



```
zeY / 2 <= ntilesFIRST.y - ntilesFIRST.sizeY / 2 && player.yPos2 + player.sizeY / 2 >= ntilesFIRST.y - ntilesFIRST.sizeY / 2
```

```
player.yPos1 + player.sizeY / 2 <= ntilesFIRST.y + ntilesFIRST.sizeY / 2 && player.yPos2 + player.sizeY / 2 >= ntilesFIRST.y + ntilesFIRST.sizeY / 2
```

```
player.yPos1 + player.sizeY / 2 <= ntilesFIRST.y - ntilesFIRST.sizeY / 2 && player.yPos2 + player.sizeY / 2 >= ntilesFIRST.y + ntilesFIRST.sizeY / 2
```

```
player.yPos1 + player.sizeY / 2 <= ntilesFIRST.y + ntilesFIRST.sizeY / 2 && player.yPos2 + player.sizeY / 2 >= ntilesFIRST.y + ntilesFIRST.sizeY / 2
```

```
player.yPos1 + player.sizeY / 2 >= ntilesFIRST.y - ntilesFIRST.sizeY / 2 && player.yPos2 + player.sizeY / 2 <= ntilesFIRST.y + ntilesFIRST.sizeY / 2
```