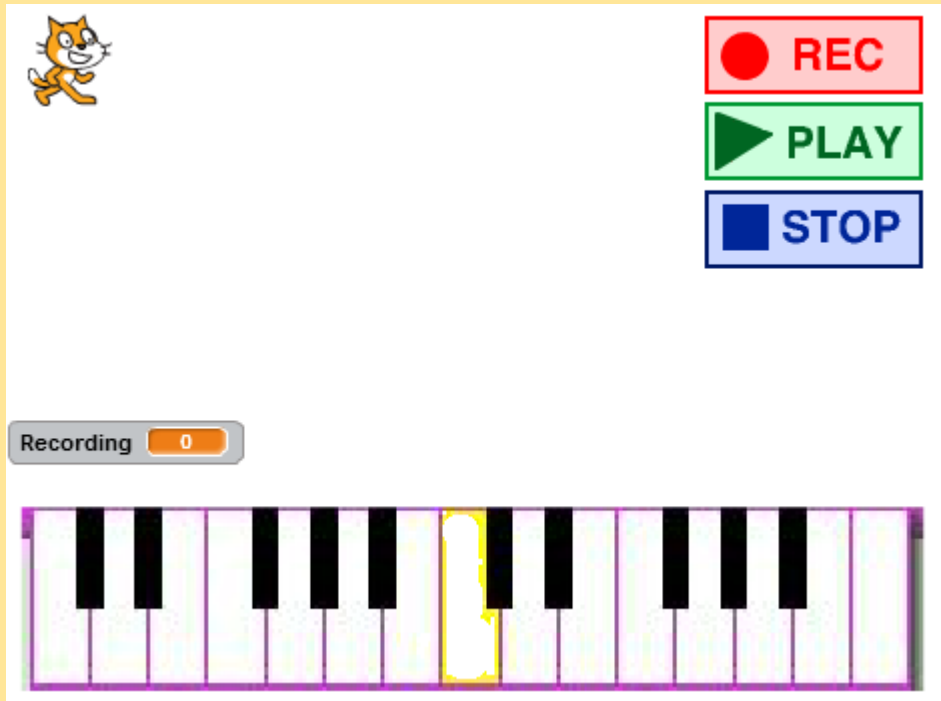


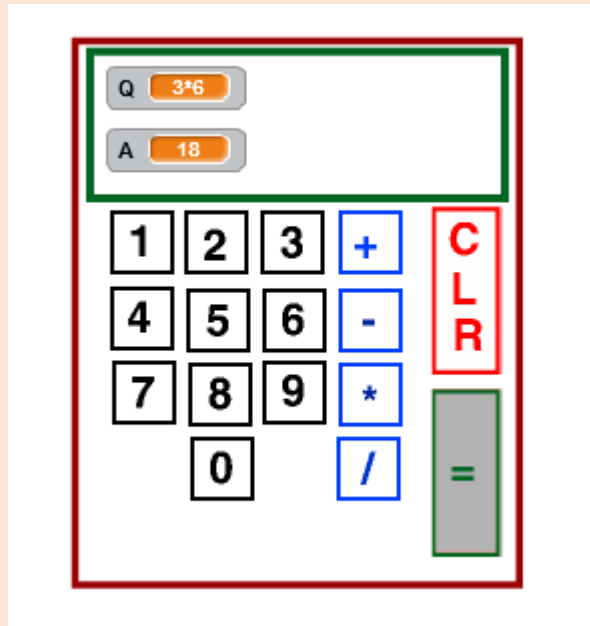
Advancers

2017

Music



Calculator



```
when this sprite clicked
  if Flag = 0 then
    set NumberOne to join NumberOne 2
  else
    set NumberTwo to join NumberTwo 2
  set Q to join Q 2
```

```
when this sprite clicked
  if Operator = + then
    set A to NumberOne + NumberTwo
  if Operator = - then
    set A to NumberOne - NumberTwo
  if Operator = * then
    set A to NumberOne * NumberTwo
  if Operator = / then
    set A to NumberOne / NumberTwo
```

Christmas Card



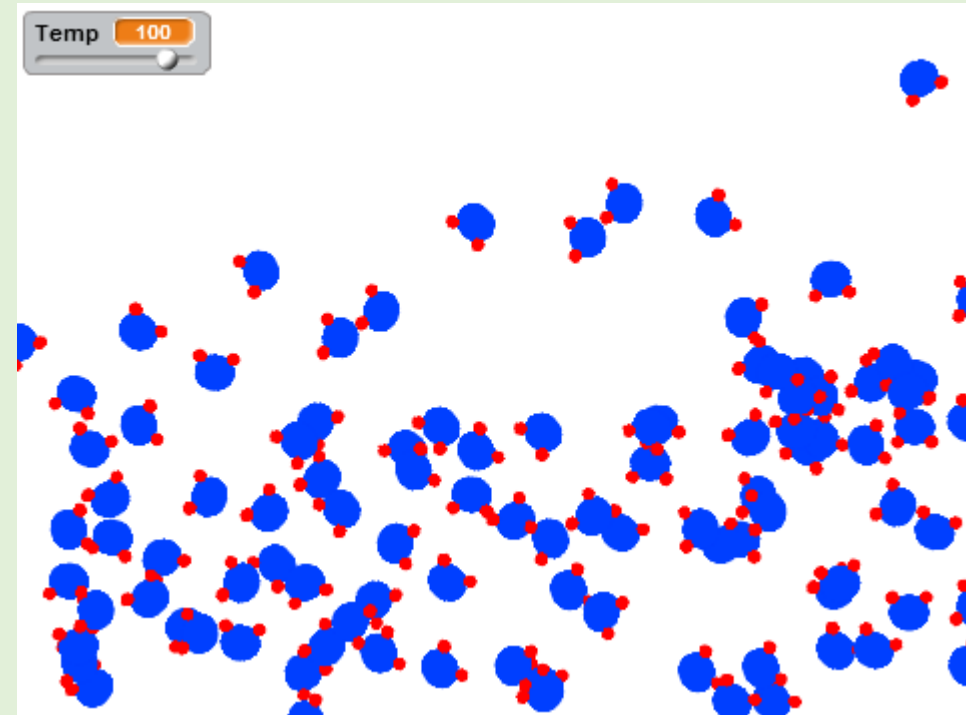
```
when I start as a clone
  go to x: pick random -230 to 230 y: 175
  set size to pick random 1 to 100 %
  show
  go to front
  glide 500 / size secs to x: x position y: pick random -160 to -175
  wait 1 secs
  repeat 100
    change ghost effect by 1
    wait 0.2 secs
  delete this clone

when clicked
  hide
  forever
    create clone of Sprite1
    wait 0.1 secs
```

