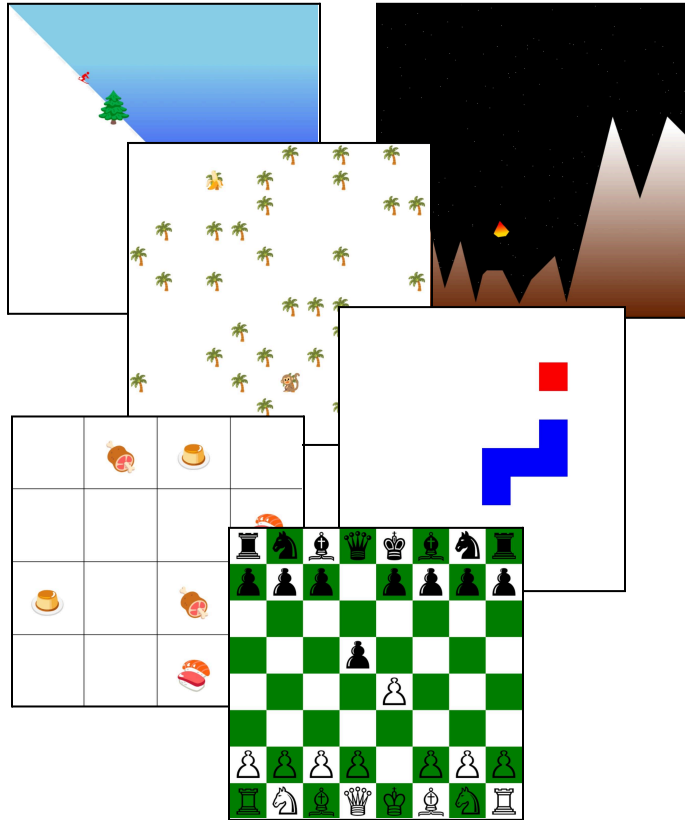


```
function marslander(){
  addEventListener("click",move,false);
  let snd=L.Sound();
  let cb=L.canvas(),cf=L.canvas();
  let p=floor(W/20);
  let mountain=[floor(W*0.70)];
  let landed,close,bad,played=false;
```



- go to <https://github.com/bacionejs/editor>
- download bacione.html
- open your file manager
- click bacione.html to run in your Chrome browser
- click Run to play the Ski game