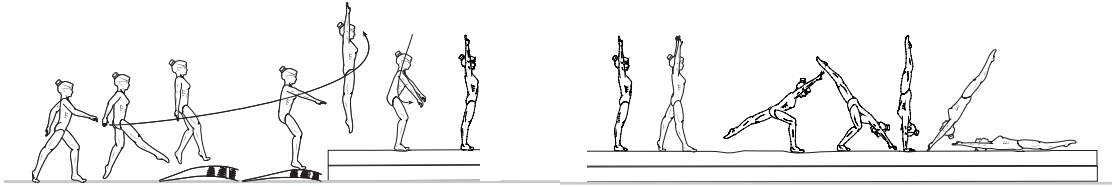
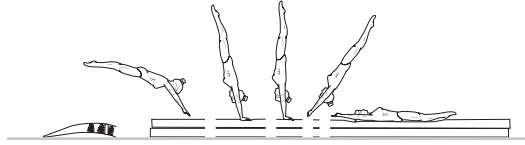


# VAULT

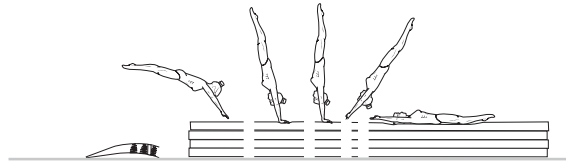
## LEVEL 1



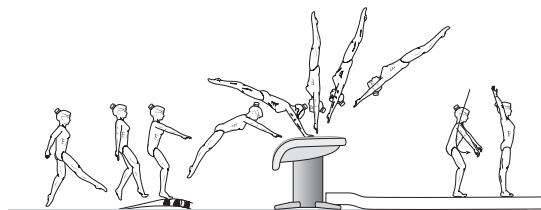
## LEVEL 2



## LEVEL 3

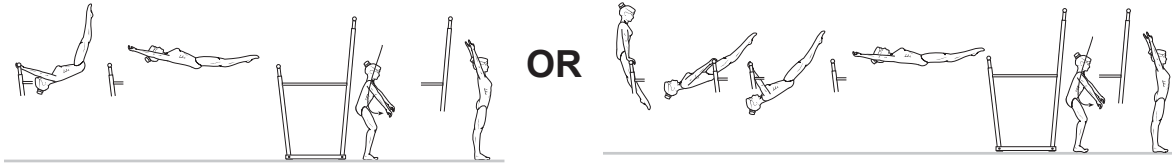
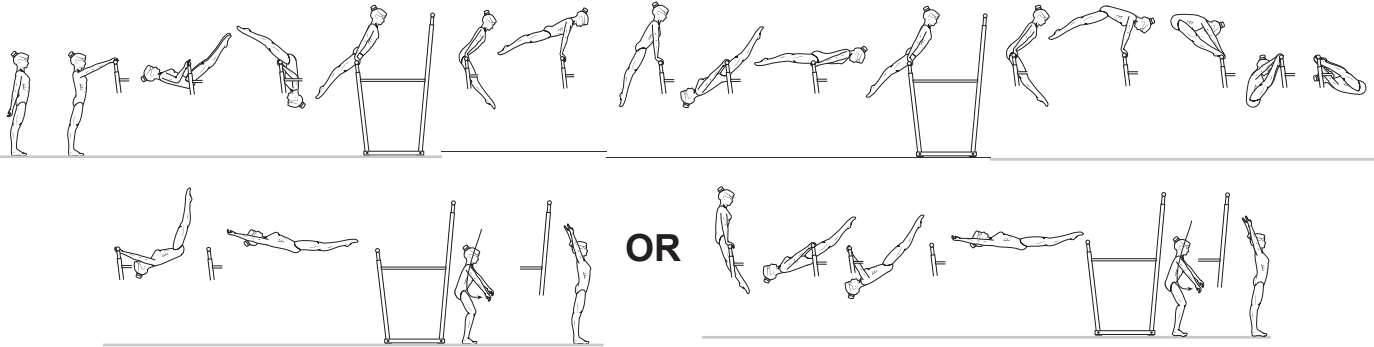


## LEVELS 4 & 5

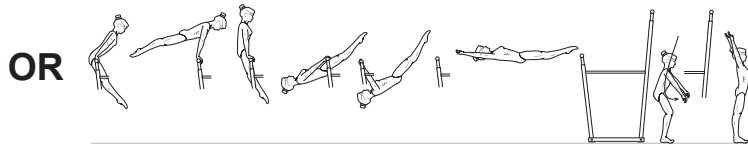
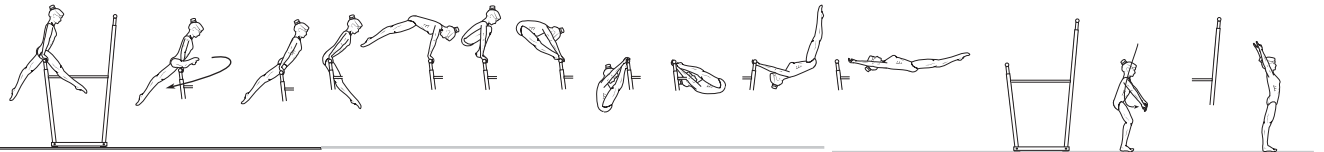
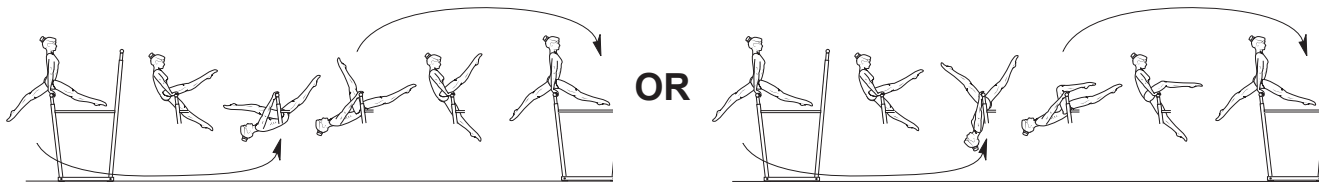
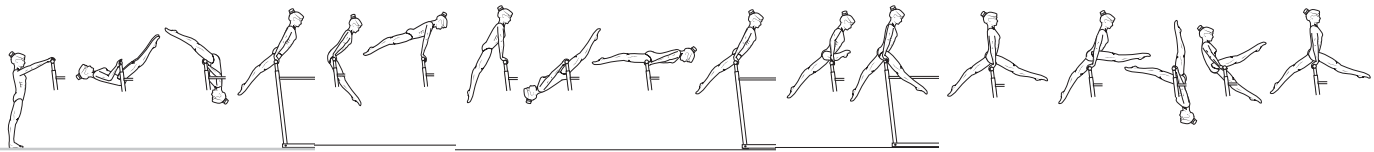


