

```
when I receive Start
wait 1.5 seconds
forever
  switch costume to pick random 1 to 5
  show
  set my variable to pick random 1 to 2
  broadcast position
  wait 0.1 seconds
  if x position < 0 then
    point in direction 90
    glide 1 secs to x: pick random -150 to 0 y: pick random -50 to 75
    glide 1 secs to x: pick random 0 to 249 y: -179
    wait 0.1 seconds
  else
    point in direction -90
    glide 1 secs to x: pick random 150 to 0 y: pick random -50 to 75
    glide 1 secs to x: pick random 0 to -249 y: -179
    wait 0.1 seconds
  hide
  go to x: -249 y: -175
  wait 1.5 seconds
when I receive position
  if my variable = 1 then
    set x to pick random -249 to -150
  else
    set x to pick random 249 to 150
```

Déplacement

```
when I receive bomb spam
wait until costume number = 2
broadcast bomb

when this sprite clicked
switch costume to bomb exploded

when clicked
forever
wait until costume number = 1
broadcast bomb spam
```

Game over

```
when clicked
forever
if costume number = 4 then
broadcast game over
wait 3 seconds

when I receive bomb
next costume
```