

But what if they crash ?

You have probably spotted a problem with our game. The flying carpets fly straight through the helicopter, and nothing happens. That doesn't make a great game.

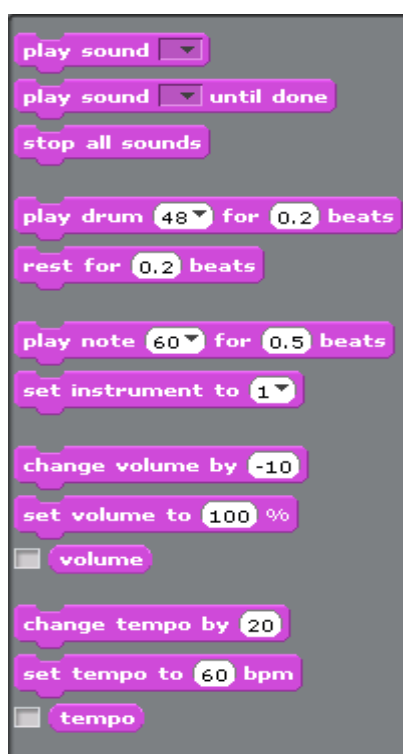
1 Click on the carpet and add some new code :



The new light blue command is in [sensing](#). This is telling the computer to check if the two sprites touch and if they do move the carpet away and make a noise.

It's not a very good noise. Is it ?

2 Make a bang! Pick a new noise – pick an instrument or a drum or something strange.



*** Remember to save ***

If anything goes wrong you can always go back to this point.

3 You can even record a sound for the crash.



Click on 'play sound' and then on 'record'

The round red button records sound.

The square one stops it.

The triangle plays it back.

Lets make some noise !