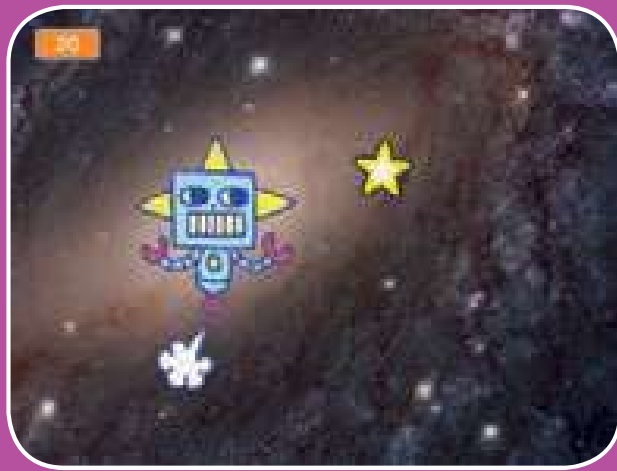# Chase Game Cards

Make a game where you chase a character to score points.
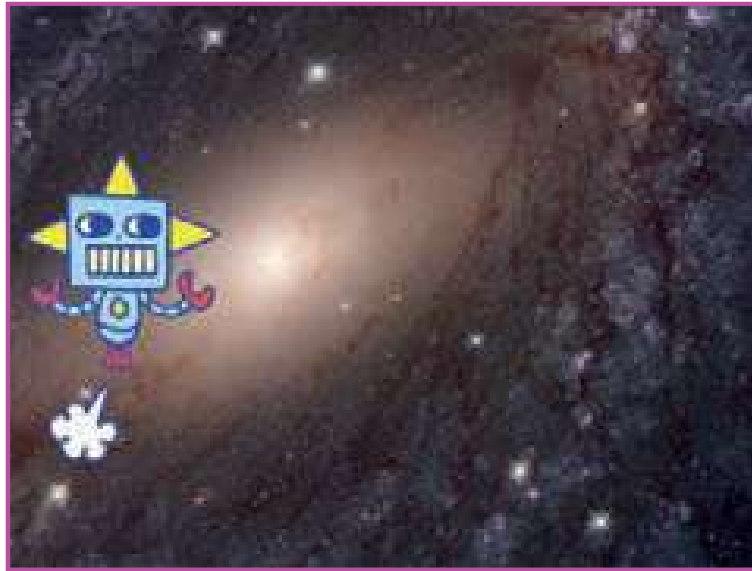
Set of 7 cards

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

GET READY

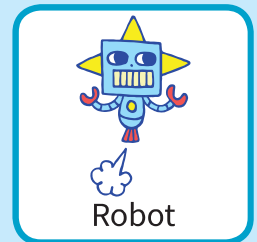**Choose a backdrop.**   Galaxy

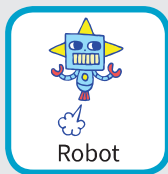**Choose a character.**   Robot

ADD THIS CODE

Robot

Choose **right arrow**.

```
when  right arrow ▾  key pressed
change x by  10
```

Choose **left arrow**.

```
when  left arrow ▾  key pressed
change x by  -10
```
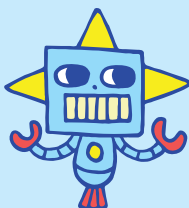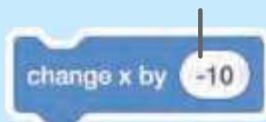
Type a minus sign to move left.

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.

```
change x by  -10
```

⬅

➡

Type a positive number to move to the right.
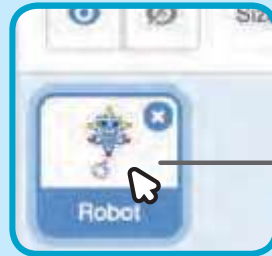
```
change x by  10
```
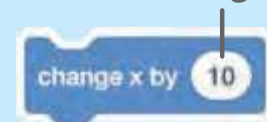
Move Up and Down

Press arrow keys to move up and down.

SCRATCH

Move Up and Down

scratch.mit.edu

GET READY

Click your character to select it.

ADD THIS CODE

Robot

Choose **up arrow**.

when up arrow key pressed
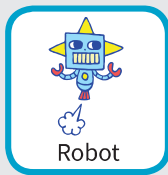
change y by 10 — Use the **change y by** block to move up.

