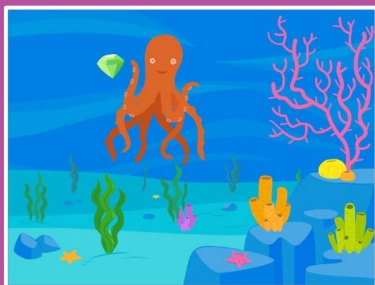
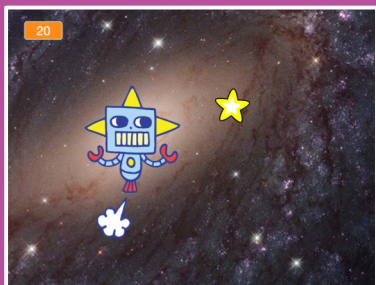


Chase Game Cards



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

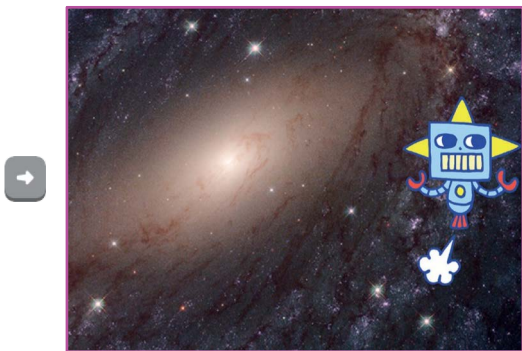
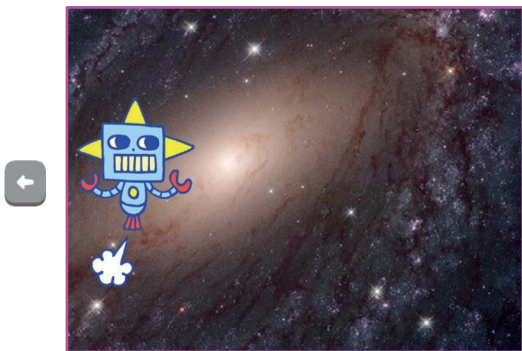
Chase Game Cards

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



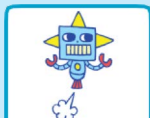
Choose a backdrop.



Galaxy

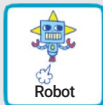


Choose a character.



Robot

ADD THIS CODE



Choose **right arrow**.



Choose **left arrow**.

Type a minus sign to move left.

TRY IT

Press the arrow keys.



TIP

Type a negative number to move to the left.

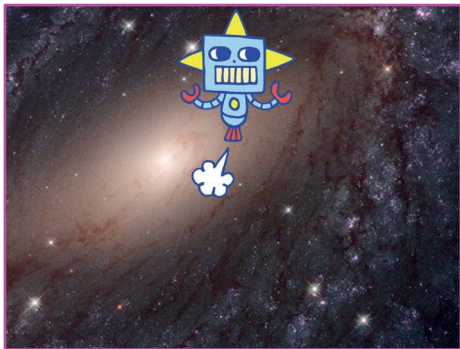


Type a positive number to move to the right.



Move Up and Down

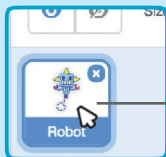
Press arrow keys to move up and down.



Move Up and Down

scratch.mit.edu

GET READY



Click your character to select it.

ADD THIS CODE



Choose **up arrow**.

Use the **change y by** block to move up.



Choose **down arrow**.

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.



