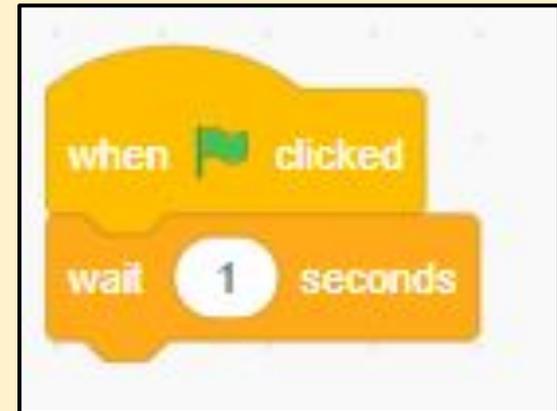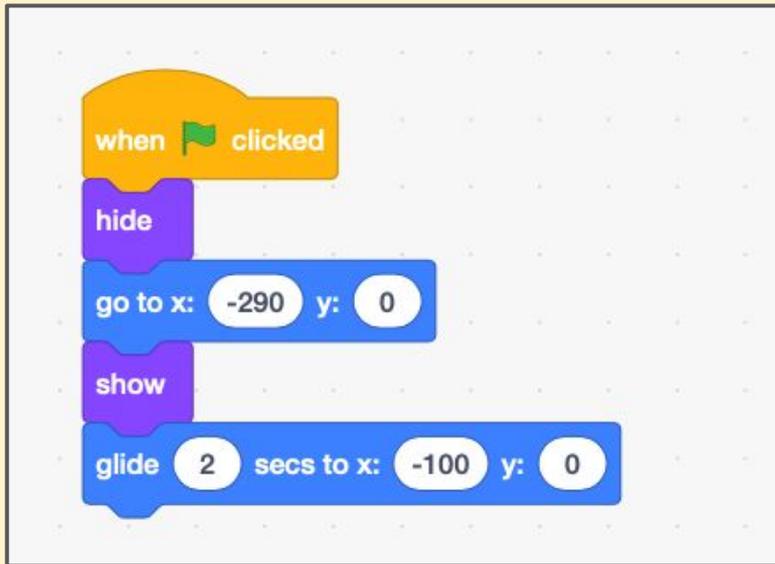Simple "**say for… seconds**" blocks can be used to deal with the speech

You need to make sure each sprite is talking during the joke

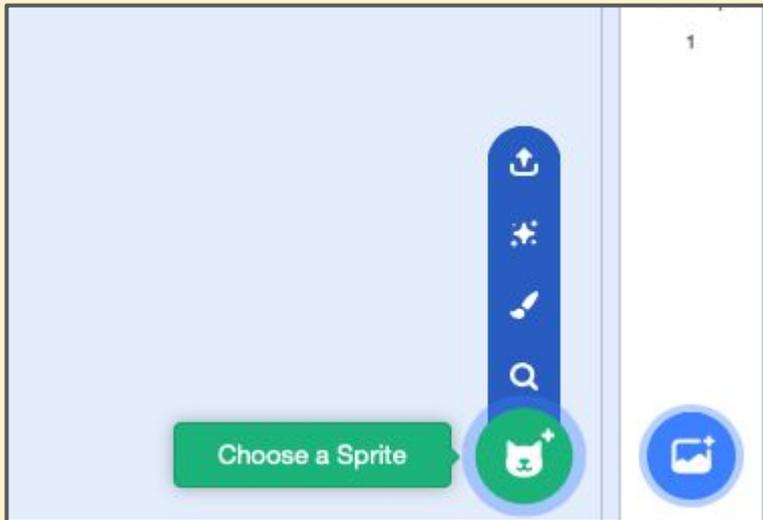To synchronise the timings, you'll need to use "**wait … seconds**" blocks

This might take a bit of trial and error to get the timings right…

This is a good way to make an entrance - the "**hide**" and "**show**" blocks make sure you don't see the sprite right at the start

You could add a "**wait … seconds**" block to this…

To add a second sprite there's a button right at the bottom