

```
package

{

    import flash.display.MovieClip;

    import flash.events.KeyboardEvent;

    import flash.ui.Keyboard;

    import flash.events.Event;

    import flashx.textLayout.elements.InlineGraphicElement;

    import flash.sensors.Accelerometer;

    import flash.events.MouseEvent;


    public class Main extends MovieClip
    {

        // this code was written by Tyler Jagers at Overidon.com

        // please use this for entertainment and education uses only


        var vx:int;

        var vy:int;


        var hx:int;

        var hy:int;


        var n:int;


        // begin grass prep
```

```
var grass1:Grass;
```

```
var grass2:Grass;
```

```
var grass3:Grass;
```

```
var grass4:Grass;
```

```
var grass5:Grass;
```

```
// overidon logo prep
```

```
var overidonLogo:OveridonLogo;
```

```
// prep the play again button
```

```
var playAgainButton:PlayAgainButton;
```

```
// begin boulder prep
```

```
var boulder1:Boulder;
```

```
var boulder2:Boulder;
```

```
var boulder3:Boulder;
```

```
// begin horse prep
```

```
var horseWalkRight:HorseWalkRight;
```

```
var horseWalkLeft:HorseWalkLeft;
```

```
var horseEatingAppleLeft:HorseEatingAppleLeft;
```

```
var horseEatingAppleRight:HorseEatingAppleRight;
```

```
var horseEatingGrassLeft:HorseEatingGrassLeft;
```

```
var horseEatingGrassRight:HorseEatingGrassRight;
```

```
// begin apple prep
```

```
var apple1:Apple;
```

```
var apple2:Apple;
```

```
var apple3:Apple;
```

```
var apple4:Apple;
```

```
var apple5:Apple;
```

```
var masterBorderLeft:MasterBorder;
```

```
var masterBorderRight:MasterBorder;
```

```
var s:int;
```

```
var zord:int;
```

```
var globalPosition:int;
```

```
var mountain:Mountain;
```

```
var mountain2:Mountain;
```

```
// begin green tree prep
```

```
var greenTree1:GreenTree;
```

```
var greenTree2:GreenTree;
```

```
var greenTree3:GreenTree;
```

```
var greenTree4:GreenTree;
```

```
var greenTree5:GreenTree;
```

```
// let's prep this background!!
```

```
var sky1:Sky1;
```

```
var sky2:Sky2;
```

```
var sky3:Sky3;
```

```
// prep the invis borders
```

```
var leftBorder:LeftBorder;
```

```
var rightBorder:RightBorder;
```

```
// begin the ground sector prep
```

```
var groundSector1:GroundSector1;
```

```
var groundSector2:GroundSector2;
```

```
var groundSector3:GroundSector3;
```

```
var groundSector4:GroundSector4;
```

```
var groundSector5:GroundSector5;
```

```
var groundSector6:GroundSector6;
```

```
var groundSector7:GroundSector7;
```

```
var groundSector8:GroundSector8;
```

```
var groundSector9:GroundSector9;
```

```
var groundSector10:GroundSector10;
```

```
var groundSector11:GroundSector11;
```

```
// begin the ground itself
```

```
var ground1:Ground;
```

```
var ground2:Ground;
```

```
var ground3:Ground;
```

```
var ground4:Ground;
```

```
var ground5:Ground;
```

```
var ground6:Ground;
```

```
var ground7:Ground;
```

```
var ground8:Ground;
```

```
var ground9:Ground;
```

```
var ground10:Ground;
```

```
var ground11:Ground;
```

```
public function Main()
```

```
{
```

```
    init();
```

```
}
```

```
// begin the contents of the init function
```

```
function init():void
```

```
{
```

```
    // initialize global position variable
```

```
    globalPosition = 0;
```

```
    n = 0;
```

```
    // initialize borders
```

```
    // starting with the right
```

```
    rightBorder = new RightBorder();
```

```
addChild(rightBorder);
```

```
rightBorder.visible = false;
```

```
rightBorder.x = 525;
```

```
rightBorder.y = 0;
```

```
// now the left
```

```
leftBorder = new LeftBorder();
```

```
addChild(leftBorder);
```

```
leftBorder.visible = false;
```

```
leftBorder.x = -75;
```

```
leftBorder.y = 0;
```

```
// initialize the sky for parallax
```

```
sky1 = new Sky1();
```

```
addChild(sky1);
```

```
sky1.x = 0;
```

```
sky1.y = 0;
```

```
// sky 2 and 3 will begin as invisible
```

```
// because they won't be on the screen
```

```
sky2 = new Sky2();
```

```
addChild(sky2);
```

```
// the sky needs no coordinates
```

```
// at first because it won't be used
```

```
// until it's needed
```

```
// so it overlapping invisibly with
```

```
// the first sky has no real conflict for now
```

```
sky2.visible = true;
```

```
sky2.x = 550;
```

```
sky2.y = 0;
```

```
// now do sky3
```

```
sky3 = new Sky3();
```

```
addChild(sky3);
```

```
sky3.visible = true;
```

```
sky3.x = -550;
```

```
sky3.y = 0;
```

```
// initialize mountain
```

```
mountain = new Mountain();
```

```
addChild(mountain);
```

```
mountain.x = -295;
```

```
mountain.y = 1.55;
```

```
mountain2 = new Mountain();
```

```
addChild(mountain2);
```

```
mountain2.visible = false;
```

```
// initialize boulder 1
```

```
boulder1 = new Boulder();
```

```
addChild(boulder1);
```

```
boulder1.x = 300;
```

```
boulder1.y = 200;
```

```
boulder2 = new Boulder();
```

```
addChild(boulder2);
```

```
boulder2.visible = false;
```

```
boulder3 = new Boulder();
```

```
addChild(boulder3);
```

```
boulder3.visible = false;
```

```
// initialize greenTree1
```

```
greenTree1 = new GreenTree();
```

```
addChild(greenTree1);
```

```
greenTree1.x = 143;
```

```
greenTree1.y = 151;
```

```
greenTree2 = new GreenTree();
```

```
addChild(greenTree2);
```

```
greenTree2.visible = false;
```

```
greenTree3 = new GreenTree();
```

```
addChild(greenTree3);
```

```
greenTree3.visible = false;
```

```
greenTree4 = new GreenTree();  
addChild(greenTree4);  
greenTree4.visible = false;
```

```
