

# Power Up Timer

Part 1 of 2

Make the super player change back to the normal player after 20 seconds

## Object\_Powerup

Event: Collision<object\_player>



Action: Change Instance

Applies to: Other

Change Into: object\_superplayer

Perform Events: Not



Action: Jump to Position

Applies to: Self

x: 0

y: 0

Not Relative



Action: Set Variable

Applies to: Self

Variable: putime\_left

Value: 20

Not Relative



Action: Set Alarm

Applies to: Self

Number of Steps: 30

In Alarm No: Alarm 1

Events:

Alarm 1  
object\_player

Actions:

Change instance into object\_su  
Jump to position (0,0)  
Set variable putime\_left to 20  
Set Alarm 1 to 30

This sequence means *when the power up collides with the player, it will change the player into a super player, then the power up will move (jump) to the coordinate (0,0) so it is not viewable in the game. Then the power up will set the putime\_left to 20 and begin the alarm steps. Now you will set up what should happen when the variable is at 0.*

Event: Alarm 1



Action: Set Variable

Applies to: Self

Variable: putime\_left

Value: -1

Check Relative

Events:

Alarm 1  
object\_player

Actions:

Set variable putime\_left to -1  
If putime\_left is equal to 0  
Start of a block  
Change instance into object  
Destroy the instance  
End of a block  
Else  
Set Alarm 1 to 30

Continued on Part 2 of 2

# Power Up Timer

Part 2 of 2

Action: Test Variable  
Applies to: Self  
Variable: putime\_left  
Value: 0  
Operation: Equal to  
No NOT

Action: Start Block

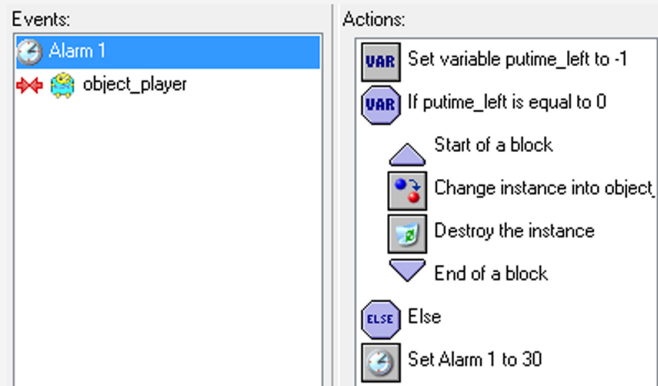
Action: Change Instance  
Applies to:  
Object <object\_superplayer>  
Change Into: object\_player  
Perform Events: not

Action: Destroy the Instance  
Applies to: Self

Action: End Block

Action: Else

Action: Set Alarm  
Applies to: Self  
Number of Steps: 30  
In Alarm No: Alarm 1  
Not Relative



This sequence means that *when the Alarm 1 is triggered, the putime\_left will lower by 1. Then the Alarm 1 will check if putime\_left is at zero, changing the player if it is and resetting the alarm if it isn't.*