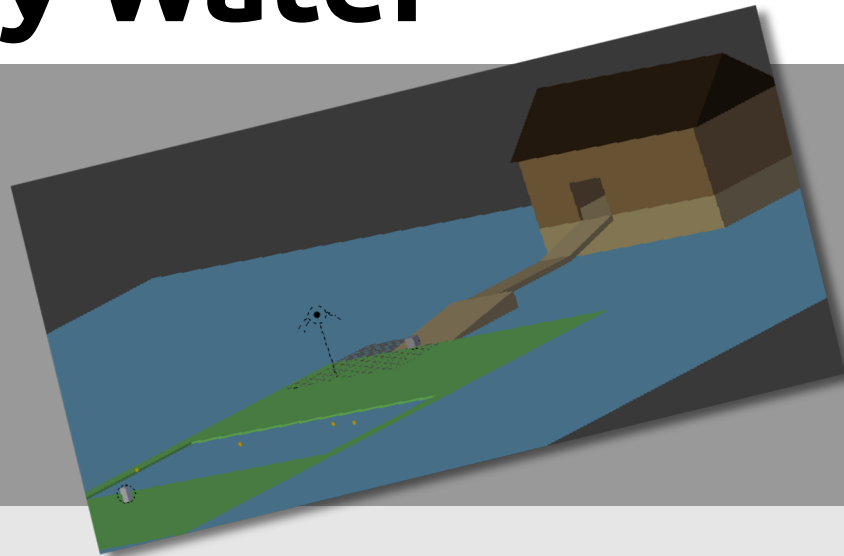


# Deadly Water

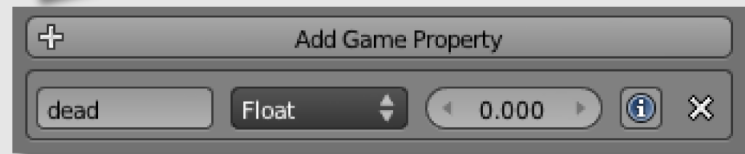
## Step 1:

Make a plane the size and shape of the water (or lava) in your level.



## Step 2:

Select the water and make a property. Change it to a Boolean.



## Step 3:

Select the player.

Add the highlighted logic blocks (below) to the player's controls. Join them together as shown.



Name the property you want the player to collide with

This makes the level restart when the player hits the water.