greenTree5 = new GreenTree();  
addChild(greenTree5);  
greenTree5.visible = false;
```

```
// initialize your ground  
// sectors for parallax implementation  
// remember to make them invisible
```

```
// ground sector 1  
groundSector1 = new GroundSector1();  
addChild(groundSector1);
```

```
groundSector1.visible = false;
```

```
groundSector1.x = 0;  
groundSector1.y = 350;
```

```
// ground sector 2
```

```
groundSector2 = new GroundSector2();  
addChild(groundSector2);
```

```
groundSector2.visible = false;
```

```
groundSector2.x = 50;  
groundSector2.y = 350;
```

```
// ground sector 3  
groundSector3 = new GroundSector3();  
addChild(groundSector3);
```

```
groundSector3.visible = false;
```

```
groundSector3.x = 100;  
groundSector3.y = 350;
```

```
// ground sector 4  
groundSector4 = new GroundSector4();  
addChild(groundSector4);
```

```
groundSector4.visible = false;
```

```
groundSector4.x = 150;  
groundSector4.y = 350;
```

```
// ground sector 5  
  
groundSector5 = new GroundSector5();  
addChild(groundSector5);
```

```
groundSector5.visible = false;
```

```
groundSector5.x = 200;  
groundSector5.y = 350;
```

```
// ground sector 6  
  
groundSector6 = new GroundSector6();  
addChild(groundSector6);
```

```
groundSector6.visible = false;
```

```
groundSector6.x = 250;  
groundSector6.y = 350;
```

```
// ground sector 7  
  
groundSector7 = new GroundSector7();  
addChild(groundSector7);
```

```
groundSector7.visible = false;
```

```
groundSector7.x = 300;
```

```
groundSector7.y = 350;
```

```
// ground sector 8
```

```
groundSector8 = new GroundSector8();
```

```
addChild(groundSector8);
```

```
groundSector8.visible = false;
```

```
groundSector8.x = 350;
```

```
groundSector8.y = 350;
```

```
// ground sector 9
```

```
groundSector9 = new GroundSector9();
```

```
addChild(groundSector9);
```

```
groundSector9.visible = false;
```

```
groundSector9.x = 400;
```

```
groundSector9.y = 350;
```

```
// ground sector 10
```

```
groundSector10 = new GroundSector10();
```

```
addChild(groundSector10);
```

```
groundSector10.visible = false;
```

```
groundSector10.x = 450;
```

```
groundSector10.y = 350;
```

```
// ground sector 11
```

```
groundSector11 = new GroundSector11();
```

```
addChild(groundSector11);
```

```
groundSector11.visible = false;
```

```
groundSector11.x = 500;
```

```
groundSector11.y = 350;
```

```
// end groundsector stuff
```

```
// consider dropping in the ground
```

```
// ground 1
```

```
ground1 = new Ground();
```

```
addChild(ground1);
```

```
ground1.x = groundSector1.x;
```

```
ground1.y = groundSector1.y;
```

```
// ground 2
```

```
ground2 = new Ground();
```

```
addChild(ground2);
```

```
ground2.x = groundSector2.x;
```

```
ground2.y = groundSector2.y;
```

```
// ground 3
```

```
ground3 = new Ground();
```

```
addChild(ground3);
```

```
ground3.x = groundSector3.x;
```

```
ground3.y = groundSector3.y;
```

```
// ground 4
```

```
ground4 = new Ground();
```

```
addChild(ground4);
```

```
ground4.x = groundSector4.x;
```

```
ground4.y = groundSector4.y;
```

```
// ground 5
```

```
ground5 = new Ground();
```

```
addChild(ground5);
```

```
ground5.x = groundSector5.x;
```

```
ground5.y = groundSector5.y;
```

```
// ground 6
```

```
ground6 = new Ground();
```

```
addChild(ground6);
```

```
ground6.x = groundSector6.x;
```

```
ground6.y = groundSector6.y;
```

```
// ground 7
```

```
ground7 = new Ground();
```

```
addChild(ground7);
```

```
ground7.x = groundSector7.x;
```

```
ground7.y = groundSector7.y;
```

```
// ground 8
```

```
ground8 = new Ground();
```

```
addChild(ground8);
```

```
ground8.x = groundSector8.x;
```

```
ground8.y = groundSector8.y;
```

```
// ground 9
```

```
ground9 = new Ground();
```

```
addChild(ground9);
```

```
ground9.x = groundSector9.x;
```

```
ground9.y = groundSector9.y;
```

```
// ground 10
```

```
ground10 = new Ground();
```

```
addChild(ground10);
```

```
ground10.x = groundSector10.x;
```

```
ground10.y = groundSector10.y;
```

```
// ground 11
```

```
ground11 = new Ground();
```

```
addChild(ground11);
```

```
ground11.x = groundSector11.x;
```

```
ground11.y = groundSector11.y;
```

```
// drop right facing horse in
```

```
horseWalkRight = new HorseWalkRight();
```

```
addChild(horseWalkRight);
```

```
horseWalkRight.x = 251;
```

```
horseWalkRight.y = 251;
```

```
// drop in invisible left facing horse
```

```
horseWalkLeft = new HorseWalkLeft();
```

```
addChild(horseWalkLeft);
```

```
horseWalkLeft.visible = false;
```

```
horseWalkLeft.x = 300;
```

```
// drop in invisible horse eating for
```

```
// left animation
```

```
horseEatingAppleLeft = new HorseEatingAppleLeft();
```

```
addChild(horseEatingAppleLeft);
```

```
horseEatingAppleLeft.visible = false;
```

```
horseEatingAppleLeft.stop();
```

```
horseEatingAppleLeft.frame = 1;
```

```
// drop in the horse eating for the
```

```
// right facing animation
```

```
horseEatingAppleRight = new HorseEatingAppleRight();  
addChild(horseEatingAppleRight);
```

```
horseEatingAppleRight.visible = false;  
horseEatingAppleRight.stop();  
horseEatingAppleRight.frame = 1;
```

```
// drop in the invisible horse eating grass
```

```
horseEatingGrassLeft = new HorseEatingGrassLeft();  
addChild(horseEatingGrassLeft);
```

```
horseEatingGrassLeft.visible = false;  
horseEatingGrassLeft.stop();  
horseEatingGrassLeft.frame = 1;
```

```
horseEatingGrassRight = new HorseEatingGrassRight();  
addChild(horseEatingGrassRight);
```

```
horseEatingGrassRight.visible = false;  
