





Height: 600px Width: 800px


Key:

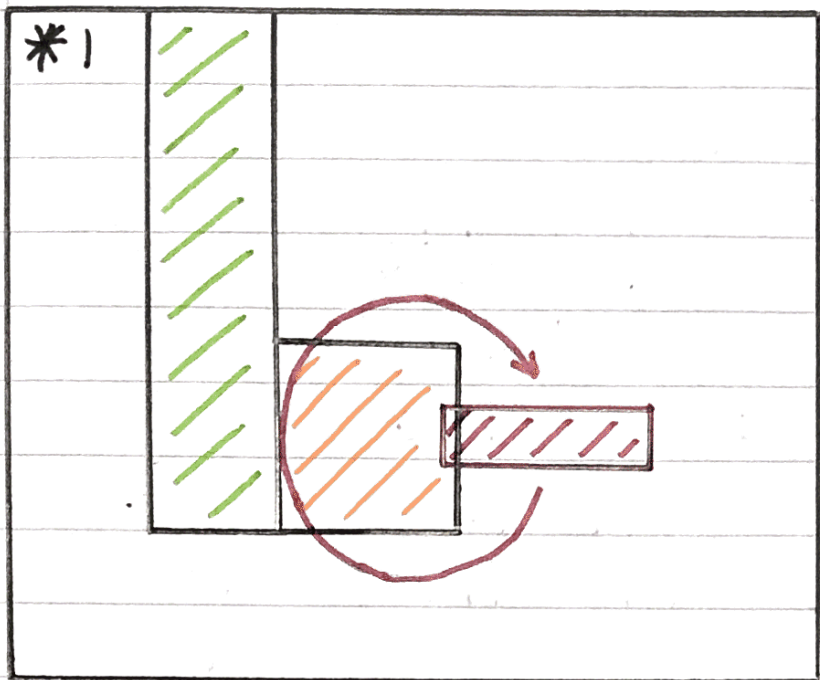
 - Path divs with image of body

 - Obstacle divs 1 brush 2 tail

 - Obstacle paths

 - Start with image of head

 - Finish with image of hind



*1 → Amendment to original design
 . altered orientation of finish div so
 that kind comes off the right of the
 final path div

*2 → Game starts when cursor is hovering
 over start div containing head image

*3 → Remove path div and obstacle
 direction from within dashed box