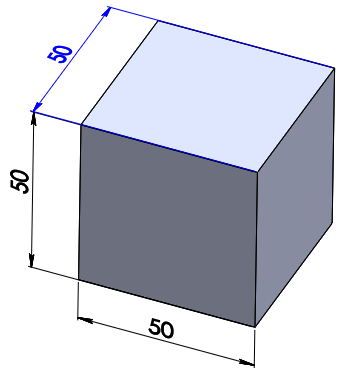
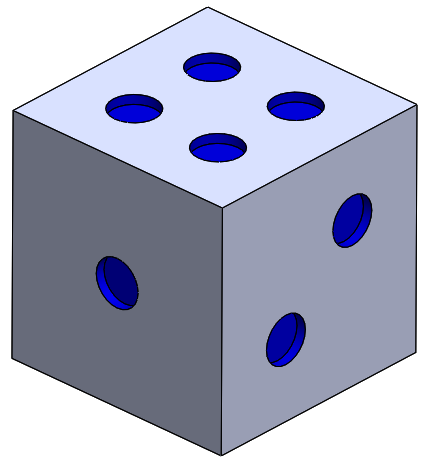
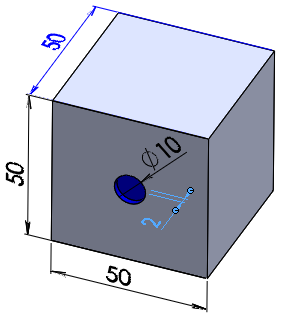
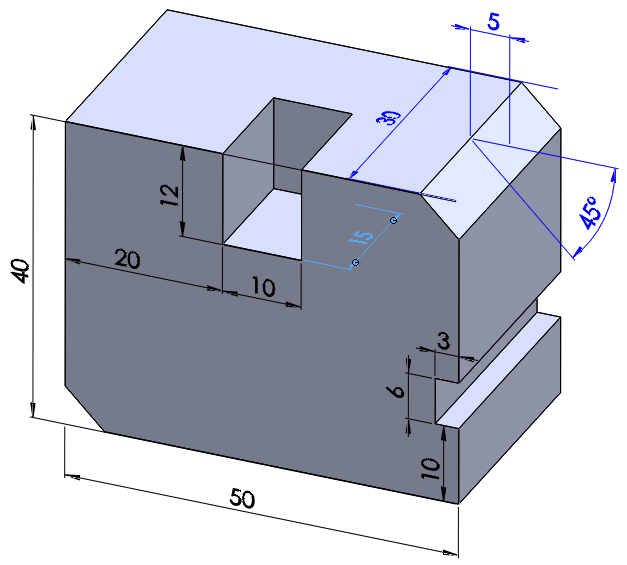
PRVKY

Vymodelujte hrací kostku:







Vymodelujte hranaté součásti:

