



ant



mushroom



barrel



rock



rush



rug



bush



saucer



cloud



scarecrow



dandelion



shell



egg



star



fire



sun



flower



sunflower



kite



bigtree



storm



tree



log



robin

## Scenery



pip



grog



jig



flup



drax



zon



saff



mop



tod

## Actors



mysaucer



myrobin



myant



myrock



myscarecrow



mystar



myshell



mytree



mymushroom



mybush



myfire



mykite



myrug



myegg



mylog



mysun



mybarrel

## Props



pond



Lake1



cliff



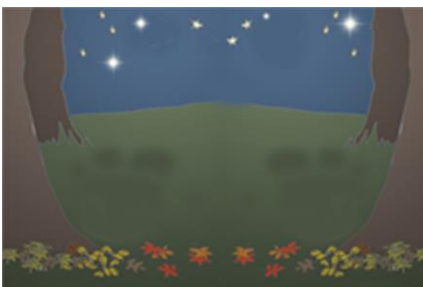
forest



cornfield



frostymountains



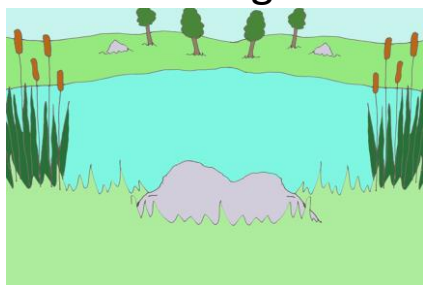
moonlight



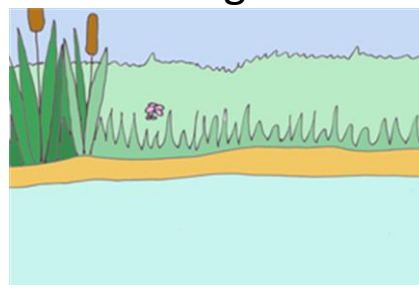
hedges



moonscape



Lake2



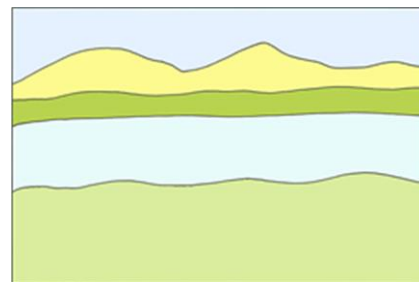
Lake3



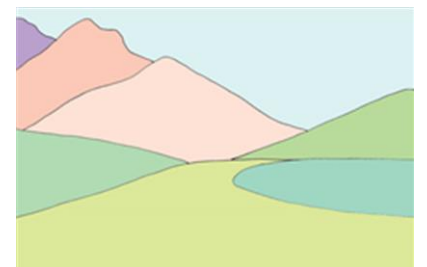
raining



Anneke



river



original

## Backgrounds

### Adding scenery, props, actors

```
add(grog,30,10);
```

### Move At

```
pip.jump(20);
```

```
pip.spin(5);
```

```
pip.flipV();
```

```
pip.rest();
```

### Move To

```
pip.walkto(50);
```

```
pip.runto(60);
```

```
pip.hopto(30);
```

```
pip.flyto(10,10);
```

```
pip.flyto(myant);
```

```
pip.leapto(40,50);
```

### Scene Changes

```
setScene(image);
```

```
clearScene(image);
```

**Emotions** are content, happy, puzzled, sad, excited, scared, worried, angry, surprised

### Change Appearance

```
pip.hide();
```

```
pip.show();
```

```
pip.grow(1.5);
```

```
pip.shrink(0.75);
```

```
pip.squishH(0.5);
```

```
pip.squishV(0.5);
```

### Possession

```
pip.pickup(myegg);
```

```
pip.putdown(myegg);
```

### Talking and Thinking

```
pip.says("Hello Grog!");
```

```
pip.thinks("I don't like that dragon");
```

### Emotion

```
pip.feels(happy);
```

```
pip.is(happy);
```

### Extension Commands

### Adding scenery

```
add(tree,30,10, front);
```

### Move At

```
pip.spinV(5);
```

### Move To

```
pip.stepto(40);
```

```
drax.flapto(50);
```

```
pip.flyto3D(30,50);
```

### Change Appearance

```
pip.squishHV(0.7,0.5);
```

### Possession

### Talking and Thinking and Singing

```
pip.sings(sound);
```

```
pip.chirps(sound);
```

```
pip.chirps(sound,true);
```