

Mr. Mustache

When game starts

- Set Value Lives to 3
- Set Value Timer to 10
- Repeat times 10
  - Wait milliseconds 1000
  - Increase Value Timer by -1
  - Check Once If Timer = 0
    - Set Text to You win!! color

End

When Mr. Mustache bumps Anything

- Increase Value Lives by -1
- Check Once If Lives = 0
  - Set Text to Oh, no! Game over! color

End

When is shaken

When is tapped

When tilt right % > 10

When tilt left % > 10

+ New when