

This code only gets executed when "time left?" is yes. When you press A the variable "time left" changes from "no" to "yes" and it keeps the value "yes" for two minutes.

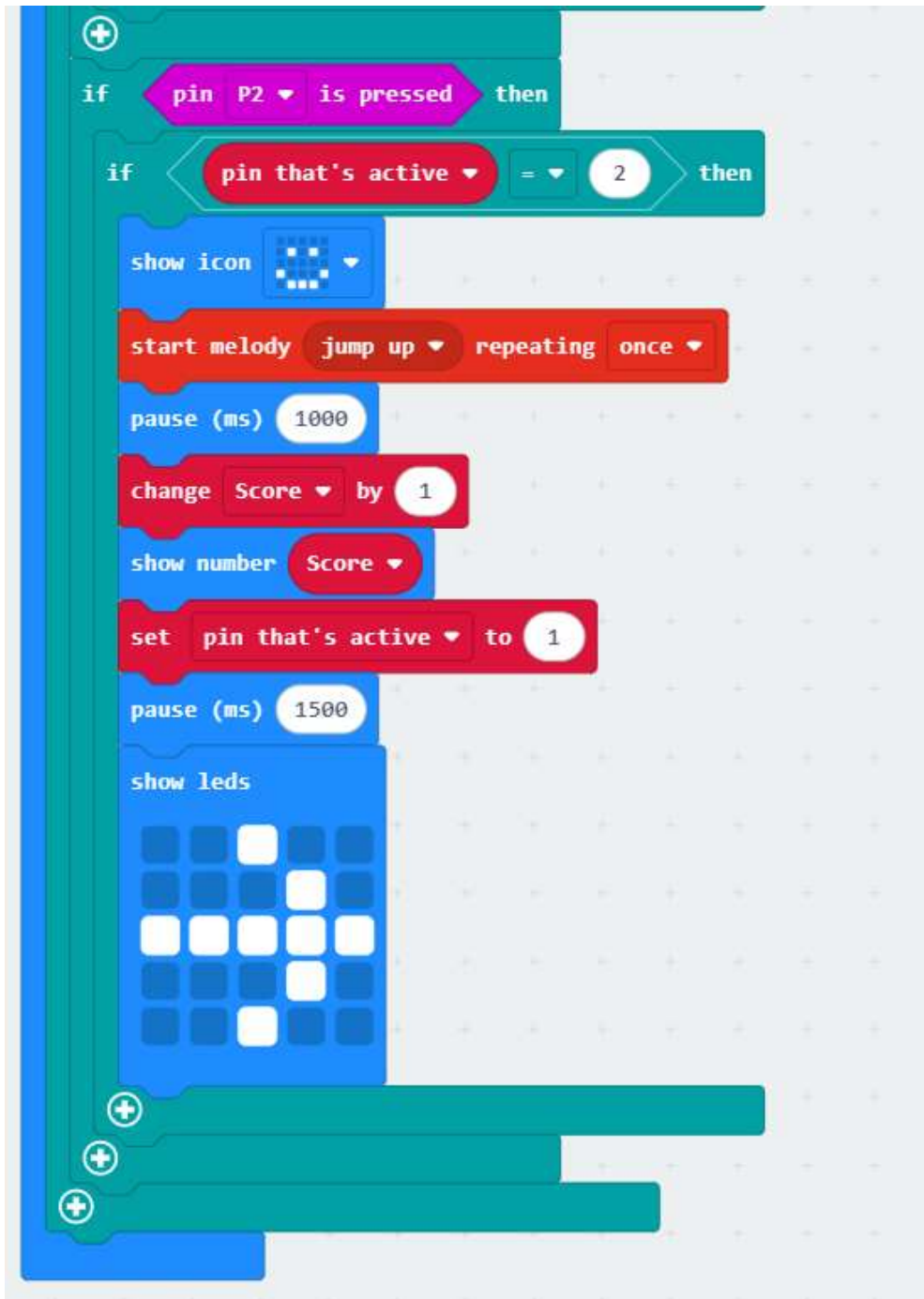
```
forever
  if time left? = "yes" then
    if pin P1 is pressed then
      if pin that's active = 1 then
        show icon [LED icon]
        start melody [jump down] repeating [once]
        pause (ms) [1000]
        change Score by [1]
        show number [Score]
        set pin that's active to [2]
        pause (ms) [1500]
        show leds [LED grid]
```

The pink block detects whether the electrical circuit is closed at a target by the conductive ball.

You only get a point when the ball is at the right target. You don't get a point if you hit the wrong one. That pin is made inactive using the variable "pin that's active". Active is 1, inactive is 0.

This arrow tells the player to which side of the maze the ball needs to go.

Continuation of forever block



```
on start
  set Score to 0
  show icon [5x5 grid]
  pause (ms) 500
  show string "Press A!"
```

The game starts when one of the players presses button A on the micro:bit.

```

on button A pressed
  set Score to 0
  set time left? to "yes"
  set pin that's active to 1
  start melody power up repeating once
  pause (ms) 250
  show leds
  [LED Matrix]
  pause (ms) 120000
  set time left? to "no"
  show icon [Cross]
  start melody power down repeating once
  pause (ms) 2000
  repeat 4 times
  do
    show number Score
  end repeat
  show icon [Cross]

```

Changing the variable "time left?" into "yes" starts the game, because only when this variable is yes, the code in the forever loop will be executed.

The players need to get the ball to the target that's connected with pin 1 first, because that one is made "active". The arrow on the display shows them which side this is.

When the players have played for two minutes, they can't score points anymore, because the code in the forever loop isn't executed anymore when the variable "time left" is changed to "no".

A cross will be displayed on the screen of the micro:bit to tell the players that the game is over.

```

on button B pressed
  show number Score

```