

Game 2



In Game 2, the player should score **01 point** when a rock is bumped.

Error type (syntax or logic)	<input type="radio"/> Syntax	<input type="radio"/> Logical
Explanation	<input type="radio"/> The missing tile for 01 point should be next to the green score tile. <input type="radio"/> The missing tile for 01 point should be next to the red score tile. <input type="radio"/> The missing tile for 01 point should be next to the blue score tile.	