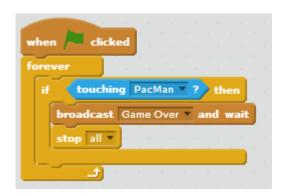
#	Steps	Hints
1	Create a <u>variable</u> called lives to keep track of the number of lives left for Pac-Man.	 Look under the dark orange <u>Data</u> tab When you create the lives variable it should be <u>for all Sprites</u>
2	When the game begins set the <u>variable</u> lives to 3.	 What control block is used to determine when the game begins? Use this block under the <u>Data</u> tab:
		set lives ▼ to 3
_	When the lives reaches zero, the game is over	Which sprite already has the script that stops the game if the 'monster'

When the lives reaches zero, the game is over.

• Which sprite already has the script that stops the game if the 'monster' touches Pac-Man? Look for this script:



• Put an 'if' block around the broadcast **Game Over** and stop all blocks to test if lives = 0. Take a look at these blocks and figure out how to combine them to test if lives = 0:



Each time the 'monster' touches Pac-Man, take away 1 from the number of **lives**.

Each time the 'monster' touches Pac-Man, take away • Here is how you subtract 1 from the lives variable:



- Make sure that you add the block that subtracts the number of lives BEFORE you test to see if it has reached zero.
- Test your program: Force the game to end by letting the monster catch Pac-Man.
- Are you getting 3 lives, or is your game ending right away after the monster touches Pac-Man?
- Take a few minutes to try to figure out what is wrong, and try to figure out if you know how to fix it.
- Move Pac-Man and the monster back to their starting location so they are no longer touching.
- After the lives variable has been decreased by 1, broadcast a message to go back to your starting location.

broadcast Start Over▼ and wait

• Both Pac-Man and the monster need to listen for the Start Over message, and move to their starting location. This is the starting block you will need:



7 You're Done! ☺

Test your program and think of things you would like to add that would make the game more challenging and fun.