Background and Timer

Stage

Scripts | Backgrounds | Sounds

```
when [flag] clicked
set Timer to 30
repeat 30
    wait 1 secs
    change Timer by -1
stop all [red]
```

```
when [flag] clicked
forever
    if < Score > High Score >
        set High Score to Score
```

Timer 13   High Score 24
Score 24

x: -936   y: 189

New sprite: [icons]

Swatter   Ant   Sprite1   Sprite2   Sprite3   Sprite4   Sprite5

Stage

Fly Swatter

Ant and Score