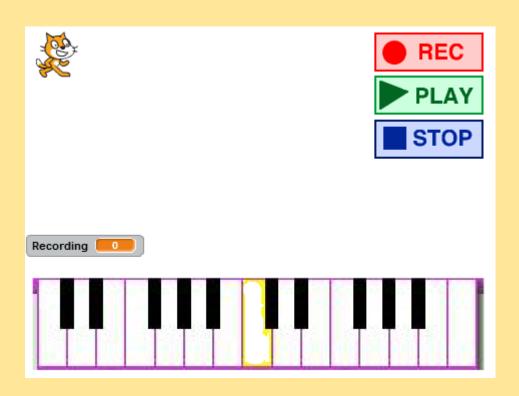
Advancers 2017

Music



```
when Parclicked
when this sprite clicked
set NoteClicked to mouse x + 226
                                                      delete all of Notes
                                                      set Recording to 0
set NoteClicked to NoteClicked / 30
                                                      add 48 to Notes
set NoteClicked v to ceiling v of NoteClicked
                                                      add 50 to Notes
                                                      add 52 to Notes
play note item NoteClicked of Notes of for 0.5 beats
                                                      add 53 to Notes
     Recording = 1 then
                                                      add 55 to Notes
 add NoteClicked to Tune
                                                      add 57 to Notes
                                                      add 59 to Notes
                                                      add 60 to Notes
                                                      add 62 to Notes
                                                      add 64 to Notes
                                                      add 65 to Notes
                                                      add 67 to Notes
                                                      add 69 to Notes
                                                      add 71 to Notes
                                                      add 72 to Notes
```

Calculator

```
1 2 3 + C
4 5 6 - R
7 8 9 *
```

```
when this sprite clicked

if Flag = 0 then

set NumberOne v to join NumberOne 2

else

set NumberTwo v to join NumberTwo 2

set Q v to join Q 2
```

```
when this sprite clicked
   Operator = + then
  set A ▼ to NumberOne + NumberTwo
   Operator = - then
  set A v to NumberOne - NumberTwo
   Operator = * then
  set A ▼ to (NumberOne)* NumberTwo
  Operator = / then
  set A v 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

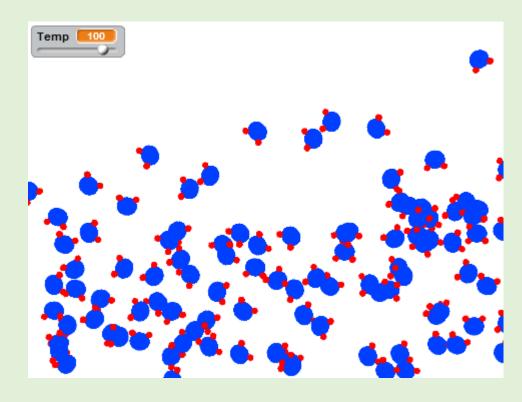
forever

create clone of Sprite1 v

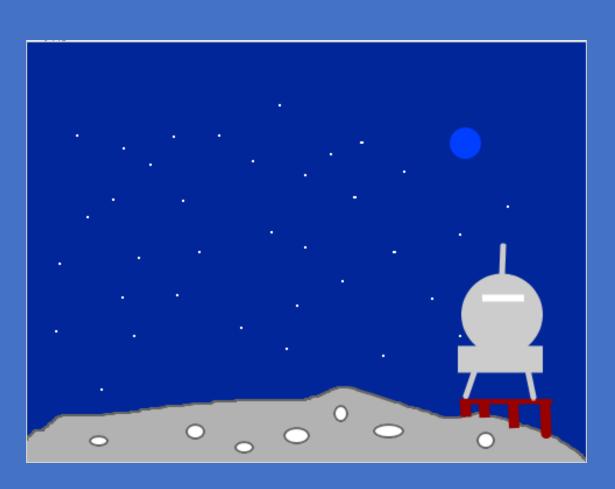
wait 0.1 secs
```

Boiling Water

```
when I start as a clone
                                                when <u>clicked</u>
go to x: pick random -220 to 220 y: -155
                                                set Temp ▼ to 0
show
                                                set Bias to 95
forever
        Temp < 1 then
                                                repeat 100
                                                  create clone of myself *
    glide 1 secs to x: x position y: -155
       Temp > 0 then
    point in direction pick random -180 to 180
          direction < 0 then
      point in direction direction +
                                   Temp - Bias
                                    Temp | Bias
      point in direction direction
    move 0.1 * Temp steps
```



Gravity



```
when Aclicked
                                         forever
                                                                              x: 168
      key left arrow ▼ pressed?
                                              key right arrow ▼ pressed?
                                             switch costume to Right *
    switch costume to Left *
    set LeftRight v to LeftRight - 0.1
                                             set LeftRight v to LeftRight + 0.1
                                             wait 0.1 secs
    wait 0.1 secs
    switch costume to Landed
                                             switch costume to Landed
when P clicked
                                         when / clicked
      key up arrow pressed?
                                          change x by LeftRight
    switch costume to Up
                                           if touching color ?
    change y by UpDown
                                             stop other scripts in sprite
                                             say Congratulations You Have Landed for 5 sec
    wait 0.1 secs
    switch costume to Landed
                                             stop all ▼
```

```
when I receive LevelChange
   MyTurn = 1 then
 go back 1 layers
 glide 1 secs to x: 0 y: 0
  repeat 100
   change size by 0.9
  change ghost veffect by -1
  stop this script ▼
   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 ▼
   MyLevel CurrentLevel then
 go back 1 layers
  repeat 100
   change size by 0.5
   change ghost reffect by 1
  stop this script *
   MyParent = CurrentParent the
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 *
 repeat 100
  change ghost veffect by 1
 set size to 100 %
  stop this script ▼
```

Magnify

