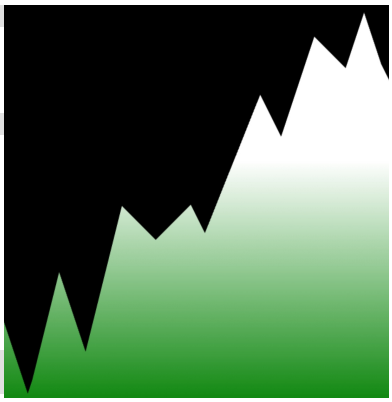
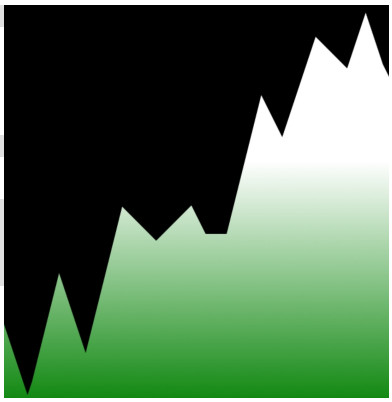
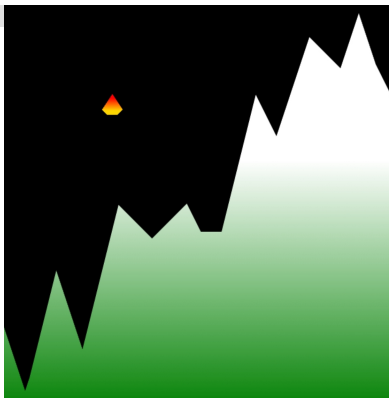
```
//mountain
let cb=L.canvas();
let mountain=[floor(W*0.7)];
(
  function(){
    let tgl=-1,rise,mx=0,mx2=0,y;
    while(mx<W){
      if(mx==mx2){
        rise=(tgl*=-1)*L.rnd(5,1);
        mx2=mx2+L.rnd(floor(W/10),floor(W/20));
      }
      y=mountain[mx]+rise;
      if(y<0 || y>W){mx2=mx;continue;}
      mountain[1+(mx++)]=y;
    }
    cb.stroke(L.shape([L.vertices(mountain)]));
  }
)()
```

```
//mountain gradient
let cb=L.canvas();
let mountain=[floor(W*0.7)];
(
  function(){
    cb.black();
    let tgl=-1,rise,mx=0,mx2=0,y;
    while(mx<W){
      if(mx==mx2){
        rise=(tgl*=-1)*L.rnd(5,1);
        mx2=mx2+L.rnd(floor(W/10),floor(W/20));
      }
      y=mountain[mx]+rise;
      if(y<0 || y>W){mx2=mx;continue;}
      mountain[1+(mx++)]=y;
    }
    cb.fillStyle=L.gradient(cb,W,-W,[[0,"green"],[0.3,"white"]]);
    cb.fill(L.shape([[W,mountain.at(-1),W,W,0,W,0,mountain[0],...L.vertices(mountain)]]));
  }
)()
```

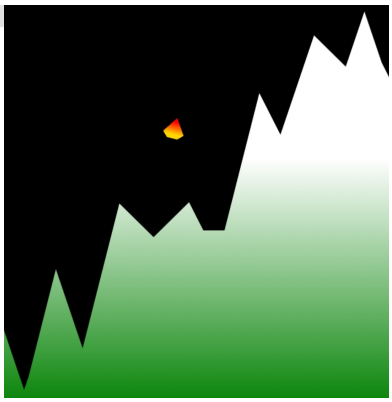


```
//landing site
let cb=L.canvas();
let mountain=[floor(W*0.7)];
(
  function(){
    cb.black();
    let lx=L.rnd(W);
    let tgl=-1,rise,mx=0,mx2=0,y;
    while(mx<W){
      if(mx==lx){
        rise=0;
        mx2=lx+40;
      }else if(mx==mx2){
        rise=(tgl*=-1)*L.rnd(5,1);
        mx2=mx2+L.rnd(floor(W/10),floor(W/20));
      }
      y=mountain[mx]+rise;
      if(y<0 || y>W){mx2=mx;continue;}
      mountain[1+(mx++)]=y;
    }
    cb.fillStyle=L.gradient(cb,W,-W,[[0,"green"],[0.3,"white"]]);
    cb.fill(L.shape([[W,mountain.at(-1),W,W,0,W,0,mountain[0],...L.vertices(mountain)]]));
  }
)()
```

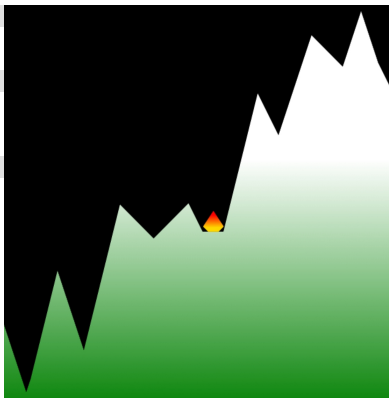




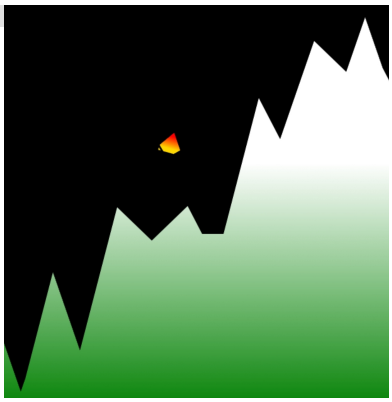
```
//ship
let cb=L.canvas();
let mountain=[floor(W*0.7)];
(
  function(){
    cb.black();
    let lx=L.rnd(W);
    let tgl=-1,rise,mx=0,mx2=0,y;
    while(mx<W){
      if(mx==lx){
        rise=0;
        mx2=lx+40;
      }else if(mx==mx2){
        rise=(tgl*=-1)*L.rnd(5,1);