# BARS

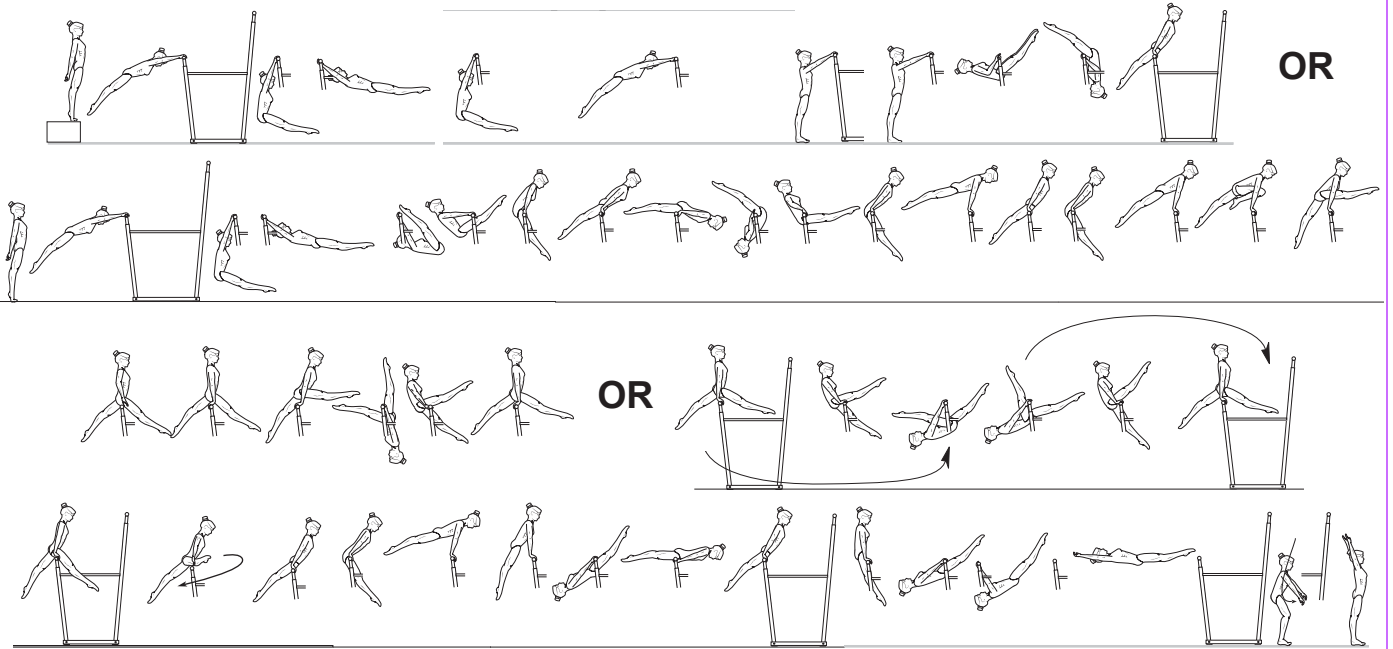
## LEVEL 1



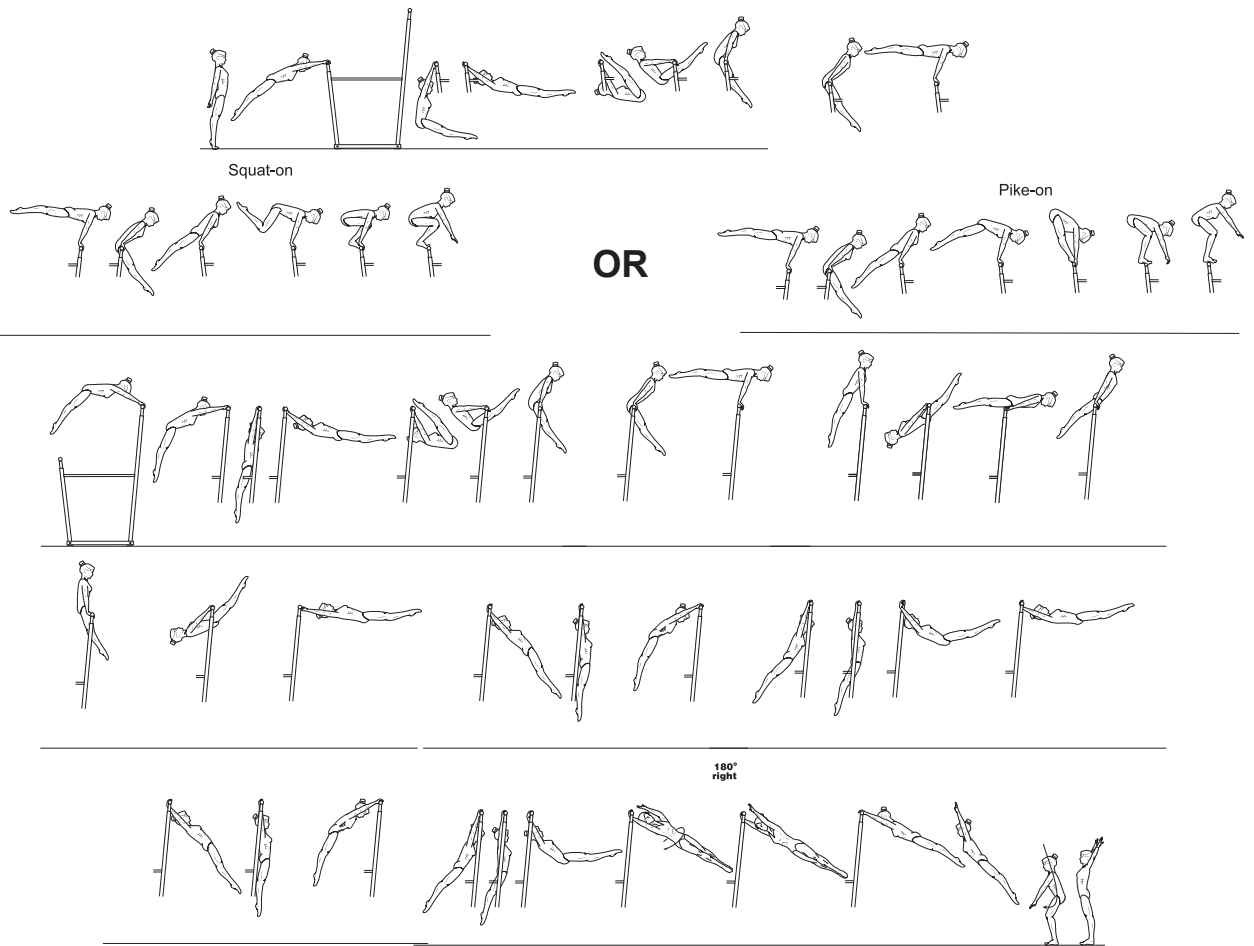
## LEVEL 2



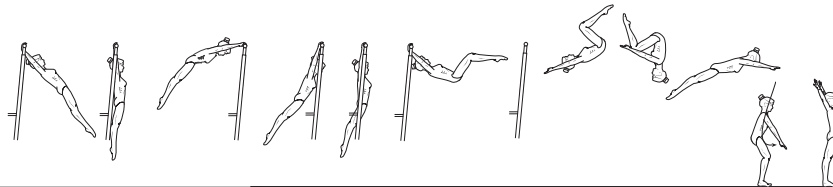
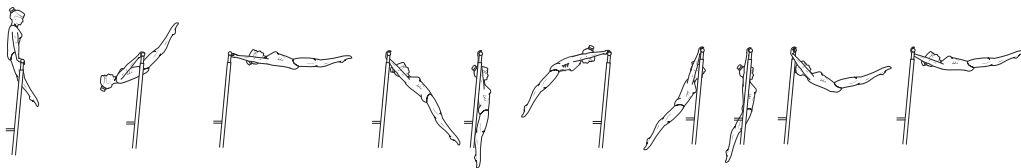
