


# Avoid: Hazard

Create hazards for the player to avoid.


A hazard can be anything you like. Some examples of common hazards: spikes, poison, toxic waste, fire, ice, or special walls. Create a **Sprite\_Hazard** any size you'd like, then make an **Object\_Hazard**, but don't add any Events or Actions. You have three options below:

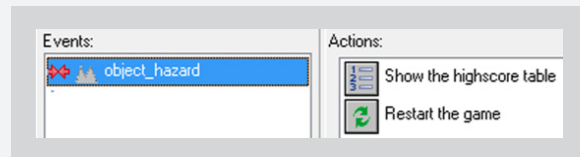
*Option #1: Ends the game if the player does not avoid the hazard.*

## Object\_Player

 **Event: Collision <Hazard>**  
Action: Show high score


[same event]

 Action: Restart game




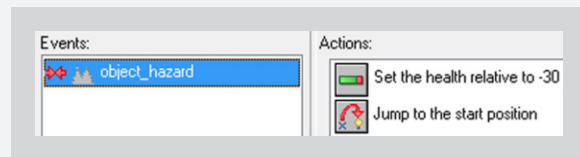
*Option #2: Lowers the health and restarts the level if the player does not avoid the hazard.*

## Object\_Player

 **Event: Collision <Hazard>**  
Action: Set health  
Value: -30  
Check Relative


[same event]

 Action: Jump to start




*Option #3: Lose a life and restarts the level if the player does not avoid the hazard.*

## Object\_Player

 **Event: Collision <Hazard>**  
Action: Set lives  
New lives: -1  
Check Relative

[same event]

 Action: Jump to start

