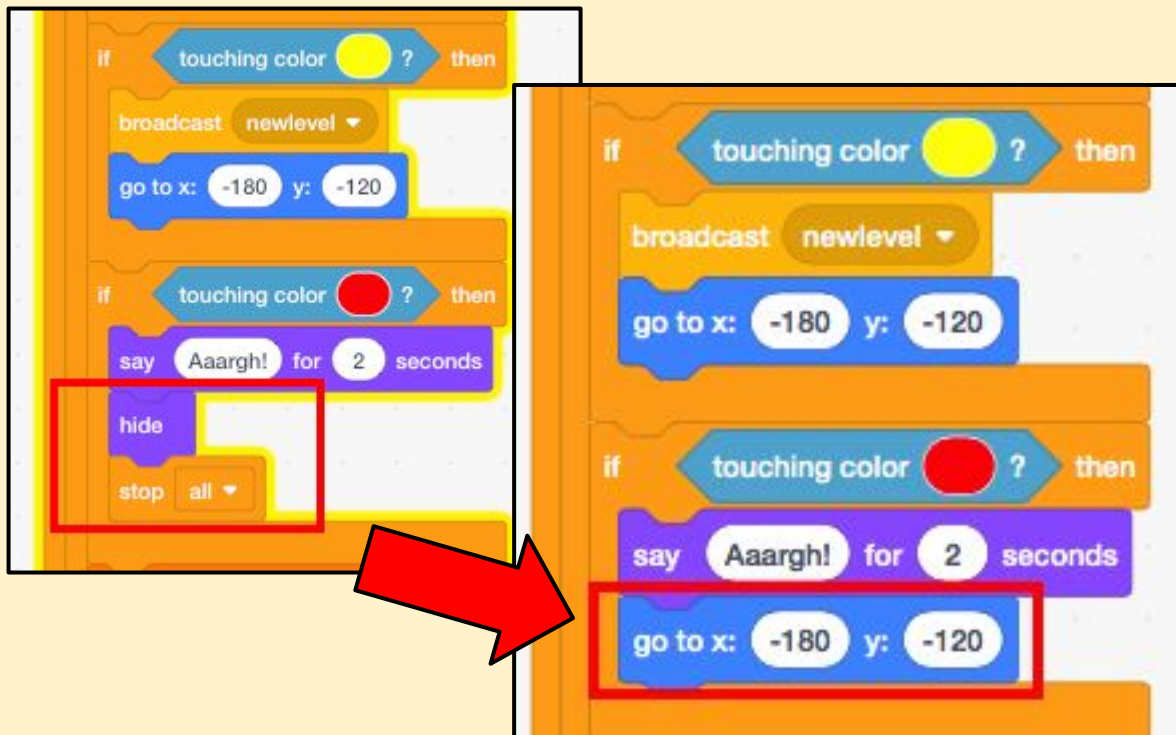


An improvement

When you die in the platform game, the game just finishes. This makes testing levels harder.

Try this improvement:



Replace the **Hide** and **Stop** blocks with this **Go to x** block.

You can **duplicate** the **Go to x** block from the yellow section