        mx2=mx2+L.rnd(floor(W/10),floor(W/20));
      }
      y=mountain[mx]+rise;
      if(y<0 || y>W){mx2=mx;continue;}
      mountain[1+(mx++)]=y;
    }
    cb.fillStyle=L.gradient(cb,W,-W,[[0,"green"],[0.3,"white"]]);
    cb.fill(L.shape([[W,mountain.at(-1),W,W,0,W,0,mountain[0],...L.vertices(mountain)]]));
  }
)()
let p=floor(W/20);
let ship=L.shape([[0,0,-1,0,-2,-1,0,-4,2,-1,1,0]],p/4);
let cf=L.canvas();
cf.fillStyle=L.gradient(cf,0,-p,[[.2,"gold"],[.8,"red"]]);
(
  function animation(){
    cf.resetTransform();
    cf.clear();
    cf.translate(200,200);
    cf.fill(ship);
    requestAnimationFrame(animation);
  }
)()
```



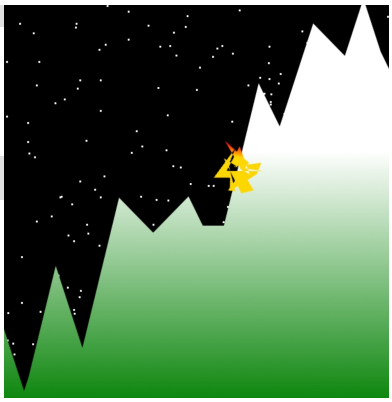
```
//move
let cb=L.canvas();
let mountain=[floor(W*0.7)];
(
  function(){
    cb.black();
    let lx=L.rnd(W);
    let tgl=-1,rise,mx=0,mx2=0,y;
    while(mx<W){
      if(mx==lx){
        rise=0;
        mx2=lx+40;
      }else if(mx==mx2){
        rise=(tgl*=-1)*L.rnd(5,1);
        mx2=mx2+L.rnd(floor(W/10),floor(W/20));
      }
      y=mountain[mx]+rise;
      if(y<0 || y>W){mx2=mx;continue;}
      mountain[1+(mx++)]=y;
    }
    cb.fillStyle=L.gradient(cb,W,-W,[[0,"green"],[0.3,"white"]]);
    cb.fill(L.shape([[W,mountain.at(-1),W,W,0,W,0,mountain[0],...L.vertices(mountain)]]));
  }
)()
let p=floor(W/20);
let ship=L.shape([[0,0,-1,0,-2,-1,0,-4,2,-1,1,0]],p/4);
let cf=L.canvas();
cf.fillStyle=L.gradient(cf,0,-p,[[.2,"gold"],[.8,"red"]]);
addEventListener("click",move,false);
let x=L.rnd(W),y=0;
let xx=0.0,yy=0.5;
function move({pageX}){
  yy-=0.2;
  if(pageX<(W/2)){xx+=0.1;}
  else           {xx-=0.1;}
}
(
  function animation(){
    cf.resetTransform();
    cf.clear();
    x+=xx;
    y+=(yy+=0.001);
    cf.translate(x,y);
    cf.rotate(xx/4);
    cf.fill(ship);
    requestAnimationFrame(animation);
  }
)()
```



```
//land
let cb=L.canvas();
let mountain=[floor(W*0.7)];
let lx;
(
  function(){
    cb.black();
    lx=L.rnd(W);
    let tgl=-1,rise,mx=0,mx2=0,y;
    while(mx<W){
      if(mx==lx){
        rise=0;
        mx2=lx+40;
      }else if(mx==mx2){
        rise=(tgl*=-1)*L.rnd(5,1);