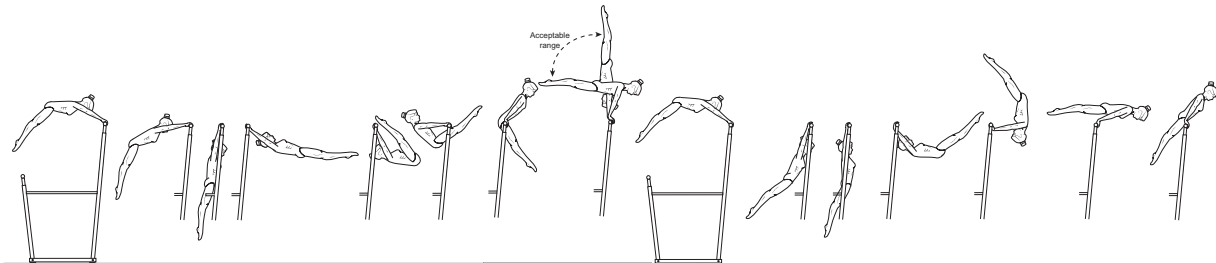
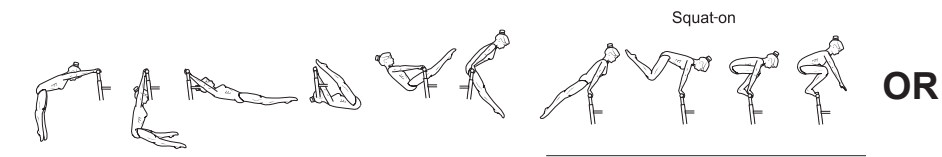
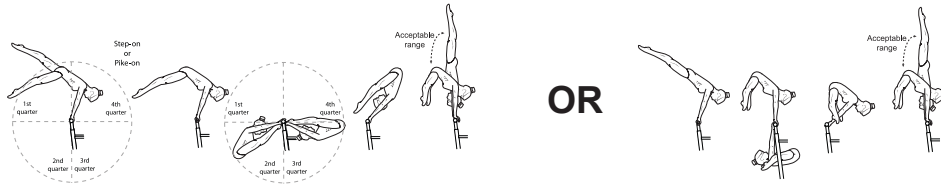
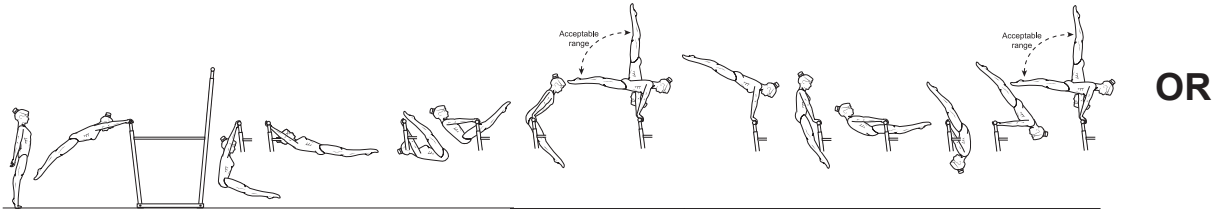
# LEVEL 3