Choose **down arrow**.

when down arrow key pressed

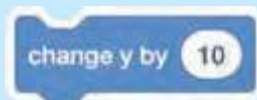change y by -10 — Type a minus sign to move down.

TRY IT

Press the arrow keys. ⬆ ⬇

TIP

y is the position on the Stage from top to bottom.
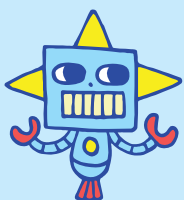
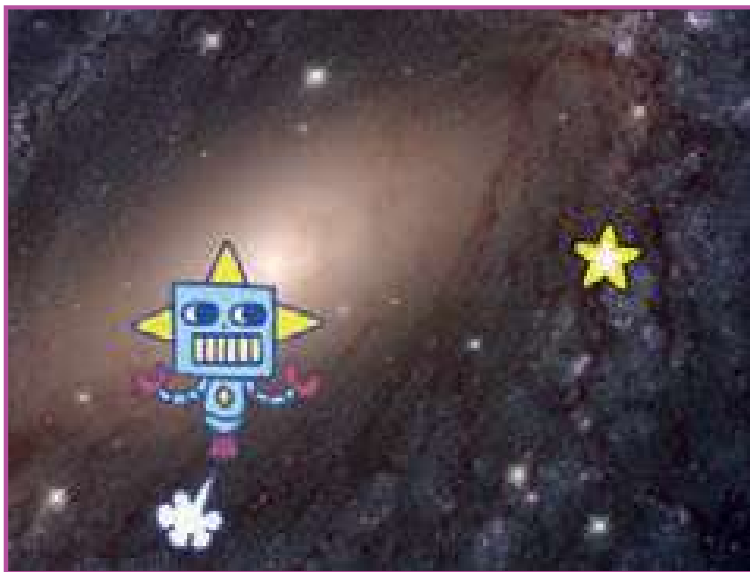⬆ change y by 10 — Type a positive number to move up.

⬇ change y by -10 — Type a negative number to move down.

Chase a Star

Add a sprite to chase.
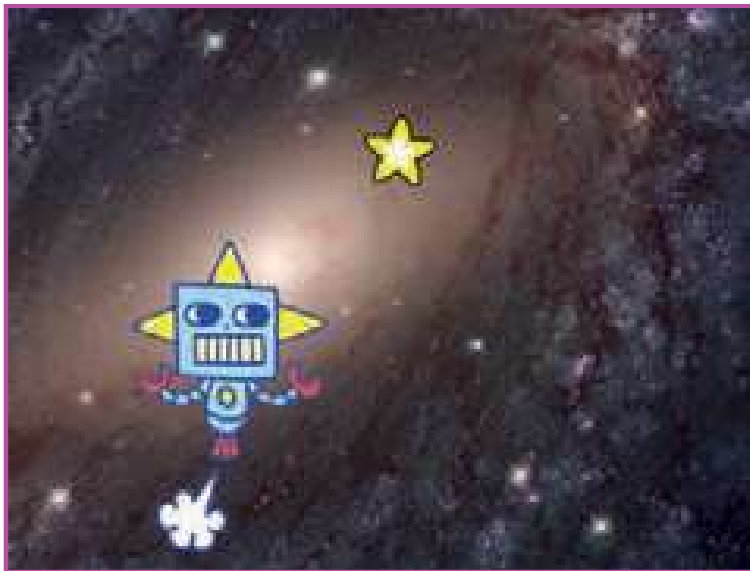
SCRATCH

Chase a Star

GET READY

Choose a sprite to chase, like Star.

Star

ADD THIS CODE

Star

```
when [flag] clicked
forever
    glide 1 secs to random position
```
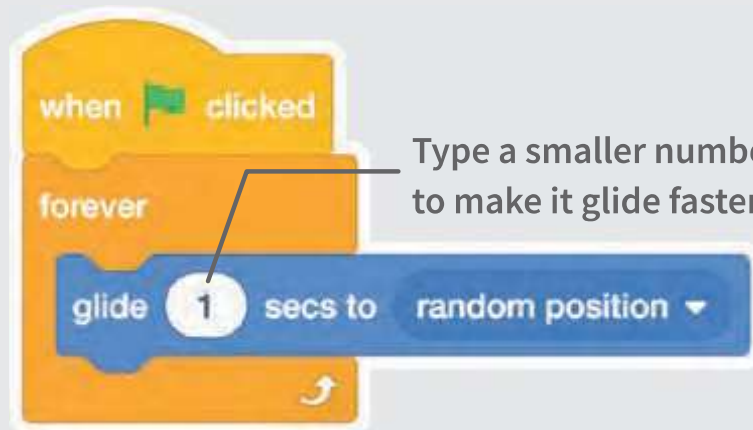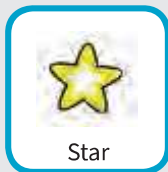
Type a smaller number (like 0.5) to make it glide faster.

