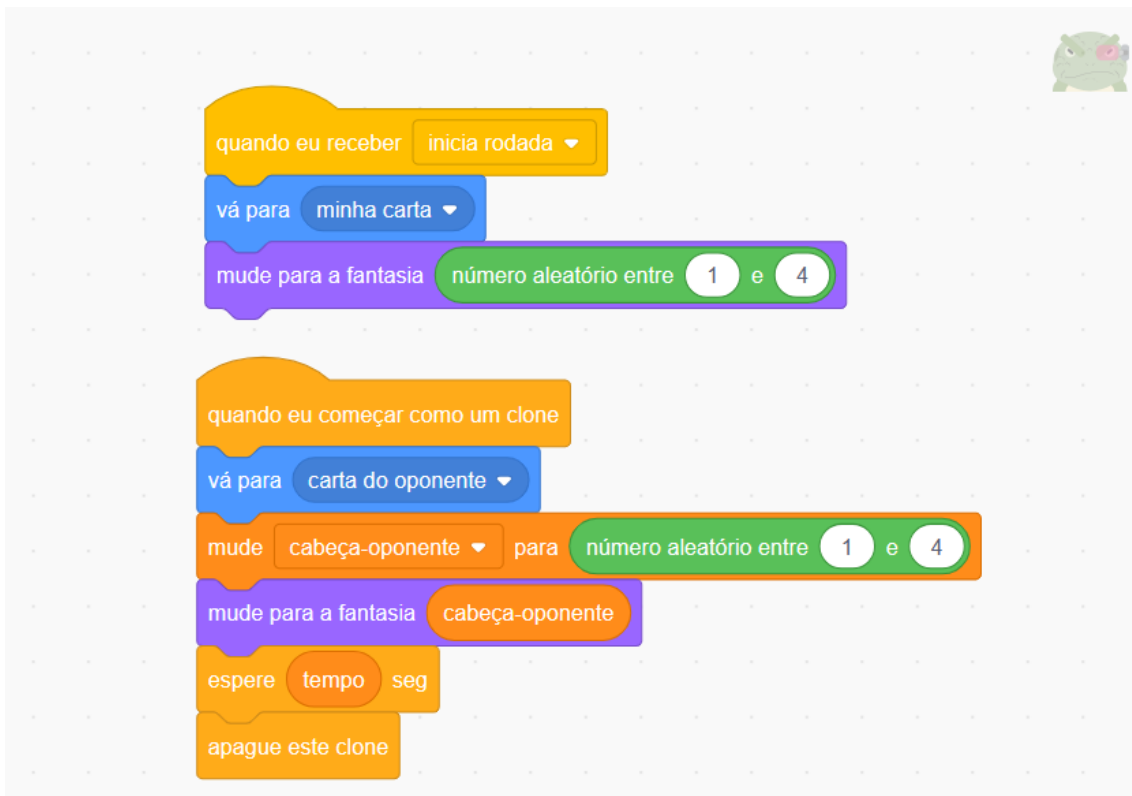


Cabeça



The image shows a Scratch script on a grid background. In the top right corner, there is a small green frog icon. The script consists of two main event-driven blocks:

- When I receive 'inicia rodada':**
 - Go to 'minha carta'
 - Change 'a fantasia' to a random number between 1 and 4.
- When I start as a clone:**
 - Go to 'carta do oponente'
 - Change 'cabeça-oponente' to a random number between 1 and 4.
 - Change 'a fantasia' to 'cabeça-oponente'
 - Wait 'tempo' seconds.
 - Delete this clone.