horseEatingGrassRight.stop();  
horseEatingGrassRight.frame = 1;
```

```
// drop in the apples
```

```
apple1 = new Apple();  
addChild(apple1);
```

```
apple1.x = 213;  
apple1.y = 253;
```

```
apple2 = new Apple();  
addChild(apple2);  
apple2.visible = false;
```

```
apple3 = new Apple();  
addChild(apple3);  
apple3.visible = false;
```

```
apple4 = new Apple();  
addChild(apple4);  
apple4.visible = false;
```

```
apple5 = new Apple();  
addChild(apple5);  
apple5.visible = false;
```

```
// make sure it is disabled for now  
  
// but don't forget to enable this bad boy later  
  
// my guess is that if it isn't enabled
```

```
// then the animations and onEnterFrame stuff won't work
```

```
horseWalkLeft.enabled = false;
```

```
//stop movement to give the illusion of beginning
```

```
horseWalkRight.stop();
```

```
// initialize our variables
```

```
vx = 0;
```

```
vy = 0;
```

```
s = 0;
```

```
zord = 0;
```

```
hx = horseWalkRight.x;
```

```
hy = horseWalkRight.y;
```

```
// initialize the grass
```

```
grass1 = new Grass();
```

```
addChild(grass1);
```

```
grass1.stop();
```

```
grass1.x = 480;
```

```
grass1.y = 301;
```

```
grass2 = new Grass();
```

```
addChild(grass2);
```

```
grass2.stop();
```

```
grass2.visible = false;
```

```
grass3 = new Grass();
```

```
addChild(grass3);
```

```
grass3.stop();
```

```
grass3.visible = false;
```

```
grass4 = new Grass();
```

```
addChild(grass4);
```

```
grass4.stop();
```

```
grass4.visible = false;
```

```
grass5 = new Grass();
```

```
addChild(grass5);
```

```
grass5.stop();
```

```
grass5.visible = false;
```

```
// initialize the playAgainButton
```

```
// locatation etc
```

```
playAgainButton = new PlayAgainButton();
```

```
addChild(playAgainButton);
```

```
playAgainButton.x = 110;
```

```
playAgainButton.y = 350;
```

```
// initialize the overidon logo
```

```
overidonLogo = new OveridonLogo();
```

```
addChild(overidonLogo);
```

```
overidonLogo.x = 410;
```

```
overidonLogo.y = 350
```

```
// initialize master border

// foreground

masterBorderLeft = new MasterBorder();
addChild(masterBorderLeft);

masterBorderLeft.x = -599;
masterBorderLeft.y = 0;

masterBorderRight = new MasterBorder();
addChild(masterBorderRight);

masterBorderRight.x = 549;
masterBorderRight.y = 0;

// add event listeners for the keyboard

stage.addEventListener(KeyboardEvent.KEY_DOWN, onKeyDown);
stage.addEventListener(KeyboardEvent.KEY_UP, onKeyUp);
addEventListener(Event.ENTER_FRAME, onEnterFrame);

// add an event listener for the play again button
```

```
        playAgainButton.addEventListener(MouseEvent.CLICK,
            onPlayAgainButtonClick);

    }
```

```
// begin the contents of the onKeyDown function
```

```
function onKeyDown(event:KeyboardEvent):void
{
    if(event.keyCode == Keyboard.LEFT)
    {

        vx = -5;

    }

    else if (event.keyCode == Keyboard.RIGHT)
    {

        vx = 5;

        if (horseWalkLeft.visible) {
            horseWalkLeft.visible = false;
        }
    }
}
```

```

    }
}

// begin the spacebar interaction!!!

// this is goona be fun!

if (event.keyCode == Keyboard.SPACE )
{

    // begin "s" series psuedo~module

    // for the apples

    if ( horseWalkLeft.faceTracker.hitTestObject(apple1) && apple1.stage )
    {

        s = 1;

    }

    if ( horseWalkLeft.faceTracker.hitTestObject(apple2) && apple2.stage )
    {

        s = 3;

    }

    if ( horseWalkLeft.faceTracker.hitTestObject(apple3) && apple3.stage )

```

```
{  
  
    s = 5;  
  
}  
  
if ( horseWalkLeft.faceTracker.hitTestObject(apple4) && apple4.stage )  
{  
  
    s = 7;  
  
}  
  
if ( horseWalkLeft.faceTracker.hitTestObject(apple5) && apple5.stage )  
{  
  
    s = 9;  
  
}  
  
if (horseWalkRight.faceTracker.hitTestObject(apple1) && apple1.stage )  
{  
  
    s = 2;  
  
}  
  
if (horseWalkRight.faceTracker.hitTestObject(apple2) && apple2.stage )  
{  
  
    s = 4;  
  
}  
  
if (horseWalkRight.faceTracker.hitTestObject(apple3) && apple3.stage )
```

```
{  
    s = 6;  
}  
if (horseWalkRight.faceTracker.hitTestObject(apple4) && apple4.stage )  
{  
    s = 8;  
}  
if (horseWalkRight.faceTracker.hitTestObject(apple5) && apple5.stage )  
{  
    s = 10;  
}  
  
// begin the "n" series psudeo~module  
// for the grass trackers  
  
if ( horseWalkLeft.faceTracker.hitTestObject(grass1) && grass1.stage )  
{  
    n = 1;  
}  
  
if ( horseWalkLeft.faceTracker.hitTestObject(grass2) && grass2.stage )  
{  
    n = 3;
```

```
}  
  
if ( horseWalkLeft.faceTracker.hitTestObject(grass3) && grass3.stage )  
{  
  
    n = 5;  
  
}  
  
if ( horseWalkLeft.faceTracker.hitTestObject(grass4) && grass4.stage )  
{  
  
    n = 7;  
  
}  
  
if ( horseWalkLeft.faceTracker.hitTestObject(grass5) && grass5.stage )  
{  
  
    n = 9;  
  
}  
  
if (horseWalkRight.faceTracker.hitTestObject(grass1) && grass1.stage )  
{  
  
    n = 2;  
  
}  
  
if (horseWalkRight.faceTracker.hitTestObject(grass2) && grass2.stage )  
{  
  
    n = 4;  
  
}
```

```

        if (horseWalkRight.faceTracker.hitTestObject(grass3) && grass3.stage )
        {
            n = 6;
        }
        if (horseWalkRight.faceTracker.hitTestObject(grass4) && grass4.stage )
        {
            n = 8;
        }
        if (horseWalkRight.faceTracker.hitTestObject(grass5) && grass5.stage )
        {
            n = 10;
        }
    }
}

```

// begin the contents of the onKeyUp function

```

function onKeyUp(event:KeyboardEvent):void
{
    if(event.keyCode == Keyboard.LEFT || event.keyCode == Keyboard.RIGHT)

