Timed Object

Make an object change back to another object after a set amount of time. For example: a super player changing back to a normal player.

Object_PowerUp

Event: Collision <Object_Player>
Action: Change instance
  Applies to: Other
  Change Into: Object_SuperPlayer
  Perform Events: not

[same event]
Action: Jump to position
  Applies to: Self
  x: 0
  y: 0

Action: Set variable
  Applies to: Self
  Variable: putime_left
  Value: 20
  Not Relative

Action: Set Alarm
  Applies to: Self
  Number of Steps: 30
  In Alarm No: Alarm 1

These variable settings will cause the super player to change back to the normal player after 20 seconds.

NOTE: This sequence means when the timed power up collides with the player, it will change the player into the super player, then the power up will move (jump) to the coordinate (0,0) so it is not viewable in the game. Then the timed power up will set putime_left to 20 seconds and begin the alarm steps counting down 20 seconds of being the super player. Now you will set up what should happen when the variable is at 0.
Event: Alarm 1
Action: Set variable
Applies to: Self
Variable: putime_left
Value: -1
Check Relative

[same event]
Action: Test Variable
Applies to: Self
Variable: puttime_left
Value: 0
Operation: Equal to
No NOT

[same event]
Action: Start block
Action: Change instance
Applies to: Object_SuperPlayer
Change into: Object_Player
Perform events: not
Action: Destroy the instance
Applies to: Self
Action: End block

[same event]
Action: Else
Action: Set alarm
Applies to: Self
Number of steps: 30
In Alarm no: Alarm 1
Not Relative

This sequence means that when the Alarm 1 is triggered, the putime_left will lower by 1. Then the Alarm 1 will check if putime_left is at zero, changing the super player back to player if is zero and resetting the alarm if it is not zero.