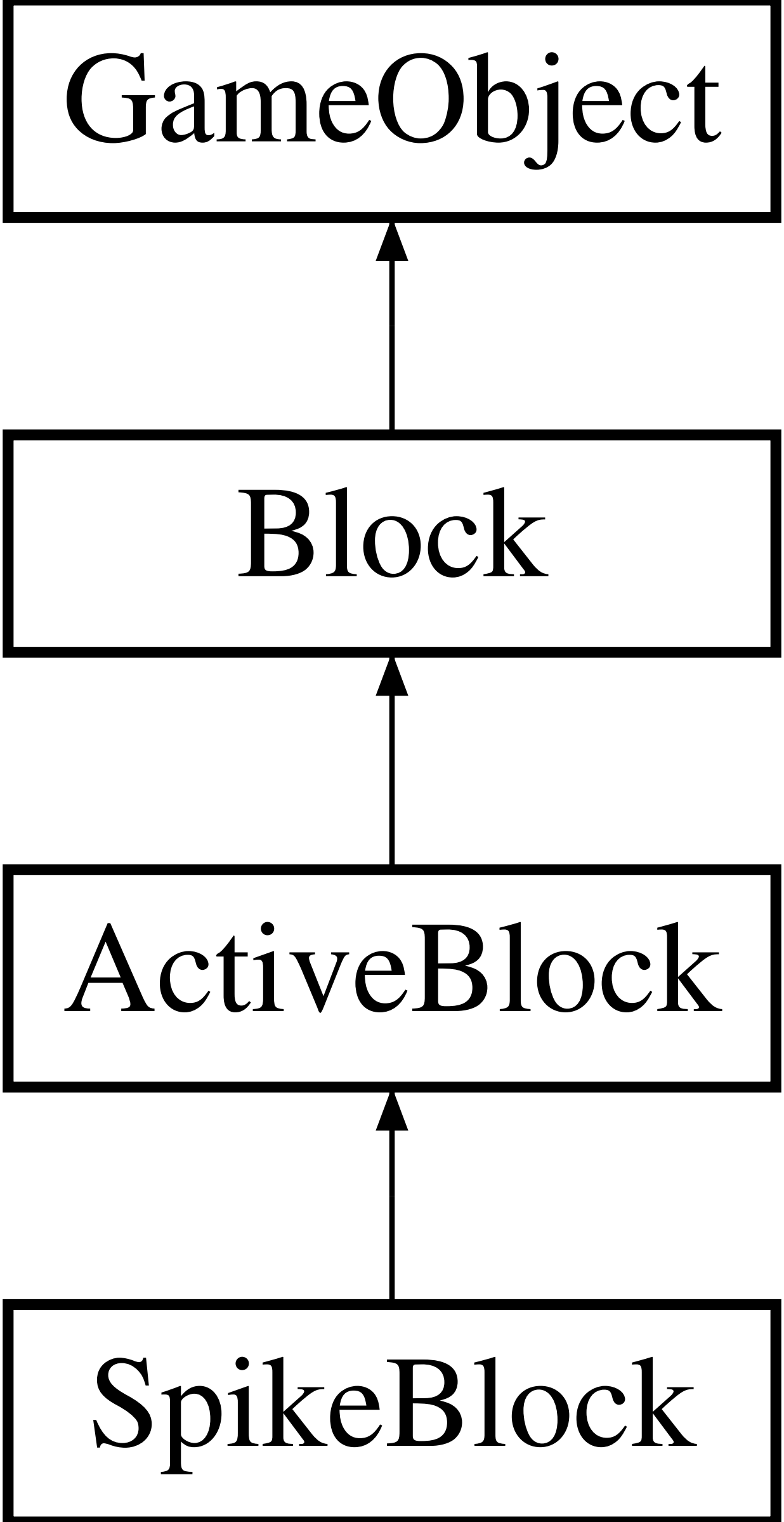
GameObject
Block
ActiveBlock
SpikeBlock