**Create:**

**deixar\_msg = true;**

**text\_id = "";**

**Step:**

**var \_s = id;**

**if ((place\_meeting(x, y, obj\_gaia)) && (keyboard\_check\_pressed(ord("Z"))) && (deixar\_msg))**

**{**

**deixar\_msg = false;**

**with(instance\_create\_depth(0, 0, -99999, obj\_textbox))**

**{**

**scr\_game\_text(\_s.text\_id);**

**game\_end();**

**}**

**}**