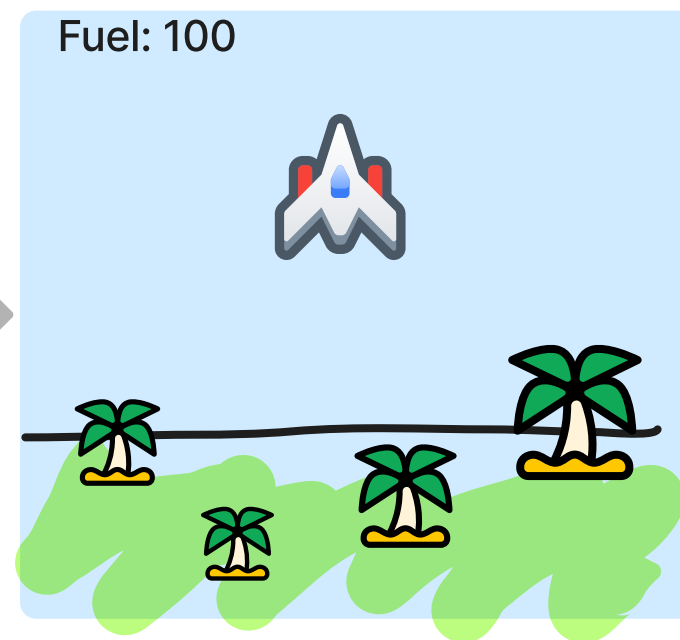


Beginning page



Playing page:

- a ship
- ship's fuel
- ground
- trees (obstacles)

The ship can move up-left-right, dodge the trees and land on the ground when fuel > 0.

