

Chart 1 Animation switch between "Blood" and "Normal"

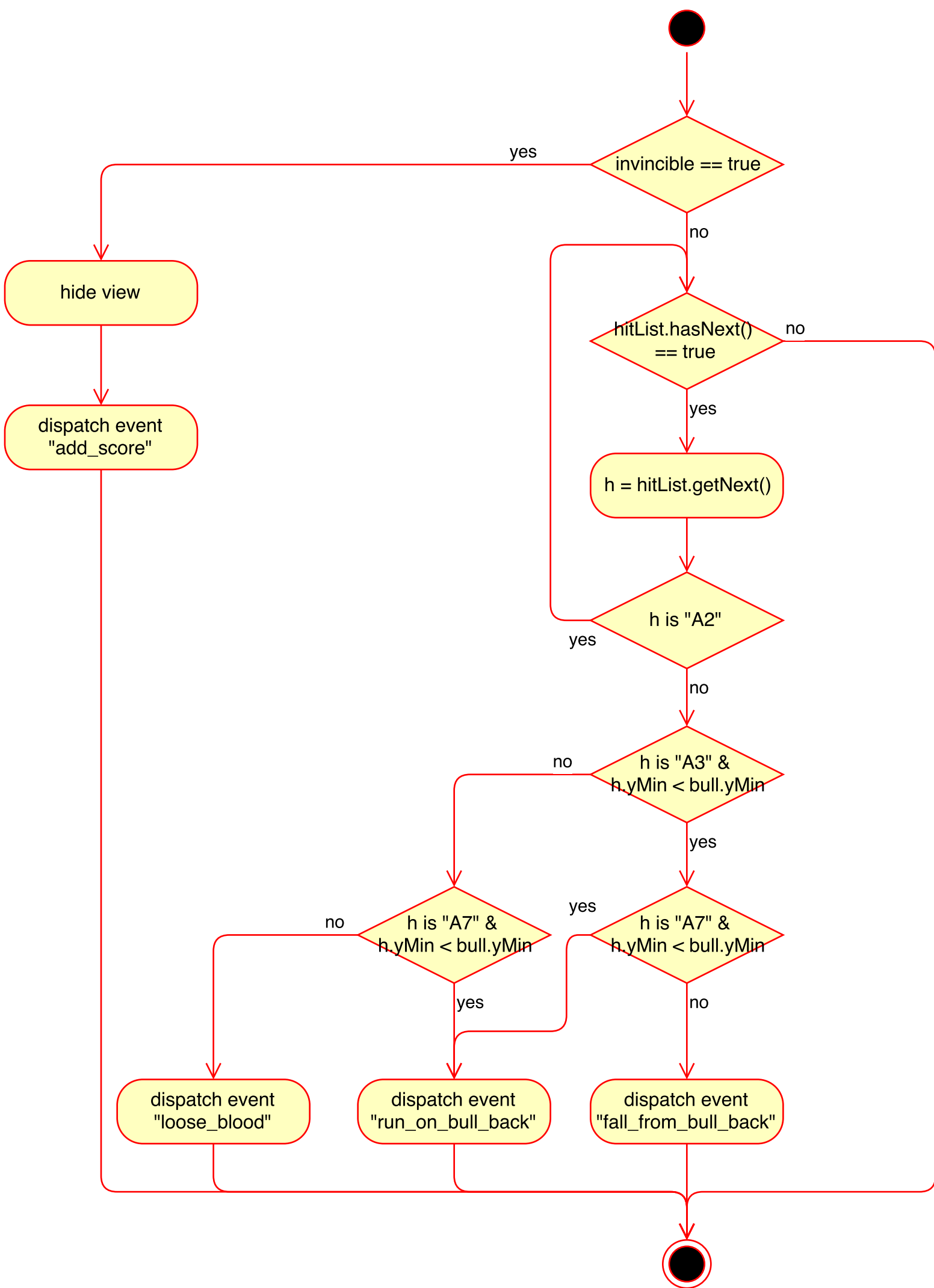


