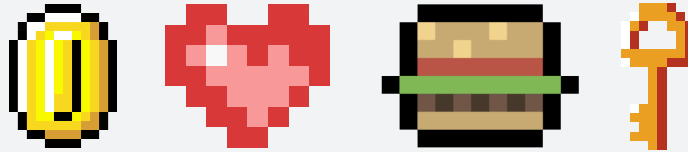


Contact: Collectible


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.

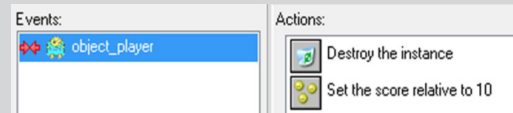


(Sample sprites from the YOYO Games website)

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.