```

```
{  
  
    vx = 0;  
  
}
```

```
// add some stuff here hhehee
```

```
if(event.keyCode == Keyboard.SPACE)  
{  
  
}  
  
}
```

```
// begin the contents of the onEnterFrame function  
// this function links our reality of code to that which  
// is contained on the visible game  
// anything less would make an incomplete  
// game
```

```
function onEnterFrame(event:Event):void  
{  
  
    if (n == 0)  
    {
```

```
        zord = 8;
    }

    if (s == 1)
    {
        vx = 0;

        if (horseEatingAppleLeft.visible)
        {
            horseWalkLeft.visible = false;

            horseEatingAppleLeft.x = hx;
            horseEatingAppleLeft.y = hy;
            horseEatingAppleLeft.play();

            if (horseEatingAppleLeft.currentFrame == 11)
            {
                apple1.visible = false;
                apple1.enabled = false;
            }

            if (horseEatingAppleLeft.currentFrame == 44)
            {
                horseEatingAppleLeft.visible = false;
                s = 0;
            }
        }
    }
}
```

```
        horseWalkLeft.visible = true;
    }

}

else
{
    horseWalkLeft.visible = false;

    horseEatingAppleLeft.visible = true;

    horseEatingAppleLeft.x = hx;
    horseEatingAppleLeft.y = hy;
    horseEatingAppleLeft.play();

    if (horseEatingAppleLeft.currentFrame == 11)
    {
        apple1.visible = false;
        apple1.enabled = false;
    }

    if (horseEatingAppleLeft.currentFrame == 45)
    {
```

```

        horseEatingAppleLeft.visible = false;

        s = 0;

        horseWalkLeft.visible = true;

    }

}

// begin the right facing animation
if (s == 2)
{

    if (horseEatingAppleRight.visible)
    {

        horseWalkRight.visible = false;

        horseEatingAppleRight.x = hx;
        horseEatingAppleRight.y = hy;
        horseEatingAppleRight.play();

        if (horseEatingAppleRight.currentFrame == 11)
        {

```

```
        apple1.visible = false;
        apple1.enabled = false;
    }

    if (horseEatingAppleRight.currentFrame == 44)
    {
        horseEatingAppleRight.visible = false;
        s = 0;
        horseWalkRight.visible = true;
    }

}

else
{
    horseWalkRight.visible = false;

    horseEatingAppleRight.visible = true;

    horseEatingAppleRight.x = hx;
    horseEatingAppleRight.y = hy;
    horseEatingAppleRight.play();

    if (horseEatingAppleRight.currentFrame == 11)
```

```

        {
            apple1.visible = false;
            apple1.enabled = false;
        }

        if (horseEatingAppleRight.currentFrame == 45)
        {
            horseEatingAppleRight.visible = false;
            s = 0;
            horseWalkRight.visible = true;
        }
    }
}

// begin apple 2 animation

if (s == 3)
{
    if (horseEatingAppleLeft.visible)
    {
        horseWalkLeft.visible = false;

        horseEatingAppleLeft.x = hx;
    }
}

```

```
horseEatingAppleLeft.y = hy;
```

```
horseEatingAppleLeft.play();
```

```
if (horseEatingAppleLeft.currentFrame == 11)
```

```
{
```

```
    apple2.visible = false;
```

```
    apple2.enabled = false;
```

```
}
```

```
if (horseEatingAppleLeft.currentFrame == 44)
```

```
{
```

```
    horseEatingAppleLeft.visible = false;
```

```
    s = 0;
```

```
    horseWalkLeft.visible = true;
```

```
}
```

```
}
```

```
else
```

```
{
```

```
    horseWalkLeft.visible = false;
```

```
horseEatingAppleLeft.visible = true;
```

```
horseEatingAppleLeft.x = hx;
```

```
horseEatingAppleLeft.y = hy;
```

```
horseEatingAppleLeft.play();
```

```
if (horseEatingAppleLeft.currentFrame == 11)
```

```
{
```

```
    apple2.visible = false;
```

```
    apple2.enabled = false;
```

```
}
```

```
if (horseEatingAppleLeft.currentFrame == 45)
```

```
{
```

```
    horseEatingAppleLeft.visible = false;
```

```
    s = 0;
```

```
    horseWalkLeft.visible = true;
```

```
}
```

```
}
```

```
}
```

```
// begin the right facing animation
```

```
// for apple 2 removal
```

```
if (s == 4)
```

```
{  
  
    if (horseEatingAppleRight.visible)  
    {  
  
        horseWalkRight.visible = false;  
  
  
  
        horseEatingAppleRight.x = hx;  
        horseEatingAppleRight.y = hy;  
        horseEatingAppleRight.play();  
  
  
        if (horseEatingAppleRight.currentFrame == 11)  
        {  
  
            apple2.visible = false;  
            apple2.enabled = false;  
  
        }  
  
  
        if (horseEatingAppleRight.currentFrame == 44)  
        {  
  
            horseEatingAppleRight.visible = false;  
            s = 0;  
            horseWalkRight.visible = true;  
  
        }  
  
    }  
}
```

```
else
{
    horseWalkRight.visible = false;

    horseEatingAppleRight.visible = true;

    horseEatingAppleRight.x = hx;
    horseEatingAppleRight.y = hy;
    horseEatingAppleRight.play();

    if (horseEatingAppleRight.currentFrame == 11)
    {
        apple2.visible = false;
        apple2.enabled = false;
    }

    if (horseEatingAppleRight.currentFrame == 45)
    {
        horseEatingAppleRight.visible = false;
        s = 0;
        horseWalkRight.visible = true;
    }
}
```

```

    }
}

// begin apple 3 animation

if (s == 5)
{
    if (horseEatingAppleLeft.visible)
    {
        horseWalkLeft.visible = false;

        horseEatingAppleLeft.x = hx;
        horseEatingAppleLeft.y = hy;
        horseEatingAppleLeft.play();

        if (horseEatingAppleLeft.currentFrame == 11)
        {
            apple3.visible = false;
            apple3.enabled = false;
        }

        if (horseEatingAppleLeft.currentFrame == 44)
