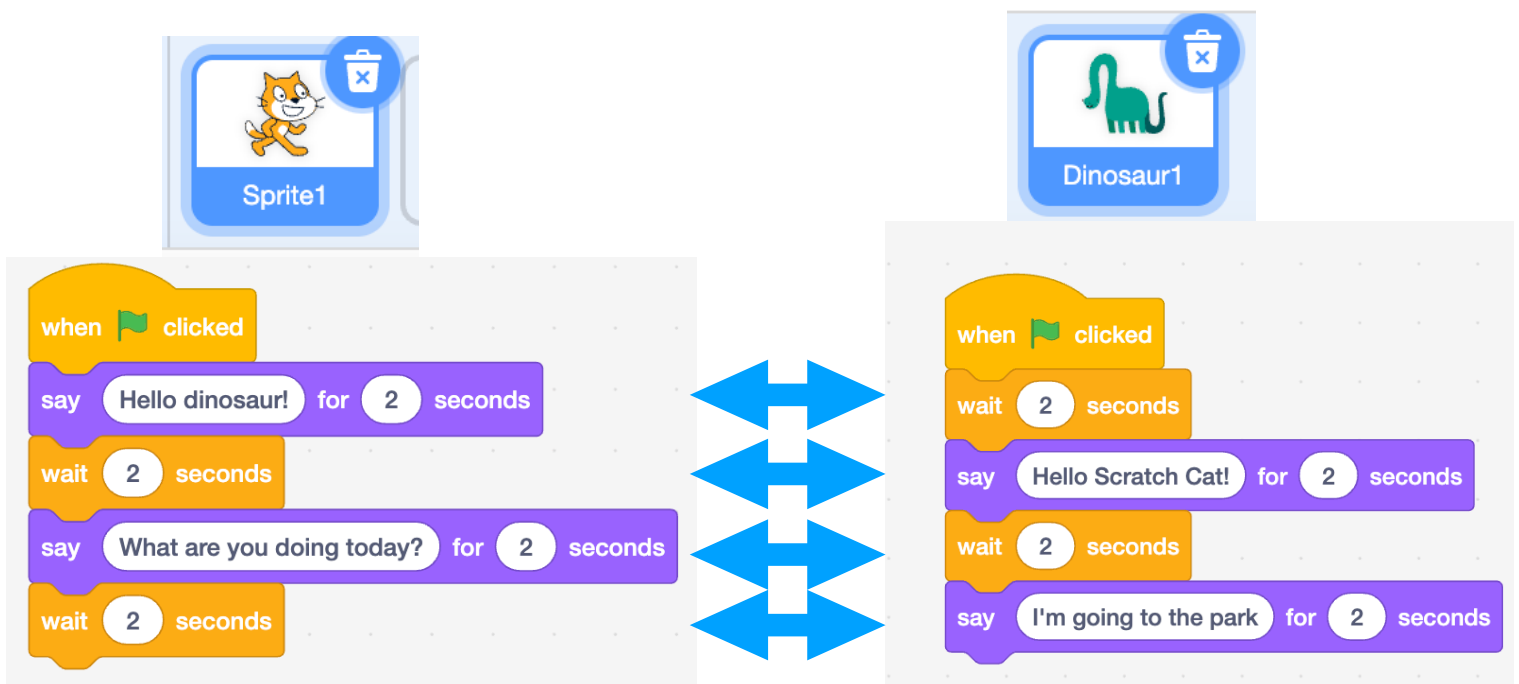


Animated Conversations

Get your characters to listen to each other by making sure that they **take turns** to speak and wait.

In the code below each sprite has purple **say** blocks and gold **wait** blocks but they're in a different order.

Each time the Cat sprite has a **say** block the dinosaur has a **wait** block.



To make it easier to make sure you've got the order like this you could create both scripts in the same sprite then move one to the second sprite.

Here's how it works for a conversation with 3 sprites

	Sprite 1	Sprite 2	Sprite 3
1	Say " " for 2 seconds	Wait 2 seconds	Wait 2 seconds
2	Wait 2 seconds	Say " " for 2 seconds	Wait 2 seconds
3	Wait 2 seconds	Wait 2 seconds	Say " " for 2 seconds