\*game keeps running in the orange rects

Game instructions  
(text mode)

q

checks for a success

change  
direction's movement

true

checks for a disqualification or forcing exit

false

loading game picture and sets  
 parameters and registers  
(graphic mode)

any key

moving one step

false

true while in lvl1

loading level 2 and sets parameters and registers

prints win message

true while in lvl2

p

any key

prints loss message