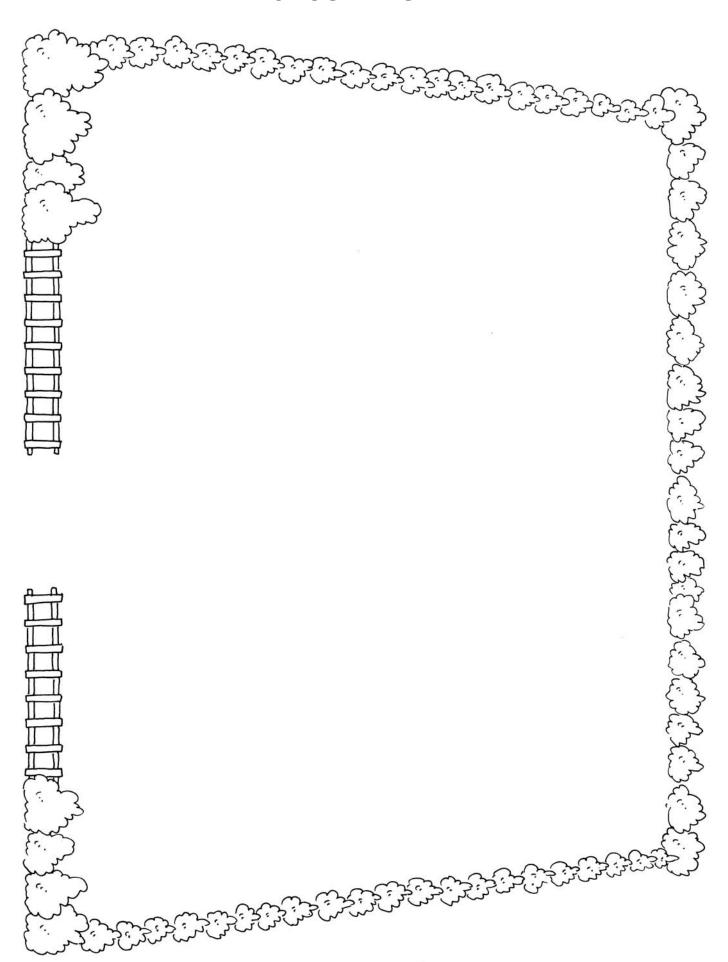
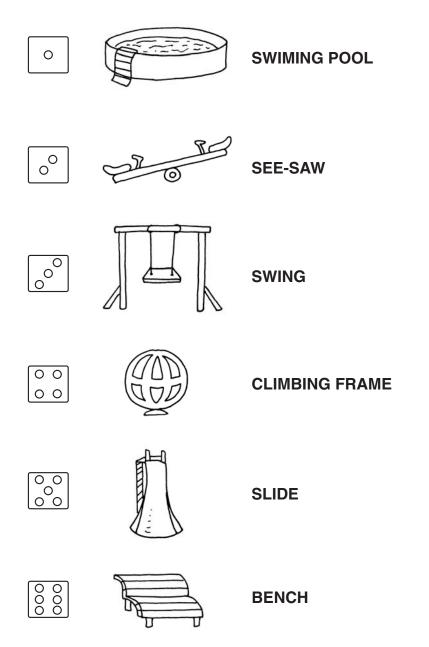
## **PLAYGROUND BUILDER - 1**



## **PLAYGROUND BUILDER - 2**



## **HOW MANY?**

