To use a flashlight as a remote, sweep back and forth across the micro:bit. Based on the number of flashes, trigger different actions.

The “flash_count” reporter block detects flashes until there's a pause greater than one second. It then returns the count to the main loop.

Challenge: Change the actions to play different tunes or do something fancier in response to your remote control commands.
For this game, attach the micro:bit to a flashlight, with the LED display and light pointed in the same direction. Your goal is to “tag” (flash) others before getting tagged out!

**Adjust “delta” for day/night play.**

**Challenge:** Add radio code to broadcast a start time and the “winner”.

```plaintext
when go! received
  set delta to 100
  set_threshold
  set max-tags to 5
  set flashes to 0
  display character 0
wait until flashes > max-tags
comment you’re tagged out :(
display

go!
play note G octave 0 for 200 ms
play note F octave 0 for 200 ms
play note E octave 0 for 200 ms
play note D octave 0 for 200 ms
play note C octave 0 for 200 ms
define set_threshold
  set threshold to light level
repeat 9
  change threshold by light level
  wait 50 millisecs
set threshold to threshold / 10 + delta
say light level threshold ↔

when started
  attach buzzer to pin 0
  play note C octave (-1) for (400) ms
  broadcast go!

when button A+B pressed
  play note C octave (-1) for (400) ms
  set flashes octave to max-tags + 1
  clear display
  wait 1500 millisecs
  broadcast go!

when light level > threshold
wait until light level < threshold
change flashes by 1
if flashes <= max-tags
  display character 7
  play note C octave 1 for 50 ms
  display character @
  play note D octave 1 for 50 ms
  display character %
  play note E octave 1 for 50 ms
  display character flashes
```