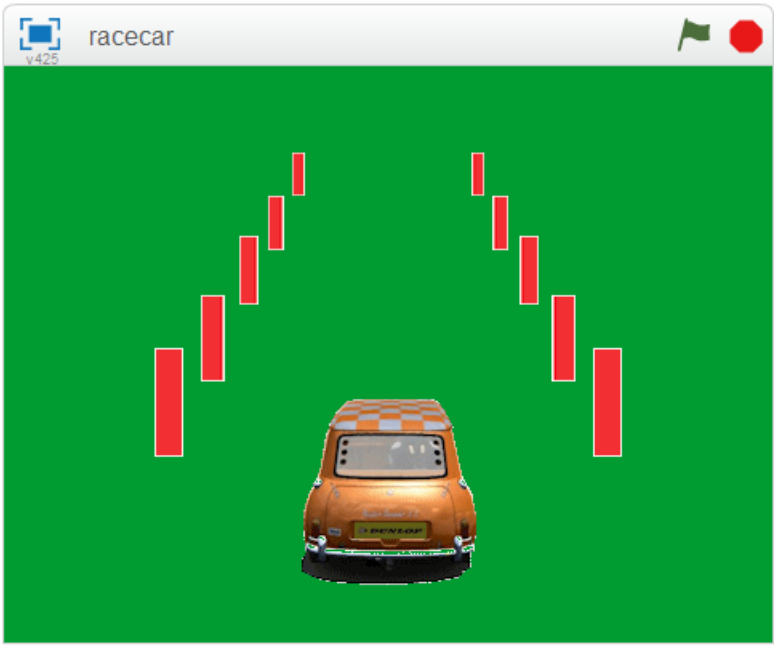
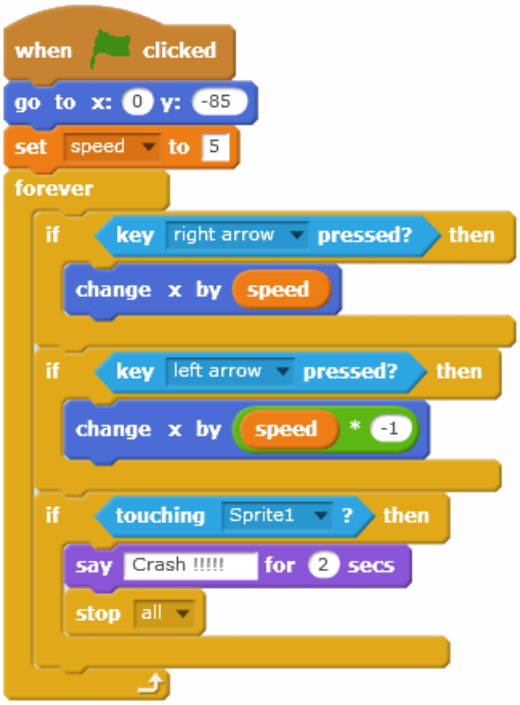
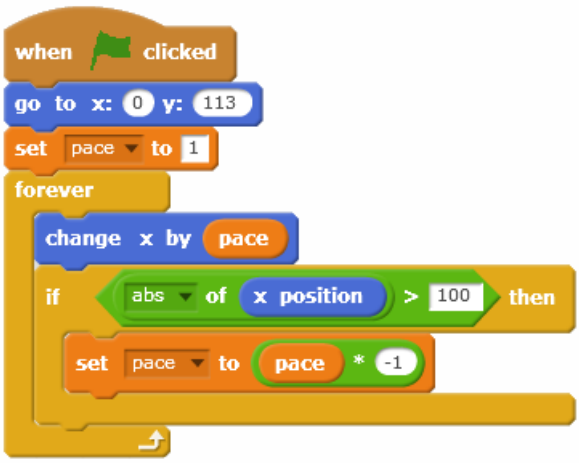
Race_Car

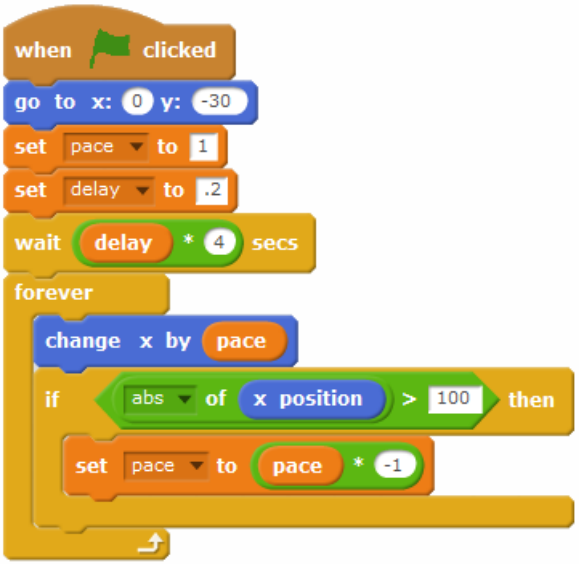




Five sprite posts of differing width.




Highest and narrowest apart.




Lowest and widest apart.

The top sprite of the posts moves first. There is a time delay for the subsequent posts to move, separated by a 1 sec delay between each one. The last sprit to move has a 4 sec delay, as shown on the right.