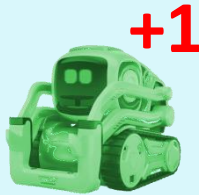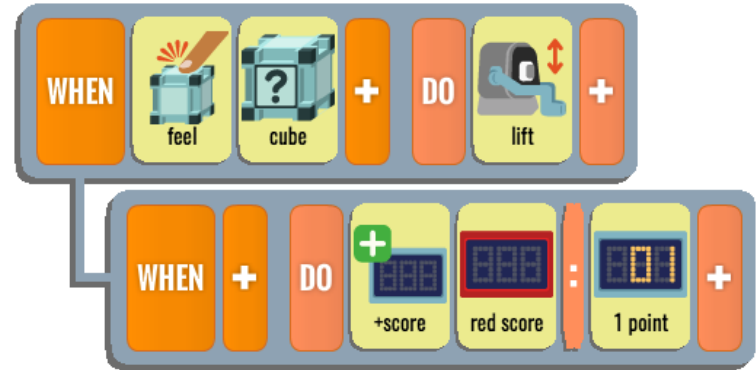## Count Actions

Make Cozmo keep a count of an action he takes.
This is a special case of Do Two Things.

+1

WHEN *something* DO **action**

and also

→ score **color** 1 point

Count Actions

When you move the lift, add one to the red score.

General Form:
    WHEN *something* DO **action**
        ↳WHEN DO score **color** 1 point

Scores are named by colors and displayed above the world map.