        {
            horseEatingAppleLeft.visible = false;

```

```
        s = 0;

        horseWalkLeft.visible = true;
    }

}

else
{

    horseWalkLeft.visible = false;


    horseEatingAppleLeft.visible = true;


    horseEatingAppleLeft.x = hx;
    horseEatingAppleLeft.y = hy;
    horseEatingAppleLeft.play();


    if (horseEatingAppleLeft.currentFrame == 11)
    {
        apple3.visible = false;
        apple3.enabled = false;
    }


    if (horseEatingAppleLeft.currentFrame == 45)
```

```

        {
            horseEatingAppleLeft.visible = false;

            s = 0;

            horseWalkLeft.visible = true;
        }

    }

}

// begin the right facing animation
// for apple 3 removal

if (s == 6)
{
    if (horseEatingAppleRight.visible)
    {
        horseWalkRight.visible = false;

        horseEatingAppleRight.x = hx;
        horseEatingAppleRight.y = hy;
        horseEatingAppleRight.play();

        if (horseEatingAppleRight.currentFrame == 11)

```

```
{  
  
    apple3.visible = false;  
  
    apple3.enabled = false;  
  
}  
  
if (horseEatingAppleRight.currentFrame == 44)  
{  
  
    horseEatingAppleRight.visible = false;  
  
    s = 0;  
  
    horseWalkRight.visible = true;  
  
}  
  
}  
else  
{  
  
    horseWalkRight.visible = false;  
  
  
  
    horseEatingAppleRight.visible = true;  
  
  
  
    horseEatingAppleRight.x = hx;  
  
    horseEatingAppleRight.y = hy;  
  
    horseEatingAppleRight.play();  
}
```

```
        if (horseEatingAppleRight.currentFrame == 11)
        {
            apple3.visible = false;
            apple3.enabled = false;
        }

        if (horseEatingAppleRight.currentFrame == 45)
        {
            horseEatingAppleRight.visible = false;
            s = 0;
            horseWalkRight.visible = true;
        }
    }
}

// apple 4 now

if (s == 7)
{
    if (horseEatingAppleLeft.visible)
    {
        horseWalkLeft.visible = false;
    }
}
```

```
horseEatingAppleLeft.x = hx;
```

```
horseEatingAppleLeft.y = hy;
```

```
horseEatingAppleLeft.play();
```

```
if (horseEatingAppleLeft.currentFrame == 11)
```

```
{
```

```
    apple4.visible = false;
```

```
    apple4.enabled = false;
```

```
}
```

```
if (horseEatingAppleLeft.currentFrame == 44)
```

```
{
```

```
    horseEatingAppleLeft.visible = false;
```

```
    s = 0;
```

```
    horseWalkLeft.visible = true;
```

```
}
```

```
}
```

```
else
```

```
{
```

```
    horseWalkLeft.visible = false;
```

```
horseEatingAppleLeft.visible = true;
```

```
horseEatingAppleLeft.x = hx;
horseEatingAppleLeft.y = hy;
horseEatingAppleLeft.play();

if (horseEatingAppleLeft.currentFrame == 11)
{
    apple4.visible = false;
    apple4.enabled = false;
}

if (horseEatingAppleLeft.currentFrame == 45)
{
    horseEatingAppleLeft.visible = false;
    s = 0;
    horseWalkLeft.visible = true;
}

}

// begin the right facing animation
// for apple 4 removal
```

```
if (s == 8)
{
    if (horseEatingAppleRight.visible)
    {
        horseWalkRight.visible = false;

        horseEatingAppleRight.x = hx;
        horseEatingAppleRight.y = hy;
        horseEatingAppleRight.play();

        if (horseEatingAppleRight.currentFrame == 11)
        {
            apple4.visible = false;
            apple4.enabled = false;
        }

        if (horseEatingAppleRight.currentFrame == 44)
        {
            horseEatingAppleRight.visible = false;
            s = 0;
            horseWalkRight.visible = true;
        }
    }
}
```

```
}  
else  
{  
    horseWalkRight.visible = false;  
  
    horseEatingAppleRight.visible = true;  
  
    horseEatingAppleRight.x = hx;  
    horseEatingAppleRight.y = hy;  
    horseEatingAppleRight.play();  
  
    if (horseEatingAppleRight.currentFrame == 11)  
    {  
        apple4.visible = false;  
        apple4.enabled = false;  
    }  
  
    if (horseEatingAppleRight.currentFrame == 45)  
    {  
        horseEatingAppleRight.visible = false;  
        s = 0;  
        horseWalkRight.visible = true;
```

```

    }

    }

}

// end apple 4 removal

// apple 5 now
if (s == 9)
{
    if (horseEatingAppleLeft.visible)
    {
        horseWalkLeft.visible = false;

        horseEatingAppleLeft.x = hx;
        horseEatingAppleLeft.y = hy;
        horseEatingAppleLeft.play();

        if (horseEatingAppleLeft.currentFrame == 11)
        {
            apple5.visible = false;
            apple5.enabled = false;
        }

        if (horseEatingAppleLeft.currentFrame == 44)

```

```
{  
  
    horseEatingAppleLeft.visible = false;  
  
    s = 0;  
  
    horseWalkLeft.visible = true;  
  
}  
  
}  
  
else  
  
{  
  
    horseWalkLeft.visible = false;  
  
  
  
    horseEatingAppleLeft.visible = true;  
  
  
    horseEatingAppleLeft.x = hx;  
    horseEatingAppleLeft.y = hy;  
    horseEatingAppleLeft.play();  
  
    if (horseEatingAppleLeft.currentFrame == 11)  
    {  
  
        apple5.visible = false;  
  
        apple5.enabled = false;  
  
    }
```

```
        if (horseEatingAppleLeft.currentFrame == 45)
        {
            horseEatingAppleLeft.visible = false;

            s = 0;

            horseWalkLeft.visible = true;

        }

    }
}
```

```
// begin the right facing animation
```

```
// for apple 5 removal
```

```
if (s == 10)
{
    if (horseEatingAppleRight.visible)
    {
        horseWalkRight.visible = false;

        horseEatingAppleRight.x = hx;

        horseEatingAppleRight.y = hy;

        horseEatingAppleRight.play();
    }
}
```

```
if (horseEatingAppleRight.currentFrame == 11)
{
    apple5.visible = false;
