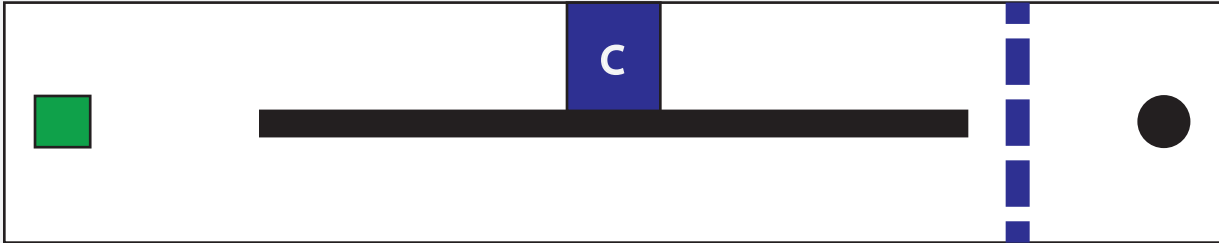


# Level 2-1



## Description

Introduction to conditional-color walls. The player will have to hit the ball on the upper path so that it can pass through the wall at the far side.

## Structures

Conditional wall ■■■■

Color-change spot 