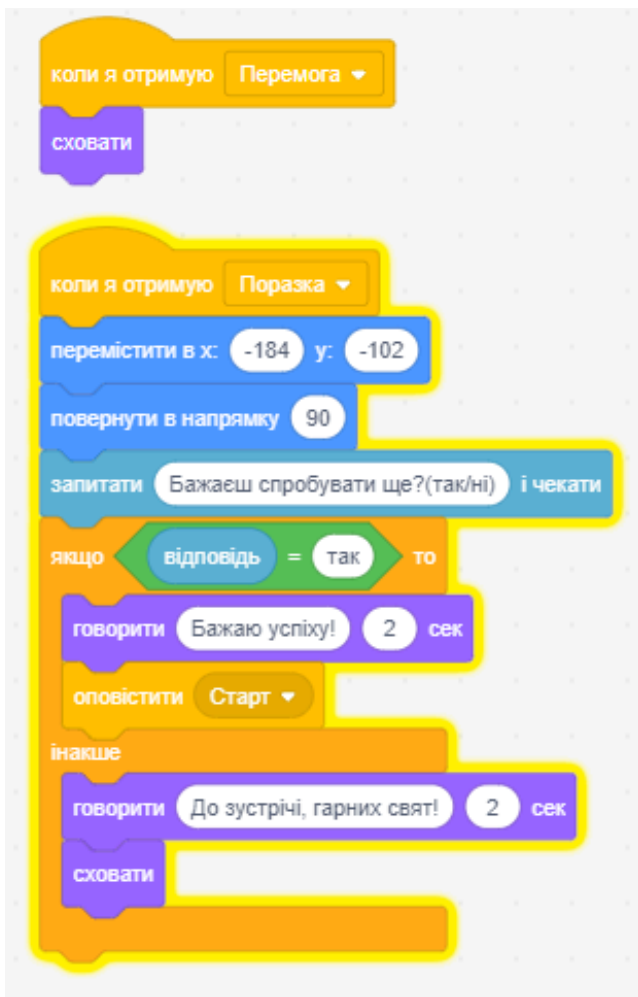


Гра Пасхальний кролик

1. Команди для кролика

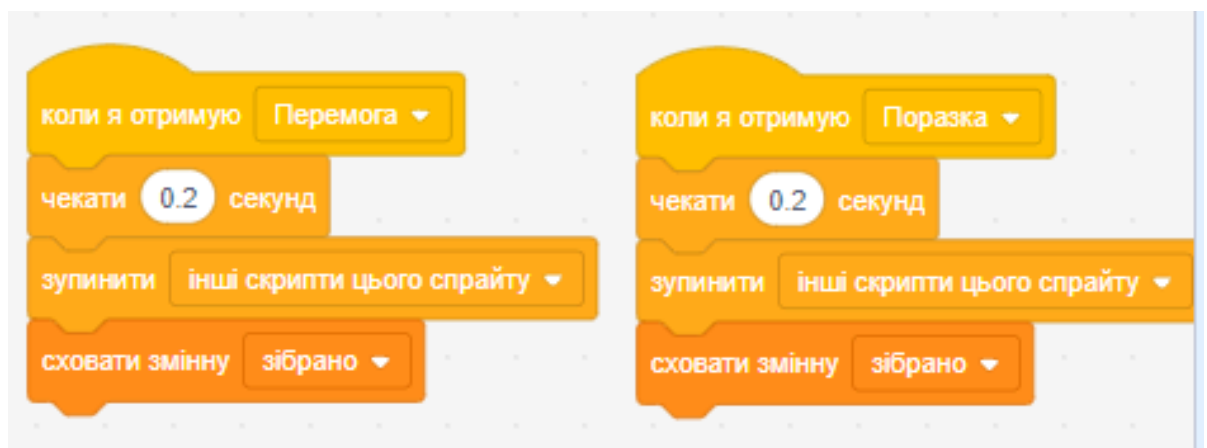
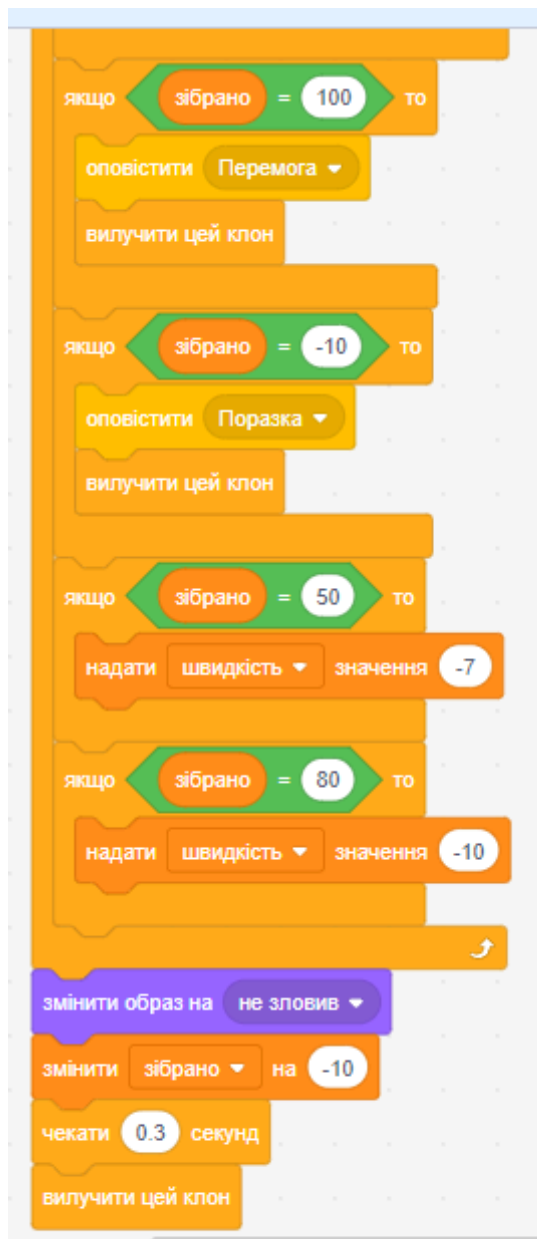




