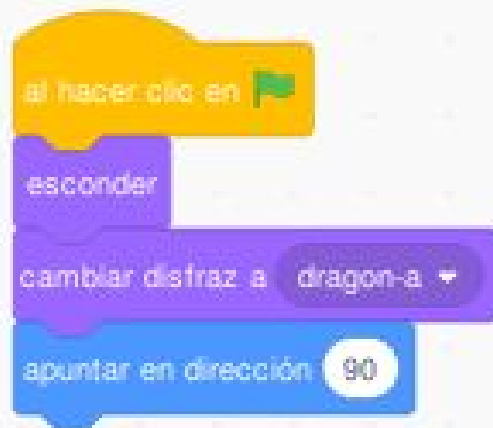


Programa para dragón:



Programa para pelota:



```
al presionar tecla flecha derecha
esperar 1 segundos
repetir 100
  mostrar
  si ¿tocando Knight? entonces
    dar a a el valor 1
    girar 15 grados
    mover 10 pasos
  si no
    si ¿tocando borde? entonces
      esconder
    si no
      mover 10 pasos
      siguiente disfraz
  fin
ir a x: -159 y: -40
apuntar en dirección 90
```

The image shows a Scratch script for a ball character. It starts with an event block 'al presionar tecla flecha derecha' (when the right arrow key is pressed), followed by a 'esperar 1 segundos' (wait 1 seconds) block. A 'repetir 100' (repeat 100) loop contains several conditional blocks. Inside the loop, there is a 'mostrar' (show) block. Then, an 'if' block 'si ¿tocando Knight? entonces' (if touching Knight?). If true, it sets 'a' to 1, rotates 15 degrees, and moves 10 steps. If false, another 'if' block 'si ¿tocando borde? entonces' (if touching edge?). If true, it hides the character. If false, it moves 10 steps and changes to the next costume. After the loop, it moves to x: -159, y: -40 and points in direction 90.



```
al hacer clic en bandera
ir a x: -159 y: -40
apuntar en dirección 90
esconder
```

The image shows a Scratch script for a flag character. It starts with an event block 'al hacer clic en bandera' (when the flag is clicked), followed by a 'ir a x: -159 y: -40' (go to x: -159, y: -40) block, an 'apuntar en dirección 90' (point in direction 90) block, and finally an 'esconder' (hide) block.

Programa para guerrero:

