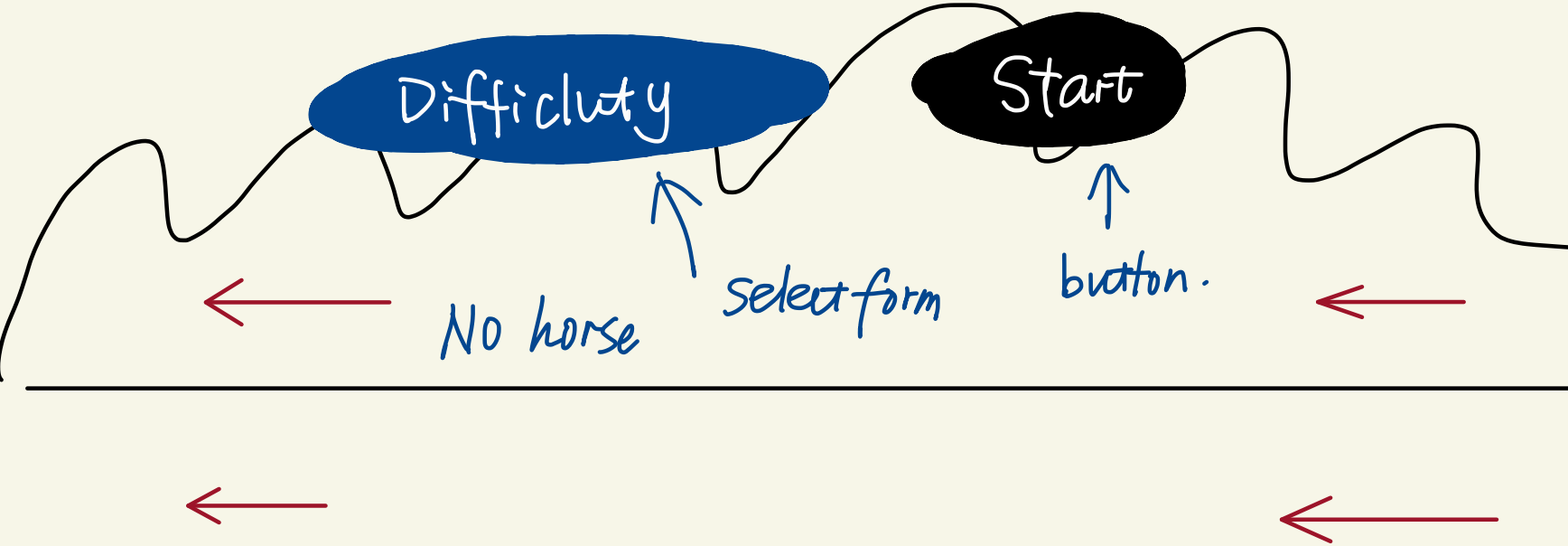


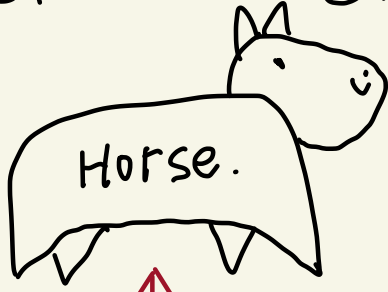
① State 1 : Start Screen, game pauses.

# START !



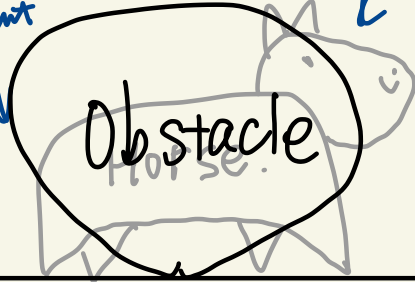
② State 2 : Obstacle:

if the horse is closed to  
obstacle, game is over

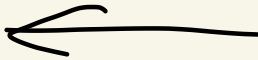


only jump to escape.  
press up-arrow key to jump.

No  
horizontal  
movement



obstacle come from  
left



② State 2 : collect.

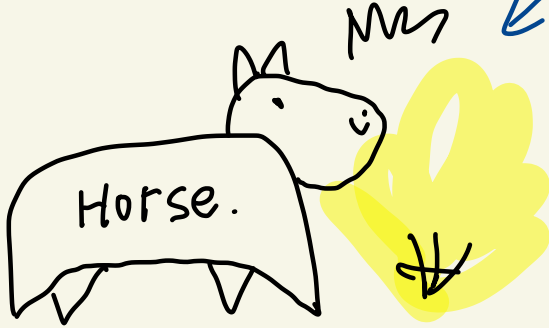
points

highest

current points.

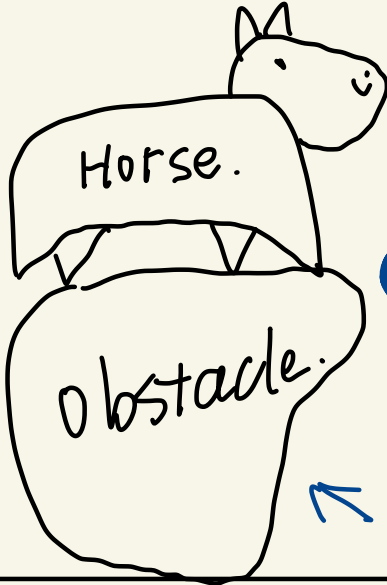
local storage will remember the highest score.

When the horse is closed to the grass, points + 1.



(3) state 3: End Screen:

Game Over



Press anywhere to restart

Nothing moves.



Back to state ①.

# START!

