





```
to Restart_procedure2
do
  set Heart1 . Visible to true
  set Heart2 . Visible to true
  set Heart3 . Visible to true
  call start_ball_over_again
  set global global_lives to 0
  set alien_1 . Visible to true
  set alien_2 . Visible to true
  set alien_3 . Visible to true
  set alien_4 . Visible to true
  set alien_5 . Visible to true
  set alien_1 . Enabled to true
  set alien_2 . Enabled to true
  set alien_3 . Enabled to true
  set alien_4 . Enabled to true
  set alien_5 . Enabled to true
  set global alien_1 to 0
  set global alien_2 to 0
  set global alien_3 to 0
  set global alien_4 to 0
  set global alien_5 to 0
```

```
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
  set Ball1 . Speed to 15
  call Ball1 . MoveTo
    x Screen2 . Width / 2
    y Ball1 . Radius
```