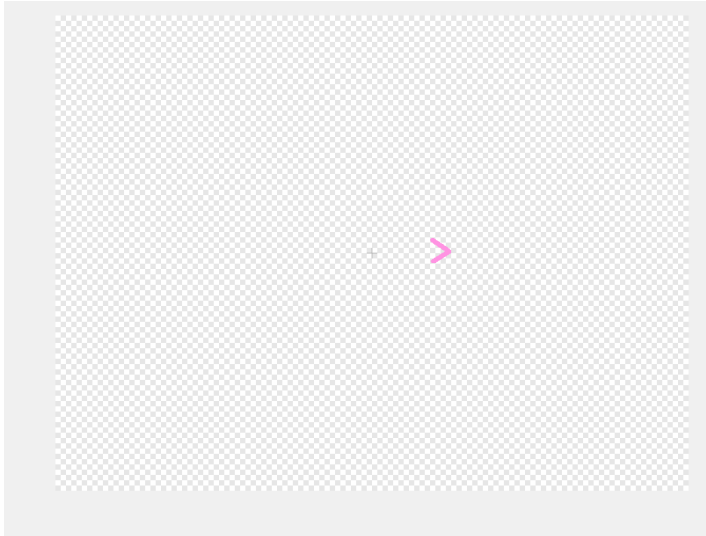


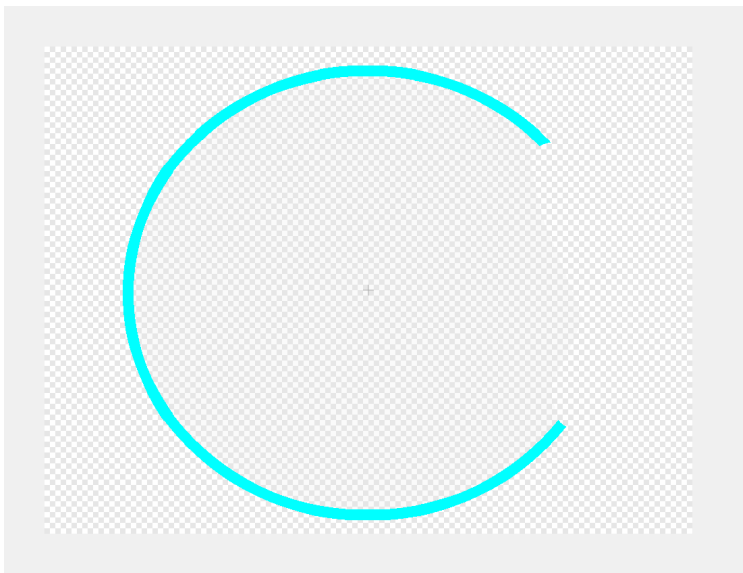
Super Circle: Solution

The Ship



```
when green flag clicked
  reset timer
  point in direction 0
  go to x: 0 y: 0
  switch costume to costume1
  forever
    if key right arrow pressed? then
      turn 10 degrees
    if key left arrow pressed? then
      turn 10 degrees
    if touching color ? then
      switch costume to costume2
      stop all
```

A Circle



```
when green flag clicked
  go to x: 0 y: 0
  set size to 150 %
  point in direction 0
  forever
    change size by -2
    if size < 3 then
      point in direction pick random -180 to 180
      set size to 150 %
```

This should be 75% on other circle