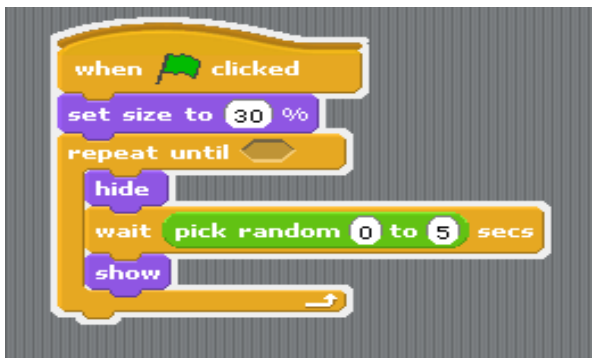# Add a bad guy

1 Let's add another sprite (picture you can move) into our game. Click on the add sprite button with the folder and this time pick 'flying carpet'

Use this one to create the new sprite

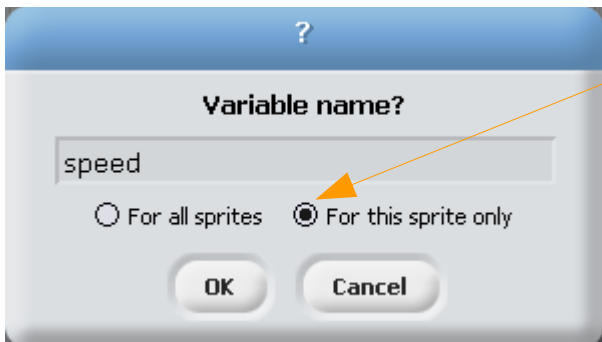**2** Lets add some code :

The green command 'pick random' is a new command for us. This is a bit like rolling a dice. It gives you a random number and we have said we want it to be from 0 to 5. You will find the green commands in the section `operators`

3 Now we need some Variables to control what happens in the game. Think of a variable as a box with a name on the front of it. We can put a number like 3 into our box which we could call `lives` and we could then check on it.
The Variables are under the section called `variables` (or in version 2 of scratch it is called `data`.
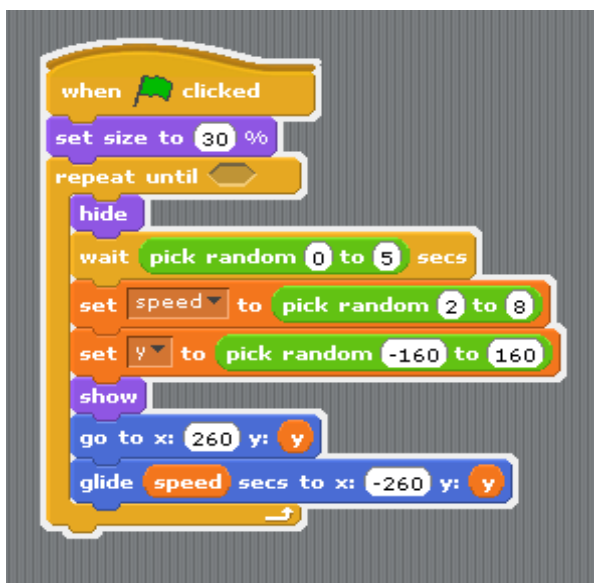
We are going to add two of them. Click on 'make a variable' and call it 'speed'
make sure the dot is on the selection that says 'for this sprite only'

The next one should be called 'y' and have the same dot on 'for this sprite only'

When you have your two variables on the left, remove the ticks from next to them.
This takes them off the screen to keep it clean and tidy.

4 Now add some more code to the bit you just did :

The orange commands are in `variables (or data)` and the purple ones in `looks`

Now every few seconds a flying carpet will whizz through the screen from the right
hand side to the left hand side.
Speed is how fast it will fly
and the y variable is where it is on the screen.