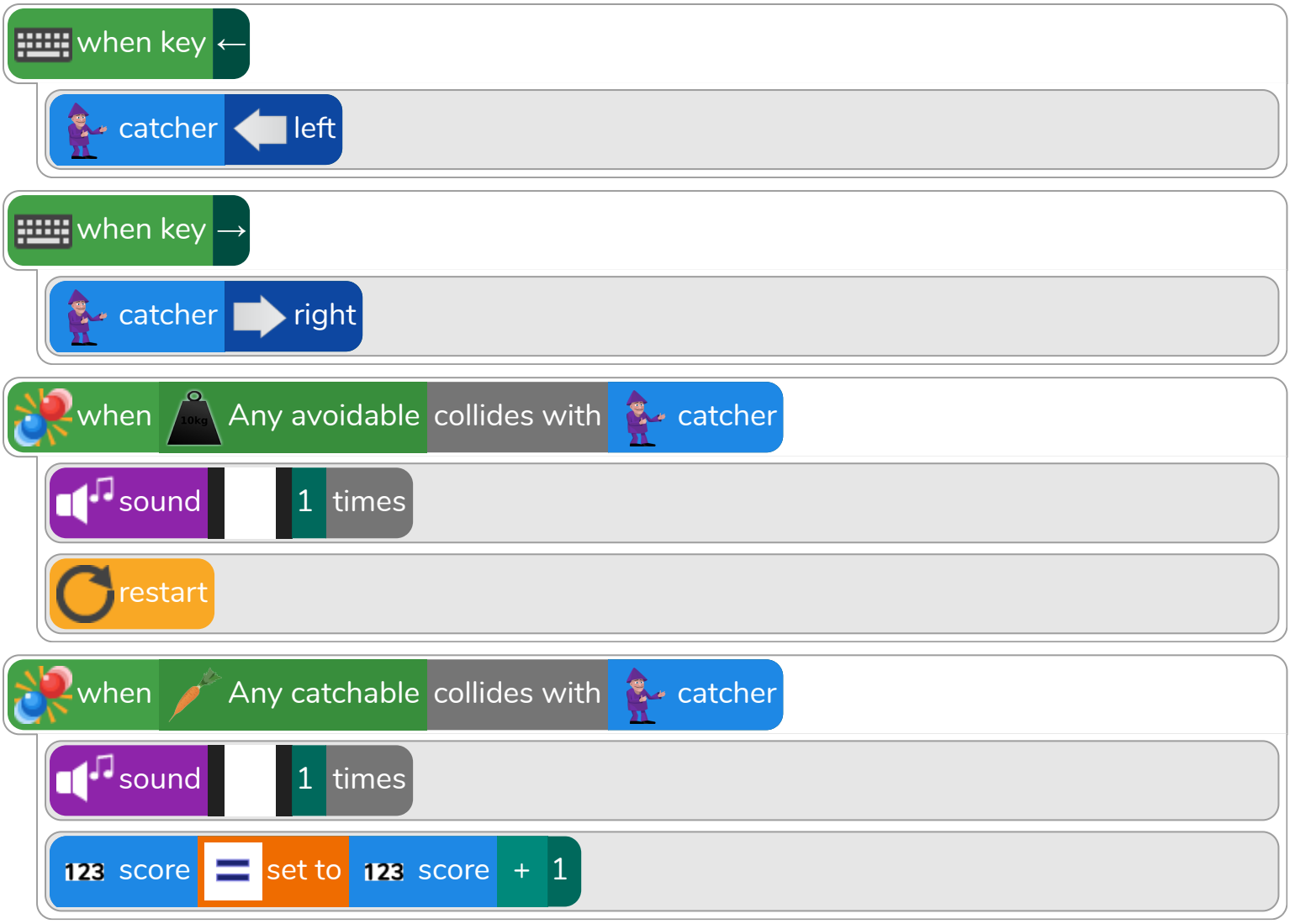

when key ←
catcher left
when key →
catcher right
when Any avoidable collides with catcher
sound 1 times
restart
when Any catchable collides with catcher
sound 1 times
score set to score + 1