

Keybinds:

Jump: Spacebar

Dodge/duck: S

Menu: Escape

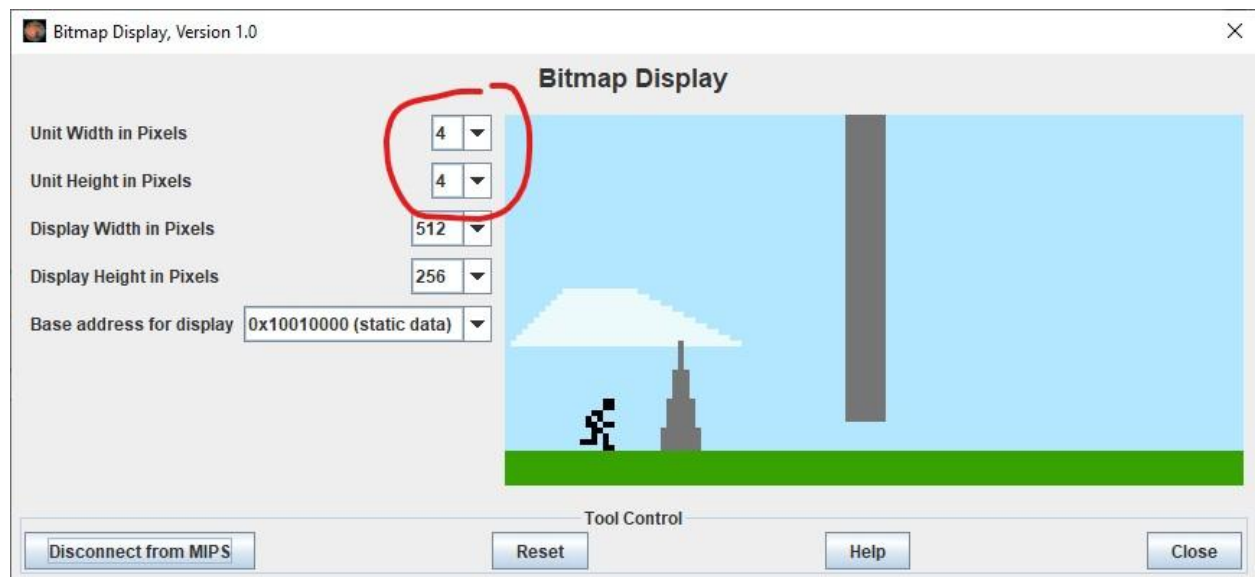
Objective: Jump over spikes and dodge under columns.

NOTE: In main you can adjust frame speed, following the comments, if the game is running too slow or fast.

`main:`

```
#####  
#   ADJUST $t4 IF THE GAME IS RUNNING TOO SLOW OR FAST   #  
#           $t4 IS THE TIME BETWEEN FRAMES               #  
#           HIGHER = SLOWER                               #  
#####  
li $t4, 50000 # <<<<---- ADJUST AS NEEDED  
sw $t4, 704($sp)
```

This game requires the bitmap display as well as the keyboard sim



Make sure unit height and width are 4 for pixels in the bitmap display.