

TRIGGERING BLOCKS

Start on Green Flag



Starts the script when the Green Flag is tapped.

Start on Tap



Starts the script when you tap on the character.

Start on Bump



Starts the script when the character is touched by another character.

Start on Message



Starts the script whenever a message of the specified color is sent.

Send Message



Sends a message of the specified color.

MOTION BLOCKS

Move Right



Moves the character a specified number of grid squares to the right.

Move Left



Moves the character a specified number of grid squares to the left.

Move Up



Moves the character a specified number of grid squares up.

Move Down



Moves the character a specified number of grid squares down.

Turn Right



Rotates the character clockwise a specified amount. Turn 12 for a full rotation.

Turn Left



Rotates the character counterclockwise a specified amount. Turn 12 for a full rotation.





Block Descriptions

Hop



Moves the character up a specified number of grid squares and then down again.

Go Home



Resets the character's location to its starting position. (To set a new starting position, drag the character to the location.)

LOOKS BLOCKS

Say



Shows a specified message in a speech bubble above the character.

Grow



Increases the character's size.

Shrink



Decreases the character's size.

Reset Size



Returns the character to its default size.

Hide



Fades out the character until it is invisible.

Show



Fades in the character until it is fully visible.

SOUND BLOCKS

Pop



Plays a "Pop" Sound

Play Recorded Sound



Plays a sound recorded by the user.



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CONTROL BLOCKS

Wait



Pauses the script for a specified amount of time (in tenths of seconds).

Set Speed



Changes the rate at which certain blocks are run.

Stop



Stops all the characters' scripts.

Repeat



Runs the blocks inside a specified number of times.

END BLOCKS

End



Indicates the end of the script (but does not affect the script in any way).

Go to Page



Changes to the specified page of the project.

Repeat Forever



Runs the script over and over.