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STAGE 6: SCRATCHY’S WILD RIDE
You’ll learn how to create a side-scrolling racing game, program complex movements for sprites, and make the game’s background change over time.

STAGE 7: THE LOST TREASURES OF GIZA
In this Egyptian adventure, you’ll create an interactive maze with a guard, booby traps, and treasure!

STAGE 8: WIZARD’S RACE!
When you make this simple button-mashing game, you’ll also learn how to play music with Scratch and create an animated background.

STAGE 9: THE FINAL FIGHT...IN DARK SPACE
You’ll need to use all the knowledge you’ve gained while making this exciting fighting game. You’ll create two characters with unique fight moves, custom health counters, and more.

STAGE 10: EPILOGUE

CLOSING THOUGHTS FROM EDMOND KIM PING HUI

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