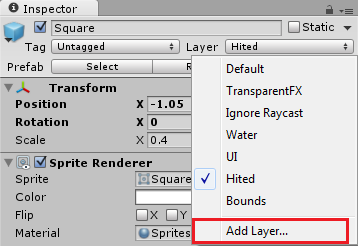
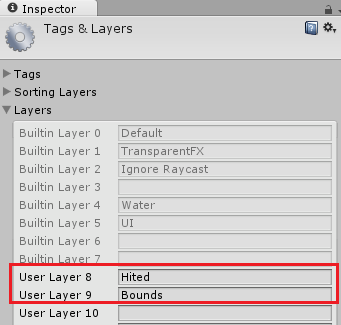
First of all!

Add layers: *Hited, Bounds*





Add tags: *NotDisappear, Level*

