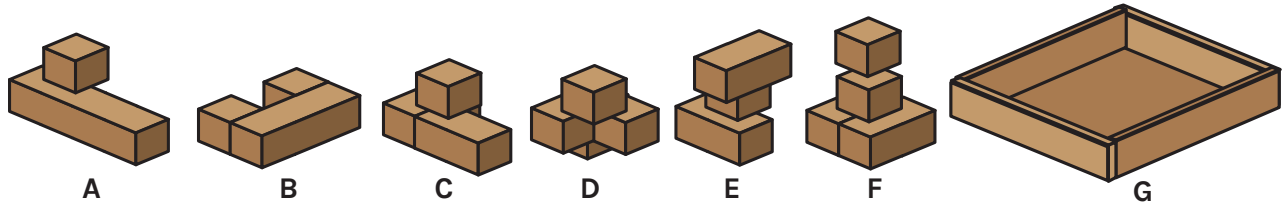
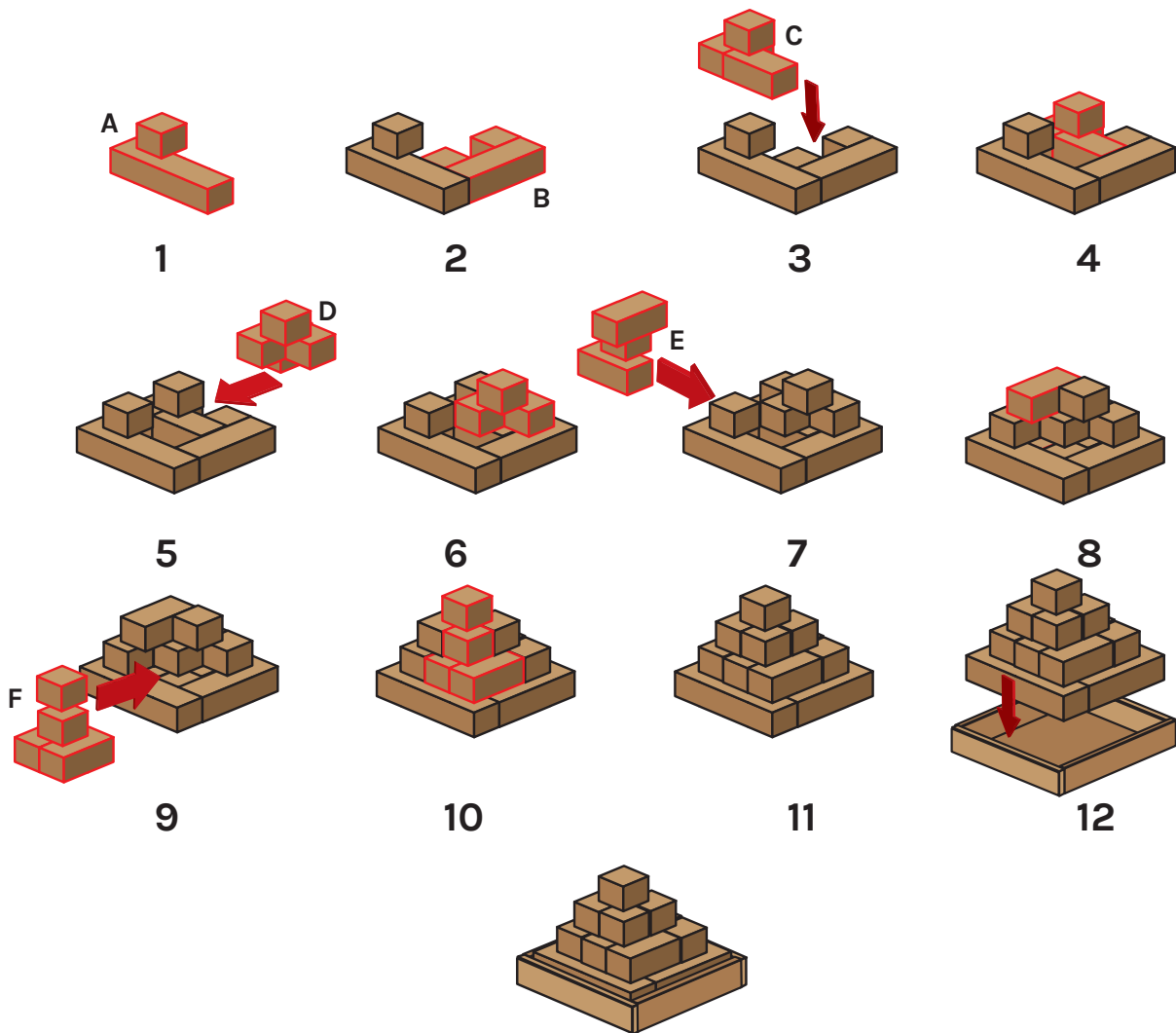


# BLOCK PYRAMID



## Components



Final