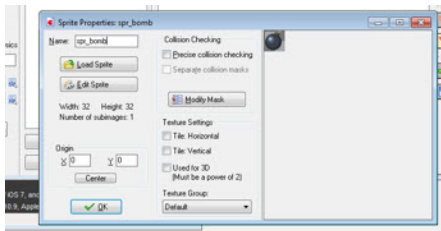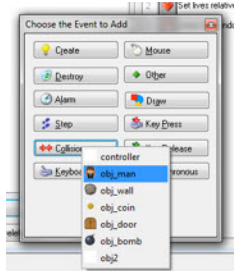# Adding a bomb object

The bomb will sit in the maze. If the man bumps into it, it will put the man back to the beginning, take a life away and then move to a new random position in the maze.
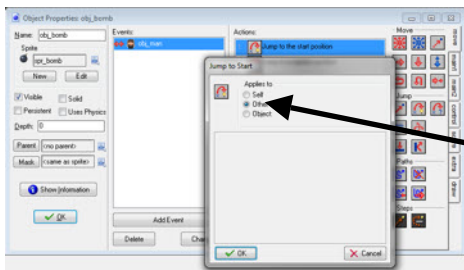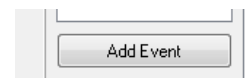
You will also need a control object.

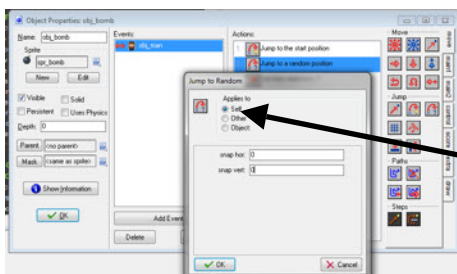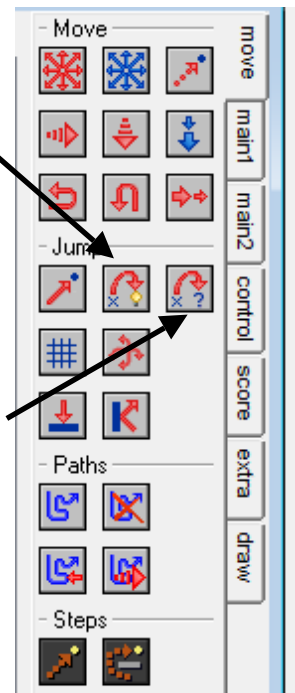Create a **sprite**. Load your image and give it a name.

Create an **object**. Tell the object to use your new sprite

**Add Event** - choose the collision event and choose **colliding** with the **man**

From the Move tab, drag the **jump to start** button into the Actions box and select **apply to other** because we want the other object (the man) to jump to the start

Drag over the **jump to random** button and let this one **apply to self**.   This will move the bomb to a new place
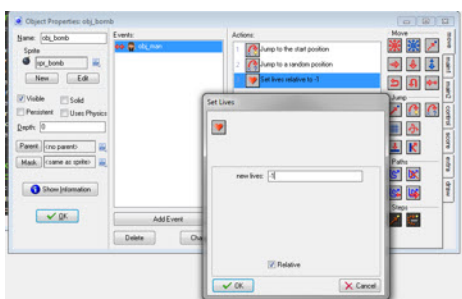
From the Score tab, find **Set Lives**. Set lives to **-1** and tick the **Relative** box to take 1 life away .
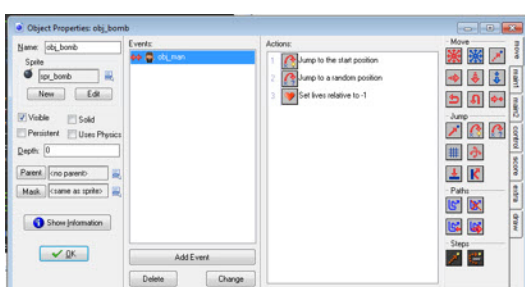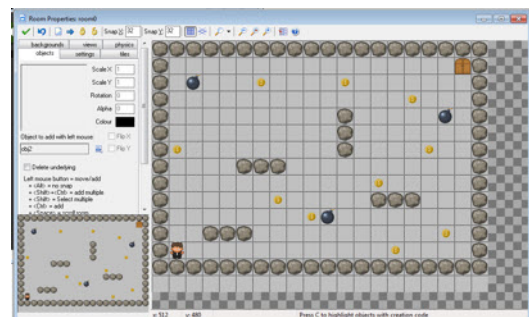
Click on the green tick, then go to the room and add bombs. Make sure it's still possible to complete the maze!