Cat Script

```
when up arrow * key pressed

TryCatMove ① 10

when down arrow * key pressed

TryCatMove ② 10

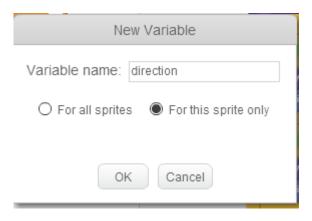
when left arrow * key pressed

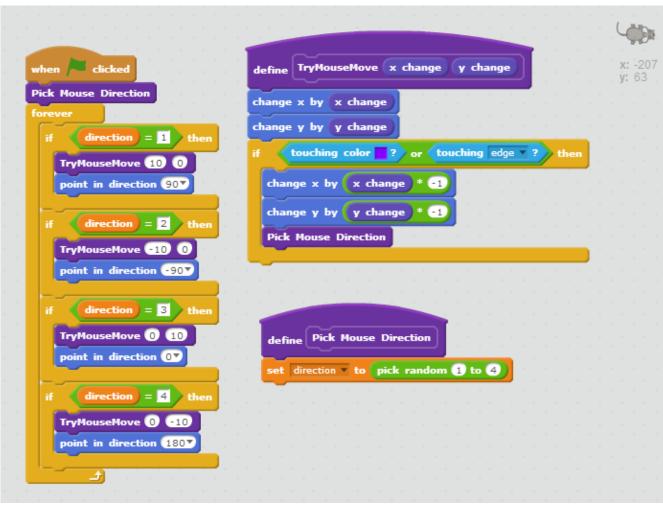
TryCatMove 10 0

when right arrow * key pressed

TryCatMove 10 0
```

Mouse Script Without Cloning





Mouse Script With Cloning

```
when R clicked
                                          define TryMouseMove x change y change
show
                                                                                      x: -207
repeat 10
                                          change x by x change
 create clone of myself ▼
                                          change y by y change
 change color effect by 20
                                          if touching color or touching edge ? then
hide
                                            change x by (x change)* -1
           Pick Mouse Direction
                                            change y by (y change)* -1
                                            Pick Mouse Direction
             if direction = 1 then
               TryMouseMove 10 0
               point in direction 90▼
                                              define Pick Mouse Direction
             if direction = 2 then
                                              set direction v to pick random 1 to 4
               TryMouseMove -10 0
               point in direction -90▼
             if direction = 3 then
               TryMouseMove 0 10
               point in direction 0
             if direction = 4 then
               TryMouseMove 0 -10
               point in direction 180▼
```

Game Ideas

- 1.Cat gets a point each time it touches a mouse.
- 2. When cat touches a mouse, the mouse clone deletes. How quickly can you get all the mice?
- 3.Cat has to get to goal *without* touching a mouse. When it touches a mouse it goes back to the start.
- 4. Mice shoot spit-ball at the cat.
- 5.Cat shoots spit-ball at the mice.