

# Create a Castle

Tab

**Outer Wall 1**

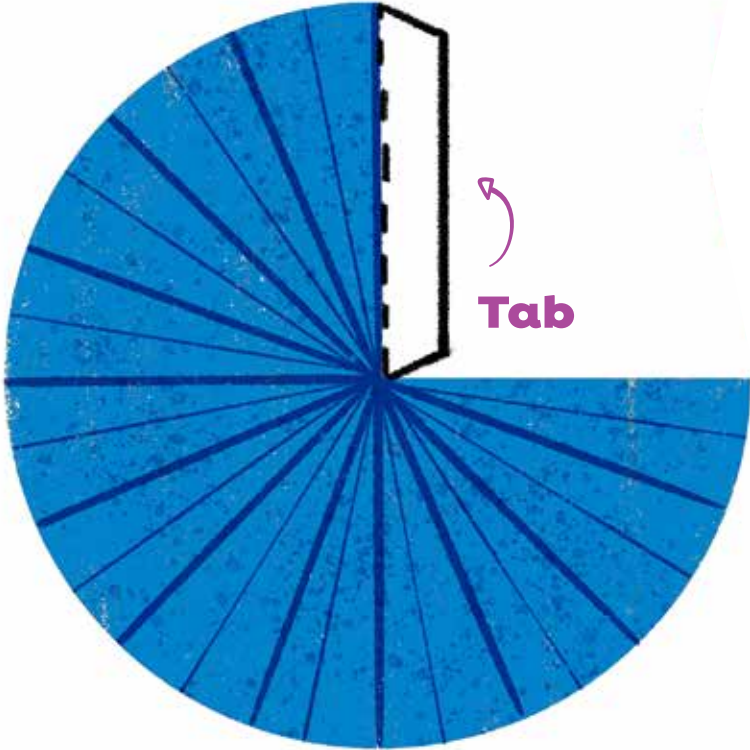
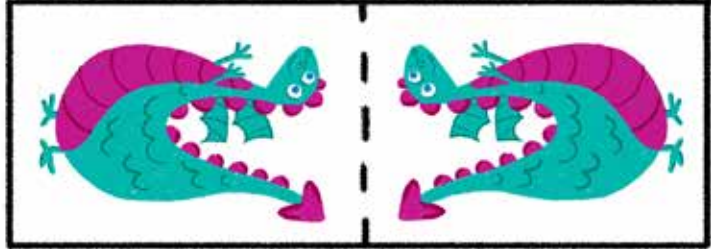
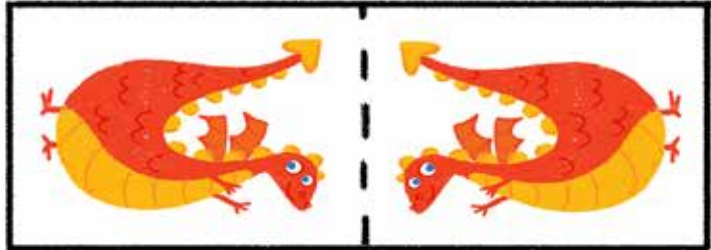


**Outer Wall 2**





**Tower**



**Tab**

