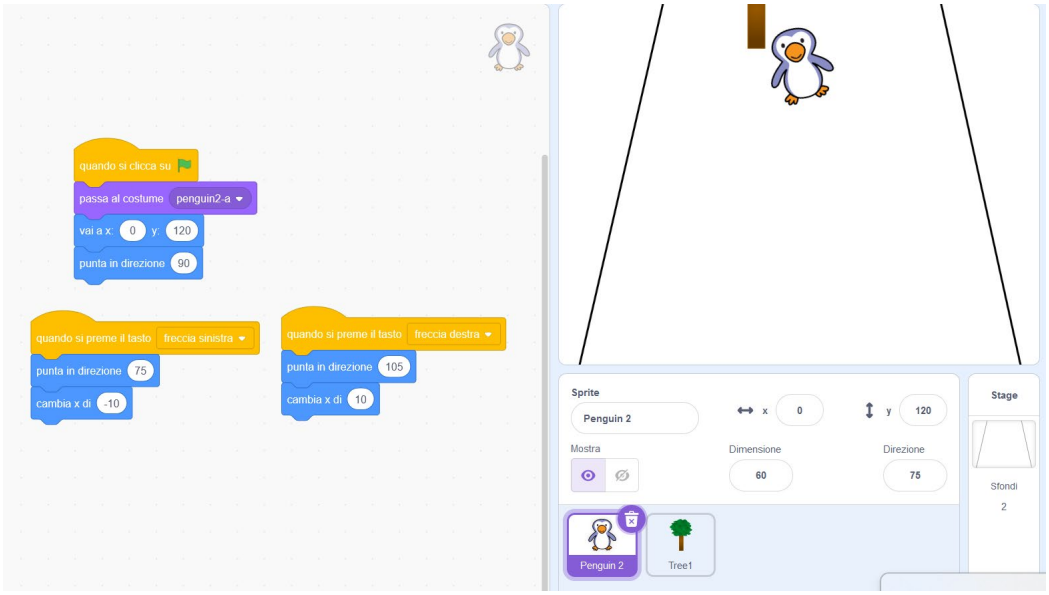
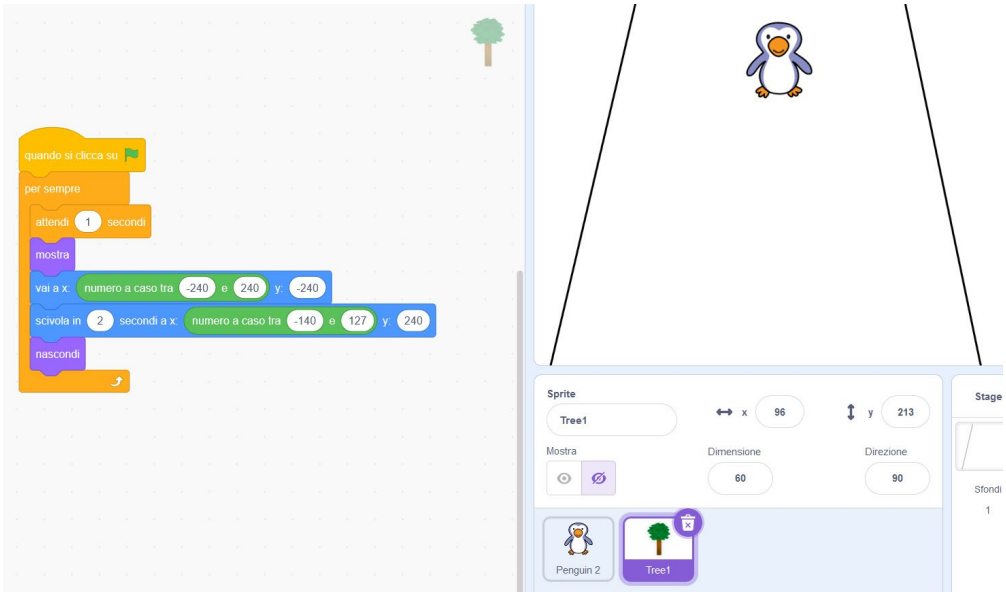
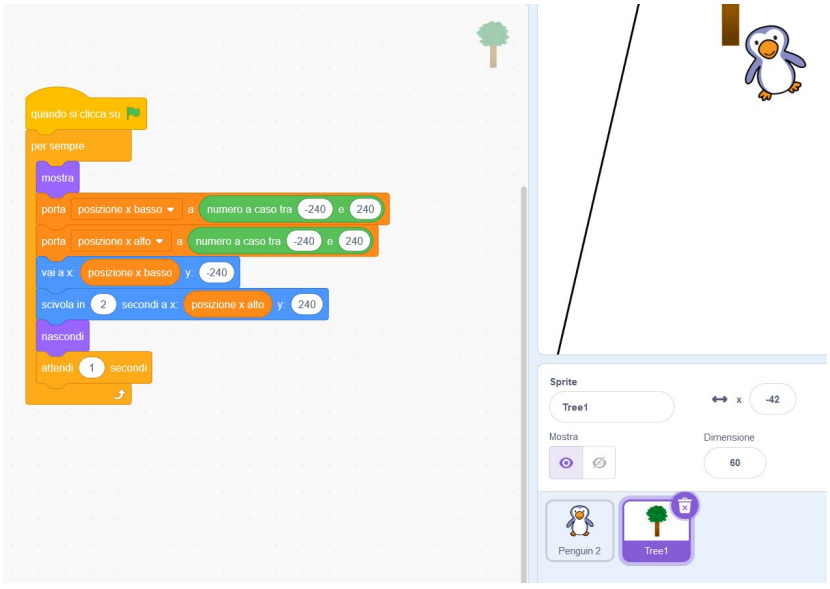
Per i movimenti del pinguino:



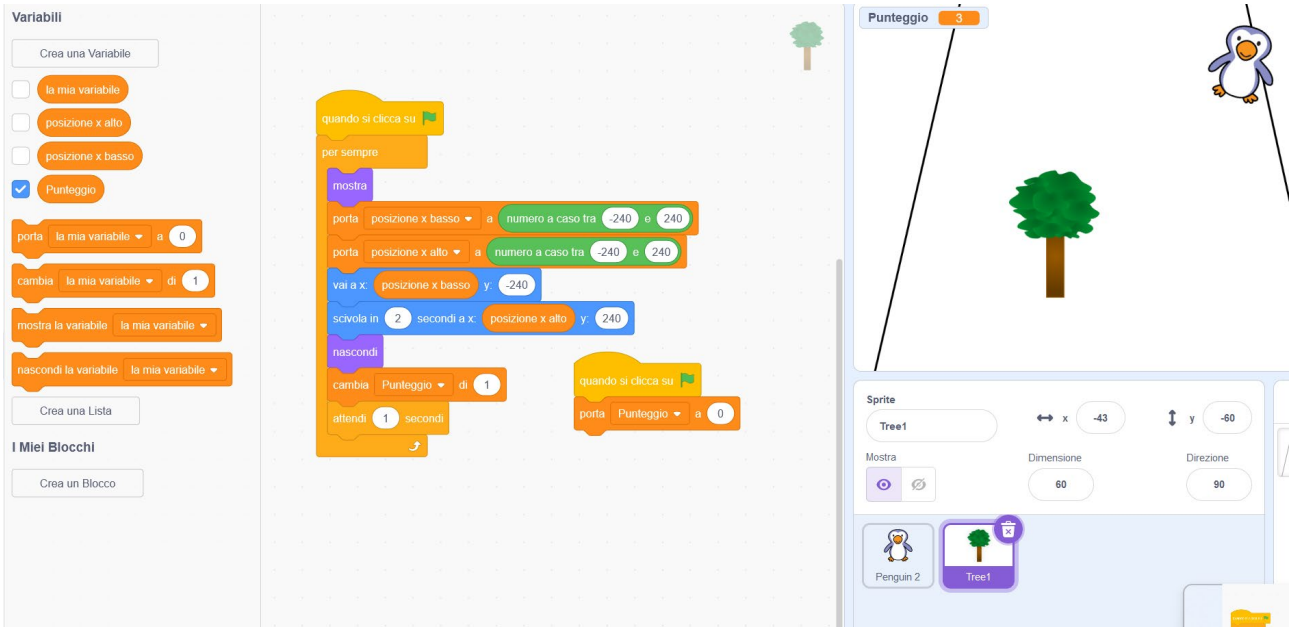
Per i movimenti degli alberi - facciamoli partire dal basso e andare in alto:



