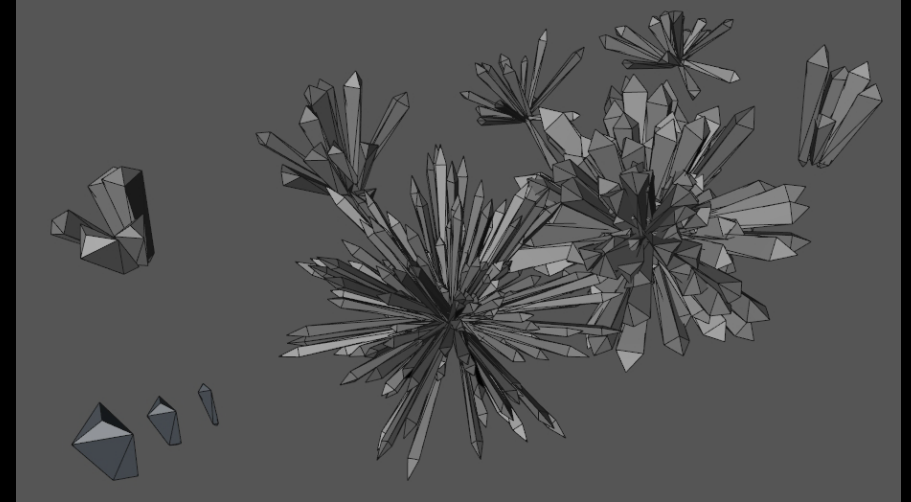


# CRYSTALS

JUST DROP THE PREFABS IN YOUR SCENE



Screenshots UNITY