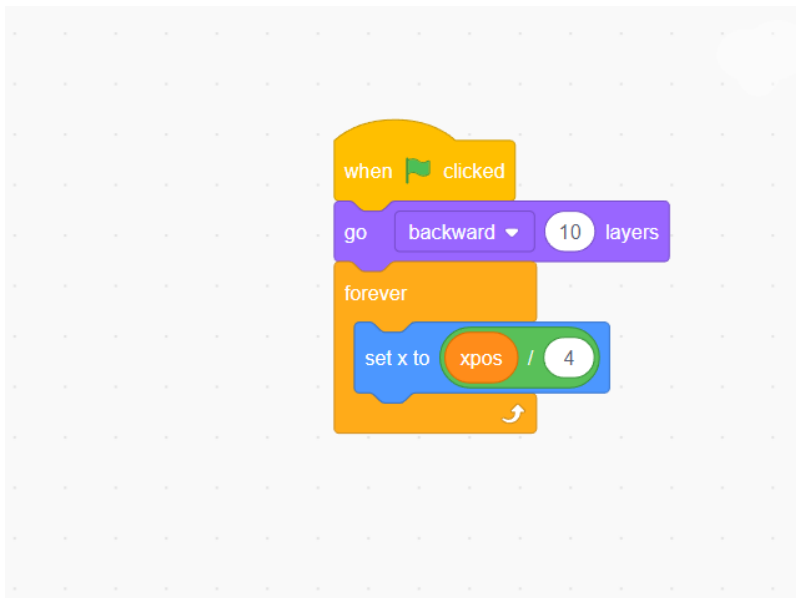
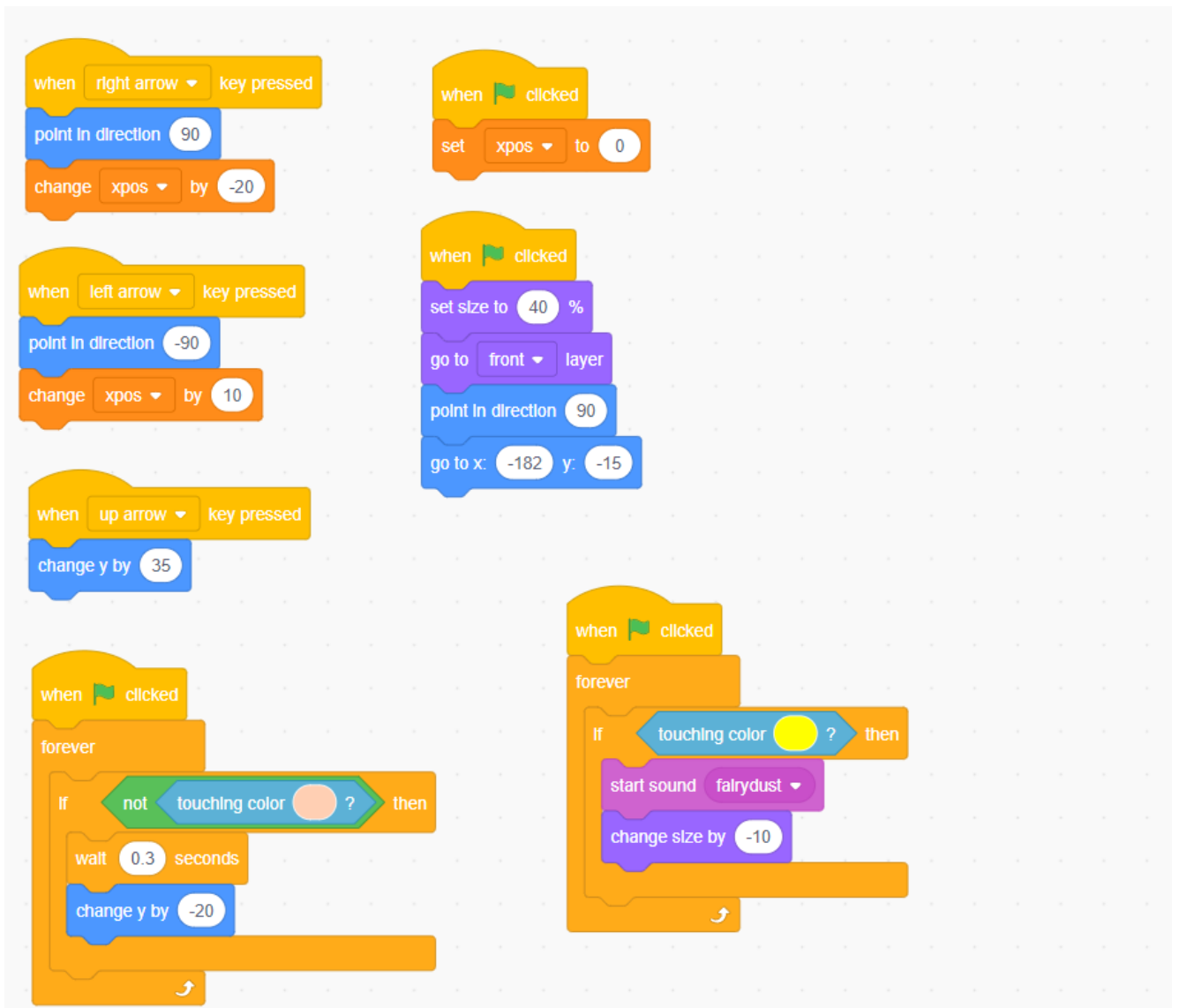


