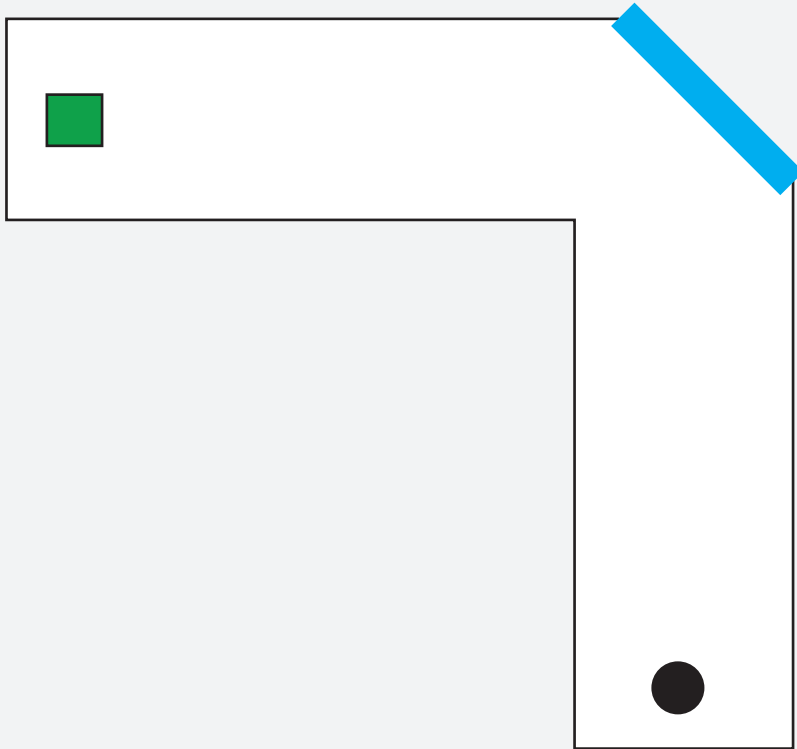


# Level 1-2



## Description

Second level which should probably have a tutorial. The is to increase the bounce value of the wall in order to get a hole in 1. Par 3

## Structures

Bounce wall

