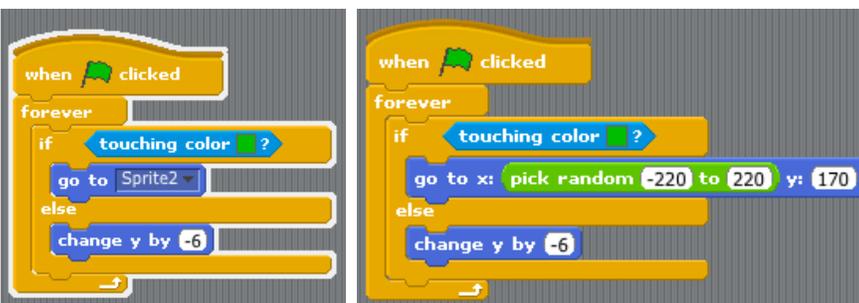
**Up, down, left and right**  
Use this for side-view characters like fish, submarines, UFOs, hot air balloons, etc.



**Automatic movement**  
The left script goes back and forth at the top of the screen. The right one can make a character that just bounces crazily around the screen.

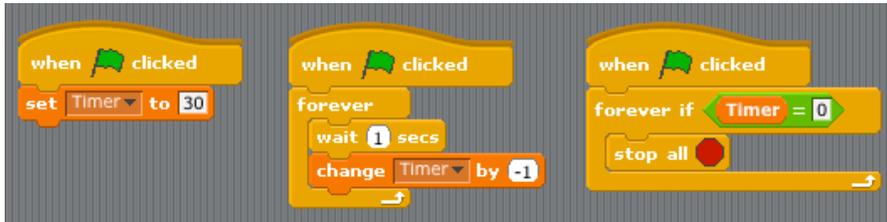


**Jump**  
The left script makes your character fall until it hits the ground. The right script makes your character hop up when you press the space bar. Remember to set the touch color to be the color of your ground and the tops of objects. Then your character can leap from platform to platform.



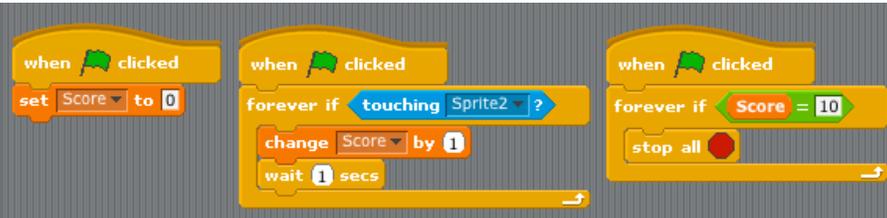
**Fall and restart (like rain)**  
The left script will return your “bomb” back to the “bomber”. The right script will return the “bomb” back to a random spot at the top of the screen.

## Game Scripts



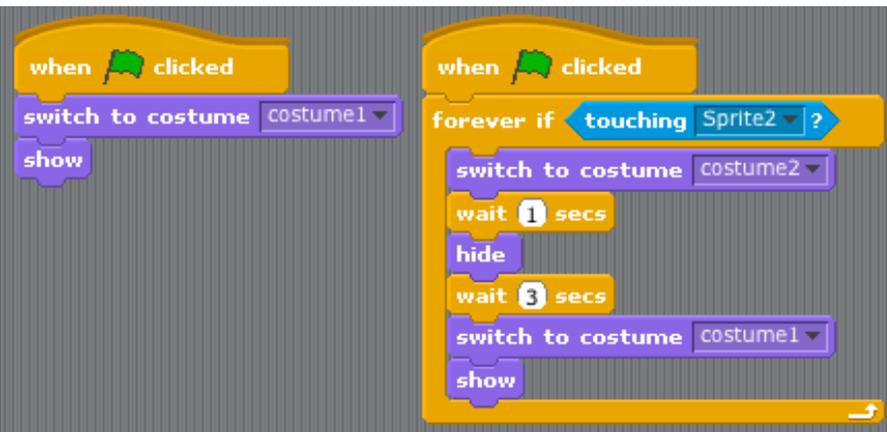
### Count-down timer

Make a new variable called Timer. Then add these three scripts to your stage. Change the time if you want.



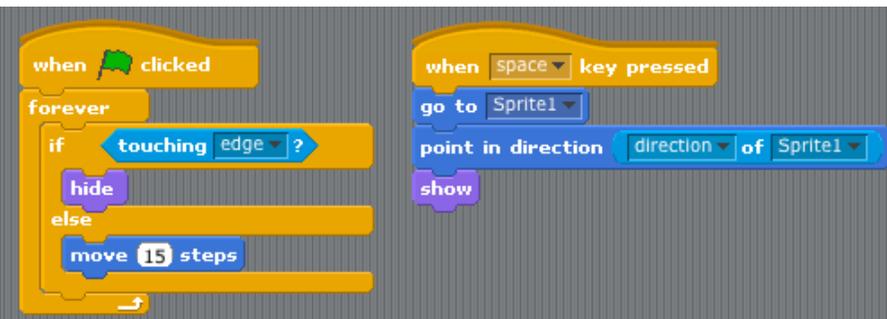
### Score board

Make a new variable called Score. Then add these three scripts to a character. You don't have to use the last script.



### Blow ups or other changes

Make a new costume for your character. Then add these scripts to your character. It will make your character change, then disappear. After three seconds your character will pop back up looking like its old self. (The first script makes sure that your character is reset for the next game.)



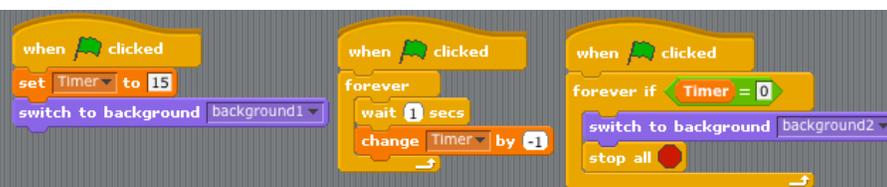
### Shoot - laser - throw

Make a new sprite that looks like the ball that you will shoot. Attach these two scripts to the ball, not to the shooter. The ball will fly out of Sprite1 in this example. Sprite1 would be your cannon or rocket.



### Background music

Go to your stage. Import a new sound. Add this script to your stage.



### Game over screen

Go to your stage. Add a new background that says "Game Over." Add this script to your stage.