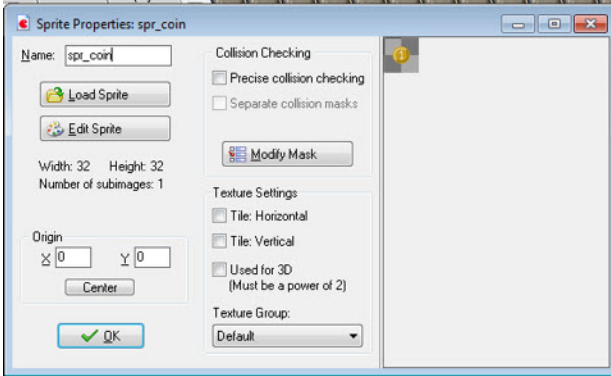


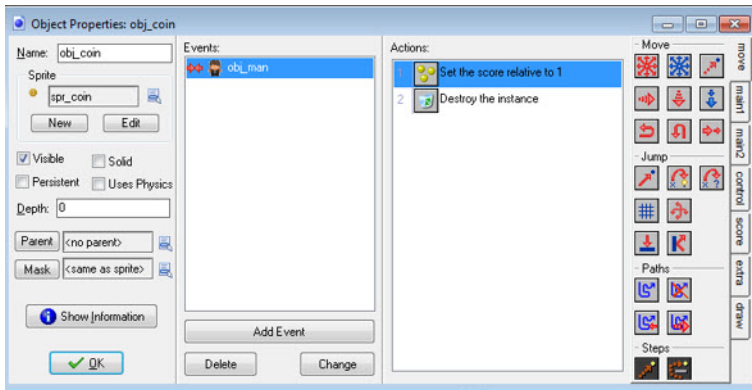
# Adding treasure

When your man touches the treasure it will disappear and add to your score.

You will also need a control object to display the score.

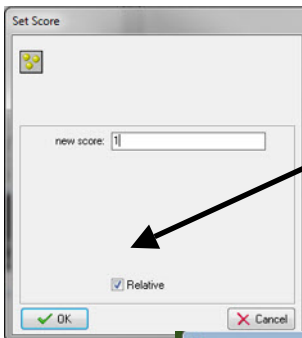


Create a new sprite for your treasure - import your graphic.



Create a new object for your treasure

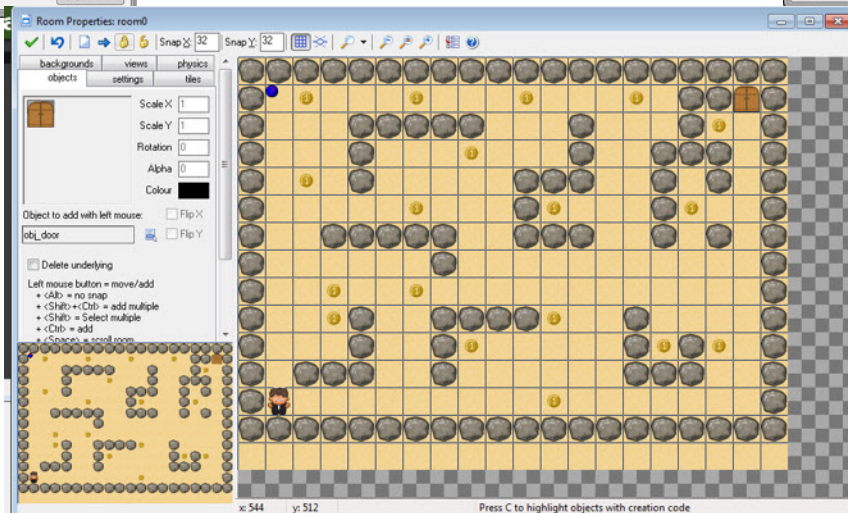
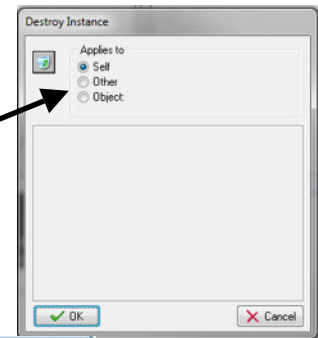
Add event: collision with man



Add actions:

Set score - choose how many points and tick Relative

Destroy Instance



Add your treasure to the room, save and test.