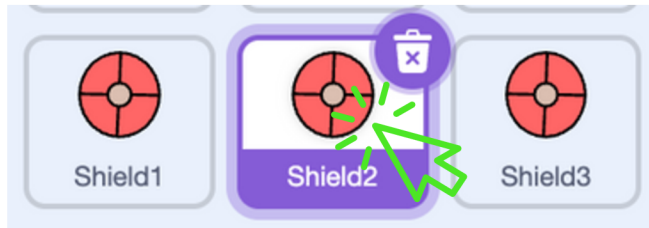


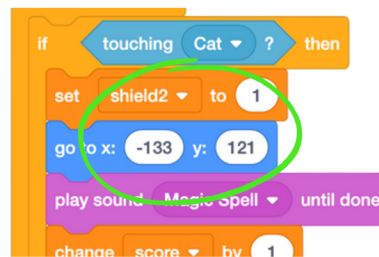


Vikings and Dragons cont.

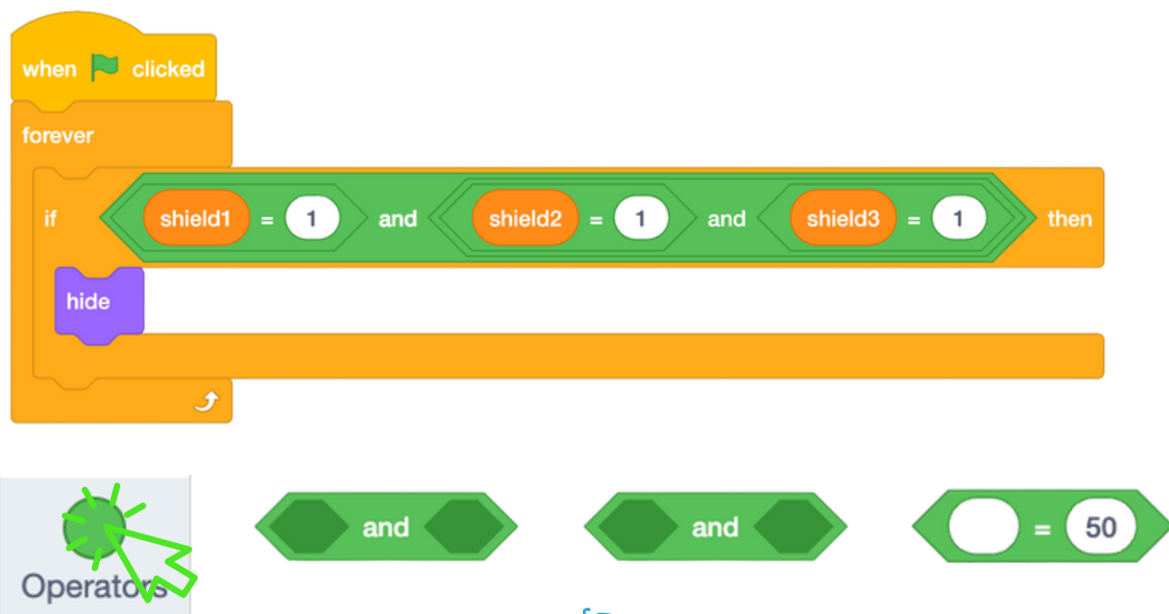
22. Copy the code for your other shields / treasures.



23. Edit the the 'go to' positions and select the variables to match the sprite.
eg. 'set shield 2', 'set shield 3'. (See step 21).



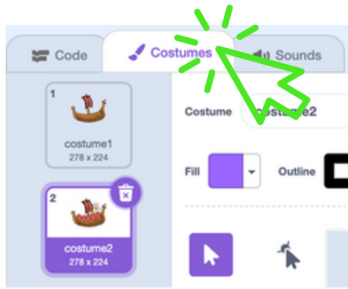
24. Add the following code so that the shields / treasures hide when they have all been collected.





Vikings and Dragons cont.

25. I made two costumes for my longship sprite. One without the shields, and one with the shields and Scratchy the Viking cat!

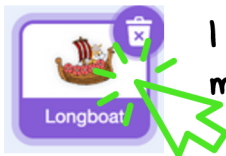


Costume 1



Costume 2

26. I added the following code to my longboat sprite so that it moves (glides) when all the shields have been collected.



```

when green flag clicked
  go to x: -119 y: 136
  switch costume to costume1
  show
  go to back layer
  forever loop
    if shield1 = 1 and shield2 = 1 and shield3 = 1 then
      switch costume to costume2
      glide 10 secs to x: 275 y: 128
      hide
      broadcast Level 2
  
```

When the green flag is clicked, the following code will run.

This is the start position of the longship sprite.

This is the start costume.

This block makes sure the sprite will show at the start.

This block puts the sprite behind other sprites.

The forever loop keeps checking....

changes to costume 2.

Glides to a new position.

hides the sprite when it gets there.

The 'broadcast block is useful for adding new levels later on.