# Eat the cheesy-puffs

Let's give our helicopter pilot a chance.

**1** Let's duplicate one of the flying carpets (just like you did before – right click and do duplicate)

This one is not going to be a bad guy.  This is the good one.

First change the picture so you can spot it.

Click on the new sprite and click on costumes at the top of the middle area.
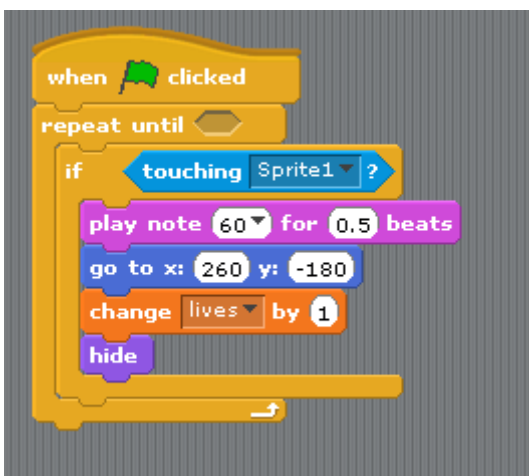
Click import.

If you are still inside the transport folder click the little white up arrow at the top and go into 'things'.  Pick the item that saves your pilot (I picked the cheesy-puffs).

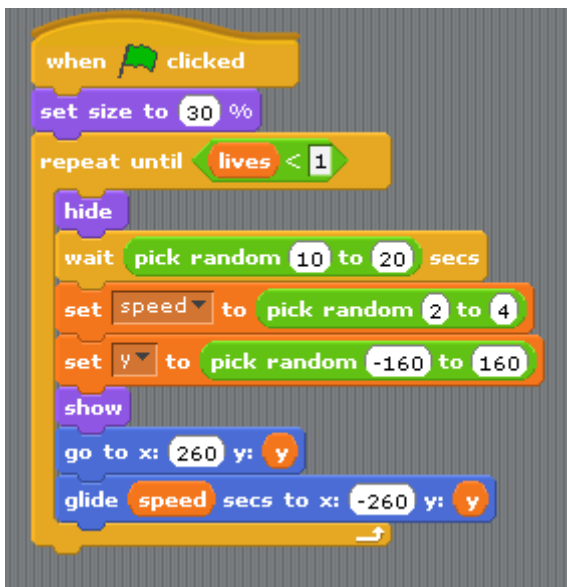Now at the moment it would be a bad guy (just a very strange shaped one).

We need to change a few things in its code so click on scripts again.

**1** Start by changing the bit that happens when they touch :



I have changed the noise (you can pick your own or even record it)
and I have changed the lives to '1' instead of '-1'.
this means you get a life back when you eat the cheesy-puffs.

**2** Now we need to change when it leaves and how it moves.



The delay is 10-20 seconds so it doesn't come out as much as the other things.

I have made it faster (speed 2-4) so it will be harder to catch

and I removed the last line that gives you 1 extra on your score.

I guess you could drop the line into the other bit so you get an extra life and 10 points or something similar.

What do you think ?