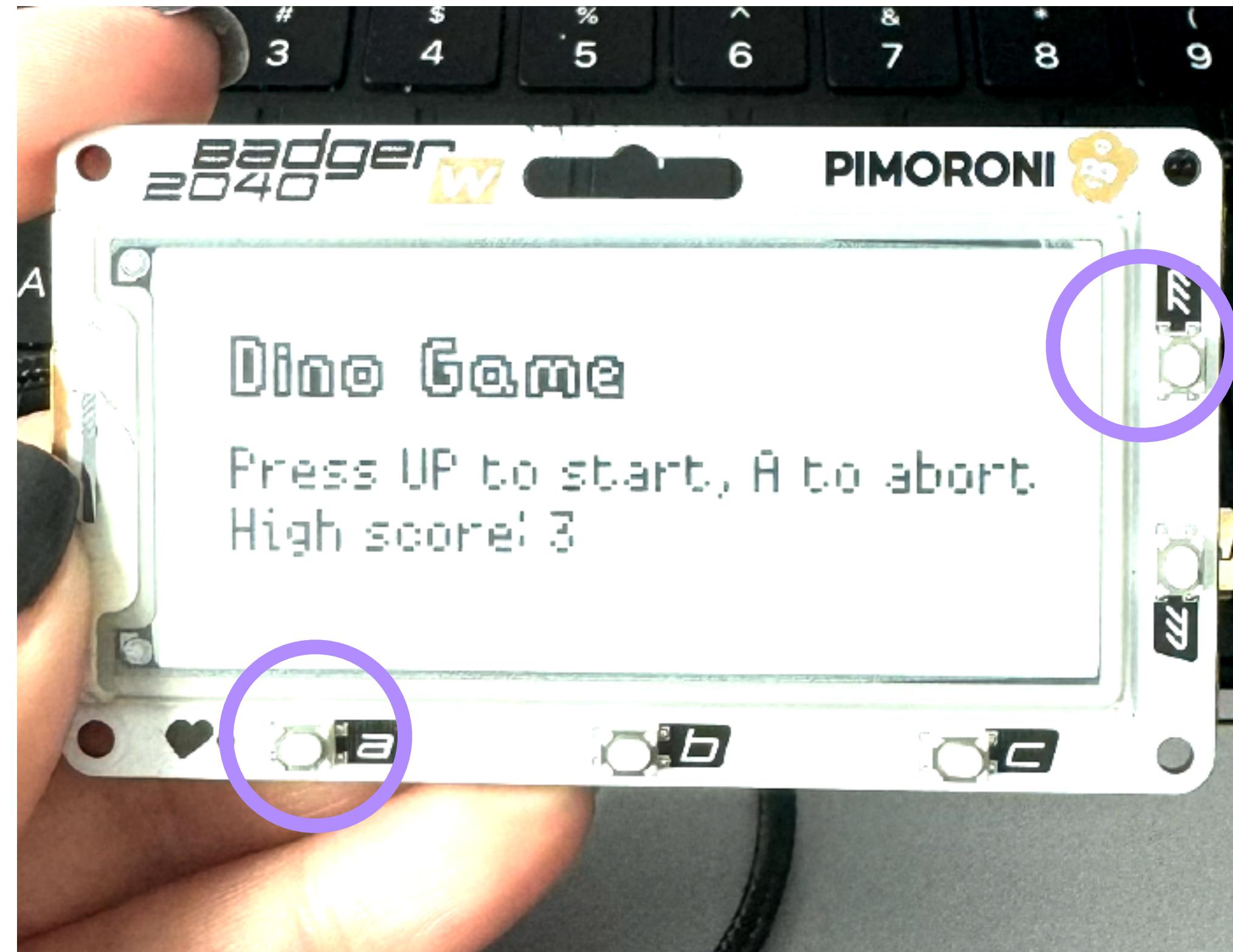


Dino Game

```
def main():
    global high_score
    start_text()
    while True:
        if display.pressed(BUTTON_UP):
            game_loop()
            # . . . saves score
            endgame_text()
        elif display.pressed(BUTTON_A):
            gc.collect()
            clear_screen()
            display.update()
    return
```



Dino Game

```
# . . . previous code
elif display.pressed(BUTTON_B):
    print("Connecting to the internet...")
    if not display.isconnected():
        display.connect()
    clear_screen()
```

