* Eerste obstakel
* Eerste checkpoint
* (6) langzame checkpoints
* (6) snelle checkpoints
* (15) politie
* (10) plakkerig goedje
* (25) plateau vuur
* Must should could would
* Roll (move)
* Jump
* Stick to goo
* Win
* Hurt
* Die
* Roll over enemy’s
* Audio: jump sound
* Audio: fire sound
* Audio: win
* Audio: lose
* Audio: main menu
* Audio: music