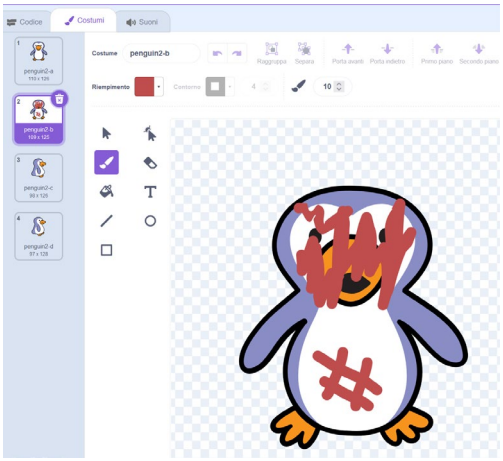
Oppure con la variabile:

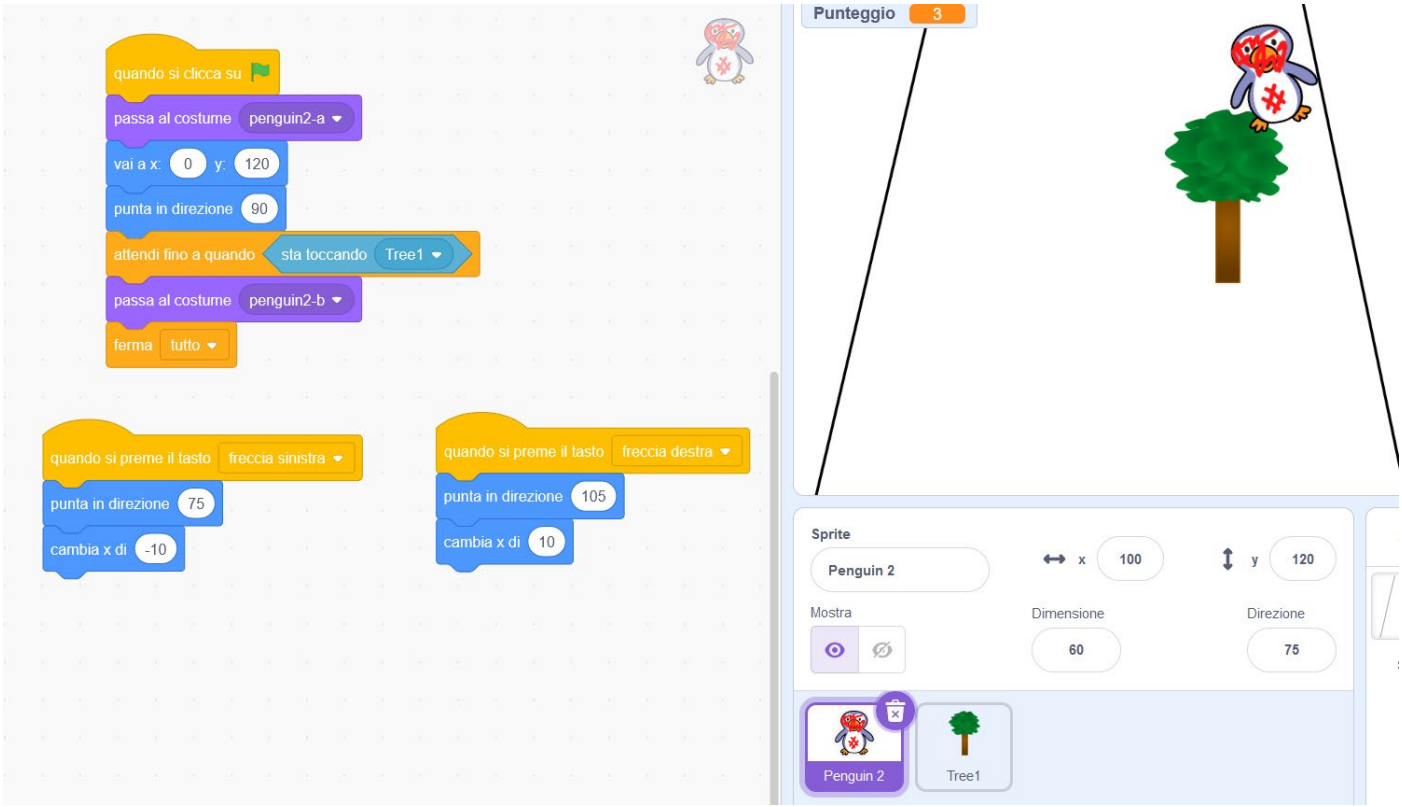


er il punteggio:



Per l'incidente:





Prova ad aumentare la velocità dopo 15 punti e a cambiare l'aspetto degli alberi:

