**2. Program overview/introduction**

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This is a game like “Give Up”. *Don’t Give Up* is a side-scrolling platformer in which you are a crab that is trying to make it across to the right side of the room. There are 19 levels, and each level gets progressively harder.

You are allowed to give up a maximum of ten times before the program stops.

You will be bombarded by obstacles such as LaserGuns, spikes, saws, falling platforms, earthquakes, and altered gravity.