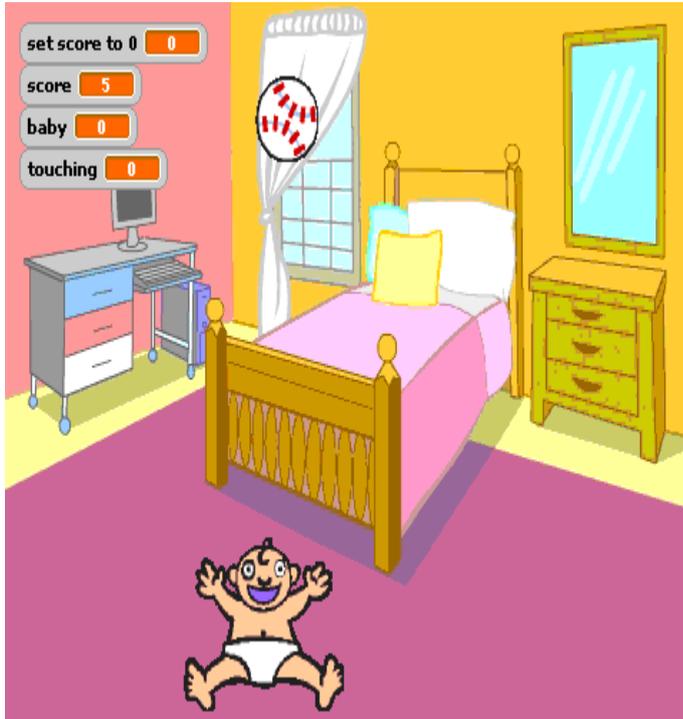


Select Stage:



Select Sprite (Baby) and Code

```
when left arrow key pressed  
change x by -5
```

```
when right arrow key pressed  
change x by 5
```

Select Sprite (Ball) and Code;

```
when clicked  
broadcast drop
```

```
when I receive drop  
show  
go to x: pick random -200 to 200 y: pick random 150 to 180  
forever  
change y by -5
```

```
when clicked  
forever if y position < -170  
broadcast drop
```

```
when clicked  
set score to 0  
forever if touching Sprite1 ?  
change score by 1  
hide  
wait 1 secs
```