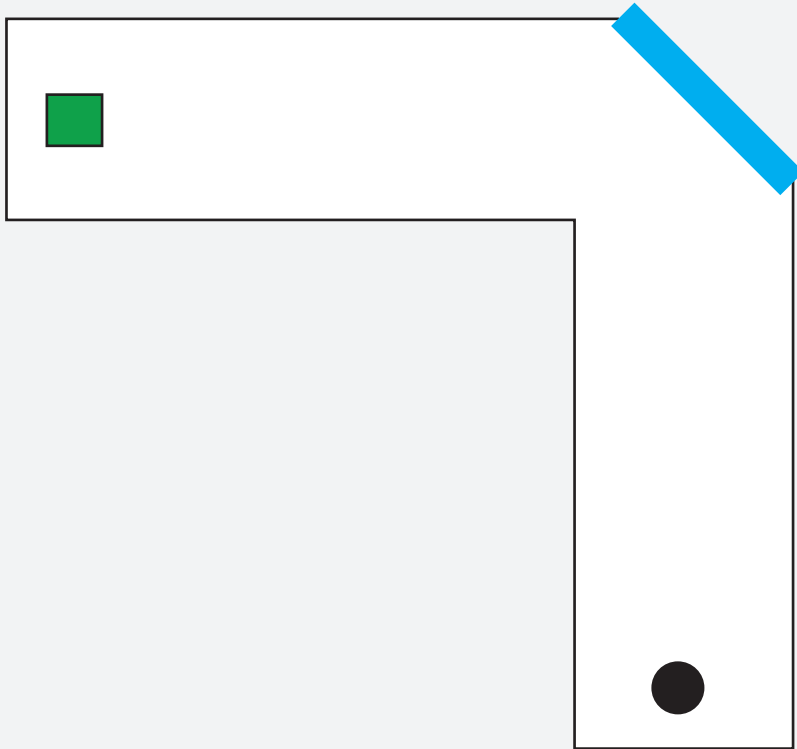


Level 1-2



Description

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

Structures

Bounce wall

