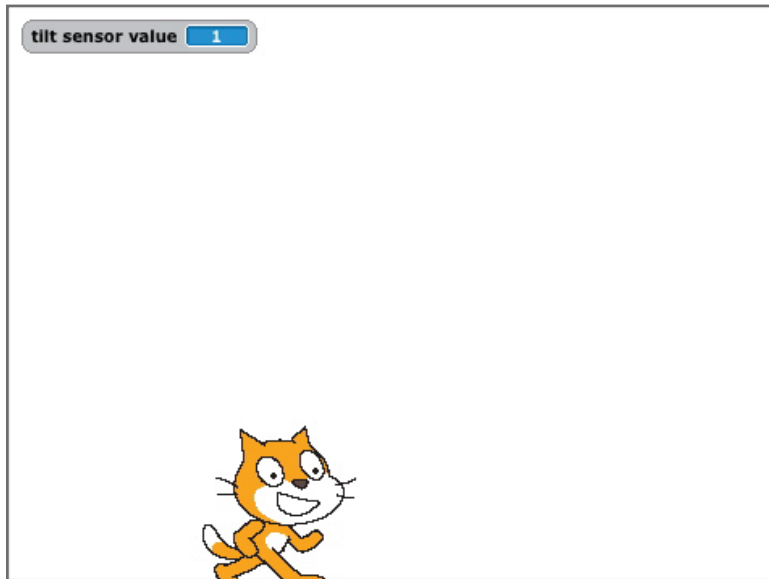
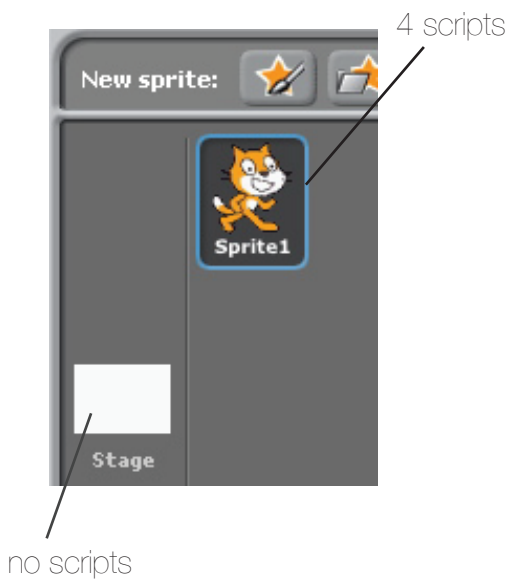


# CAT CONTROLLER



Use the **tilt sensor** and **change x/y blocks** to make the cat move around the stage.



```
when clicked
  forever if tilt sensor value = 2
    change x by 10
```

```
when clicked
  forever if tilt sensor value = 4
    change x by -10
```

```
when clicked
  forever if tilt sensor value = 3
    change y by 10
```

```
when clicked
  forever if tilt sensor value = 1
    change y by -10
```