




when  clicked

forever

move 3 steps

if on edge, bounce



Sprite Sprite1 x 52 y -44

Show Size 68 Direction 90

Stage

Backdrops 1

Sprite1 Sprite2 Sprite3 Sprite4

when  clicked

forever

move steps

if on edge, bounce



Sprite

Sprite2

↔ x

-6

↕ y

-122

Show



Size

66

Direction

90



Sprite1



Sprite2



Sprite3



Sprite4

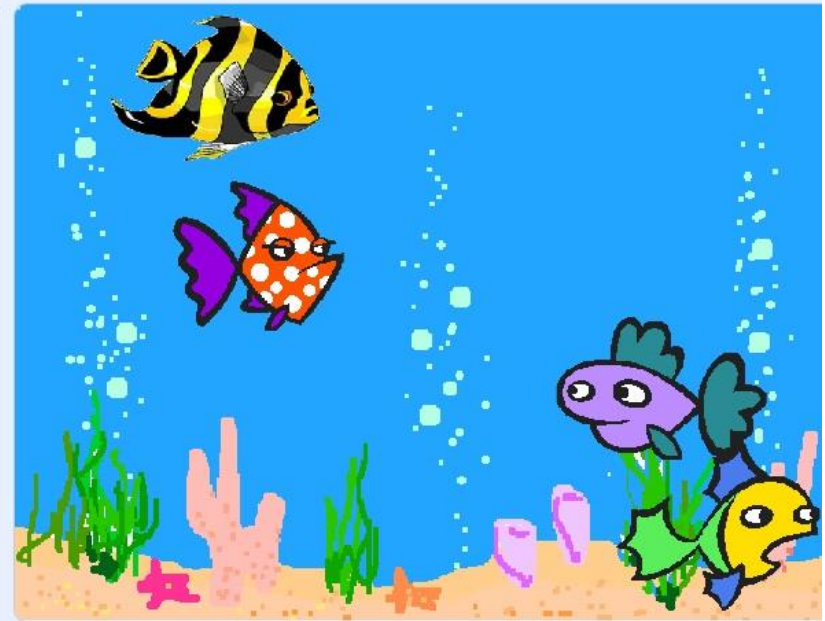
Stage



Backdro

1

```
when green flag clicked
  forever loop
    move 4 steps
    if on edge, bounce
```



Sprite: Sprite3 x: -98 y: 33


Show: Size: 55 Direction: 90



Stage

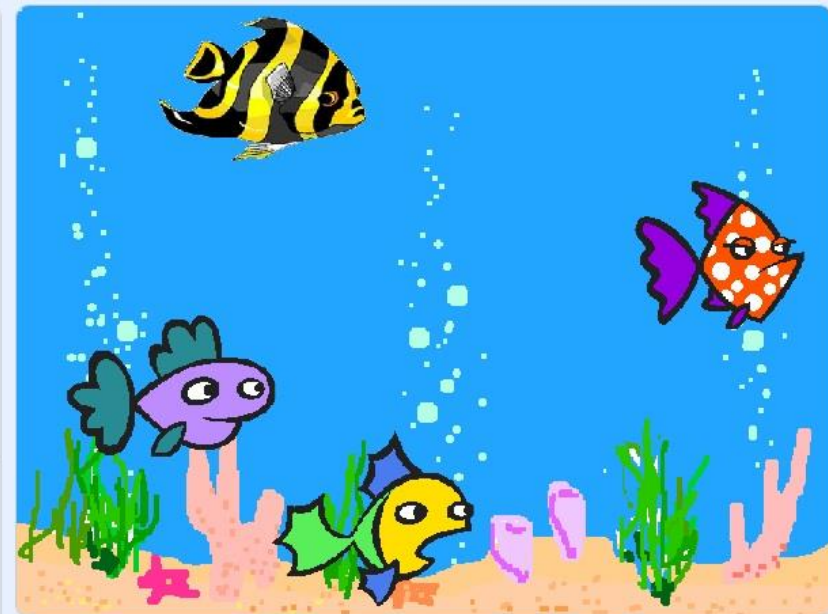

Backdrops

1

when  clicked





forever

- move 7 steps
- if on edge, bounce




Sprite

Show Size Direction

Sprite1  Sprite2  Sprite3  **Sprite4** 

Stage



Backdrops

1