Chart 2 Bull's onHit() method

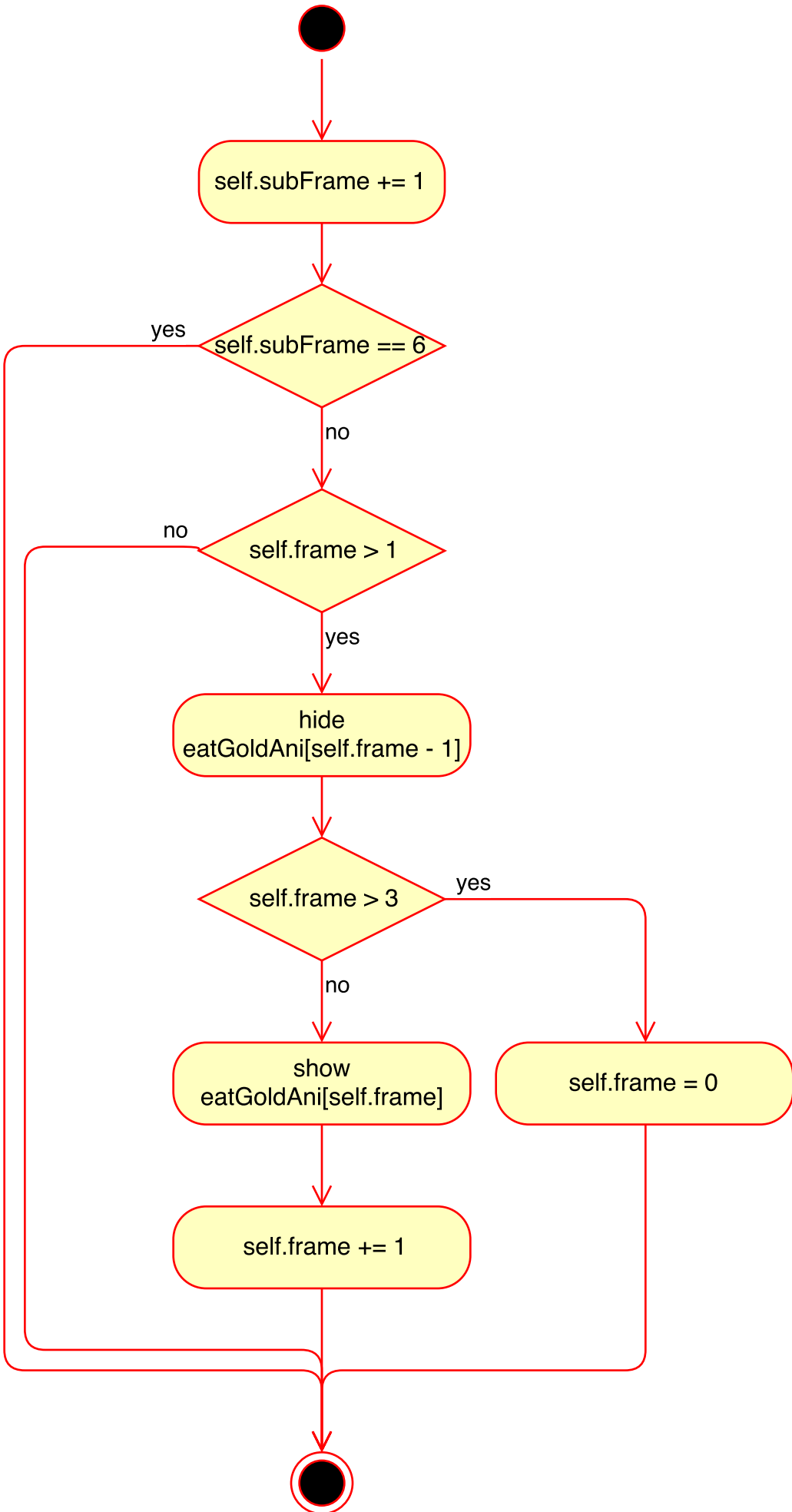


Chart 3 Gold's onEnterFrameAfterHit() method