TRY IT

Click the green flag to start. — [flag] [stop] — Click the stop sign to stop.
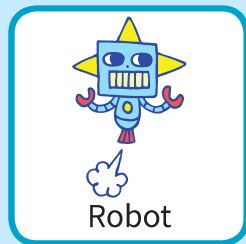
Play a Sound

Play a sound when your character touches the star.

scRATCH

Play a Sound

scratch.mit.edu

GET READY

Robot

Click to select the Robot sprite.

 Sounds

Click the **Sounds** tab.

Choose a sound from the Sounds Library, like Collect.

ADD THIS CODE

 Code   Click the **Code** tab and add this code.

Robot

```
when 🚩 clicked
forever
    if  touching  Star ▾  ?  then
        play sound  Collect ▾  until done
```
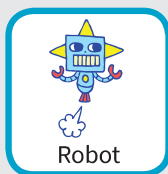
Choose your sound from the menu.
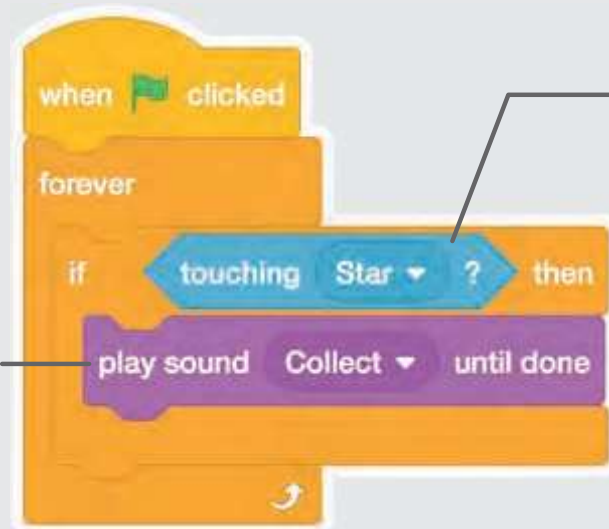
Insert the **touching** block into the **if then** block.

```
touching  Star ▾  ?
if            then
```

TRY IT

Click the green flag to start. ⟶ 🚩 🔴

Add a Score

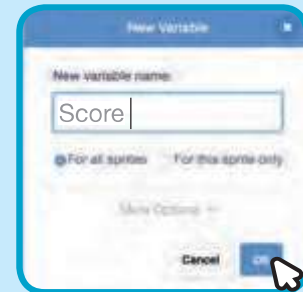Score points when you touch the star.

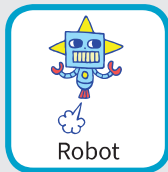SCRATCH

Add a Score

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GET READY

Choose **Variables**.

Click the **Make a Variable** button.

Make a Variable

Variables

my variable

set my variable to 0

change my variable by

New Variable

New variable name:

Score

For all sprites   For this sprite only

Cancel   OK

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

ADD THIS CODE

Robot

Select **Score** from the menu.

set Score to 0

forever

if touching Star ? then

change Score by 1

play sound Collect until done

Add this block to reset the score.

Add this block to increase the score.
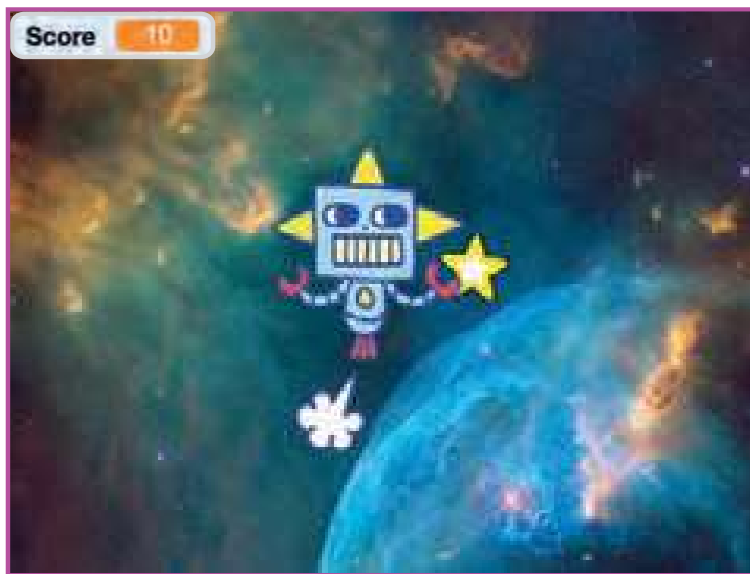
TIP

