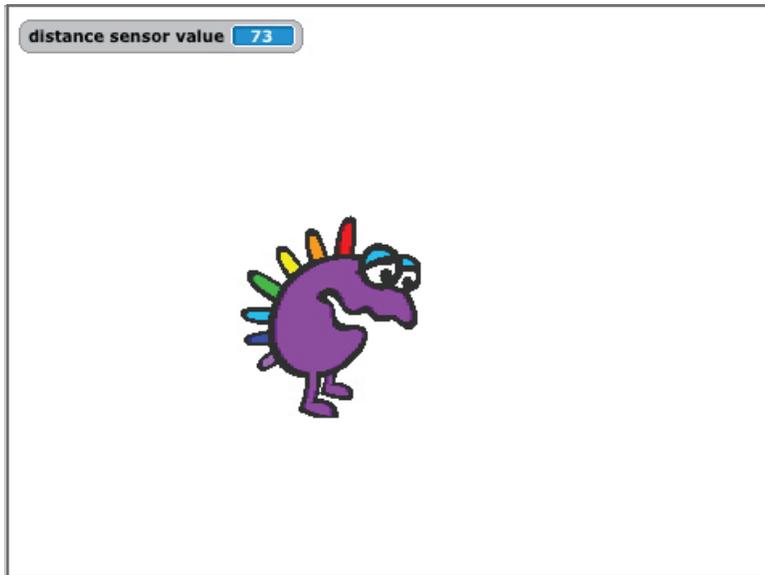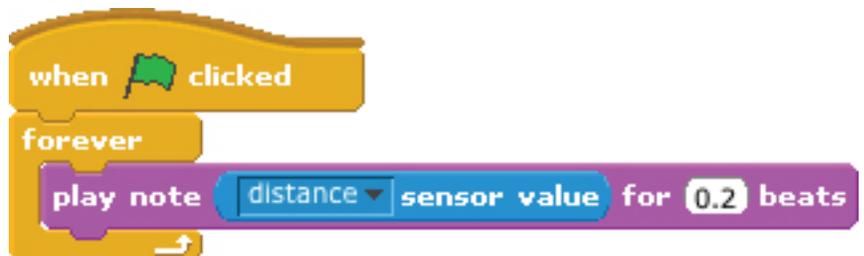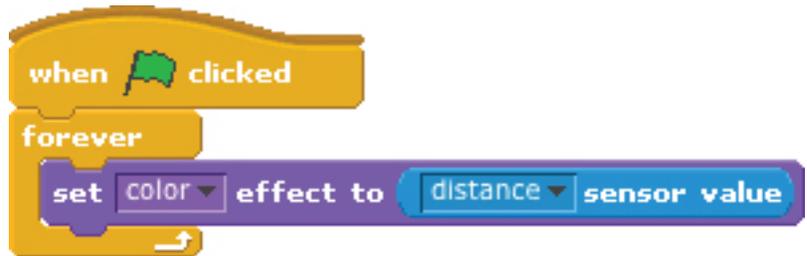# MONSTER MUSIC

distance sensor value 73

Use the **distance sensor**, **set color effect block**, and the **play note block** to make the character change color and play music.

New sprite:

Sprite1

Stage

2 scripts

no scripts

when 🏳 clicked
forever
    set color effect to (distance sensor value)

when 🏳 clicked
forever
    play note (distance sensor value) for 0.2 beats