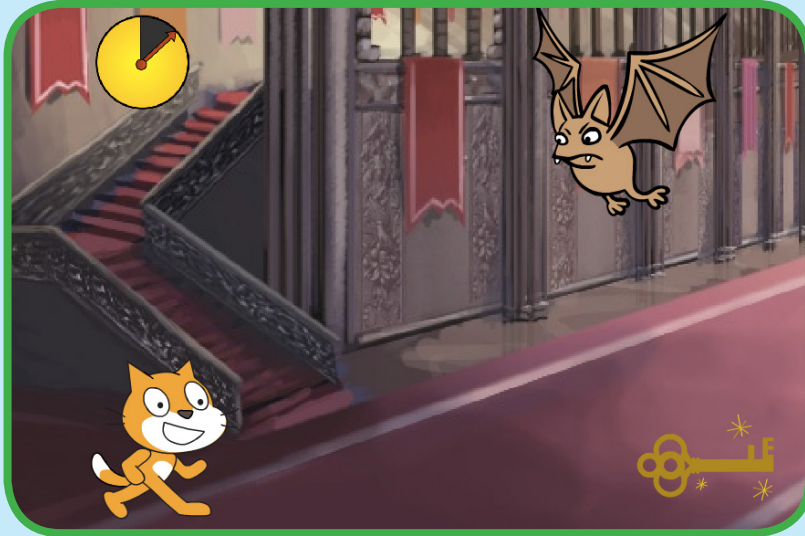# Timer

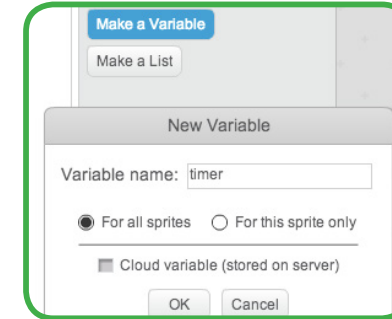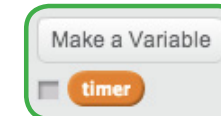**Code Club Scratch Card**
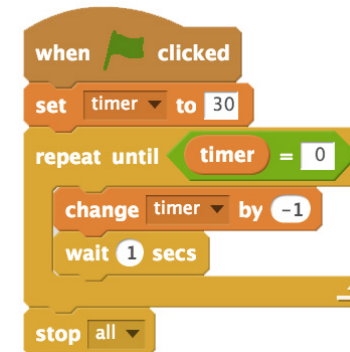
Making a timer for your game

Create a variable called **timer** for all sprites:

Make sure to un-tick this box to make sure it isn't displayed on the stage:

Now make a script that looks like this:

```
when [green flag] clicked
set timer to 30
repeat until < timer = 0 >
  change timer by -1
  wait 1 secs
stop all
```

(**30** means your game will last 30 seconds. change this value to make your game longer or shorter)

Make a Card   1. **Fold the card in half**   2. **Put glue on the back**   3. **Cut along the dotted line**