```
when 🦱 clicked
go to x: -172 y: 25
show
motor on
forever
         tilt ▼ sensor value = 2
   change ScrollX ▼ by -5
          tilt v sensor value = 1
   change y by -5
          tilt ▼ sensor value = 3
   change y by (5)
         tilt ▼ sensor value = 4
   change ScrollX → by 5
       key up arrow v pressed?
   change y by (5)
       key down arrow ▼ pressed?
   change y by (-5)
      key right arrow ▼ pressed?
   change ScrollX ▼ by -5
       key left arrow ▼ pressed?
   change ScrollX → by 5
```

Airplane (Controls)

These are the controls needed to move your airplane.

Go to x: let's the airplane know; when the green flag is clicked, the plane will go back to its original starting position.

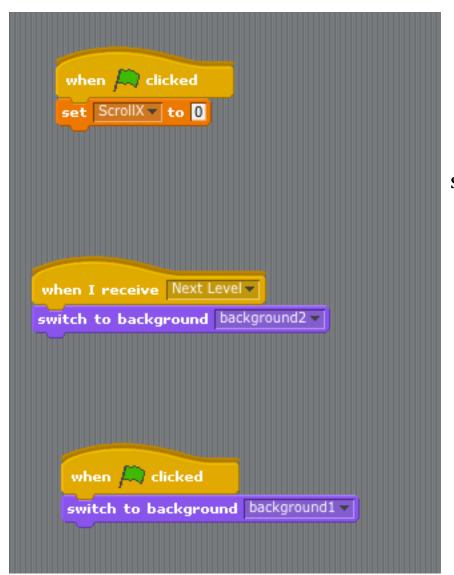
"Show" is necessary if you choose to incorporate the script that makes the game end if the plane touches the clouds. (Script to do this is on the next page)

```
when 🧢 clicked
forever
        touching Cloud 2 🔻 ?
   hide
when 🧢 clicked
forever
        touching Cloud 3 7 ?
    hide
    stop all
 when 🧢 clicked
 forever
         touching Cloud 4 ▼ ?
    hide
     stop all
        🕽 clicked
             touching Finish Line ▼ ?
  broadcast Next Level▼
when I receive Next Level▼
go to x: -172 y: -125
```

Airplane (Interactions)

The top 3 blocks are telling the game to end if the airplane hits one of the clouds (sprites 2, 3, 4).

If it makes it all the way to the finish line, "Next Level" will broadcast.



Script for Stage

```
when I receive Next Level v

go to front
show
wait 3 secs
hide
```

Next Level

In order to have a screen that congratulates you and let's you move on to the next level, you have to create a sprite.

Here is the script for that sprite.

The next level is built exactly like the first level, except you have to tell all of the characters and backgrounds you include to "hide" until "I receive" "Next Level."