Lives: with Health

Lose a life when the health bar runs out.

When a player loses all of their health, they lose a life and restart the level. If you have a health bar programmed, you will replace the **Test Health, Show High Score, Restart Game**, with the following (See the **Player Health Bar** card to create a health bar):

**Object_Player**

**Event: Step**

*Delete all of the actions in this event and replace them in this order:*

- Action: Test health
  - Value: 0
  - Operations: Smaller than
  - No NOT

- Action: Start block

- Action: Set lives
  - New lives: -1
  - Check Relative

- Action: Jump to start
  - Applies to: Self

- Action: End block

- Action: Test lives
  - Value: 0
  - Operation: Smaller than
  - No NOT

- Action: Start block

- Action: Show high score

- Action: Restart game

- Action: End block

**NOTE:** You must place the **Object_LifeBar** in the game room (it doesn't matter where) even though there isn't a sprite. You will see a ⚖️ instead.