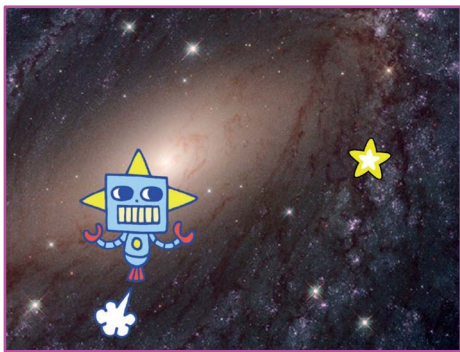
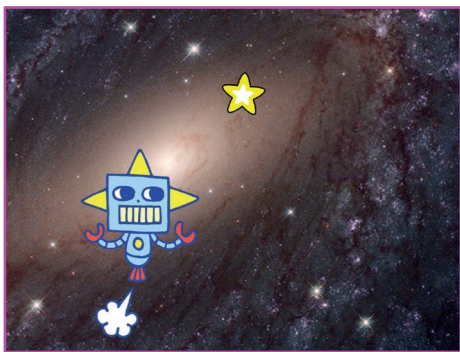
change y by -10

Type a negative number to move down.

Chase a Star



Add a sprite to chase.



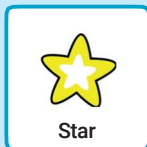
Chase a Star

scratch.mit.edu

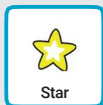
GET READY



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.

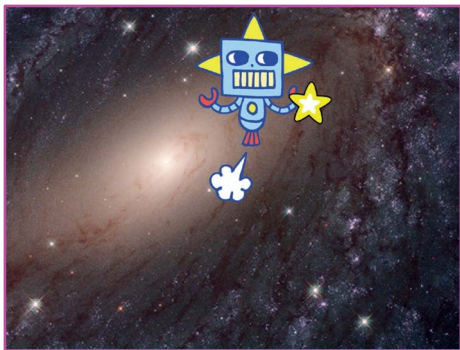
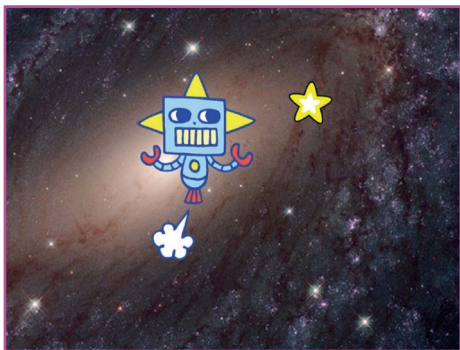


Click the stop sign to stop.

Play a Sound



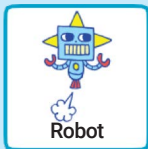
Play a sound when your character touches the star.



Play a Sound

scratch.mit.edu

GET READY



Click to select the Robot sprite.



Click the **Sounds** tab.

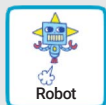


Choose a sound from the Sounds Library, like Collect.

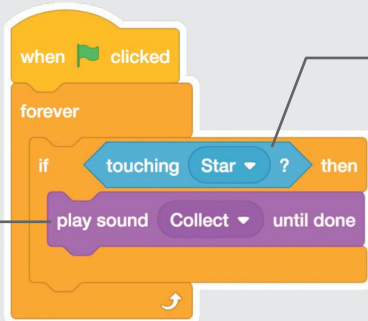
ADD THIS CODE



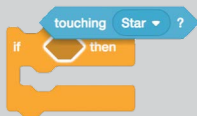
Click the **Code** tab and add this code.



Choose your sound from the menu.



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



TRY IT

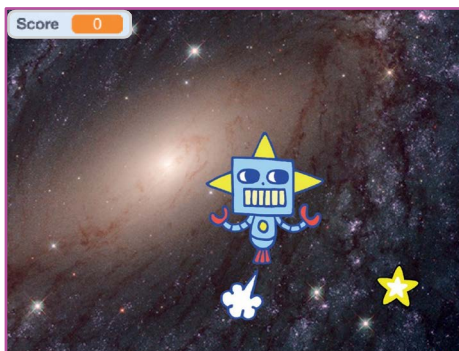
Click the green flag to start.



Add a Score



Score points when you touch the star.



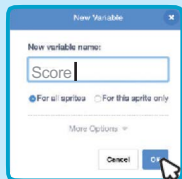
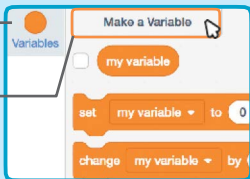
Add a Score

scratch.mit.edu

GET READY

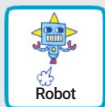
Choose **Variables**.

