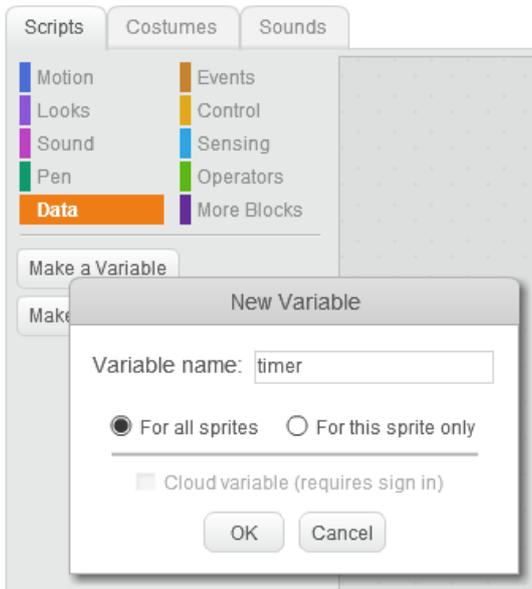
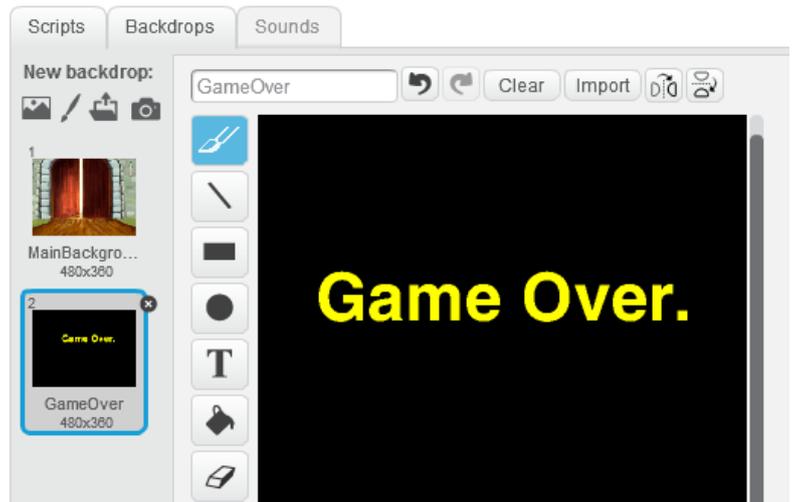


# How to create a timer in Scratch

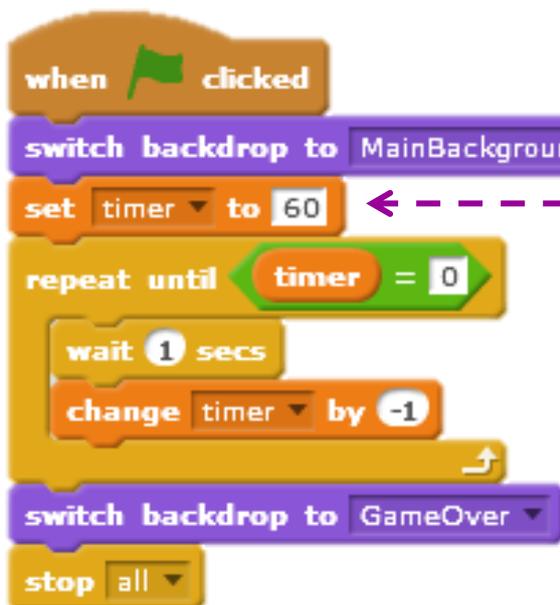


**Step 1** - Create a new variable called timer.

**Step 2** - Make sure you have two backdrops for your stage (The main background for your game and a Game Over background).



**Step 3** – Add the following code to your stage:



This block initialises your timer to 60 seconds.

You can change this value if you need to.