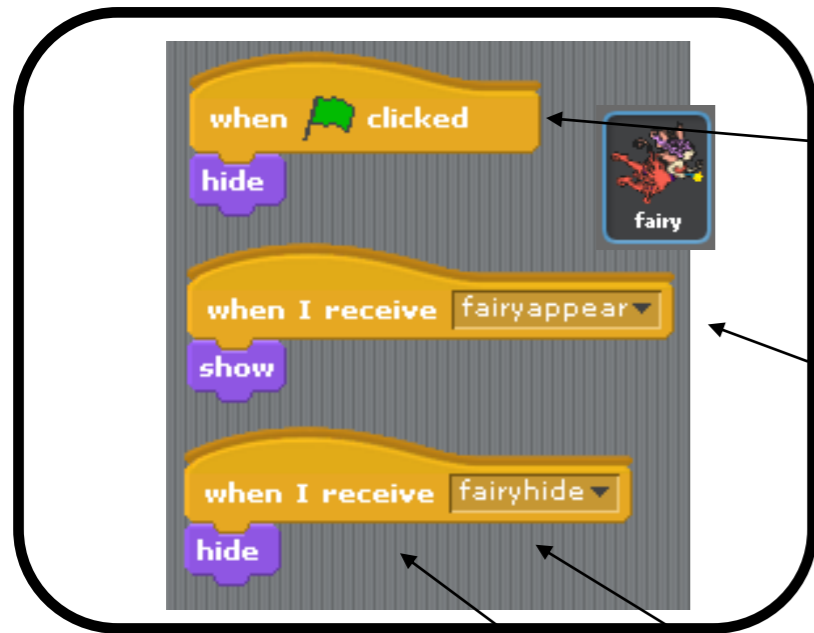


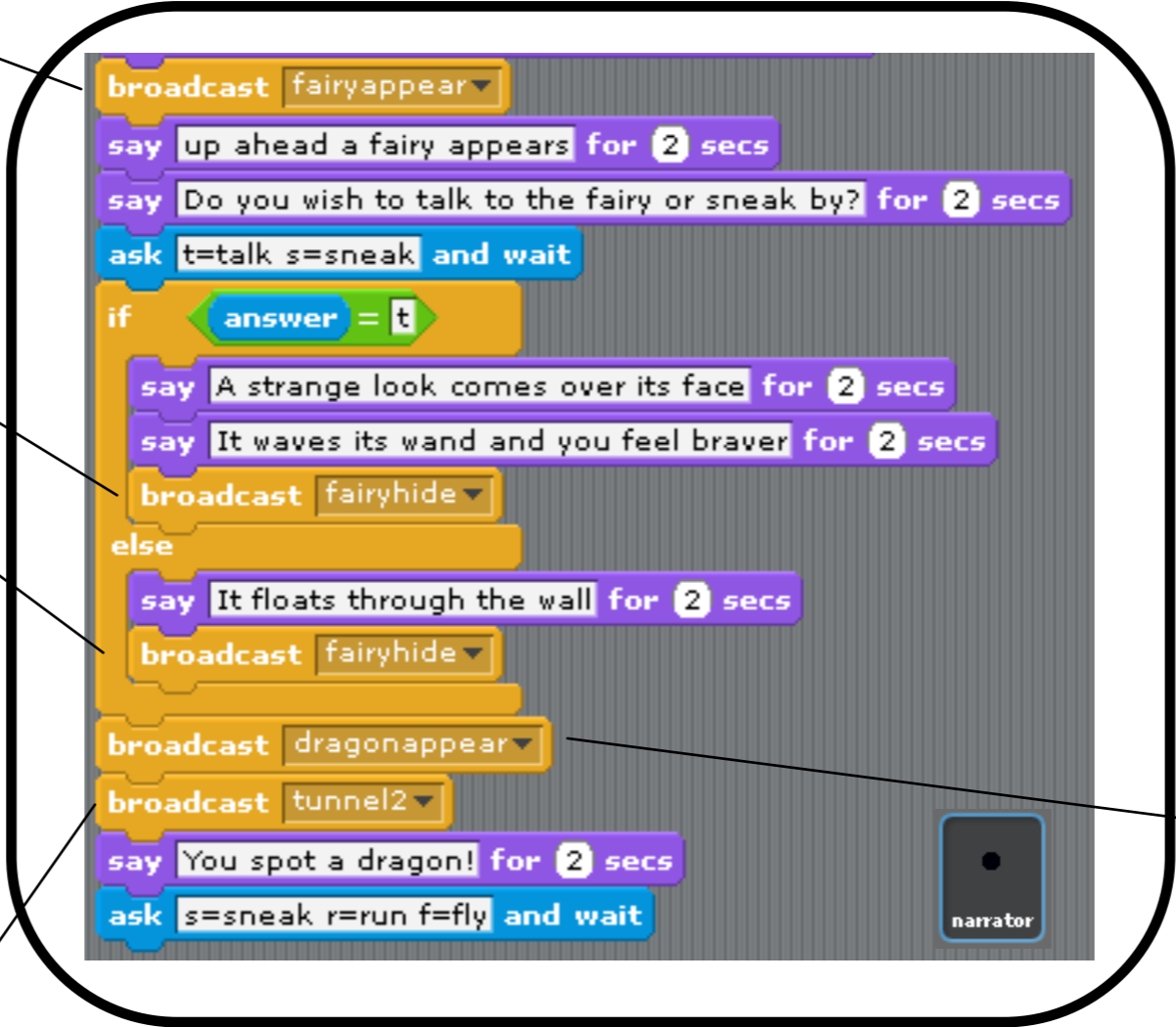
# Adventure Game Broadcast Examples



```
when green flag clicked
hide
when I receive fairyappear
show
when I receive fairyhide
hide
```

A Scratch code block for a character named 'fairy'. It contains three event-driven actions: 'when green flag clicked' followed by 'hide'; 'when I receive fairyappear' followed by 'show'; and 'when I receive fairyhide' followed by 'hide'.

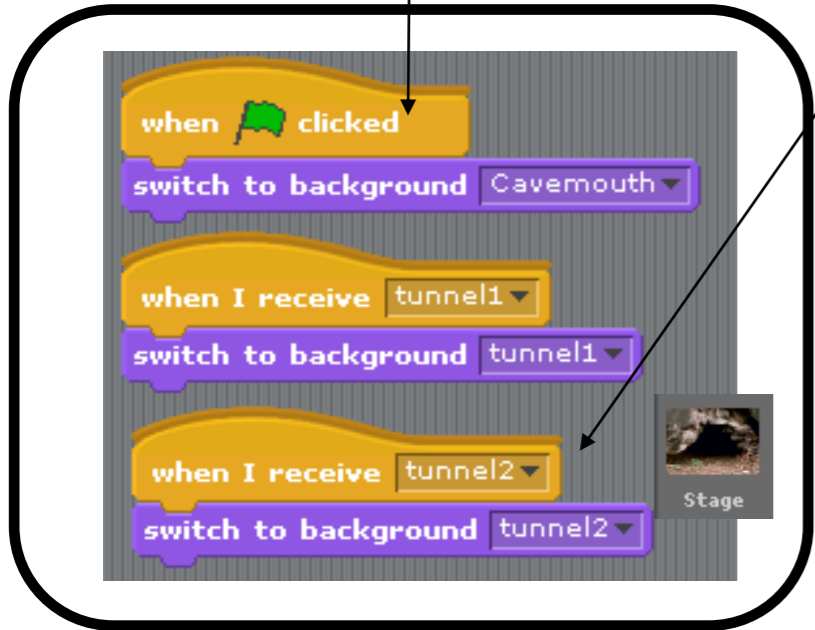
Hide characters until you need them



```
broadcast fairyappear
say up ahead a fairy appears for 2 secs
say Do you wish to talk to the fairy or sneak by? for 2 secs
ask t=talk s=sneak and wait
if answer = t
say A strange look comes over its face for 2 secs
say It waves its wand and you feel braver for 2 secs
broadcast fairyhide
else
say It floats through the wall for 2 secs
broadcast fairyhide
broadcast dragonappear
broadcast tunnel2
say You spot a dragon! for 2 secs
ask s=sneak r=run f=fly and wait
```

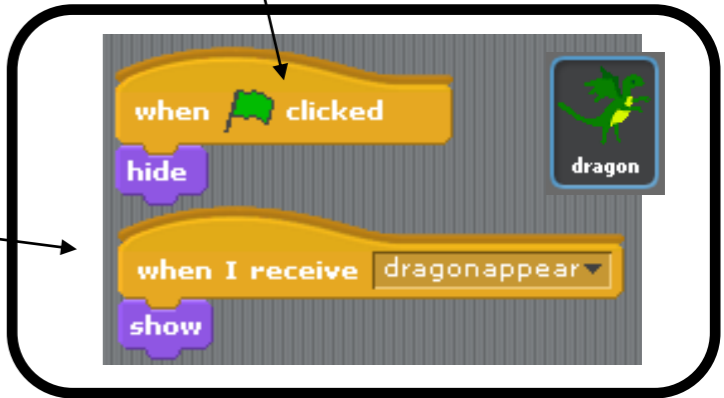
A Scratch code block for a character named 'narrator'. It starts with a 'broadcast fairyappear' event. This triggers a sequence of 'say' blocks: 'up ahead a fairy appears for 2 secs', 'Do you wish to talk to the fairy or sneak by? for 2 secs', and an 'ask' block with options 't=talk s=sneak'. An 'if' block checks if the answer is 't'. If true, it says 'A strange look comes over its face for 2 secs' and 'It waves its wand and you feel braver for 2 secs', followed by a 'broadcast fairyhide' event. If false, it says 'It floats through the wall for 2 secs' and another 'broadcast fairyhide' event. Finally, it broadcasts 'dragonappear' and 'tunnel2', says 'You spot a dragon! for 2 secs', and asks 's=sneak r=run f=fly'.

Setup a starting background



```
when green flag clicked
switch to background Cavemouth
when I receive tunnel1
switch to background tunnel1
when I receive tunnel2
switch to background tunnel2
```

A Scratch code block for a character named 'Stage'. It contains three event-driven actions: 'when green flag clicked' followed by 'switch to background Cavemouth'; 'when I receive tunnel1' followed by 'switch to background tunnel1'; and 'when I receive tunnel2' followed by 'switch to background tunnel2'.



```
when green flag clicked
hide
when I receive dragonappear
show
```

A Scratch code block for a character named 'dragon'. It contains two event-driven actions: 'when green flag clicked' followed by 'hide'; and 'when I receive dragonappear' followed by 'show'.