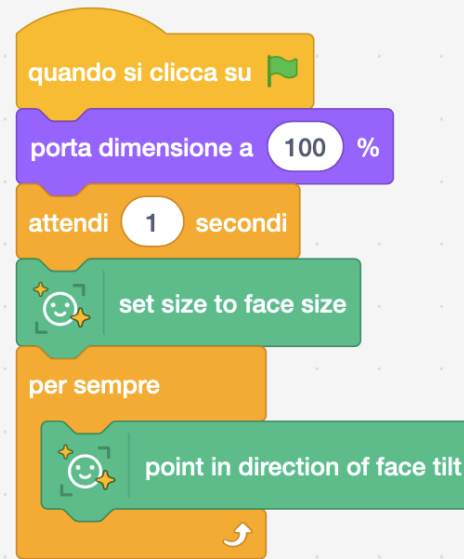
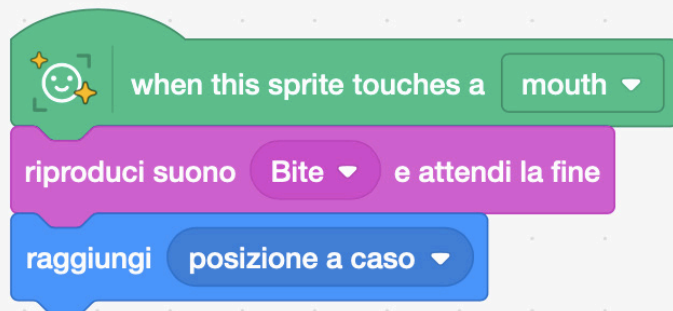




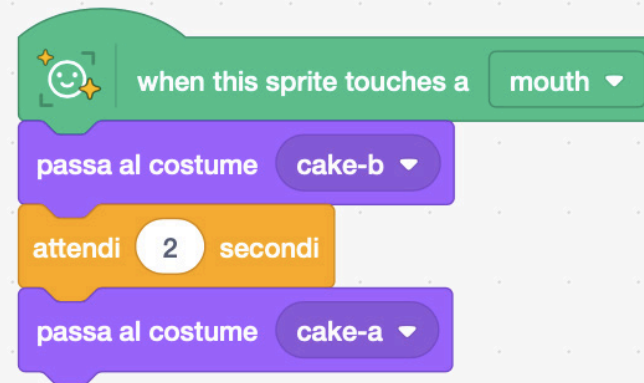
```
when a face is detected
  set size to face size
  per sempre
    go to between eyes
    point in direction of face tilt
```



```
quando si clicca su
  porta dimensione a 100 %
  attendi 1 secondi
  set size to face size
  per sempre
    point in direction of face tilt
```



```
when this sprite touches a mouth
  riproduci suono Bite e attendi la fine
  raggiungi posizione a caso
```



```
when this sprite touches a mouth
  passa al costume cake-b
  attendi 2 secondi
  passa al costume cake-a
```