# LEVEL 4

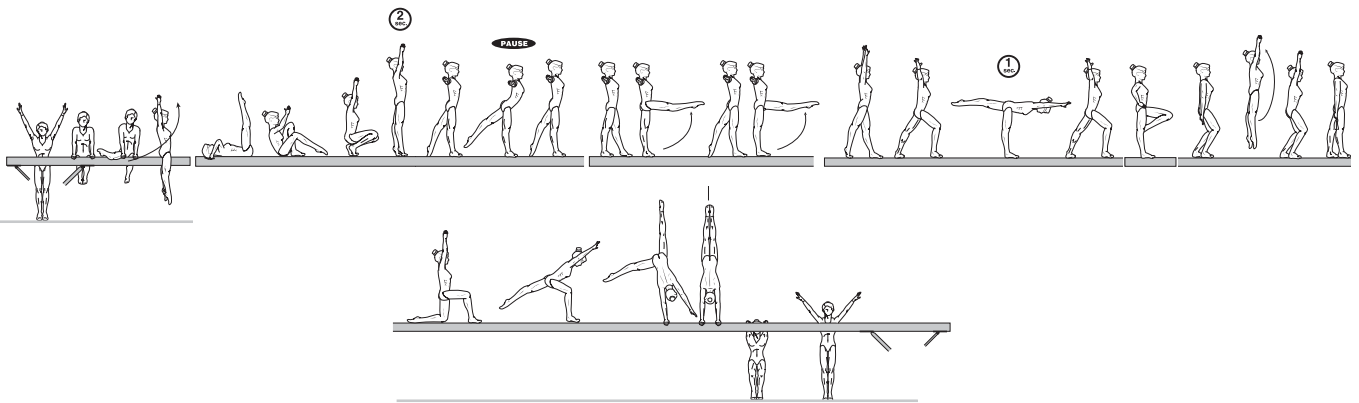


# LEVEL 5

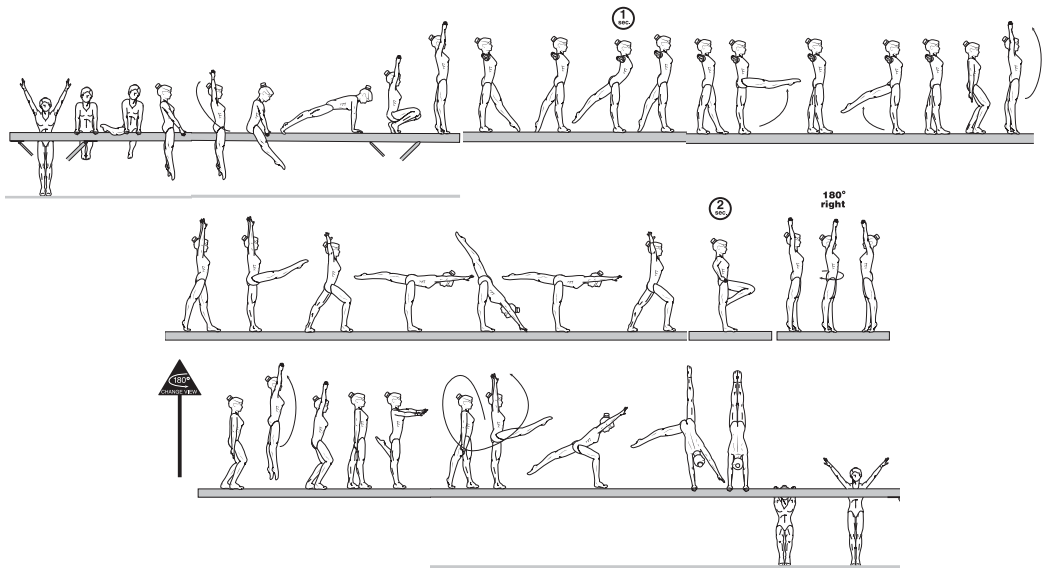


# BEAM

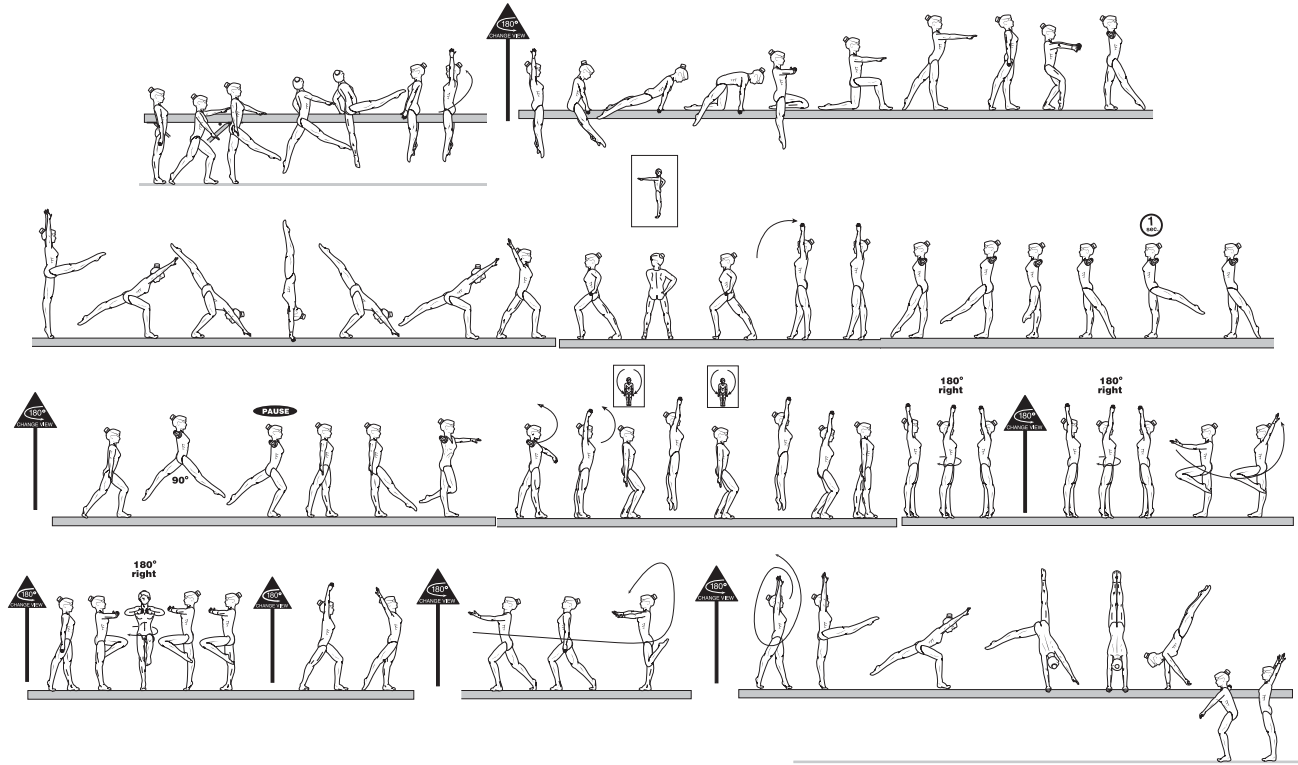
