Label It Code

On each label sprite:

```
when 🚩 clicked
forever
  if < not < mouse down? > > then
    if < touching [1 ▾] > then
      start sound [Coin ▾]
      stop [this script ▾]
    else
      home
```

```
define home
go to x (  ) y (  )
```

```
when 🚩 clicked
home
```