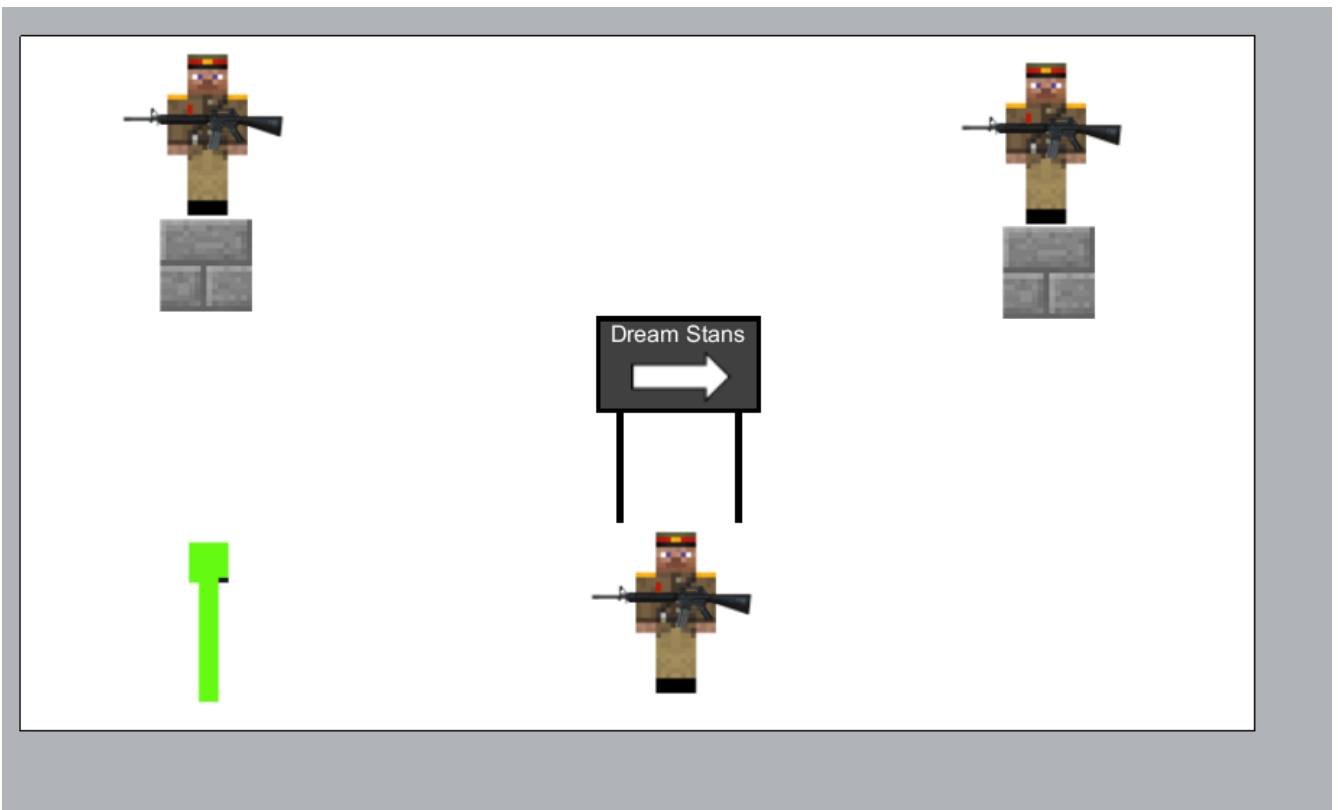
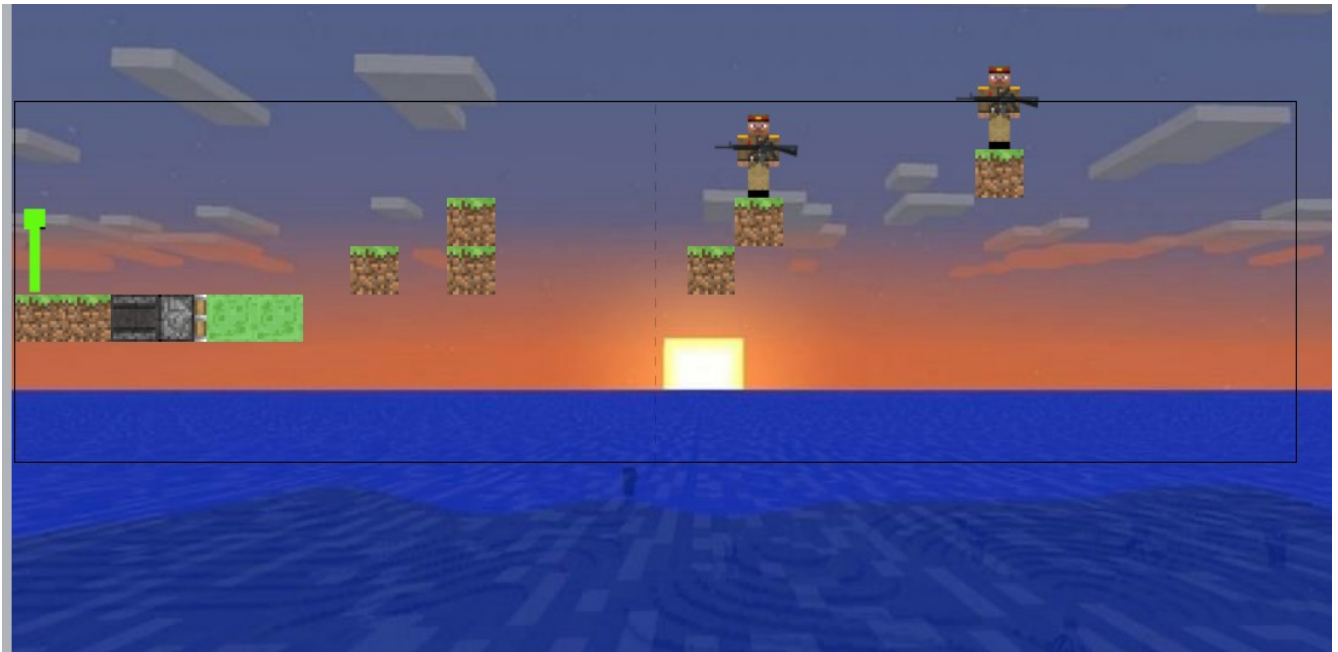


Kyle Sabo



14	System	On start of layout	Gun	Pin Pin to GuardNoGun (Position only)
			Player	Set FallFrom to Player.Y
				Add action
15	FlyingMachine	On frame changed	FlyingMachi...	Move forward 228 pixels
	FlyingMachine	Animation frame = 0		Add action
16	Player	Platform is on floor	Player	Set FallFrom to Player.Y
	Player	Y < Player.FallFrom		Add action
17	Player	Platform On landed	System	Restart layout
	Player	Is overlapping Water		Add action
	Player	FallFrom < Player.Y - 400		
18	Player	Platform On landed	Player	Set FallFrom to Player.Y
				Add action
19	Mouse	On Right button Clicked	Player	Toggle WaterPlaced
	Player	Is WaterPlaced	Water	Destroy
				Add action
20	Mouse	On Right button Clicked	Player	Toggle WaterPlaced
	Player	Is WaterPlaced	Player	Spawn Water on layer 0 (image point 0)
				Add action
21	Lava	Is overlapping Water	Lava	Set animation to "Obsidian" (play from beginning)
			Lava	Set Solid Enabled
				Add action
22	Lava	Is overlapping Player	System	Restart layout
				Add action
23	Water	On created	Water	Set StartY to Water.Y
				Add action
24	Water	StartY < Water.Y - 150	Water	Destroy
	System	Every 0.1 seconds		Add action
				Add event