

```
Public Class Splash
    Inherits System.Windows.Forms.Form

#Region " Windows Form Designer generated code "

    Public Sub New()
        MyBase.New()

        'This call is required by the Windows Form Designer.
        InitializeComponent()

        'Add any initialization after the InitializeComponent() call

    End Sub

    'Form overrides dispose to clean up the component list.
    Protected Overrides Sub Dispose(ByVal disposing As Boolean)
        If disposing Then
            If Not (components Is Nothing) Then
                components.Dispose()
            End If
        End If
        MyBase.Dispose(disposing)
    End Sub

    'Required by the Windows Form Designer
    Private components As System.ComponentModel.IContainer
    Friend WithEvents Label2 As System.Windows.Forms.Label
    Friend WithEvents Label3 As System.Windows.Forms.Label

    'NOTE: The following procedure is required by the Windows Form Designer
    'It can be modified using the Windows Form Designer.
    'Do not modify it using the code editor.
    Friend WithEvents Label1 As System.Windows.Forms.Label
    <System.Diagnostics.DebuggerStepThrough()> Private Sub InitializeComponent()
        Me.Label1 = New System.Windows.Forms.Label
        Me.Label2 = New System.Windows.Forms.Label
        Me.Label3 = New System.Windows.Forms.Label
        Me.SuspendLayout()
        '
        'Label1
        '
        Me.Label1.Font = New System.Drawing.Font("Modern No. 20", 18.0!, System.Drawing.
FontStyle.Bold, System.Drawing.GraphicsUnit.Point, CType(0, Byte))
        Me.Label1.ForeColor = System.Drawing.Color.BlueViolet
        Me.Label1.Location = New System.Drawing.Point(74, 27)
        Me.Label1.Name = "Label1"
        Me.Label1.Size = New System.Drawing.Size(136, 24)
        Me.Label1.TabIndex = 0
        Me.Label1.Text = "Cool Game"
        '
        'Label2
        '
        Me.Label2.AutoSize = True
        Me.Label2.Location = New System.Drawing.Point(61, 199)
        Me.Label2.Name = "Label2"
        Me.Label2.Size = New System.Drawing.Size(138, 13)
        Me.Label2.TabIndex = 1
        Me.Label2.Text = "Press any key to continue..."
        '
        'Label3
        '
        Me.Label3.Location = New System.Drawing.Point(12, 107)
        Me.Label3.Name = "Label3"
        Me.Label3.Size = New System.Drawing.Size(268, 48)
        Me.Label3.TabIndex = 2
        Me.Label3.Text = "This game was made possible by Visual Basic Programming with Mr.

```

```
    Minich at the Wy" & _
        "omissing Area High School"
    ,
    'Splash
    ,
    Me.AutoScaleBaseSize = New System.Drawing.Size(5, 13)
    Me.ClientSize = New System.Drawing.Size(292, 273)
    Me.Controls.Add(Me.Label3)
    Me.Controls.Add(Me.Label2)
    Me.Controls.Add(Me.Label1)
    Me.Name = "Splash"
    Me.Text = "Splash"
    Me.ResumeLayout(False)
    Me.PerformLayout()

End Sub

#End Region

Private Sub Splash_FormClosed(ByVal sender As Object, ByVal e As System.Windows.Forms.
FormClosedEventArgs) Handles Me.FormClosed
    Application.Exit()
End Sub

Private Sub Splash_KeyPress(ByVal sender As Object, ByVal e As System.Windows.Forms.
KeyPressEventArgs) Handles MyBase.KeyPress
    Form1.Show()
    Me.Hide()
End Sub

End Class
```