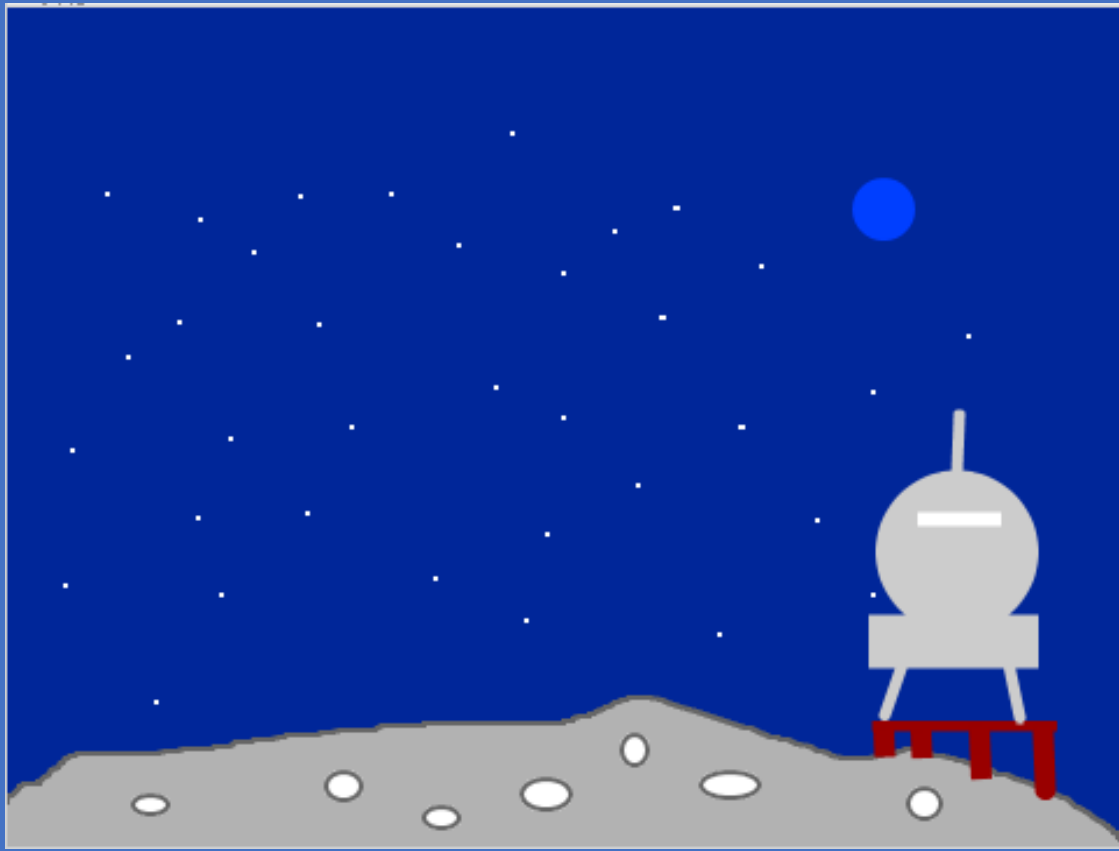
Boiling Water

```
when I start as a clone
  go to x: pick random -220 to 220 y: -155
  show
  forever
    if Temp < 1 then
      glide 1 secs to x: x position y: -155
    if Temp > 0 then
      point in direction pick random -180 to 180
      if direction < 0 then
        point in direction direction + Temp - Bias
      else
        point in direction direction - Temp - Bias
      move 0.1 * Temp steps
  
```

```
when clicked
  set Temp to 0
  set Bias to 95
  hide
  repeat 100
    create clone of myself
  
```



Gravity



```
when clicked
  forever
    if key left arrow pressed? then
      switch costume to Left
      set LeftRight to LeftRight - 0.1
      wait 0.1 secs
      switch costume to Landed
    if key right arrow pressed? then
      switch costume to Right
      set LeftRight to LeftRight + 0.1
      wait 0.1 secs
      switch costume to Landed
  when clicked
    forever
      if key up arrow pressed? then
        switch costume to Up
        change y by UpDown
        wait 0.1 secs
        switch costume to Landed
  when clicked
    forever
      change x by LeftRight
      if touching color red? then
        stop other scripts in sprite
        say Congratulations You Have Landed for 5 secs
        stop all
```

Magnify

```
when I receive LevelChange
  if MyTurn = 1 then
    go back 1 layers
    glide 1 secs to x: 0 y: 0
    repeat 100
      change size by 0.9
      change ghost effect by -1
    stop this script

  if MyName = item last of History then
    go back 1 layers
    glide 1 secs to x: 0 y: 0
    repeat 100
      change size by -0.5
      change ghost effect by -1
    stop this script

  if MyLevel < CurrentLevel then
    go back 1 layers
    repeat 100
      change size by 0.5
      change ghost effect by 1
    stop this script

  if MyParent = CurrentParent then
    set ghost effect to 0
    go to front
    glide 1 secs to x: MyX y: MyY
    repeat 100
      change size by -0.9
      change ghost effect by 0.9
    stop this script
  else
    repeat 100
      change ghost effect by 1
    set size to 100 %
    stop this script
```

