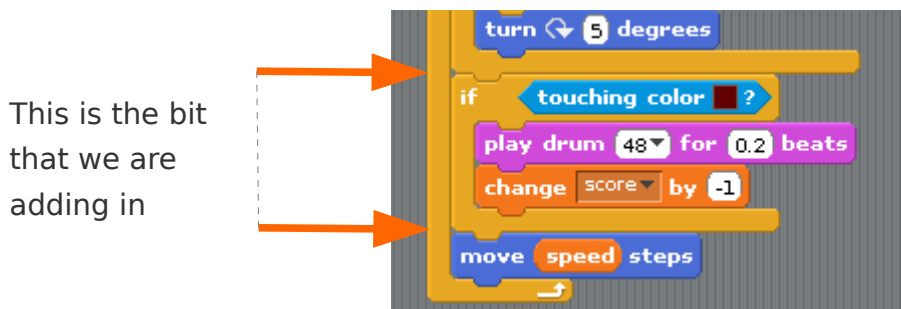


Agggghhh CRASH !

We are pretty close to our working game now. But we are still missing something.

You can drive over the mud and nothing happens. How do we make people stay on the road ?

1 Click on the car again. You should be back to the old code you wrote a few pages ago. In the big bit of code we need to add in a new bit near the bottom :



When you add the 'touching colour' command, click on the little square of colour and then click on the main background colour that you picked earlier.

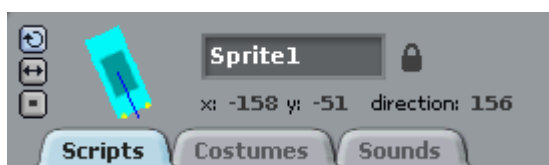
This means when the car touches that colour it will run this bit of code.

It makes a noise (you will find the 'play drum' command inside the [sound](#) button area, and then it drops the score by 1. The more time you stay on the mud, the more your score drops.

2 If you have been testing this a few times you will see that it starts where it left off on the last game. This is not a great way to start - if you ended the game on a big crash in the middle of the mud.

Pick up your car and put it on the track - on a nice straight bit (you do have straight bits don't you ?).

Up at the top of the middle section you will see a picture of the car with a little line on it. This shows you what direction it is pointing in at the moment. Twist it round until it is going in the right direction (on the road)



3 Click on the **motions** button. See the command 'go to x: y:'

See how it has the same values as the numbers at the top. This is handy – you can just pick it up and drop it in the code just below the existing 'set size' bit :



4 One more step to get our car to start off in the right place – we need to get it facing the right direction. This one is not quite as simple.

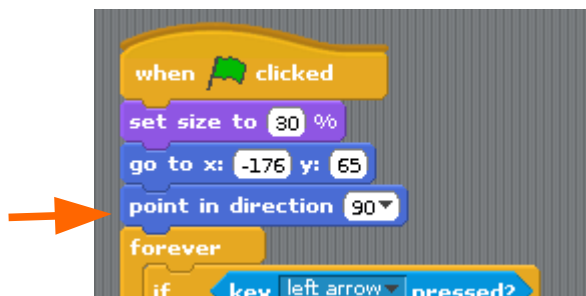
The command you need is :



But the problem is this one doesn't get the right number. So look up at the top middle bit again. One of the numbers says 'Direction'. In my example on the back of this page it says '156'

So pick up the command 'point in direction' and drop it in place. Now click on the number and change it to the value you just got from your screen (not mine).

It goes here :



Test again... How is the game now ?