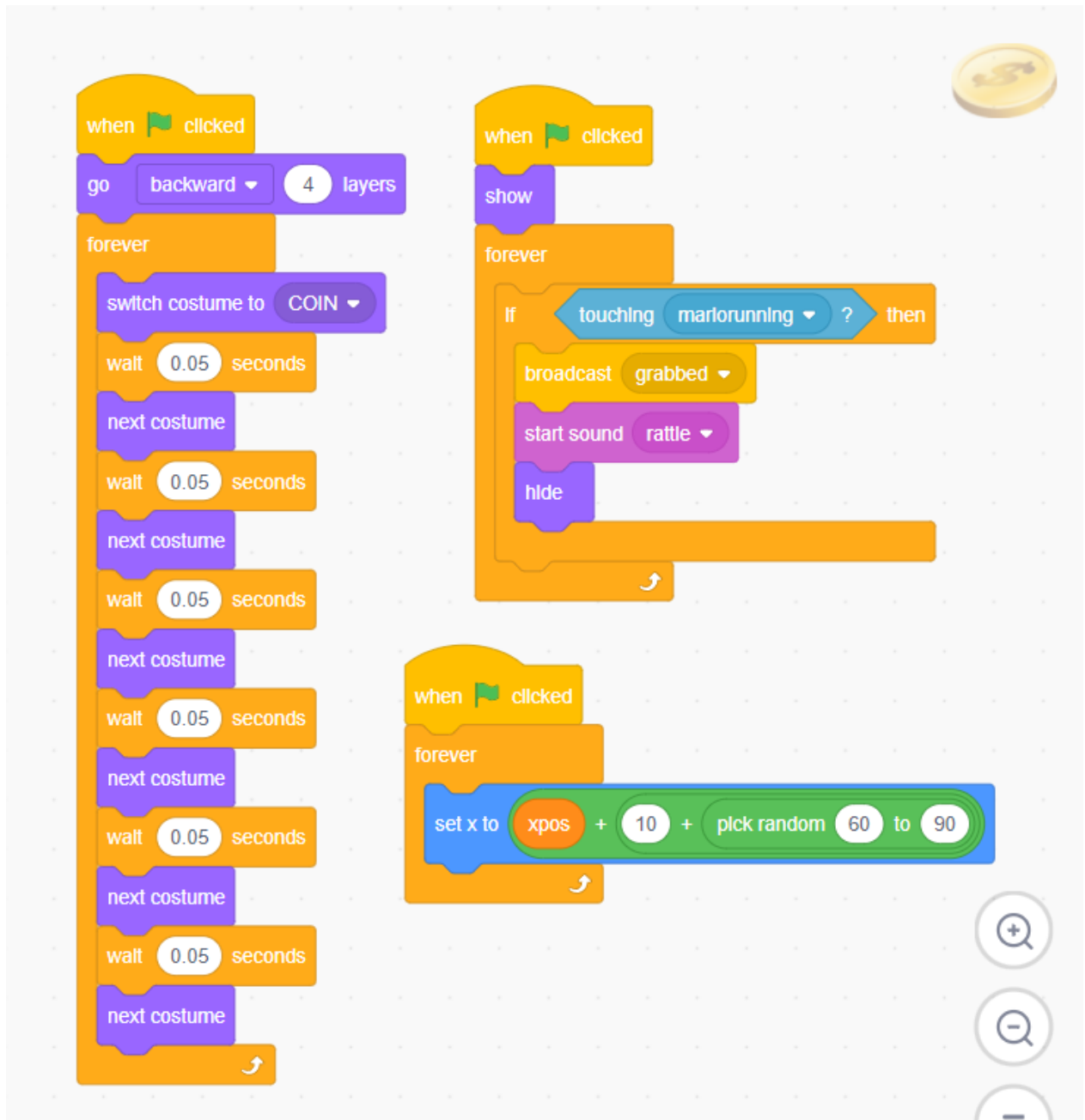
Cloud



Mario



Coins



The image shows a Scratch script for a coin character, consisting of three separate script areas. A gold coin icon is visible in the top right corner of the workspace.

- Script 1 (Left):** Starts with a "when green flag clicked" block, followed by a "go backward 4 layers" block. A "forever" loop contains a "switch costume to COIN" block, followed by a sequence of "wait 0.05 seconds" and "next costume" blocks repeated 10 times.
- Script 2 (Top Right):** Starts with a "when green flag clicked" block, followed by a "show" block. A "forever" loop contains an "if touching marlorunning ?" block. If true, it triggers a "broadcast grabbed" block, a "start sound rattle" block, and a "hide" block.
- Script 3 (Bottom Right):** Starts with a "when green flag clicked" block, followed by a "forever" loop containing a "set x to xpos + 10 + pick random 60 to 90" block.

Navigation icons for zooming in (+), zooming out (-), and a home icon are located in the bottom right corner of the workspace.