Create an object for the player to collect in the game room through contact.

You will need to create a **Sprite_Contact** before making an **Object_Contact**. Examples of game collectibles: coins, health boosts, extra lives, food, keys, money, etc.

![Sample sprites from the YOYO Games website](image)

**Object_Contact**

- **Event:** Collision <Player>
  - **Action:** Destroy instance
    - Applies to: Self

- **[same event]**
  - **Action:** Set score
    - New score: 10
    - Check Relative

Each time the player comes in contact with the object_collect, the score will go up 10 points.

**NOTE:** You must place the **Object_Contact** in the game room. You can place as many collectibles in a room as you would like.

Other ways to program a collectible:

- **Increase Health:** Same as above with Action: Set Health instead of Action: Set Score. Be sure to check Relative.

- **Increase Lives:** Same as above with Action: Set Lives, value: 1 instead of Action: Set Score. Be sure to check Relative. Each collectible gives the player an extra life.

- **Unlock Doors:** Or "Collect all the tokens to get to the boss/next level/power up/key." See the **Disappearing Wall** card.

- **Power Up:** See the **Power Up** card.