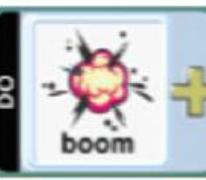


## Game 2

In this game, when the character bumps an apple, it should eat it.

Test tiles:	
Error:	<input type="radio"/>  <input type="radio"/>  <input type="radio"/> 
Debugged tiles:	