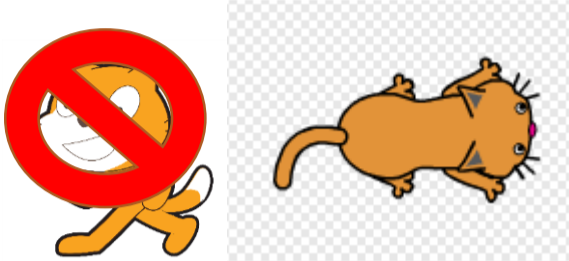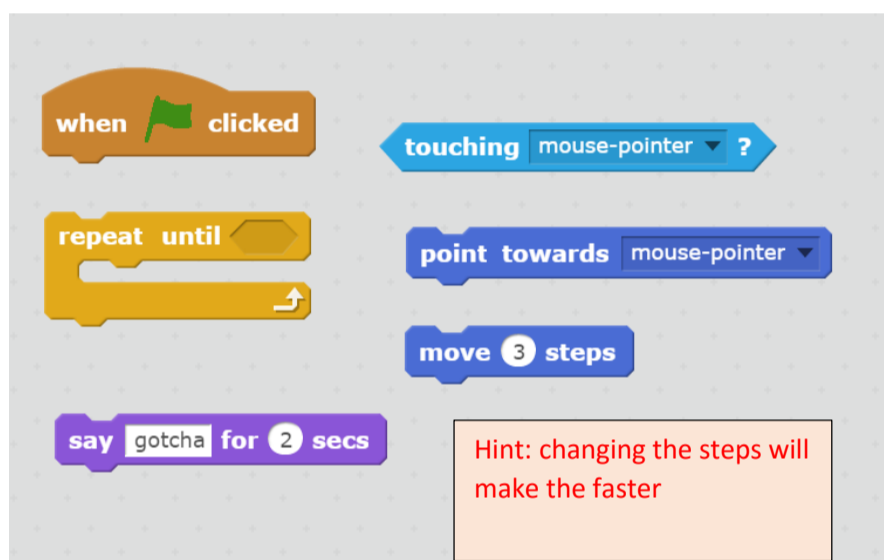# Game: Chase the mouse!

Chase the mouse!
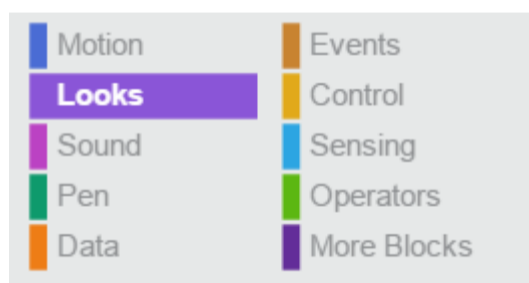
1.) Delete the Cat and put the other cat in.

2.) Copy the following commands into the big programming window

Hint: changing the steps will make the faster
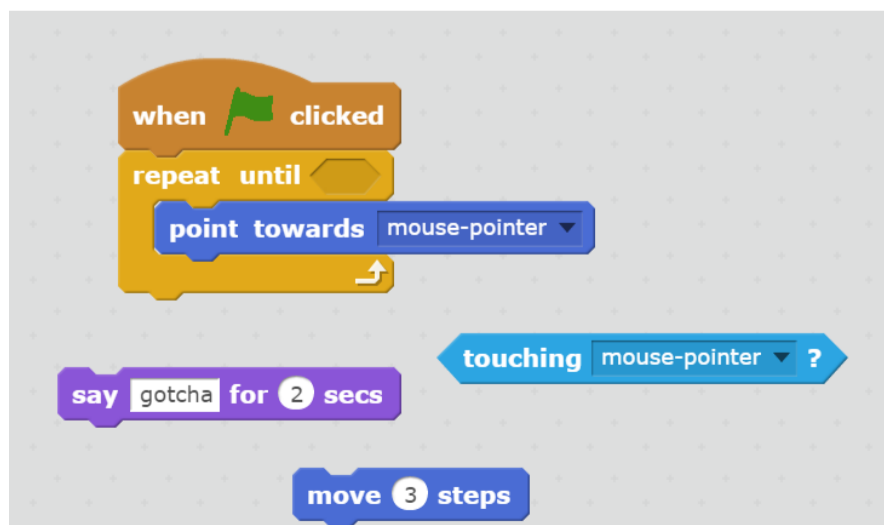
Hint: Use the Colours to find out where the commands are:
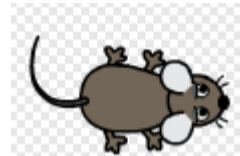