    apple5.enabled = false;
}

if (horseEatingAppleRight.currentFrame == 44)
{
    horseEatingAppleRight.visible = false;
    s = 0;
    horseWalkRight.visible = true;
}

}

else
{
    horseWalkRight.visible = false;

    horseEatingAppleRight.visible = true;

    horseEatingAppleRight.x = hx;
    horseEatingAppleRight.y = hy;
```

```
horseEatingAppleRight.play();
```

```
if (horseEatingAppleRight.currentFrame == 11)
```

```
{
```

```
    apple5.visible = false;
```

```
    apple5.enabled = false;
```

```
}
```

```
if (horseEatingAppleRight.currentFrame == 45)
```

```
{
```

```
    horseEatingAppleRight.visible = false;
```

```
    s = 0;
```

```
    horseWalkRight.visible = true;
```

```
}
```

```
}
```

```
}
```

```
// end apple 5
```

```
// begin grass animations
```

```
if (n == 1)
```

```
{
```

```
if (horseEatingGrassLeft.visible)
{
    horseWalkLeft.visible = false;

    horseEatingGrassLeft.x = hx;
    horseEatingGrassLeft.y = hy;
    horseEatingGrassLeft.play();

    if (horseEatingGrassLeft.currentFrame == 29)
    {
        grass1.gotoAndStop(2);
    }

    if (horseEatingGrassLeft.currentFrame == 50)
    {
        horseEatingGrassLeft.visible = false;
        n = 0;
        horseWalkLeft.visible = true;
    }
}
else
{
    horseWalkLeft.visible = false;
```

```
horseEatingGrassLeft.visible = true;
```

```
horseEatingGrassLeft.x = hx;
```

```
horseEatingGrassLeft.y = hy;
```

```
horseEatingGrassLeft.play();
```

```
if (horseEatingGrassLeft.currentFrame == 29)
```

```
{
```

```
    grass1.gotoAndStop(2);
```

```
}
```

```
if (horseEatingGrassLeft.currentFrame == 50)
```

```
{
```

```
    horseEatingGrassLeft.visible = false;
```

```
    n = 0;
```

```
    horseWalkLeft.visible = true;
```

```
}
```

```
}
```

```
}
```

```
// begin the right facing animation
```

```
if (n == 2)
{
    if (horseEatingGrassRight.visible)
    {
        horseWalkRight.visible = false;

        horseEatingGrassRight.x = hx;
        horseEatingGrassRight.y = hy;
        horseEatingGrassRight.play();

        if (horseEatingGrassRight.currentFrame == 29)
        {
            grass1.gotoAndStop(2);
        }

        if (horseEatingGrassRight.currentFrame == 50)
        {
            horseEatingGrassRight.visible = false;
            n = 0;
            horseWalkRight.visible = true;
        }
    }
    else
    {
```

```
horseWalkRight.visible = false;
```

```
horseEatingGrassRight.visible = true;
```

```
horseEatingGrassRight.x = hx;
```

```
horseEatingGrassRight.y = hy;
```

```
horseEatingGrassRight.play();
```

```
if (horseEatingGrassRight.currentFrame == 29)
```

```
{
```

```
    grass1.gotoAndStop(2);
```

```
}
```

```
if (horseEatingGrassRight.currentFrame == 50)
```

```
{
```

```
    horseEatingGrassRight.visible = false;
```

```
    n = 0;
```

```
    horseWalkRight.visible = true;
```

```
}
```

```
}
```

```
}
```

```
// begin grass 2 animation
```

```
if (n == 3)
{
    if (horseEatingGrassLeft.visible)
    {
        horseWalkLeft.visible = false;

        horseEatingGrassLeft.x = hx;
        horseEatingGrassLeft.y = hy;
        horseEatingGrassLeft.play();

        if (horseEatingGrassLeft.currentFrame == 29)
        {
            grass2.gotoAndStop(2);
        }

        if (horseEatingGrassLeft.currentFrame == 50)
        {
            horseEatingGrassLeft.visible = false;
            n = 0;
            horseWalkLeft.visible = true;
        }
    }
    else
```

```
{  
  
    horseWalkLeft.visible = false;  
  
  
  
    horseEatingGrassLeft.visible = true;  
  
  
    horseEatingGrassLeft.x = hx;  
    horseEatingGrassLeft.y = hy;  
    horseEatingGrassLeft.play();  
  
    if (horseEatingGrassLeft.currentFrame == 29)  
    {  
        grass2.gotoAndStop(2);  
    }  
  
  
    if (horseEatingGrassLeft.currentFrame == 50)  
    {  
        horseEatingGrassLeft.visible = false;  
        s = 0;  
        horseWalkLeft.visible = true;  
    }  
  
}
```

```
}
```

```
// begin the right facing animation
```

```
// for grass 2 interaction
```

```
if (n == 4)
```

```
{
```

```
    if (horseEatingGrassRight.visible)
```

```
    {
```

```
        horseWalkRight.visible = false;
```

```
        horseEatingGrassRight.x = hx;
```

```
        horseEatingGrassRight.y = hy;
```

```
        horseEatingGrassRight.play();
```

```
        if (horseEatingGrassRight.currentFrame == 29)
```

```
        {
```

```
            grass2.gotoAndStop(2);
```

```
        }
```

```
        if (horseEatingGrassRight.currentFrame == 50)
```

```
        {
```

```
            horseEatingGrassRight.visible = false;
```

```
        n = 0;

        horseWalkRight.visible = true;

    }

}

else

{

    horseWalkRight.visible = false;


    horseEatingGrassRight.visible = true;


    horseEatingGrassRight.x = hx;

    horseEatingGrassRight.y = hy;

    horseEatingGrassRight.play();


    if (horseEatingGrassRight.currentFrame == 29)

    {

        grass2.gotoAndStop(2);

    }


    if (horseEatingGrassRight.currentFrame == 50)

    {
```

```

        horseEatingGrassRight.visible = false;

        s = 0;

        horseWalkRight.visible = true;

    }

}

}

// begin grass 3 animation

if (n == 5)
{
    if (horseEatingGrassLeft.visible)
    {
        horseWalkLeft.visible = false;

        horseEatingGrassLeft.x = hx;
        horseEatingGrassLeft.y = hy;
        horseEatingGrassLeft.play();

        if (horseEatingGrassLeft.currentFrame == 29)
        {
            grass3.gotoAndStop(3);
        }
    }
}

```

```
        if (horseEatingGrassLeft.currentFrame == 50)
        {
