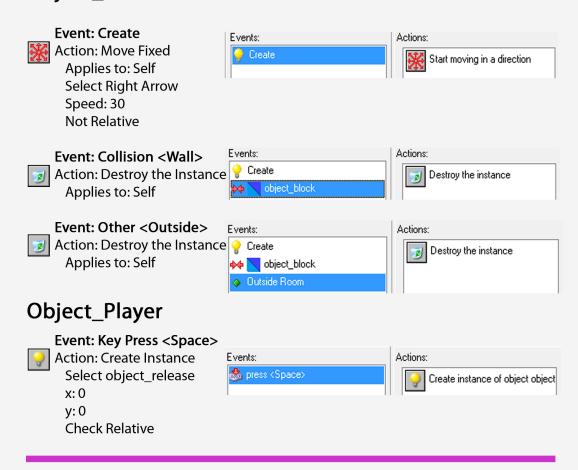
## Release

Create a projectile for the player to release

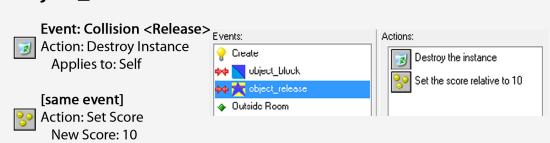
## Object\_Release



Allow the object\_release to destroy the object\_avoid

## Object\_Avoid

Check Relative



Each time a object\_release destroys an object\_avoid, the score will go up 10 points.