## LEVEL 1



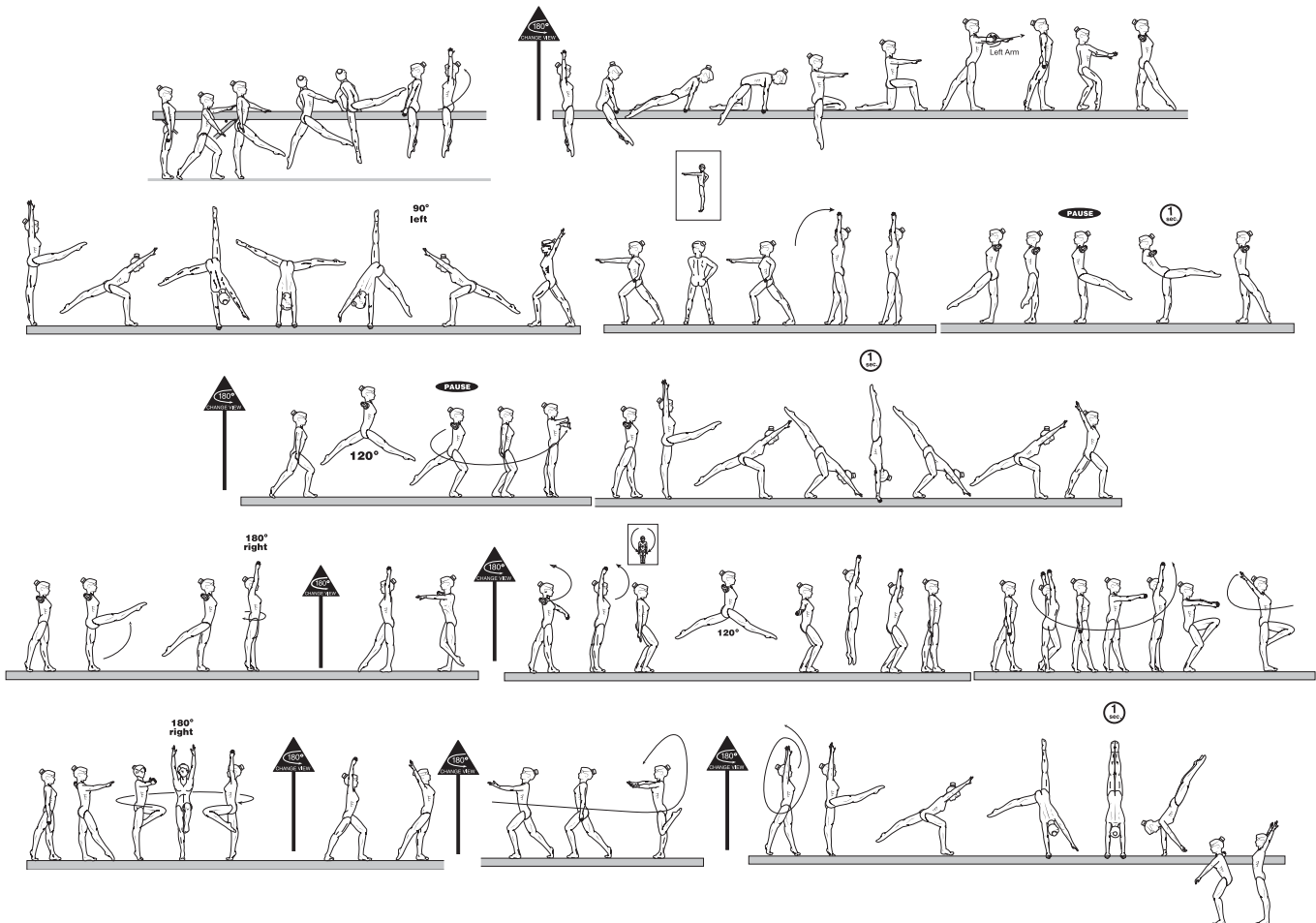
## LEVEL 2



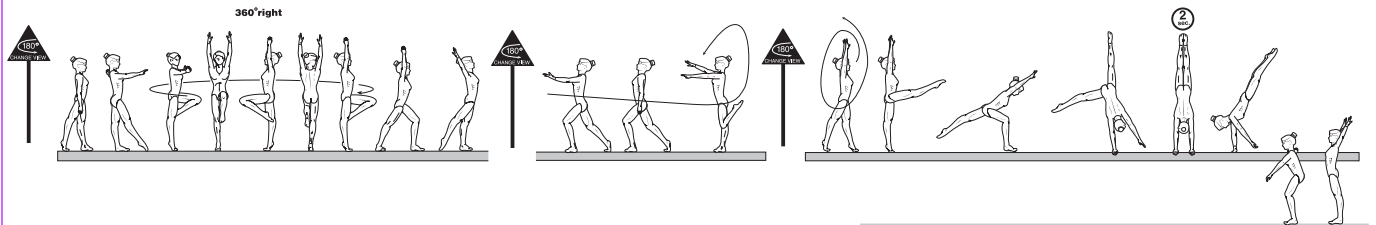
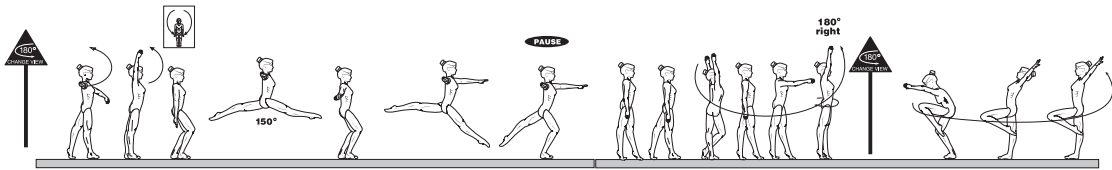