        mx2=mx2+L.rnd(floor(W/10),floor(W/20));
      }
      y=mountain[mx]+rise;
      if(y<0 || y>W){mx2=mx;continue;}
      mountain[1+(mx++)]=y;
    }
    cb.fillStyle=L.gradient(cb,W,-W,[[0,"green"],[0.3,"white"]]);
    cb.fill(L.shape([[W,mountain.at(-1),W,W,0,W,0,mountain[0],...L.vertices(mountain)]]));
  }
)()
let p=floor(W/20);
let ship=L.shape([[0,0,-1,0,-2,-1,0,-4,2,-1,1,0]],p/4);
let cf=L.canvas();
cf.fillStyle=L.gradient(cf,0,-p,[[.2,"gold"],[.8,"red"]]);
addEventListener("click",move,false);
let x=L.rnd(W),y=0;
let xx=0.0,yy=0.5;
function move({pageX}){
  yy-=0.2;
  if(pageX<(W/2)){xx+=0.1;}
  else           {xx-=0.1;}
}
(
  function animation(){
    x+=xx;
    y+=(yy+=0.001);
    cf.resetTransform();
    cf.clear();
    cf.translate(x,y);
    cf.rotate(xx/4);
    let landed=(y>mountain[floor(x)]);
    cf.fill(ship);
    if(landed){return;}
    requestAnimationFrame(animation);
  }
)()
```



```
//rockets
let cb=L.canvas();
let mountain=[floor(W*0.7)];
let lx;
(
  function(){
    cb.black();
    lx=L.rnd(W);
    let tgl=-1,rise,mx=0,mx2=0,y;
    while(mx<W){
      if(mx==lx){
        rise=0;
        mx2=lx+40;
      }else if(mx==mx2){
        rise=(tgl*=-1)*L.rnd(5,1);
        mx2=mx2+L.rnd(floor(W/10),floor(W/20));
      }
      y=mountain[mx]+rise;
      if(y<0 || y>W){mx2=mx;continue;}
      mountain[1+(mx++)]=y;
    }
    cb.fillStyle=L.gradient(cb,W,-W,[[0,"green"],[0.3,"white"]]);
    cb.fill(L.shape([[W,mountain.at(-1),W,W,0,W,0,mountain[0],...L.vertices(mountain)]]));
  }
)()
let p=floor(W/20);
let rocketleft =L.shape([[0,0,-1,0,-2,-1,0,-4,2,-1,1,0],[-1.5,0,-2,0,-2,-0.5]],p/4);
let rocketright=L.shape([[0,0,-1,0,-2,-1,0,-4,2,-1,1,0],[ 1.5,0, 2,0, 2,-0.5]],p/4);
let rocketnone =L.shape([[0,0,-1,0,-2,-1,0,-4,2,-1,1,0]]                      ,p/4);
let ship=rocketnone;
let cf=L.canvas();
cf.fillStyle=L.gradient(cf,0,-p,[[.2,"gold"],[.8,"red"]]);
addEventListener("click",move,false);
let x=L.rnd(W),y=0;
let xx=0.0,yy=0.5;
function move({pageX}){
  yy-=0.2;
  if(pageX<(W/2)){ xx+=0.1;ship=rocketleft;  }
  else           { xx-=0.1;ship=rocketright; }
