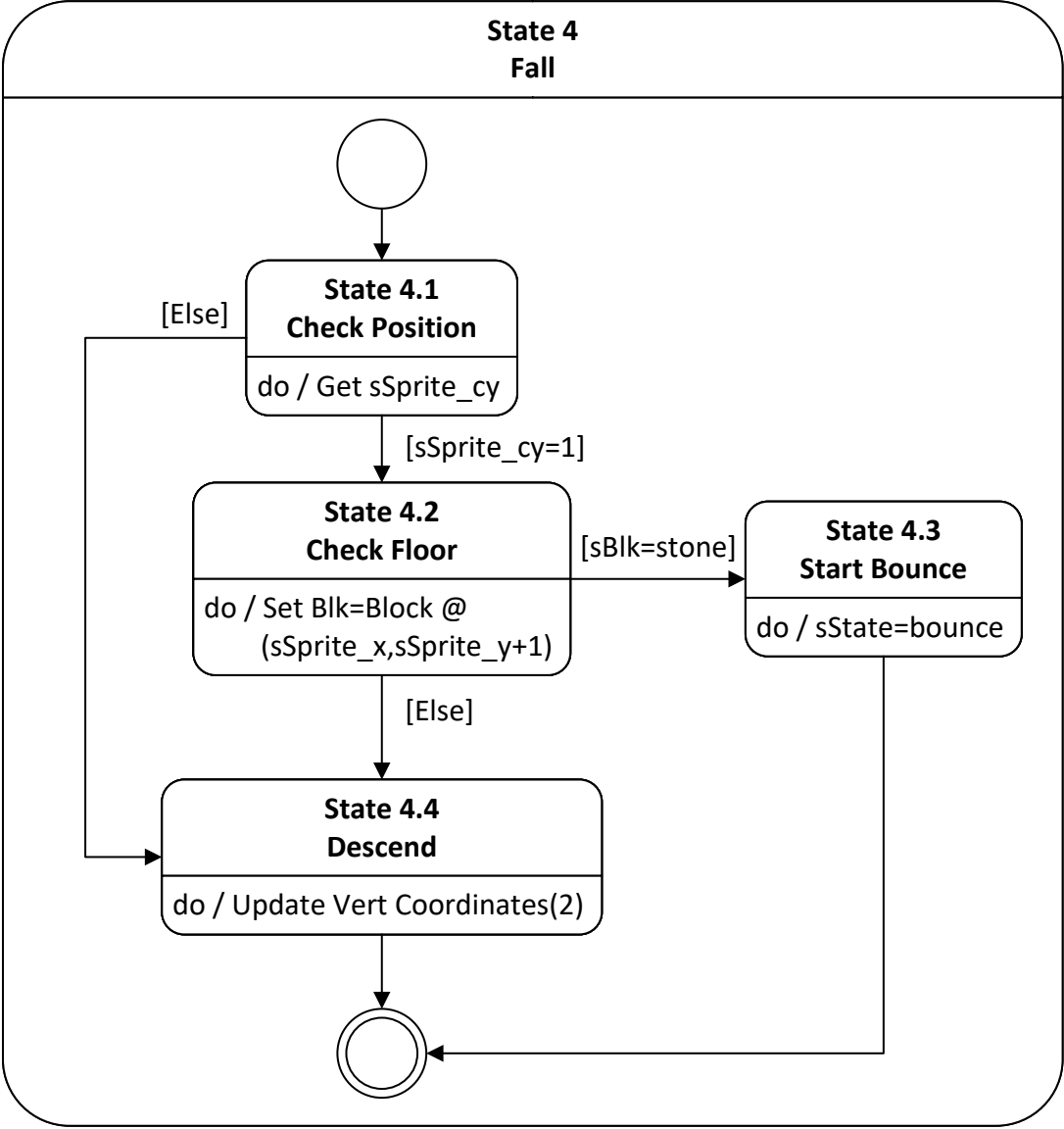
State 4
Fall
State 4.1
Check Position
do / Get sSprite_cy
[Else]
[sSprite_cy=1]
State 4.2
Check Floor
do / Set Blk=Block @
(sSprite_x,sSprite_y+1)
[sBlk=stone]
State 4.3
Start Bounce
do / sState=bounce
[Else]
State 4.4
Descend
do / Update Vert Coordinates(2)