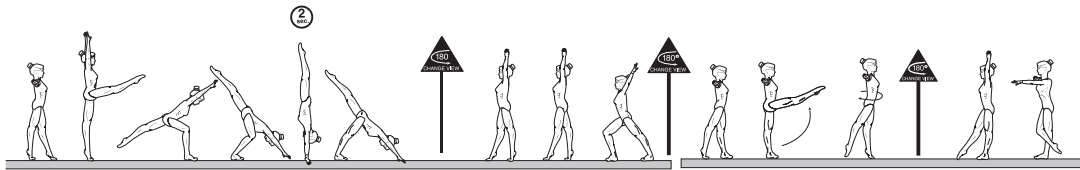
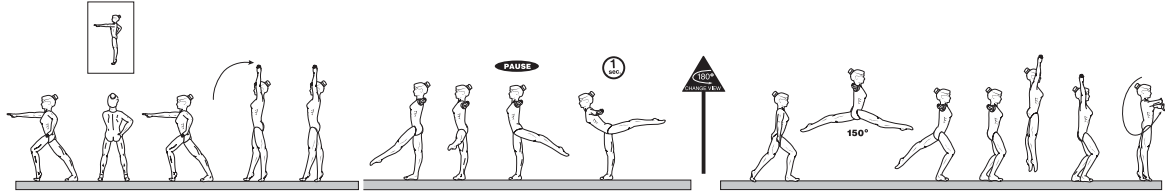
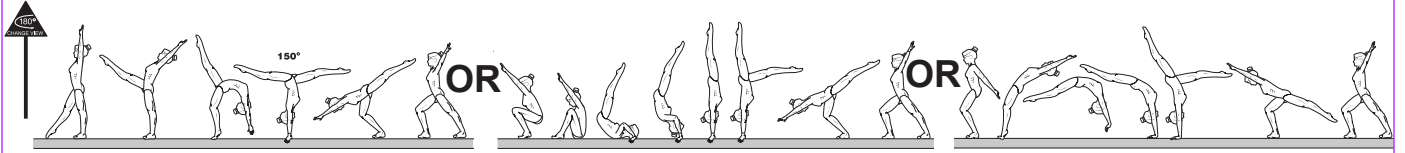
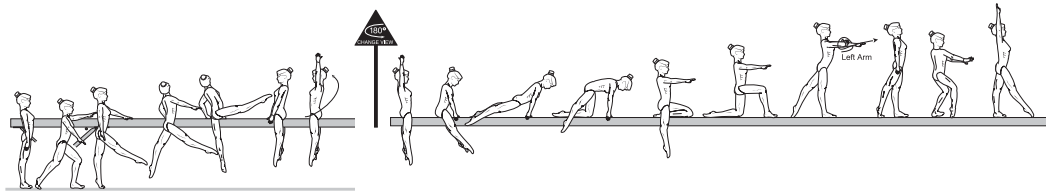
# LEVEL 3



