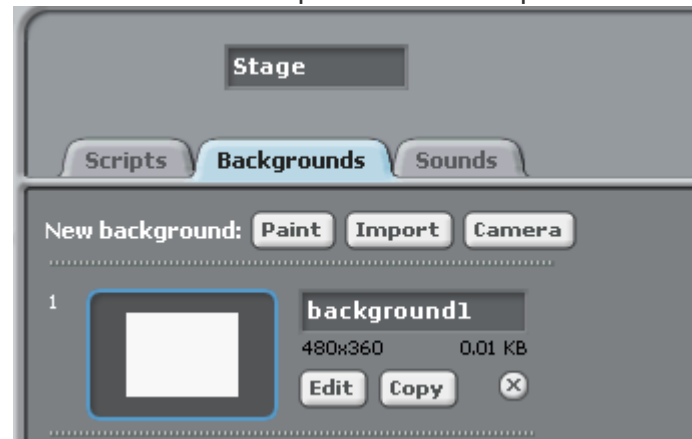


# Why is it 'A-maze-ing' ?

**1** Have you been wondering why I called this game 'A-maze-ing' ?

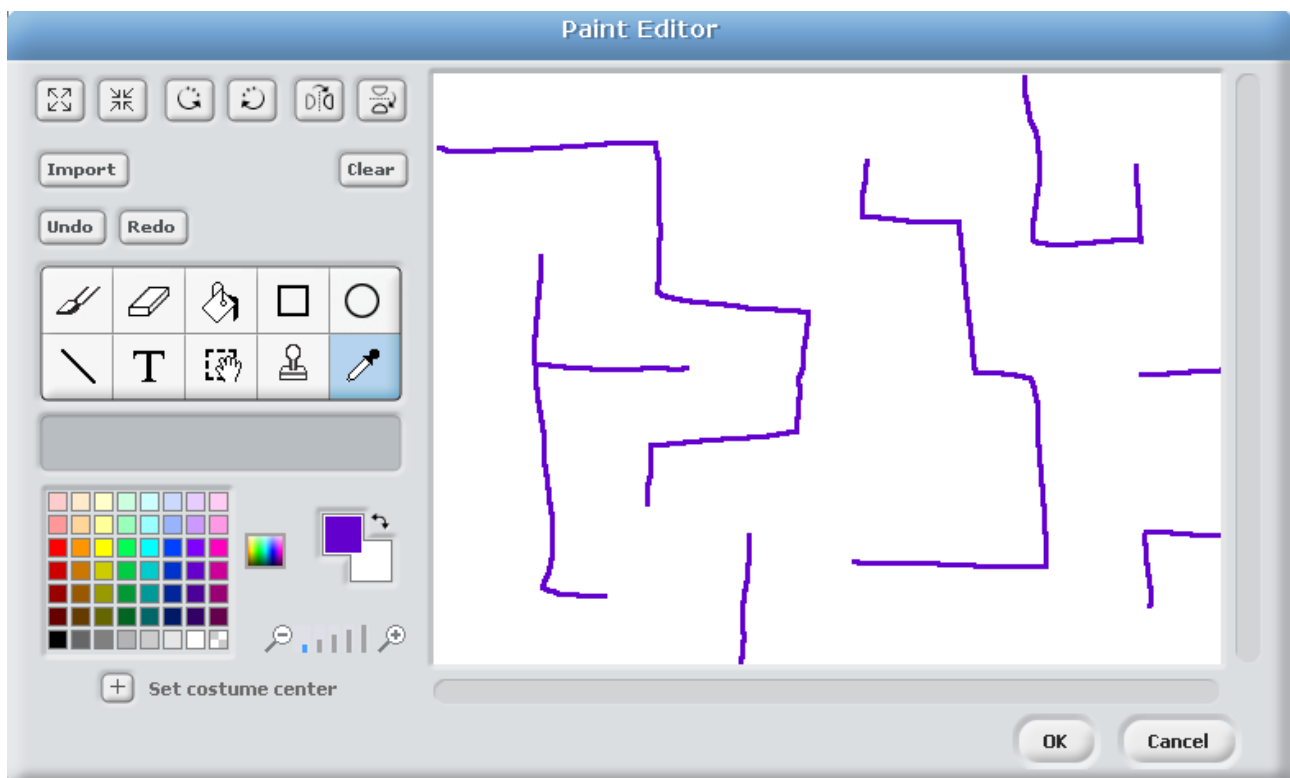
Click on the 'stage' area in the sprite section of the screen.

Click on the 'Backgrounds' tab at the top and then on 'paint'



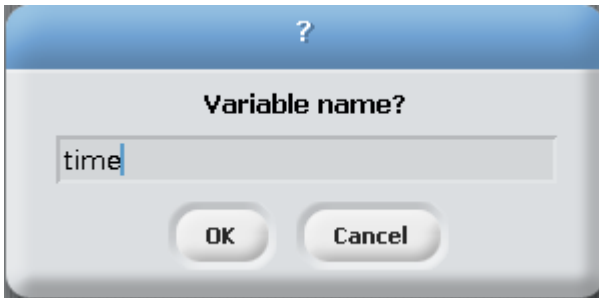
Let's draw a maze for the cat to get lost in.

Start by picking a colour. This is important – you will see why in a few minutes and then draw the maze. Don't make it too hard – we can't have our poor cat getting totally lost.



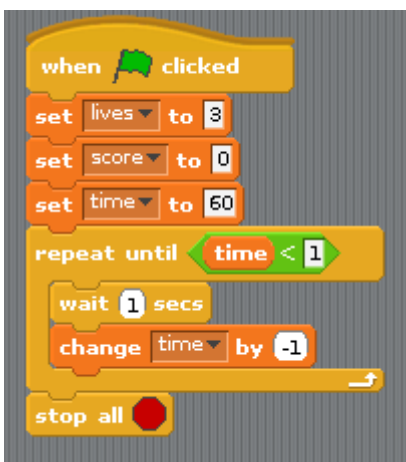
2 Add a little code to the stage to keep an eye on the time.

We will need one last variable. This one will be called 'time' :



This will store the number of seconds we have left to play.

Click on the 'scripts' tab at the top of the stage and add in this code :



The first few lines set out variables to the right values at the start of the game.

The next part in the 'repeat until' loop will handle the time. At the start the time has been set to 60 seconds. Wait for one second and then reduce that by 1 to give 59... then 58... then 57....

This goes on and on until it is less than 1. In other words it hits 0 and the time has run out.

GAME OVER !!!

Have you saved recently ? Do it now and then give it a try.