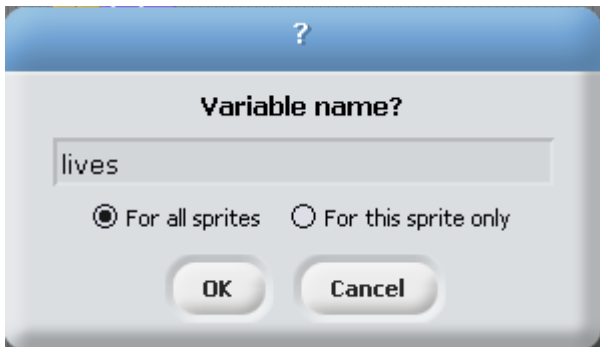


Does it have 9 lives ?

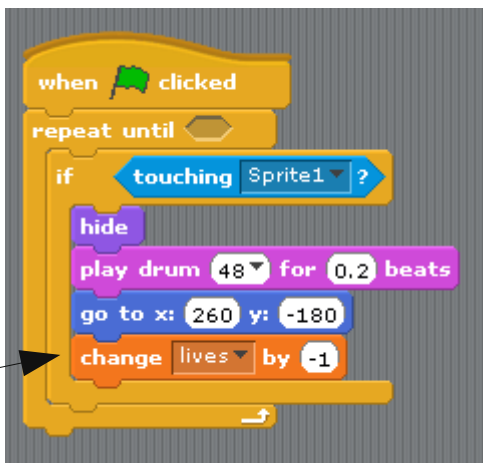
Another problem. Our helicopter keeps crashing but nothing happens. It has more lives than my cat.

1 We need another variable. This time lets call it 'lives' and this time put the dot in the other side. 'For all sprites'. Do not remove the tick on this one - we want it on the game screen.



2 We will need to add some code to make it work.

Click on the flying carpet and add in just the orange line (from variables) - as you already have the other bits. Set the variable to 'lives' and the number to '-1'



3 At this point the lives will go down and down and down.... but we do need to stop.

Make a new bit of code like this :

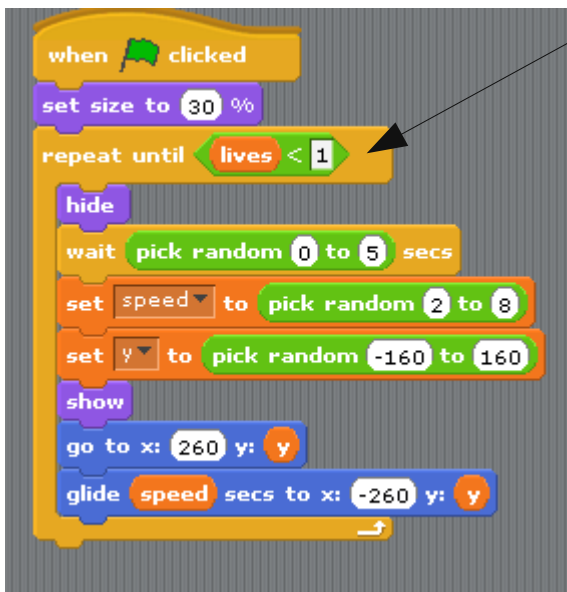


It is made by dropping the variable name 'lives' into the green bit (which you will find in operators).

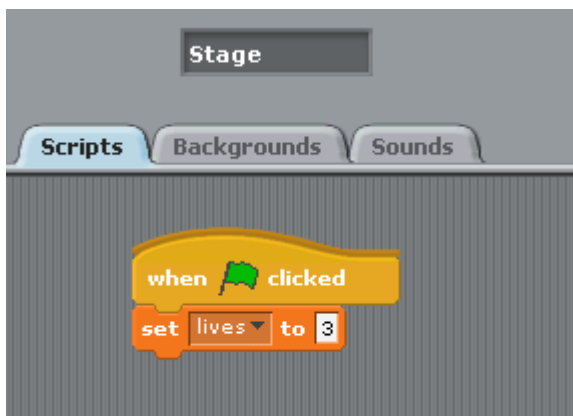
What does 'lives < 1' mean ? The '<' sign means less than.

So this means when the lives count is less than '1' then your helicopter is dead :(

4 Put the new bit you have made in the other code section - inside the repeat until loop bit. Just drop it in the little hole :



5 and the last bit (of this card) - we need to tell it how many lives the helicopter has at the start. Click on the stage (that's the white square beside the sprites) and put this simple bit of code in there :



Have another test. Click the green flag and fly round. Can you avoid the flying carpets? What happens if you do hit them?

Is it all working the way it should so far?