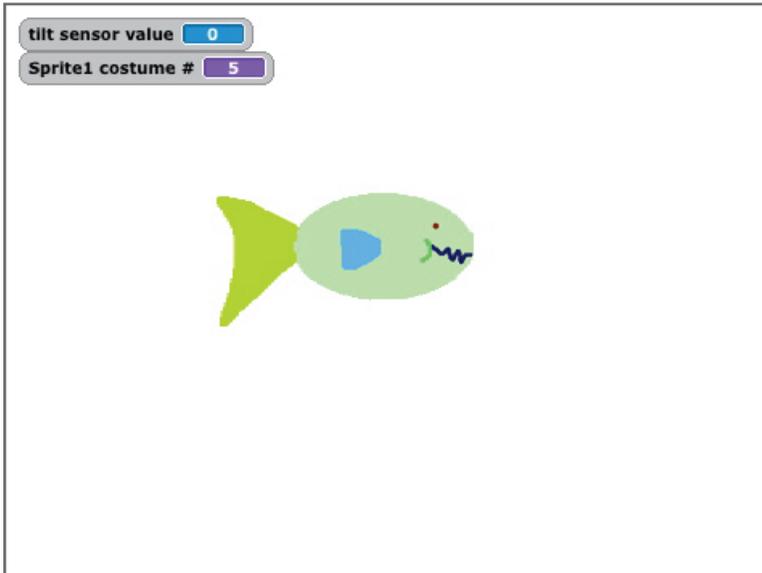


COSTUME CHANGE



Use the **tilt sensor** and **next costume block** to scroll through a sprite's costumes.



import multiple costumes for your sprite

