

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



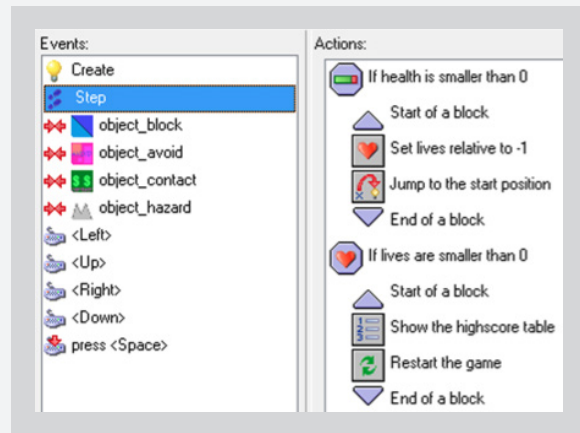
Action: Show high score




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.