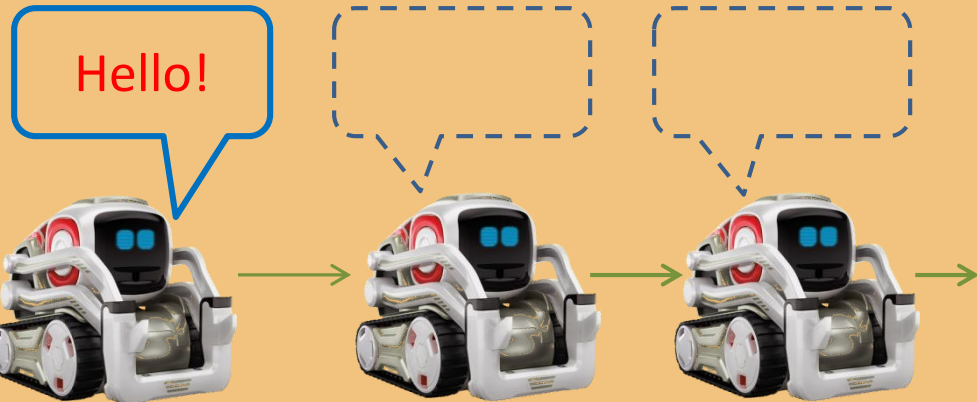


## Once Is Enough

Do something one time instead of repeatedly.

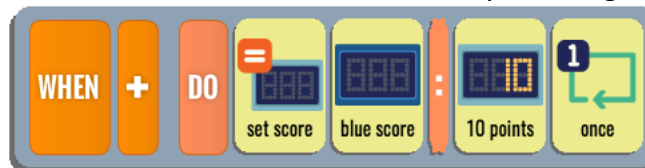


WHEN DO say "Hello!" **once**

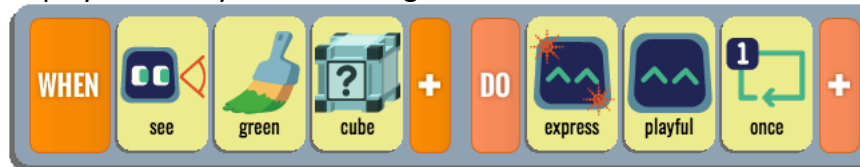
WHEN **condition** DO **action** **once**

## Once Is Enough

Set the blue score to 10 once; don't try to change it after that:



Act playful when you first see a green cube:



Score one point when you go from "no cube visible" to seeing a cube:

