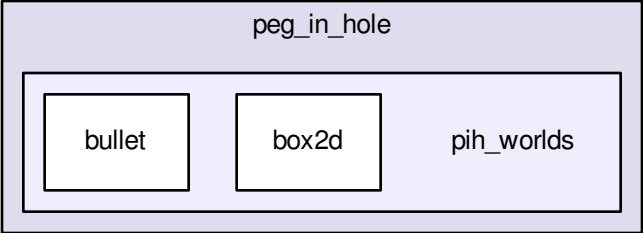


peg_in_hole



bullet

box2d

pih_worlds