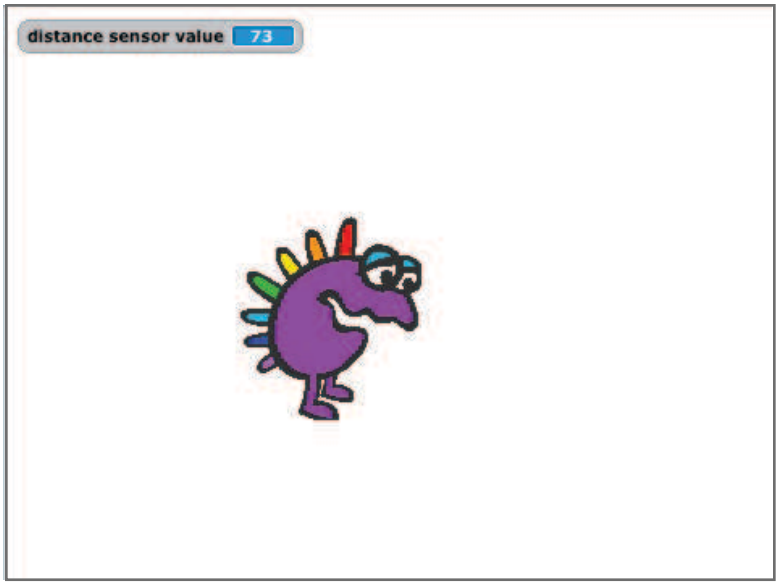
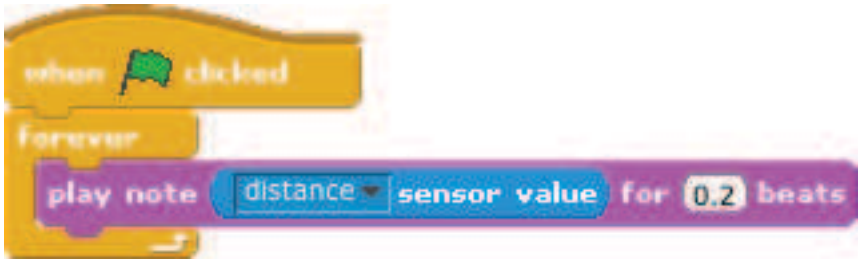
MONSTER MUSIC



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

2 scripts

no scripts