Click the **Make a Variable** button.

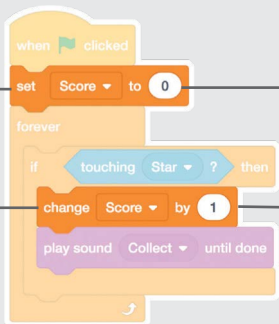


Name this variable **Score** and then click **OK**.

ADD THIS CODE



Select **Score** from the menu.



Add this block to reset the score.

Add this block to increase the score.

TIP



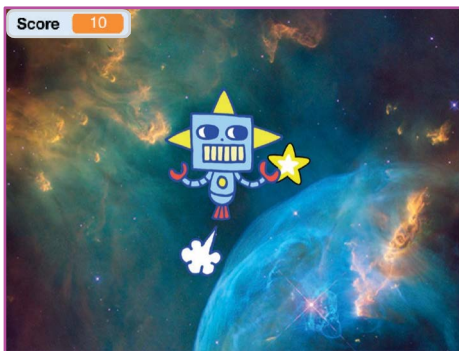
Use the **set variable** block to reset the score to zero.



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

Level Up!

Go to the next level.



Level Up!

scratch.mit.edu

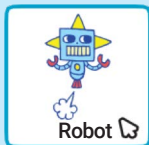
GET READY



Choose a second backdrop, like Nebula.

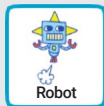


Nebula



Select the Robot

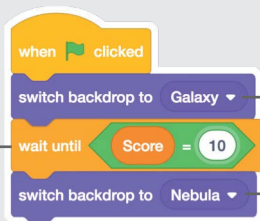
ADD THIS CODE



Robot

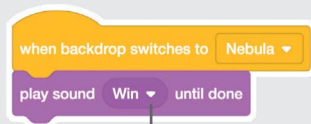


Insert the **Score** block into the **equals** block from the Operators category.



Choose your first backdrop.

Choose the backdrop to switch to.



Choose a sound.

TRY IT

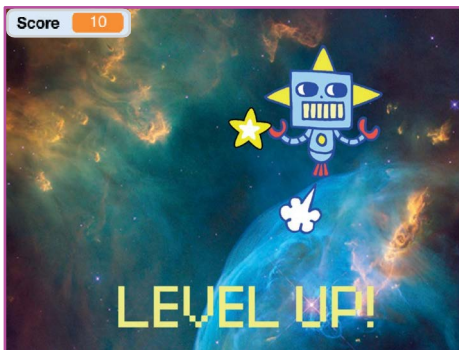
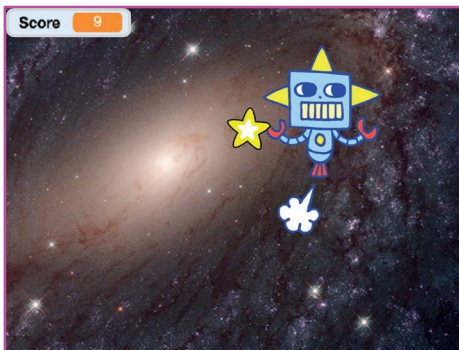
Click the green flag to start the game!



Victory Message



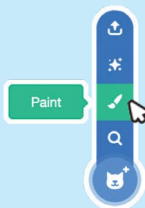
Show a message when you go to the next level.



Victory Message

scratch.mit.edu

GET READY



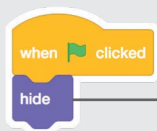
Click the **Paint** icon to make a new sprite.

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

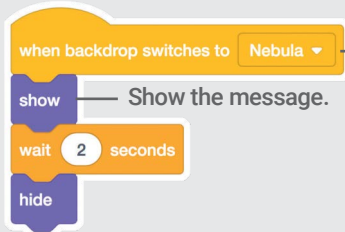


You can change the font color, size, and style.

ADD THIS CODE



Hide the message at the beginning.



Choose the backdrop for the next level.

TRY IT

Click the green flag to play your game.