set Score to 0

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

change Score by 1

Use the **change variable** block to increase the score.
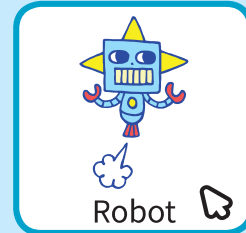
Level Up!

Go to the next level.

SCRATCH

Level Up!

GET READY

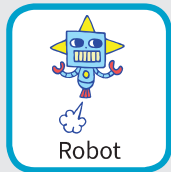Choose a second backdrop, like Nebula.

Nebula

Select the Robot sprite.

Robot

ADD THIS CODE

Robot

when 🏳 clicked

switch backdrop to Galaxy ▾ — Choose your first backdrop.

wait until (Score = 10)

switch backdrop to Nebula ▾ — Choose the backdrop to switch to.

Score = 10

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

when backdrop switches to Nebula ▾
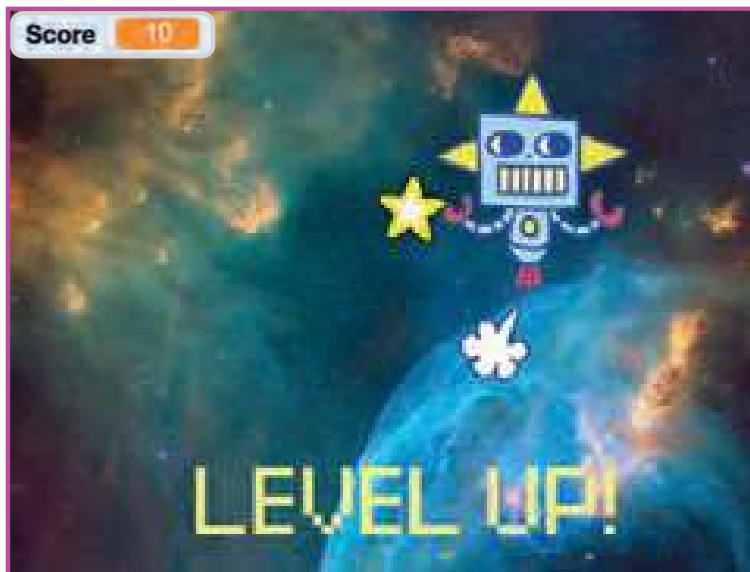
play sound Win ▾ until done — Choose a sound.

TRY IT

Click the green flag to start the game! 🏳 ⬤

Victory Message

Show a message when you go to the next level.

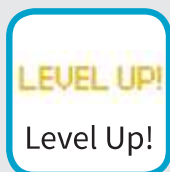SCRATCH

Victory Message

GET READY

Click the **Paint** icon
to make a new sprite.
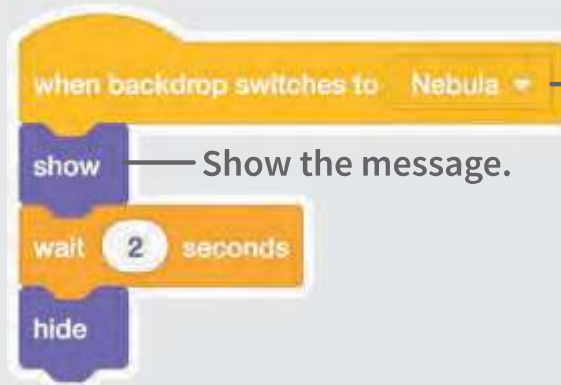
Use the **Text** tool to write
a message, like "Level Up!"

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

ADD THIS CODE

LEVEL UP!
Level Up!

when ⚑ clicked
hide

— Hide the message at the beginning.

when backdrop switches to Nebula ▾

— Choose the backdrop
for the next level.

show — Show the message.

wait 2 seconds

hide

TRY IT

Click the green flag to play your game.