

PROJECT 2

Page 132, Step 9

The step should read:

9. In the Timeline, add a new regular frame at Frame 90. Select all four Fish instances on the armature, press Option/Alt, and move all four objects past the right edge of the Stage and up near the top of the Stage.

PROJECT 3

Page 159, Step 8

The step should read:

8. Make sure the Mask layer is selected.

Page 159, Step 10

The step should read:

10. Draw a circle over the planet image, and then use the Free Transform tool to make the oval shape fit the planet.

PROJECT 4

Page 236, Step 6

The step should read:

6. On Line 8 of the Script pane, type:

```
var pos:int=0;
```

This declares a variable named `pos` of the integer data type with an initial value of 0. This variable will store the array position associated with the lowest value in the array.

(If you do not initialize the variable to 0, running the game multiple times in the Flash Player can cause problems in determining the true winner of the race.)

```
1 var arrPosition:Array=new Array(4);
2 arrPosition[0]=this.char1_mc.*;
3 arrPosition[1]=this.char2_mc.*;
4 arrPosition[2]=this.char3_mc.*;
5 arrPosition[3]=this.char4_mc.*;
6
7 var lowest:int=arrPosition[0];
8 var pos:int=0;
```

PROJECT 5

Page 296, Step 9

The step should read:

9. Click the arrow/plus sign to the left of `hits_mc` to show the nested object. Select the nested `hit_count` object in the dialog box and click OK.