Make the super player change back to the normal player after 20 seconds

**Object_Powerup**

- **Event:** Collision<object_player>
  - **Action:** Change Instance
    - Applies to: Other
    - Change Into: object_superplayer
    - Perform Events: Not

- **Action:** Jump to Position
  - Applies to: Self
  - x: 0
  - y: 0
  - Not Relative

- **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

This sequence means when the power up collides with the player, it will change the player into a super player, then the power up will move (jump) to the coordinate (0,0) so it is not viewable in the game. Then the power up will set the putime_left to 20 and begin the alarm steps. 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

*Continued on Part 2 of 2*
Action: Test Variable
   Applies to: Self
   Variable: putime_left
   Value: 0
   Operation: Equal to
   No NOT

Action: Start Block

Action: Change Instance
   Applies to:
   Object <object_superplayer>
   Change Into: object_player
   Perform Events: not

Action: Destroy the Instance
   Applies to: Self

Action: End Block

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 player if it is and resetting the alarm if it isn’t.