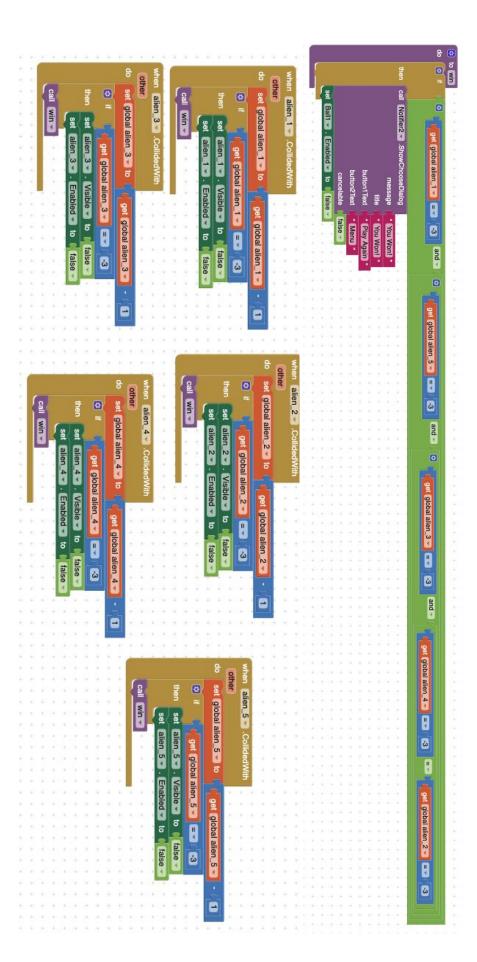
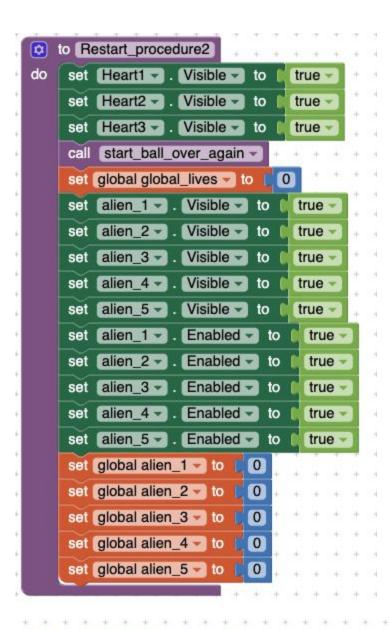
```
when Ball1 .EdgeReached
 edge
    call Ball1 .Bounce
                    edge
                            get edge
    if
                 get edge -
    then
           set life_1 . Visible to
                                       false -
           set global lives v to
                                    get global lives
                                                          call start_ball_over_again -
    if
               and -
                                          E1
                       get edge -
                                                            get global lives
                                                                                    -2
    then
           set life_2 - . Visible -
                                  to
                                        false -
           call start_ball_over_again -
    🗯 if
               and -
                       get edge
                                          -1
                                                            get global lives
    then
           set life_3 - . Visible -
                                  to
                                       false
           call start_ball_over_again -
     🔯 if
                 get global lives -
                                          -4
           set Ball1 . Enabled
    then
                                       false
           call Notifier1 . ShowChooseDialog
                                    message
                                                 Choose Restart to try again! Or Menu to return t.
                                         title
                                                You Lost
                                  button1Text
                                                Restart
                                  button2Text
                                                " Menu "
                                                false -
                                   cancelable
```





```
*
   to start_ball_over_again
do
    set Ball1 . Enabled
                             to
                                  true -
    set
        Ball1 -
                . Interval -
                             to
                                  10
    set
        Ball1 -
                . Heading to
                                   random integer from
                                                        260
                                                               to
                                                                   280
        Ball1 - . Speed -
                                 15
    set
                            to
    call Ball1 .MoveTo
                       X
                              Screen2 -
                                          Width
                                                        2
                            Ball1 -
                                     Radius
```