Parting Shot

Take final actions before going out of existence.

Uh-oh!

sad music

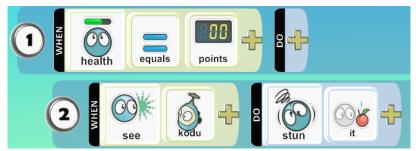WHEN health = 0 points DO play "lose"

WHEN **health = 0 points** DO **action**

Parting Shot

Program an apple to add one to the red score when it's eaten:

Program a saucer to stun the nearest kodu when the saucer is destroyed:

Note: a parting shot only gets one rule cycle to complete its work. Therefore the parting shot cannot include timers or page switches.