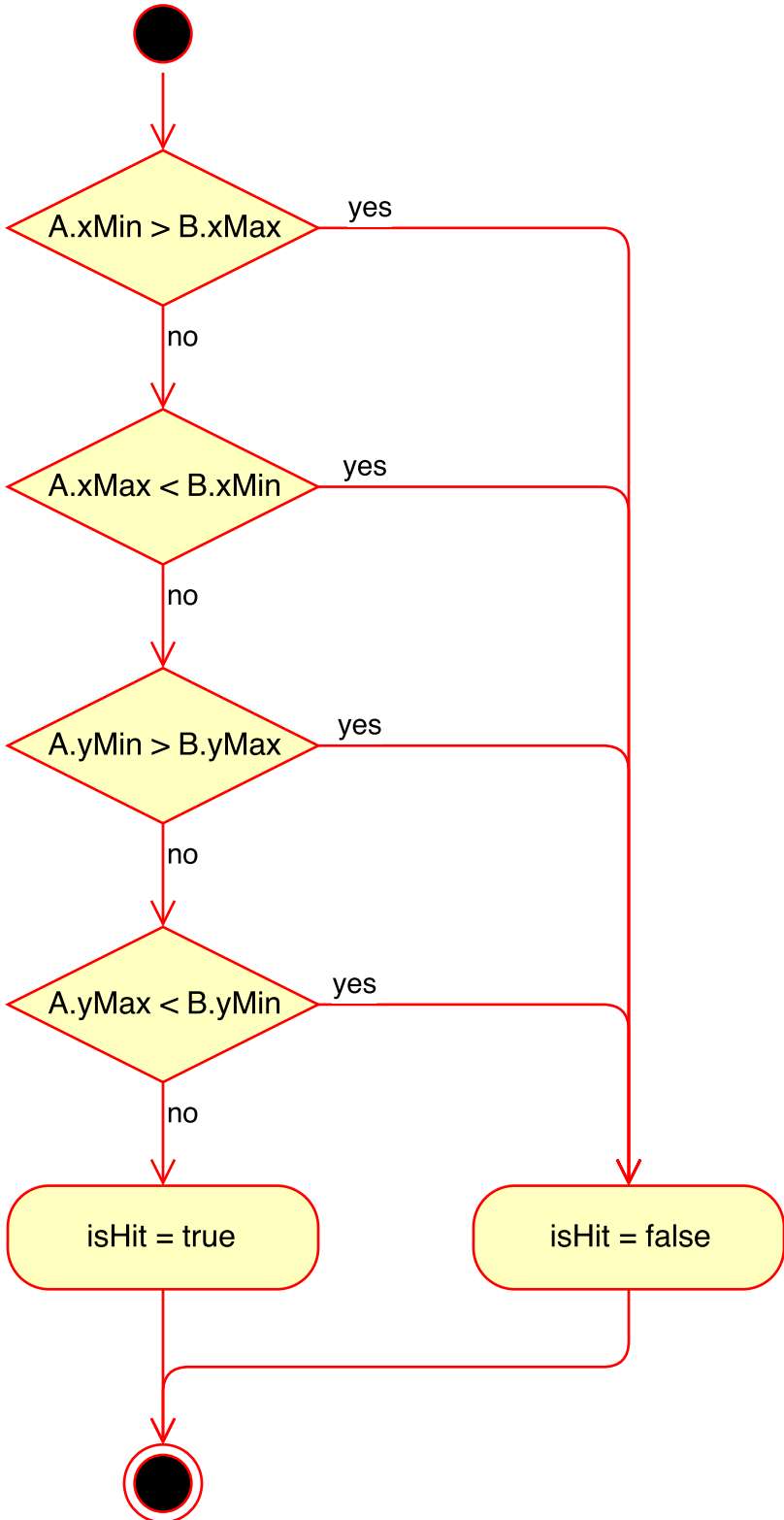


Chart 4 Collision detection for two rectangles