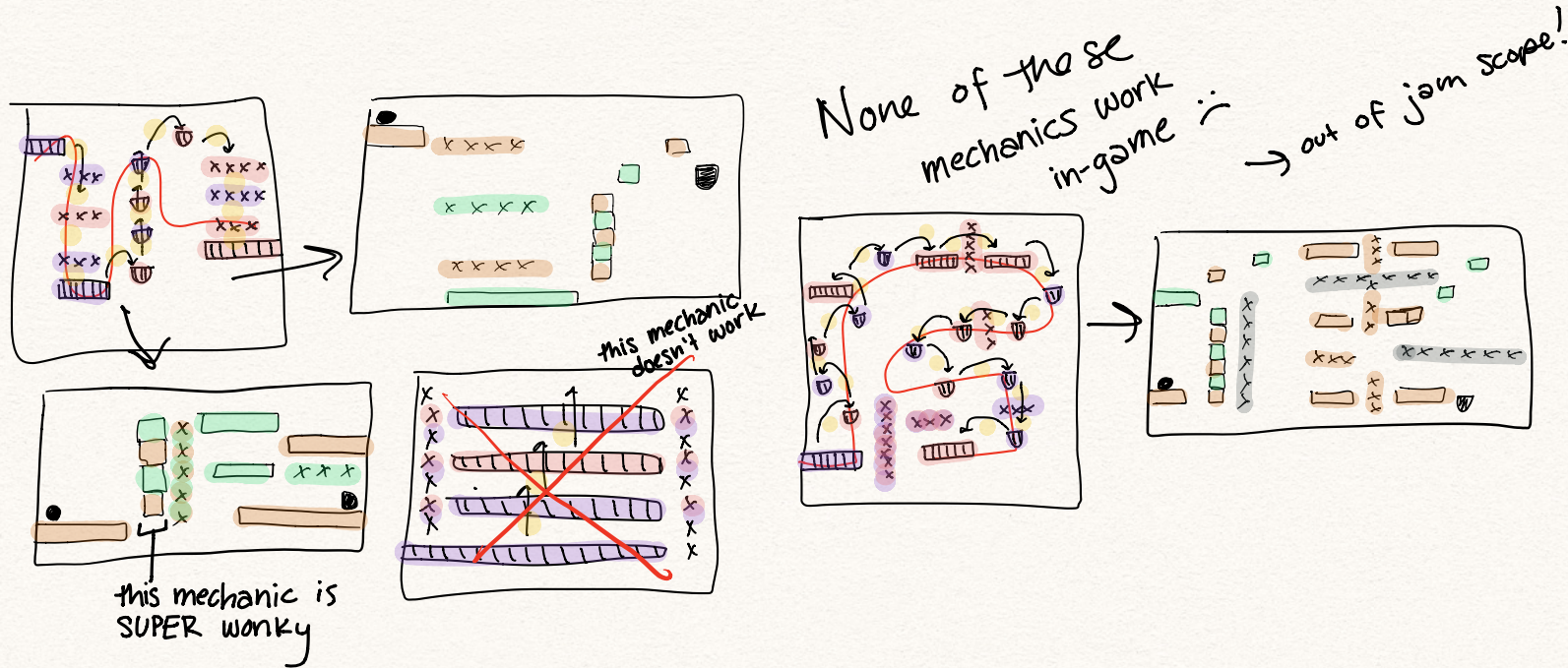
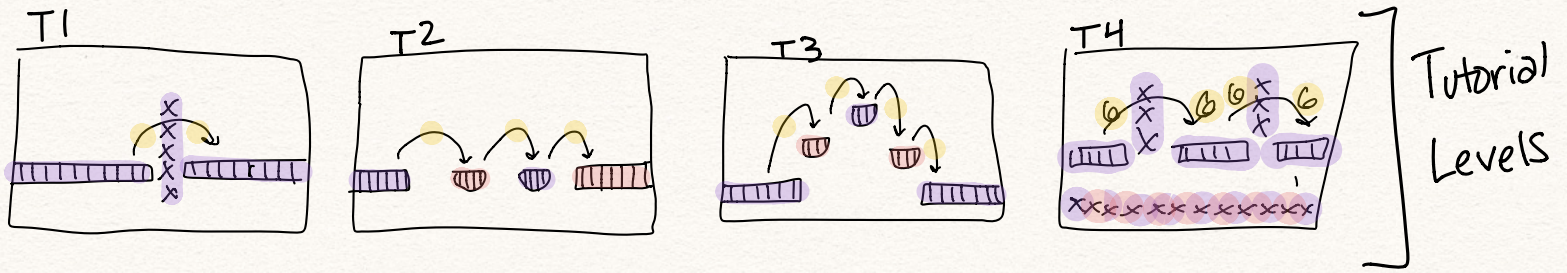


# level design



## Working Levels!