            horseEatingGrassLeft.visible = false;

            n = 0;

            horseWalkLeft.visible = true;
        }

    }

    else
    {

        horseWalkLeft.visible = false;


        horseEatingGrassLeft.visible = true;


        horseEatingGrassLeft.x = hx;

        horseEatingGrassLeft.y = hy;

        horseEatingGrassLeft.play();


        if (horseEatingGrassLeft.currentFrame == 29)
        {

            grass3.gotoAndStop(2);
        }
    }
}
```

```
        if (horseEatingGrassLeft.currentFrame == 50)
        {
            horseEatingGrassLeft.visible = false;

            s = 0;

            horseWalkLeft.visible = true;

        }

    }
}
```

```
// begin the right facing animation
```

```
// for grass 3 interaction
```

```
if (n == 6)
{
    if (horseEatingGrassRight.visible)
    {
        horseWalkRight.visible = false;
```

```
        horseEatingGrassRight.x = hx;
```

```
        horseEatingGrassRight.y = hy;
```

```
        horseEatingGrassRight.play();
```

```
        if (horseEatingGrassRight.currentFrame == 29)
        {
            grass3.gotoAndStop(2);
        }

        if (horseEatingGrassRight.currentFrame == 50)
        {
            horseEatingGrassRight.visible = false;
            n = 0;
            horseWalkRight.visible = true;
        }
    }
    else
    {
        horseWalkRight.visible = false;

        horseEatingGrassRight.visible = true;

        horseEatingGrassRight.x = hx;
        horseEatingGrassRight.y = hy;
        horseEatingGrassRight.play();
    }
}
```

```
if (horseEatingGrassRight.currentFrame == 29)
{
    grass3.gotoAndStop(2);
}
```

```
if (horseEatingGrassRight.currentFrame == 50)
{
    horseEatingGrassRight.visible = false;
    n = 0;
    horseWalkRight.visible = true;
}
```

```
}
```

```
}
```

```
// apple 4 now
```

```
if (n == 7)
```

```
{
```

```
    if (horseEatingGrassLeft.visible)
```

```
    {
```

```
        horseWalkLeft.visible = false;
```

```
horseEatingGrassLeft.x = hx;
```

```
horseEatingGrassLeft.y = hy;
```

```
horseEatingGrassLeft.play();
```

```
if (horseEatingGrassLeft.currentFrame == 29)
```

```
{
```

```
    grass4.gotoAndStop(2);
```

```
}
```

```
if (horseEatingGrassLeft.currentFrame == 50)
```

```
{
```

```
    horseEatingGrassLeft.visible = false;
```

```
    n = 0;
```

```
    horseWalkLeft.visible = true;
```

```
}
```

```
}
```

```
else
```

```
{
```

```
    horseWalkLeft.visible = false;
```

```
horseEatingGrassLeft.visible = true;
```

```
horseEatingGrassLeft.x = hx;

horseEatingGrassLeft.y = hy;

horseEatingGrassLeft.play();


if (horseEatingGrassLeft.currentFrame == 29)

{

    grass4.gotoAndStop(2);

}


if (horseEatingAppleLeft.currentFrame == 50)

{

    horseEatingAppleLeft.visible = false;

    n = 0;

    horseWalkLeft.visible = true;

}

}

}

// begin the right facing animation

// for apple 4 removal


if (n == 8)

{
```

```
if (horseEatingGrassRight.visible)
{
    horseWalkRight.visible = false;

    horseEatingGrassRight.x = hx;
    horseEatingGrassRight.y = hy;
    horseEatingGrassRight.play();

    if (horseEatingGrassRight.currentFrame == 29)
    {
        grass4.gotoAndStop(2);
    }

    if (horseEatingGrassRight.currentFrame == 50)
    {
        horseEatingGrassRight.visible = false;
        n = 0;
        horseWalkRight.visible = true;
    }
}
else
{
```

```
horseWalkRight.visible = false;
```

```
horseEatingGrassRight.visible = true;
```

```
horseEatingGrassRight.x = hx;
```

```
horseEatingGrassRight.y = hy;
```

```
horseEatingGrassRight.play();
```

```
if (horseEatingGrassRight.currentFrame == 29)
```

```
{
```

```
    grass4.gotoAndStop(2);
```

```
}
```

```
if (horseEatingGrassRight.currentFrame == 50)
```

```
{
```

```
    horseEatingGrassRight.visible = false;
```

```
    n = 0;
```

```
    horseWalkRight.visible = true;
```

```
}
```

```
}
```

```
}
```

```
// end grass 4 removal
```

```
// grass 5 now
```

```
if (n == 9)
```

```
{
```

```
    if (horseEatingGrassLeft.visible)
```

```
    {
```

```
        horseWalkLeft.visible = false;
```

```
        horseEatingGrassLeft.x = hx;
```

```
        horseEatingGrassLeft.y = hy;
```

```
        horseEatingGrassLeft.play();
```

```
        if (horseEatingGrassLeft.currentFrame == 29)
```

```
        {
```

```
            grass5.gotoAndStop(2);
```

```
        }
```

```
        if (horseEatingGrassLeft.currentFrame == 50)
```

```
        {
```

```
            horseEatingGrassLeft.visible = false;
```

```
            n = 0;
```

```
            horseWalkLeft.visible = true;
```

```
        }
```

```
}  
else  
{  
    horseWalkLeft.visible = false;  
  
    horseEatingGrassLeft.visible = true;  
  
    horseEatingGrassLeft.x = hx;  
    horseEatingGrassLeft.y = hy;  
    horseEatingGrassLeft.play();  
  
    if (horseEatingGrassLeft.currentFrame == 29)  
    {  
        grass5.gotoAndStop(2);  
    }  
  
    if (horseEatingGrassLeft.currentFrame == 50)  
    {  
        horseEatingGrassLeft.visible = false;  
        n = 0;  
        horseWalkLeft.visible = true;
```

```

    }

    }

}

// begin the right facing animation

// for grass 5 interaction

if (n == 10)
{

    if (horseEatingGrassRight.visible)
    {

        horseWalkRight.visible = false;

        horseEatingGrassRight.x = hx;
        horseEatingGrassRight.y = hy;
        horseEatingGrassRight.play();

        if (horseEatingGrassRight.currentFrame == 29)
        {

            grass5.gotoAndStop(2);

```

```
}
```

```
if (horseEatingGrassRight.currentFrame == 50)
```

```
{
```

```