# LEVEL 4

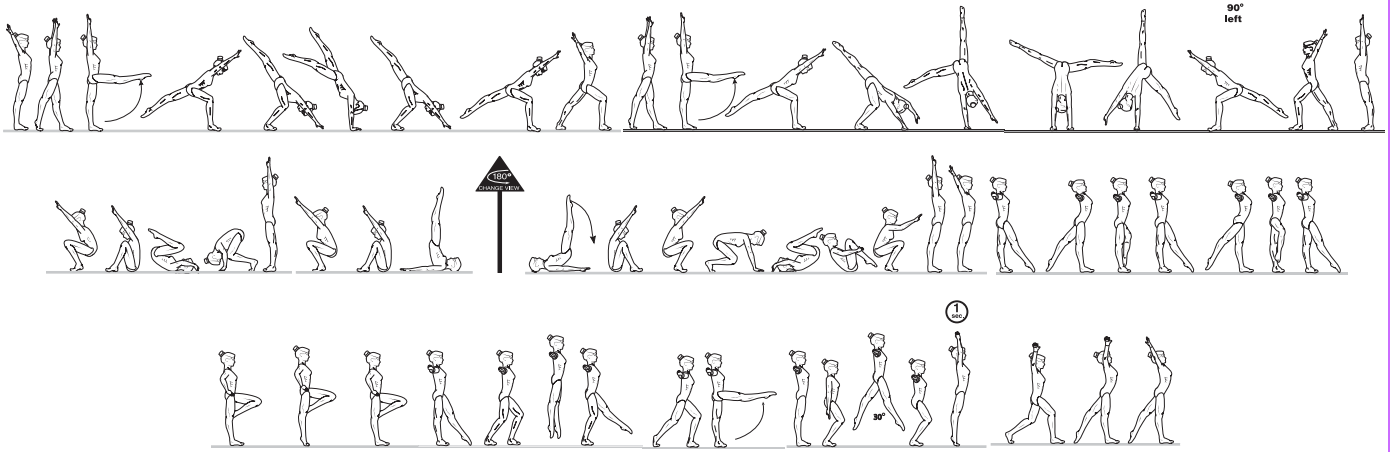


# LEVEL 5

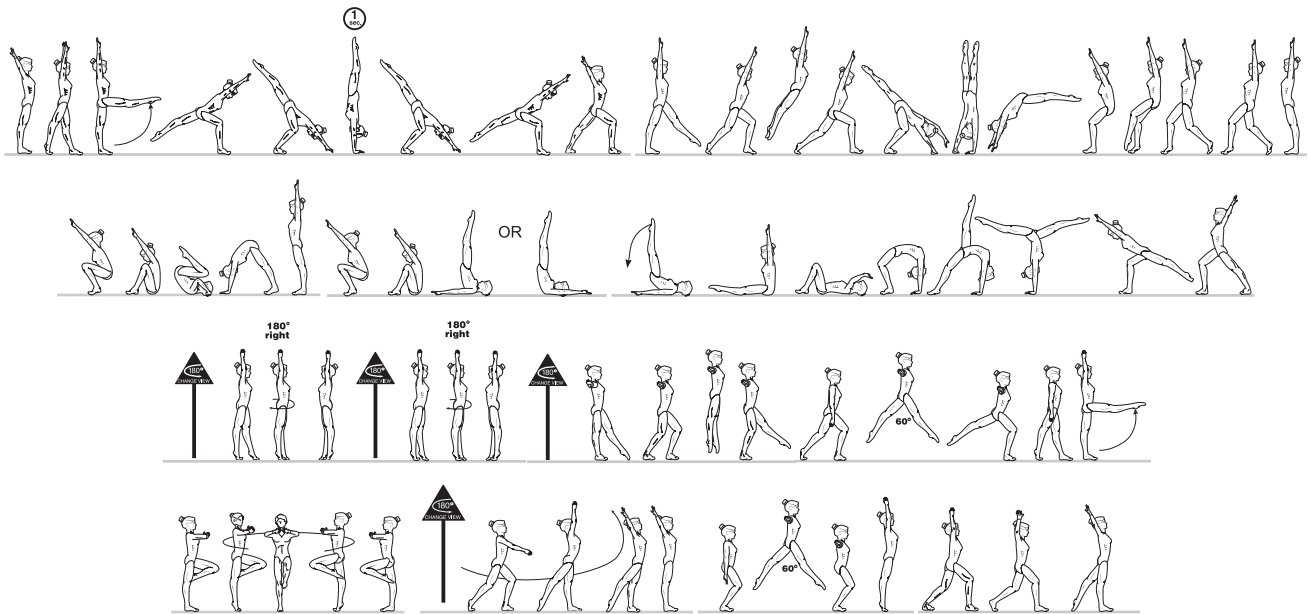


# FLOOR

## LEVEL 1

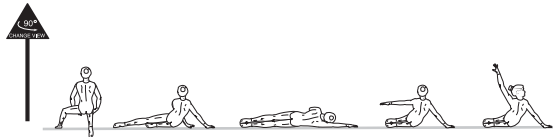
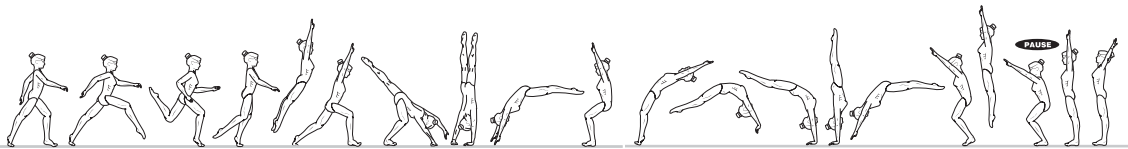
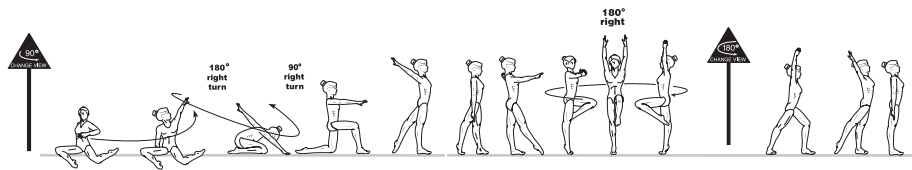
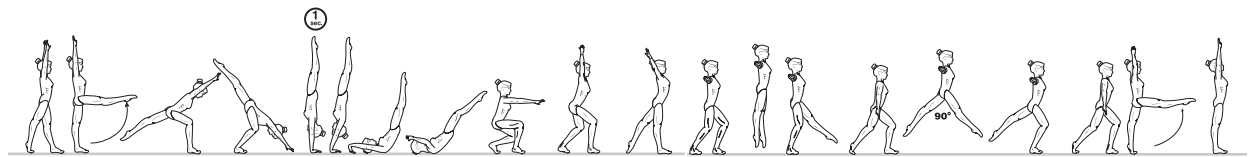
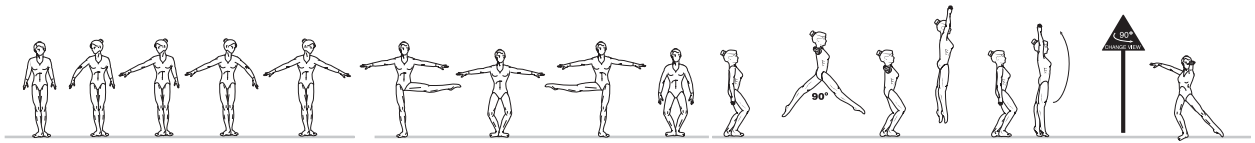


## LEVEL 2

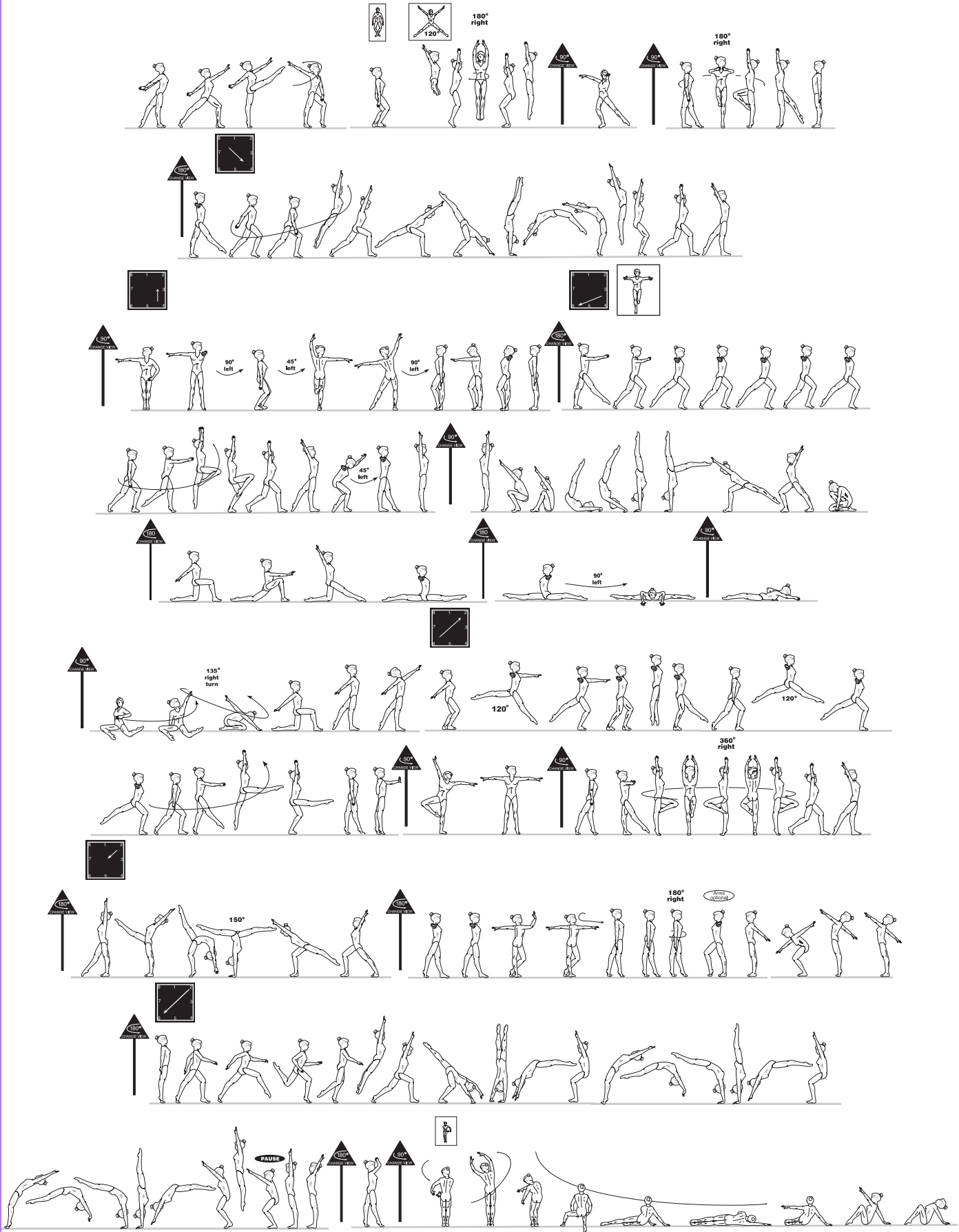




# LEVEL 3



# LEVEL 4



# LEVEL 5

