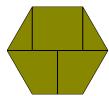


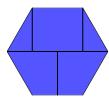
## Magic wall

If you smash this element



*idle magic wall*

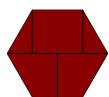
it will change into this



*active magic wall*

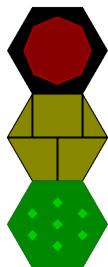
and it will start to convert rocks into jewels and vice versa.

However after some time it will start to *sink* rocks and jewels.



*'dead' magic wall*

Remember to leave space below magic wall. In other case it will *sink* items.



*in this case magic wall will sink the rock*

magic wall