

define show

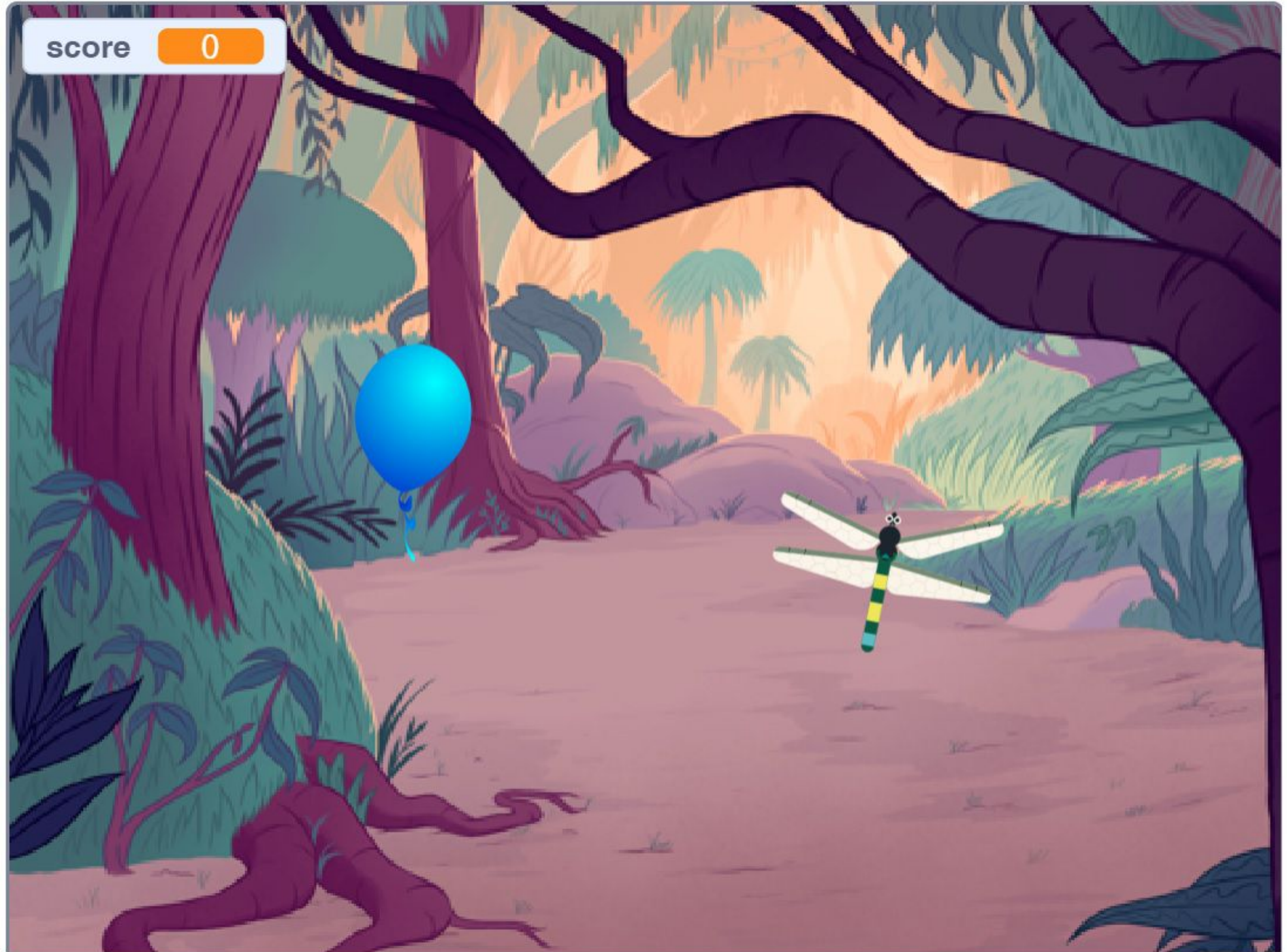


```
when green flag clicked
  forever loop
    show
    switch costume to balloon1-a
    if touching Dragonfly then
      start sound Pop
```





score 0





when  clicked

forever

go to mouse-pointer ▼

if key up arrow ▼ pressed? then

go to mouse-pointer ▼

if key down arrow ▼ pressed? then

go to mouse-pointer ▼

if key right arrow ▼ pressed? then

go to mouse-pointer ▼

if key left arrow ▼ pressed? then

go to mouse-pointer ▼

next costume

if on edge, bounce