    horseEatingGrassRight.visible = false;
```

```
    n = 0;
```

```
    horseWalkRight.visible = true;
```

```
}
```

```
}
```

```
else
```

```
{
```

```
    horseWalkRight.visible = false;
```

```
    horseEatingGrassRight.visible = true;
```

```
    horseEatingGrassRight.x = hx;
```

```
    horseEatingGrassRight.y = hy;
```

```
    horseEatingGrassRight.play();
```

```
if (horseEatingGrassRight.currentFrame == 29)
```

```
{
```

```
    grass5.gotoAndStop(2);
```

```
}
```

```
if (horseEatingGrassRight.currentFrame == 50)
```

```
{
```

```
    horseEatingGrassRight.visible = false;
```

```
    n = 0;
```

```
    horseWalkRight.visible = true;
```

```
}
```

```
}
```

```
}
```

```
// end grass eating animations
```

```
// move the horse
```

```
if (vx == 0 && horseWalkRight.stage)
```

```
{
```

```
    horseWalkRight.stop();
```

```
// dont forget to use redundancy
```

```
    horseWalkLeft.stop();
```

```
        horseWalkLeft.visible = false;
        horseWalkLeft.enabled = false;
    }
```

```
// make sure the left stops when not moving left
```

```
if (vx == 0 && horseWalkLeft.visible)
{
    horseWalkLeft.stop();
}
```

```
// Remove Child for Right walking horse
```

```
if (horseWalkRight.stage && vx < 0)
{
    removeChild(horseWalkRight);
}
```

```
if (vx > 0)
```

```
{
```

```
    if (horseEatingAppleLeft.visible ||
horseEatingAppleRight.visible)
```

```
{
```

right

```
        vx = 0;

    }

    if (horseWalkRight.stage)
    {

        // make sure the left horse disappears when moving

        horseWalkLeft.stop();

        horseWalkLeft.visible = false;

        horseWalkLeft.enabled = false;

        // begin the right horse stuff

        horseWalkRight.play();

        horseWalkRight.x += vx;

        hx = horseWalkRight.x;

        hy = horseWalkRight.y;

    }

    else

    {

        horseWalkRight = new HorseWalkRight();

        addChild(horseWalkRight);

        horseWalkRight.play();

    }

}
```

```
horseWalkRight.x = hx;  
horseWalkRight.y = hy;  
}
```

```
}
```

```
// attempt the left horse child  
// consider making the left side of the horse  
// invisible?? that's an idea
```

```
if (vx < 0)  
{  
    if (horseEatingAppleLeft.visible || horseEatingAppleRight.visible)  
    {  
        vx = 0;  
    }  
  
    if ((horseWalkLeft.visible == true) && (horseWalkLeft.enabled == true))  
    {  
        horseWalkLeft.play();  
  
        horseWalkLeft.x += vx;
```

```
        hx = horseWalkLeft.x;
        hy = horseWalkLeft.y;
    }
    else
    {
        horseWalkLeft.visible = true;
        horseWalkLeft.enabled = true;

        horseWalkLeft.play();

        horseWalkLeft.x = hx;
        horseWalkLeft.y = hy;

        horseWalkLeft.x += vx;

        hx = horseWalkLeft.x;
        hy = horseWalkLeft.y;
    }
}

if (globalPosition == 40)
{
    greenTree2.visible = true;
    greenTree2.x = 600;
```

```
greenTree2.y = 151;
```

```
apple2.visible = true;
```

```
apple2.x = 620;
```

```
apple2.y = 253;
```

```
boulder2.visible = true;
```

```
boulder2.x = 760;
```

```
boulder2.y = 200;
```

```
grass2.visible = true;
```

```
grass2.x = 790;
```

```
grass2.y = 301;
```

```
}
```

```
if (globalPosition == 170)
```

```
{
```

```
greenTree3.visible = true;
```

```
greenTree3.x = 600;
```

```
greenTree3.y = 151;
```

```
apple3.visible = true;
```

```
apple3.x = 640;
```

```
apple3.y = 253;
```

```
mountain2.visible = true;
```

```
mountain2.x = 800;
```

```
mountain2.y = 1.55;
```

```
grass3.visible = true;
```

```
grass3.x = 850;
```

```
grass3.y = 301;
```

```
}
```

```
if (globalPosition == 330)
```

```
{
```

```
greenTree4.visible = true;
```

```
greenTree4.x = 600;
```

```
greenTree4.y = 151;
```

```
apple4.visible = true;
```

```
apple4.x = 650;
```

```
apple4.y = 253;
```

```
grass4.visible = true;
```

```
grass4.x = 750;
```

```
grass4.y = 301;
```

```
}
```

```
if (globalPosition == 450)
{
    greenTree5.visible = true;

    greenTree5.x = 720;
    greenTree5.y = 151;


    apple5.visible = true;
    apple5.x = 737;
    apple5.y = 253;


    grass5.visible = true;
    grass5.x = 560;
    grass5.y = 301;


    boulder3.visible = true;
    boulder3.x = 1000;
    boulder3.y = 200;

}

if (horseWalkRight.faceTracker.hitTestObject(boulder3) )
{
```

```
        horseWalkRight.x -= vx;
    }

    // begin sky parallax
    if (horseWalkRight.hitTestObject(rightBorder) )
    {
        sky1.x -= 1;

        sky2.x -= 1;

        sky3.x -= 1;

        if (sky1.x <= 0)
        {
            sky3.x = 550;
        }

        if (sky2.x <= 0)
        {
            sky1.x = 550;
        }

        if (sky3.x <= 0)
        {
            sky2.x = 550;
        }

        horseWalkRight.x -= vx;

        globalPosition += 1;
```

```
// set up parallax between mountain etc
```

```
mountain.x -= 3;
```

```
greenTree1.x -= 3;
```

```
apple1.x -= 3;
```

```
greenTree2.x -= 3;
```

```
apple2.x -= 3;
```

```
greenTree3.x -= 3;
```

```
apple3.x -= 3;
```

```
greenTree4.x -= 3;
```

```
apple4.x -= 3;
```

```
greenTree5.x -= 3;
```

```
apple5.x -= 3;
```

```
grass1.x -= 3;
```

```
grass2.x -= 3;
```

```
grass3.x -= 3;
```

```
grass4.x -= 3;
```

```
boulder1.x -= 3;
```

```
boulder2.x -= 3;
```

```
boulder3.x -= 3;
```

```
mountain2.x -= 3;
```

```
}
```

```
if (horseWalkLeft.faceTracker.hitTestObject(leftBorder))
```

```
{
```

```
    horseWalkLeft.x -= vx;
```

```
}
```

```
}
```

```
function onPlayAgainButtonClick(event:MouseEvent):void
```

```
{
```

```
    }  
    }  
    }  
    init();  
}
```