  setTimeout(()=>          ship=rocketnone,200);
}
(
  function animation(){
    x+=xx;
    y+=(yy+=0.001);
    cf.resetTransform();
    cf.clear();
    cf.translate(x,y);
    cf.rotate(xx/4);
    let landed=(y>mountain[floor(x)]);
    cf.fill(ship);
    if(landed){return;}
    requestAnimationFrame(animation);
  }
)()
```



```
//stars and crash
let cb=L.canvas();
let mountain=[floor(W*0.7)];
let lx;
(
  function(){
    cb.black();
    cb.fillStyle="white";
    for(let stars=W*W/2000;stars>0;stars--){cb.fillRect(L.rnd(W),L.rnd(W),1,1);}
    lx=L.rnd(W);
    let tgl=-1,rise,mx=0,mx2=0,y;
    while(mx<W){
      if(mx==lx){
        rise=0;
        mx2=lx+40;
      }else if(mx==mx2){
        rise=(tgl*=-1)*L.rnd(5,1);
        mx2=mx2+L.rnd(floor(W/10),floor(W/20));
      }
      y=mountain[mx]+rise;
      if(y<0 || y>W){mx2=mx;continue;}
      mountain[1+(mx++)]=y;
    }
    cb.fillStyle=L.gradient(cb,W,-W,[[0,"green"],[0.3,"white"]]);
    cb.fill(L.shape([[W,mountain.at(-1),W,W,0,W,0,mountain[0],...L.vertices(mountain)]]));
  }
)()
let p=floor(W/20);
let rocketleft =L.shape([[0,0,-1,0,-2,-1,0,-4,2,-1,1,0],[-1.5,0,-2,0,-2,-0.5]],p/4);
let rocketright=L.shape([[0,0,-1,0,-2,-1,0,-4,2,-1,1,0],[ 1.5,0, 2,0, 2,-0.5]],p/4);
let rocketnone =L.shape([[0,0,-1,0,-2,-1,0,-4,2,-1,1,0]]                       ,p/4);
let ship=rocketnone;
let cf=L.canvas();
cf.fillStyle=L.gradient(cf,0,-p,[[.2,"gold"],[.8,"red"]]);
addEventListener("click",move,false);
let x=L.rnd(W),y=0;
let xx=0.0,yy=0.5;
function move({pageX}){
  yy-=0.2;
  if(pageX<(W/2)){ xx+=0.1;ship=rocketleft;  }
  else           { xx-=0.1;ship=rocketright; }
  setTimeout(()=>          ship=rocketnone,200);
}
(
  function animation(){
    x+=xx;
    y+=(yy+=0.001);
    cf.resetTransform();
    cf.clear();
    cf.translate(x,y);
    cf.rotate(xx/4);
    let landed=(y>mountain[floor(x)]);
    let bad=(yy>0.5 || x<lx || x>(lx+40));
    if(landed && bad){ ship=L.shape([Array.from({length:40},()=>L.rnd(p*2)-p)]); }
    cf.fill(ship);
    if(landed){return;}
    requestAnimationFrame(animation);
  }
)()
```