

Countdown Timer

Count down to zero on the screen.



-1 → **Time: 14**

when zero → **do something**

Countdown Timer

Count down from 15 seconds. When the time reaches zero, explode.

The script consists of four rules:

- Rule 1:** WHEN + DO. DO: set score to 00, red score to 000, points to 010, points to 005, once.
- Rule 2:** WHEN + DO. WHEN: timer. DO: subtract 1 from red score, red score to 000, point to 01.
- Rule 3:** WHEN + DO. WHEN: timer. DO: 0.25 second delay.
- Rule 4:** WHEN + DO. WHEN: scored. DO: red score to 000, equals, points to 00, boom, me.

Notes: (1) The 0.25 second delay in rule 3 is needed because the red score will be zero until rule 1 runs. (2) To advance the time silently and label the score as "Time", use the Options tool to set the red score to "Quiet Labeled" with label "Time".