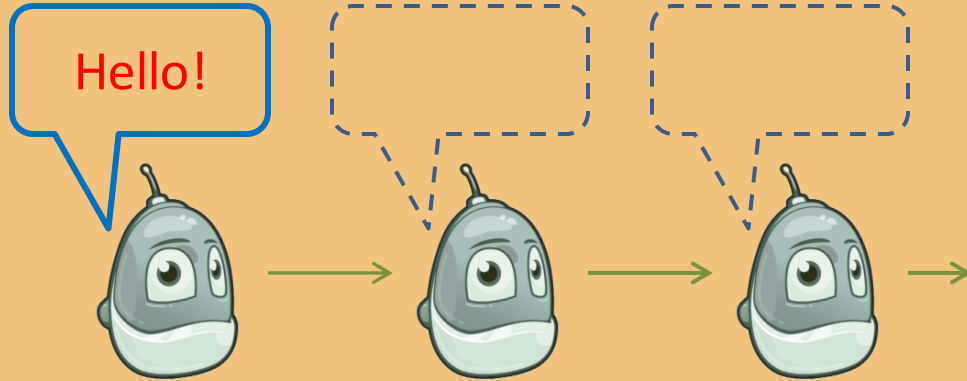# Once Is Enough

Do something one time instead of repeatedly.

Hello!

WHEN DO say "Hello!" **once**

WHEN condition DO action **once**

Once Is Enough

Set the blue score to 10 once; don't try to change it after that.

Play an alarm sound when you first see a saucer.

Score one point when you go from "no fish" to seeing a fish.

Note: if the WHEN condition becomes false (the saucer or fish disappears) and then becomes true again, the action will be taken again.