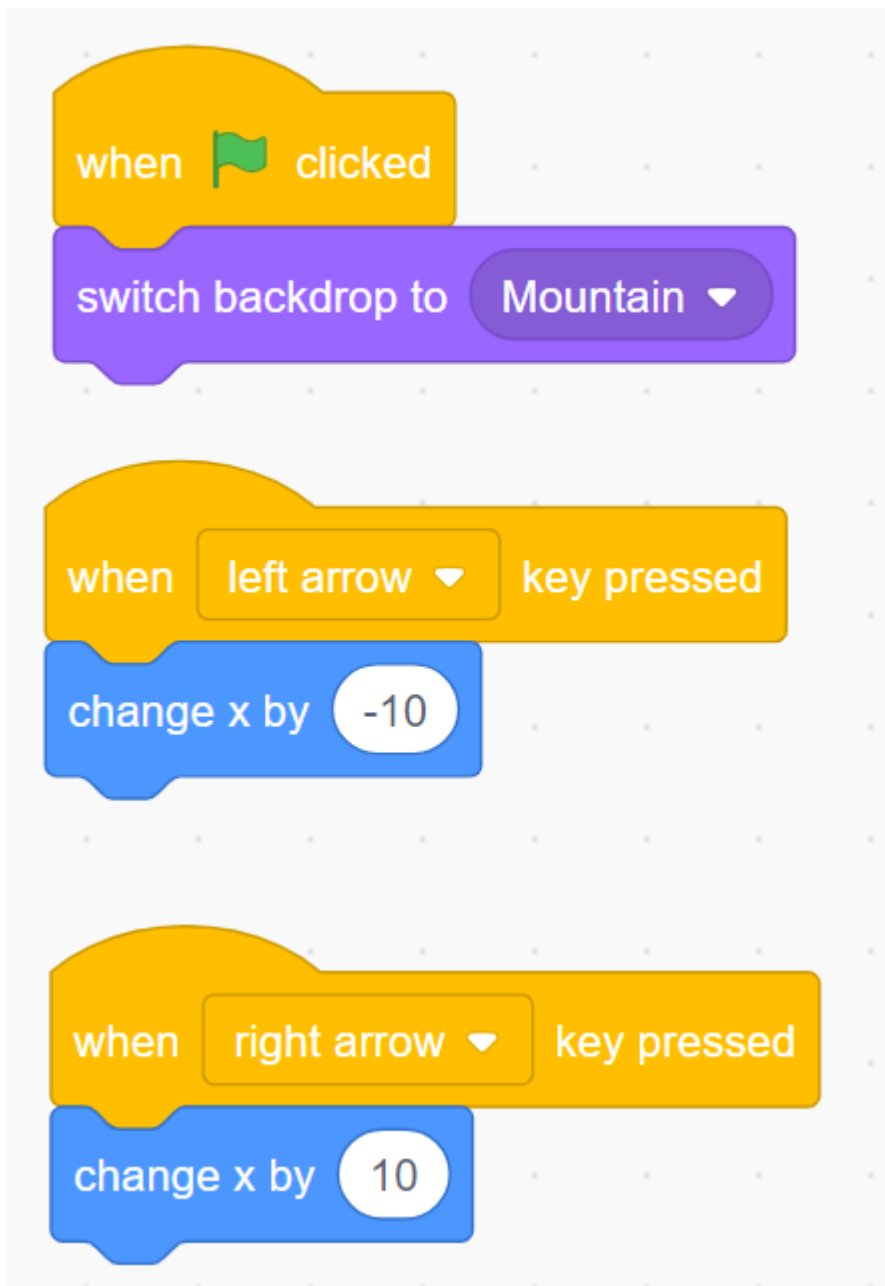
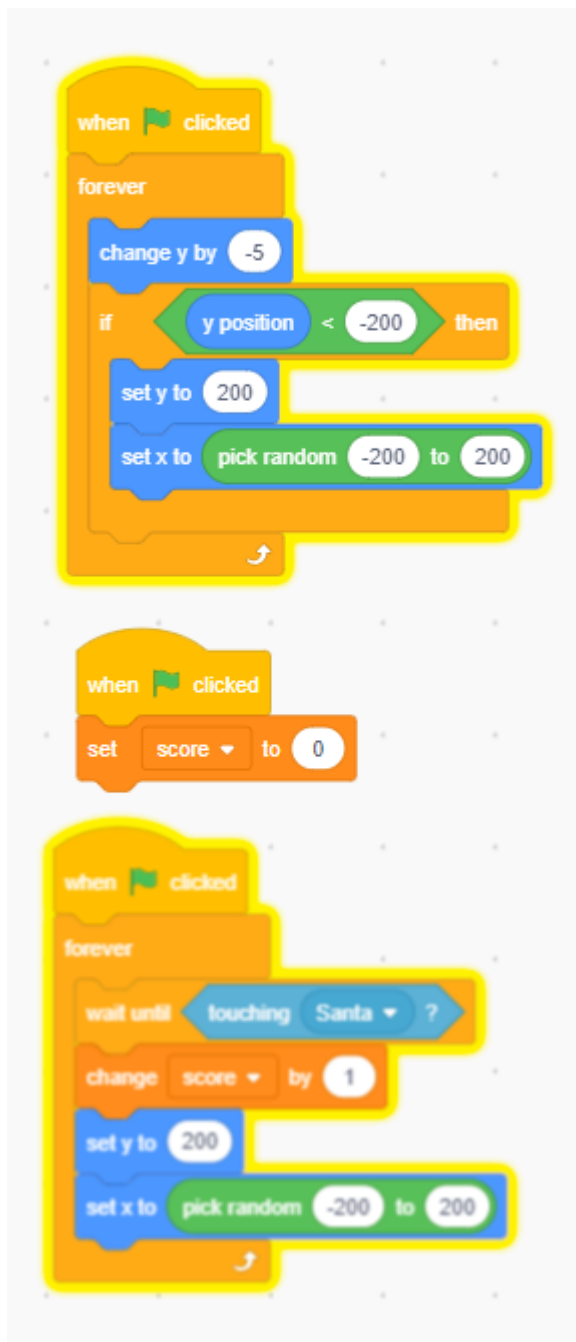


Main character



Falling objects



- Change score to negative
- Change speed
- Change score amount