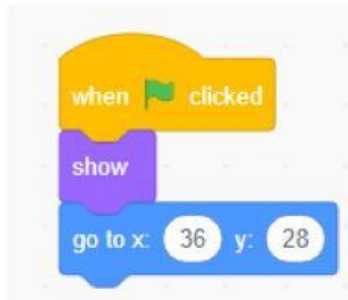
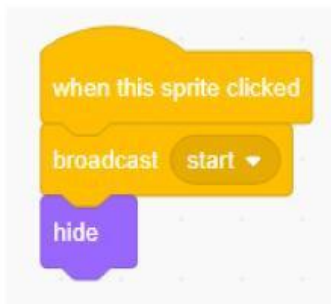


Match script with description



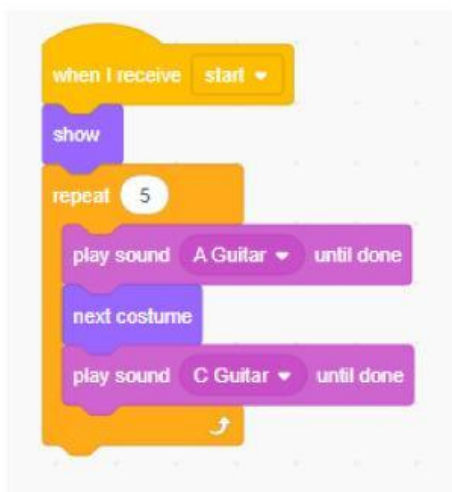
Triggers a second sprite script



Sprite is visible up on clicking green flag



Character appears on screen and plays guitar up on receiving a trigger from other sprite



Hides sprite when program starts