3.) Connect them to get the cat to chase the mouse

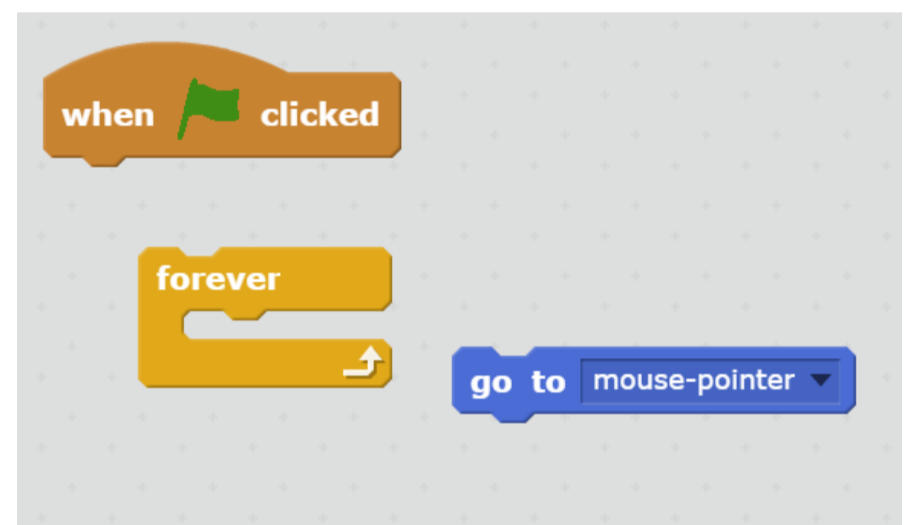Here is a hint for some of the code

Change the mouse

Load in the small mouse

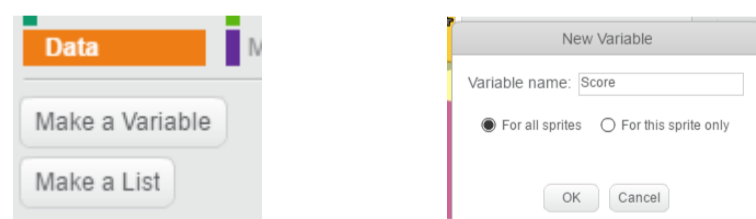1.) Copy the following commands into the big programming window

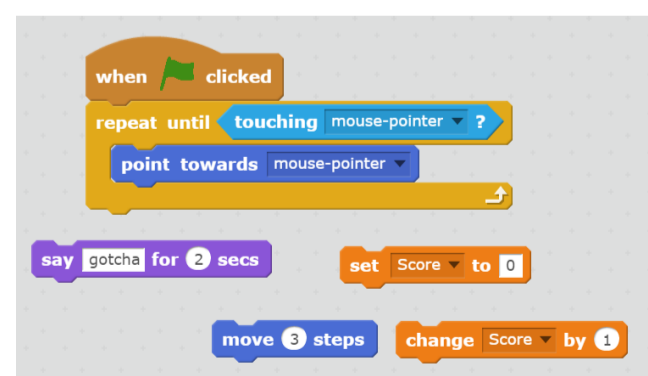2.) Arrange the code so that the mouse is always on top of the mouse pointer

Adding a score:

1.) Click "make a variable" and call it "score"

2.) Drag these into the programming side

3.) Arrange the code so that you get points for every second the cat is not touching the mouse