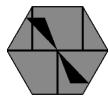
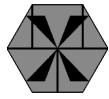


## Durable wall

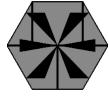
Wall that needs to be smashed many times to destract.



*not smashed yet*



*smashed one time*



*smashed two times*



*smashed two times - destracting*

multi-smash wall