

This **possible** solution uses the pick random block to set a random choice of degrees between 0 and 360 degrees

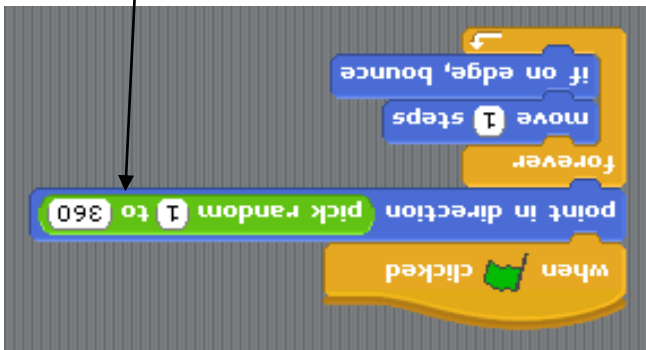


Table Game Extension Card

Random Direction

Can you make each sprite move in a different random direction every time the game is restarted?