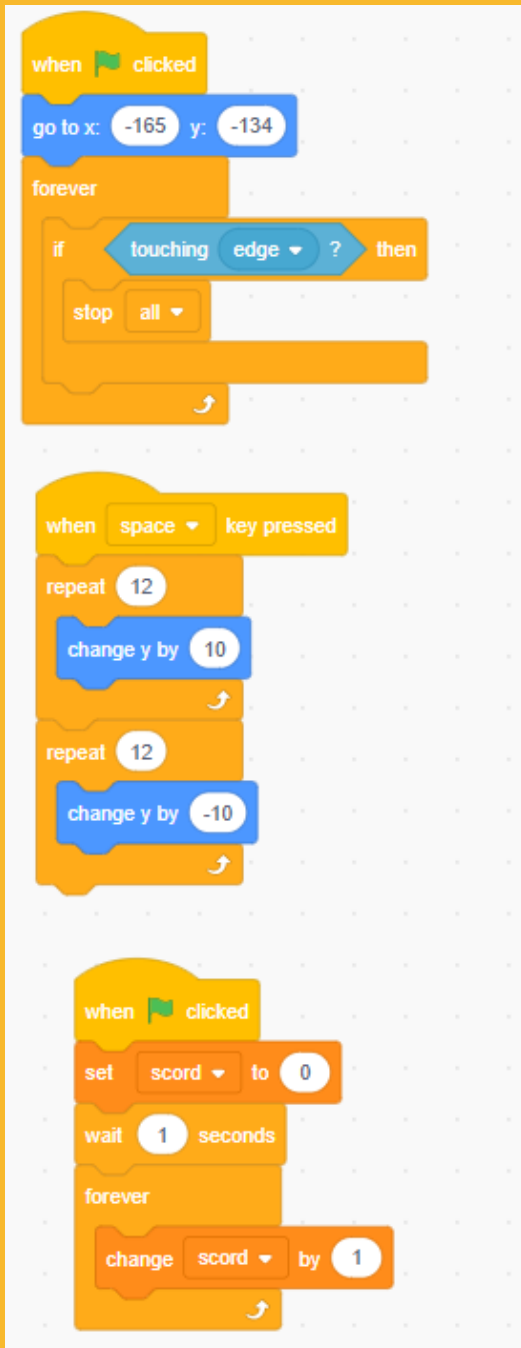


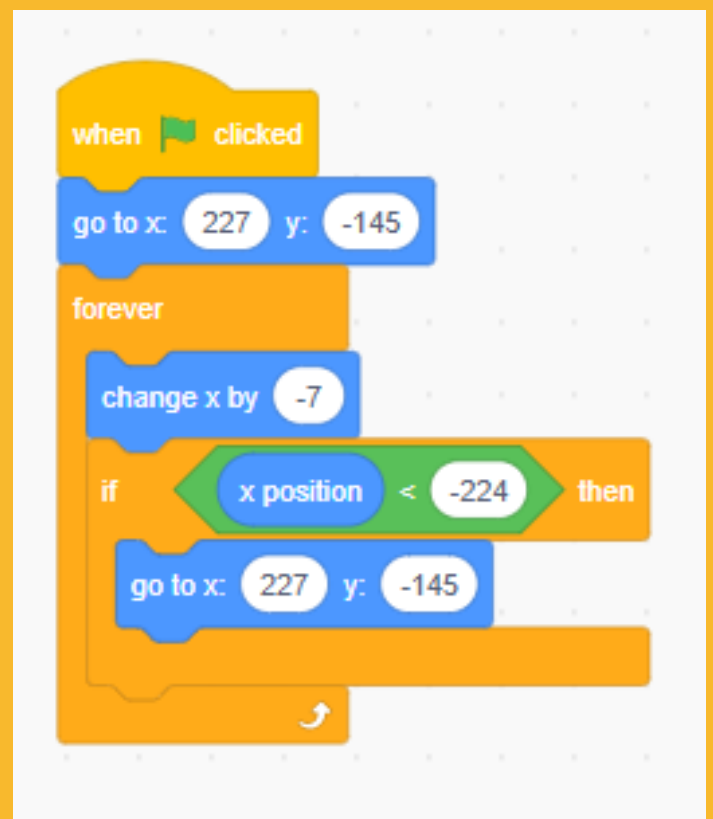
# เกมไก่กระโดดหลบไข่

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The image shows three separate Scratch code snippets. The first snippet starts with a 'when clicked' event, followed by a 'go to x: -165 y: -134' block, and a 'forever' loop containing an 'if touching edge?' block with a 'stop all' block inside. The second snippet starts with a 'when space key pressed' event, followed by two 'repeat 12' loops: the first changes 'y' by 10, and the second changes 'y' by -10. The third snippet starts with a 'when clicked' event, followed by 'set score to 0', 'wait 1 seconds', and a 'forever' loop that changes 'score' by 1.



The image shows a single Scratch code snippet. It starts with a 'when clicked' event, followed by a 'go to x: 227 y: -145' block, and a 'forever' loop. Inside the loop, there is a 'change x by -7' block, followed by an 'if x position < -224 then' block, which contains a 'go to x: 227 y: -145' block.