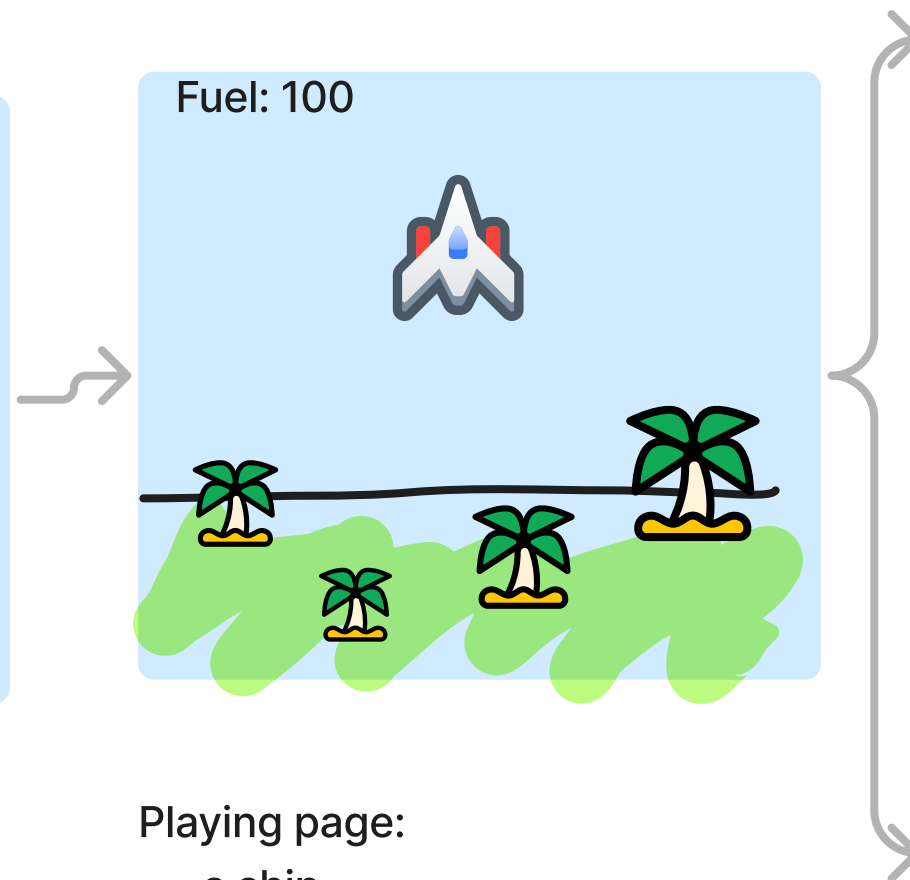


Beginning page

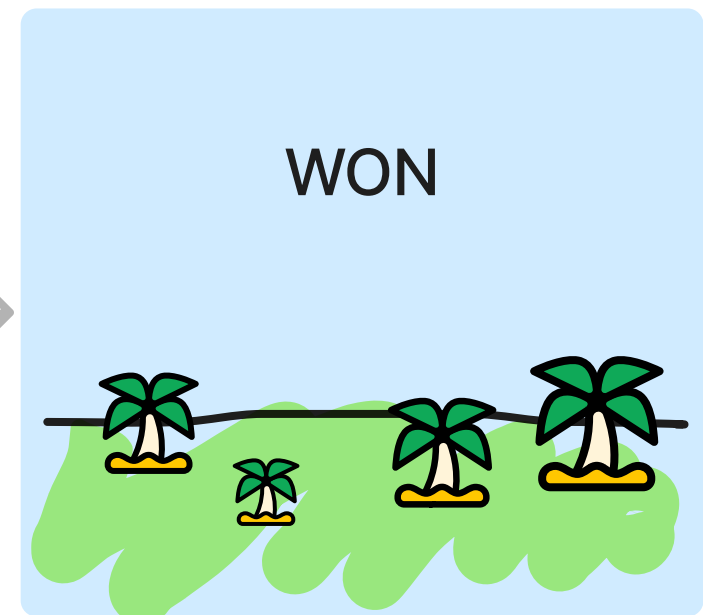


Playing page:

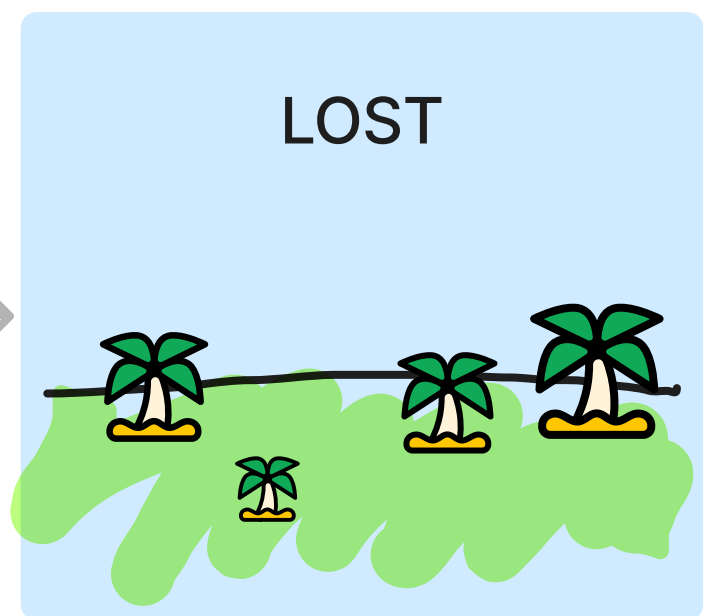
- a ship
- ship's fuel
- ground
- trees (obstacles)

The ship can move up-left-right, the gravity makes the ship keep falling down

To dodge the trees and land on the ground when fuel > 0.



WON



LOST