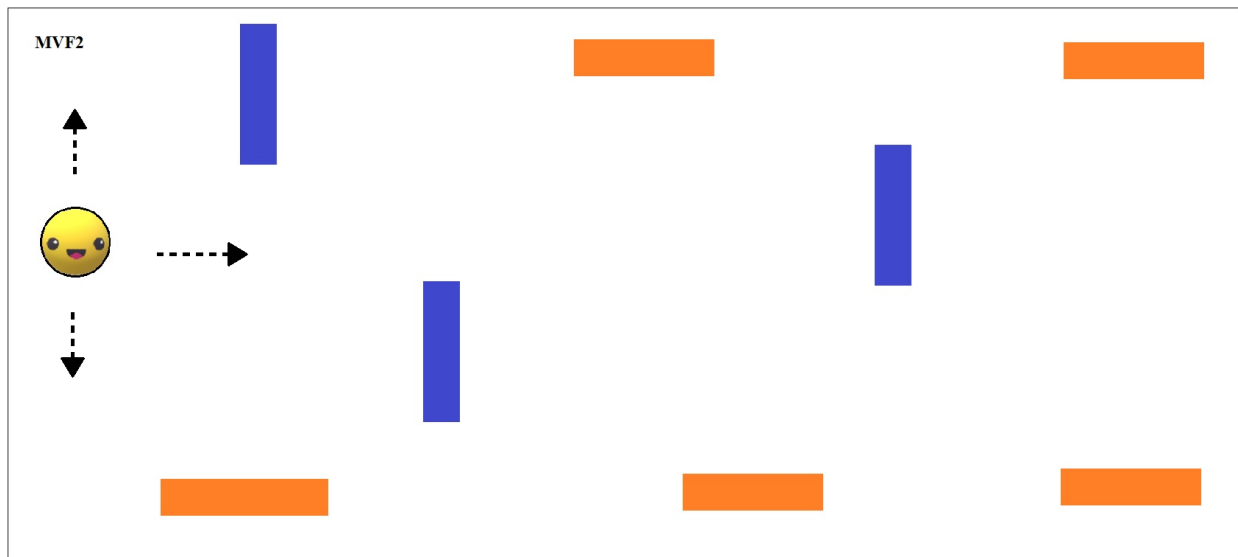MVF2

The player can move forward, up or down to avoid hitting obstacles.

MVF4

When the player moves and hitting an obstacle, a hit sound is occurring. The dead animation happens.