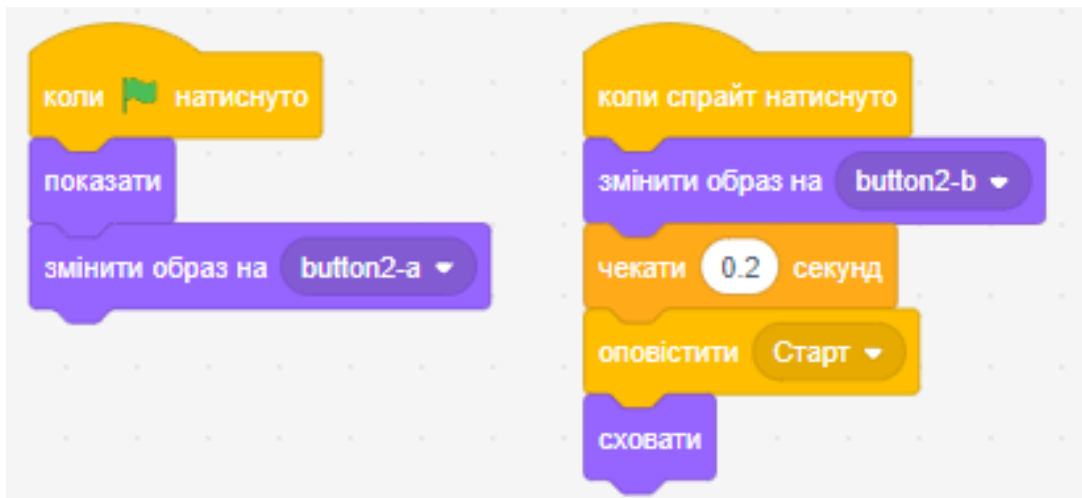
2. Команди для крашанки

The image shows a Scratch script for a game character. The script is organized into several sections:

- Start:** When the green flag is clicked, the variable "зібрано" (collected) is hidden, and its value is set to 0. The variable "швидкість" (speed) is set to -5.
- Initialization:** A loop that always runs ("завжди") contains a 1-second wait and the creation of a clone of the character.
- Clone Start:** When the clone starts, its x-coordinate is set to a random value between -190 and 190, and its image is set to a random value between 1 and 4.
- Collision Loop:** A "repeat until" loop that repeats until the value of "у" (y) is greater than -150. Inside this loop:
 - The "у" variable is set to "швидкість".
 - An "if" block checks if the character touches the color brown. If true, the image is set to "зловив" (caught), there is a 0.3-second wait, the "зібрано" variable is increased by 10, and the clone is deleted.



3. Команди для кнопки



4. Команди для тла

