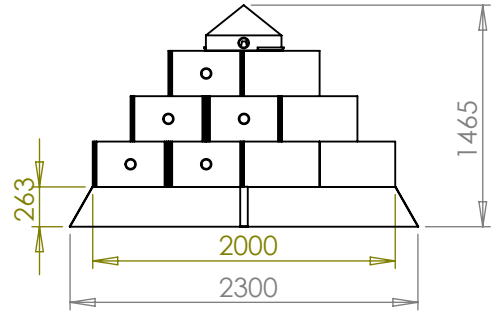
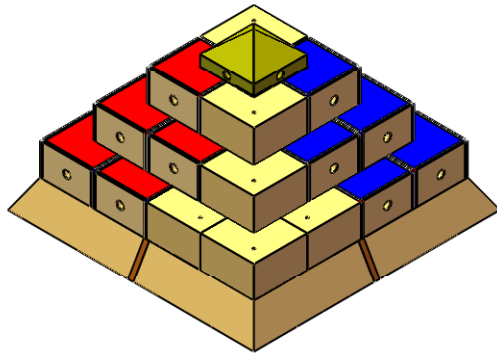


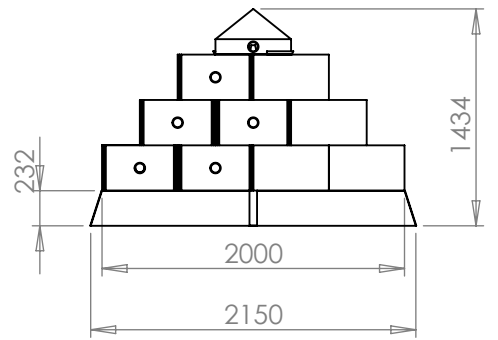
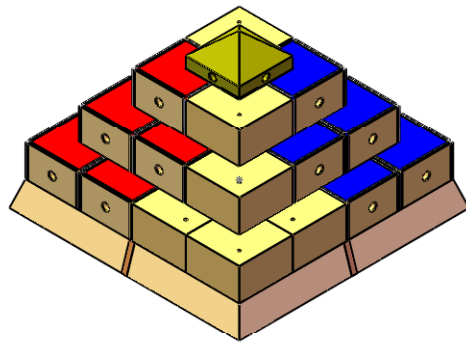
Figure 3: Game Field General View Structure and Specifications



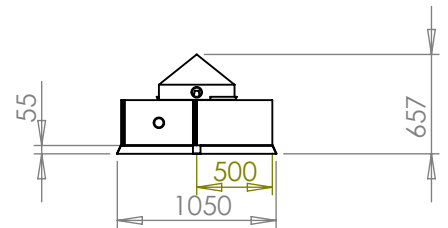
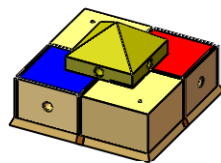
**Khufu**



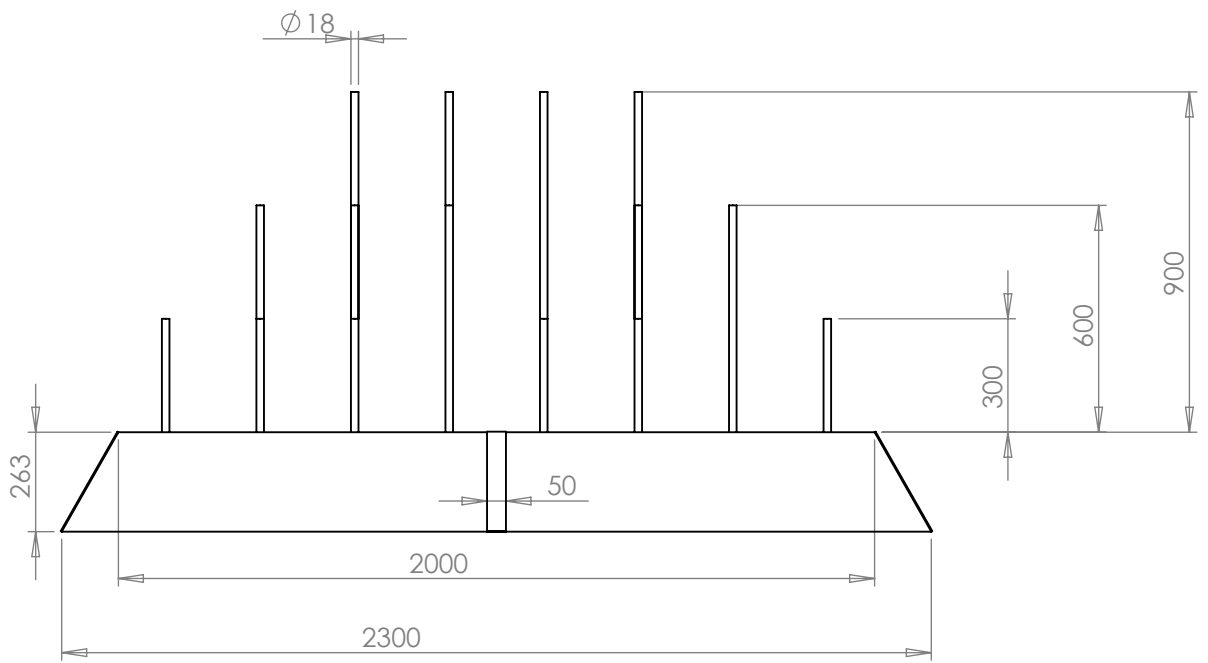
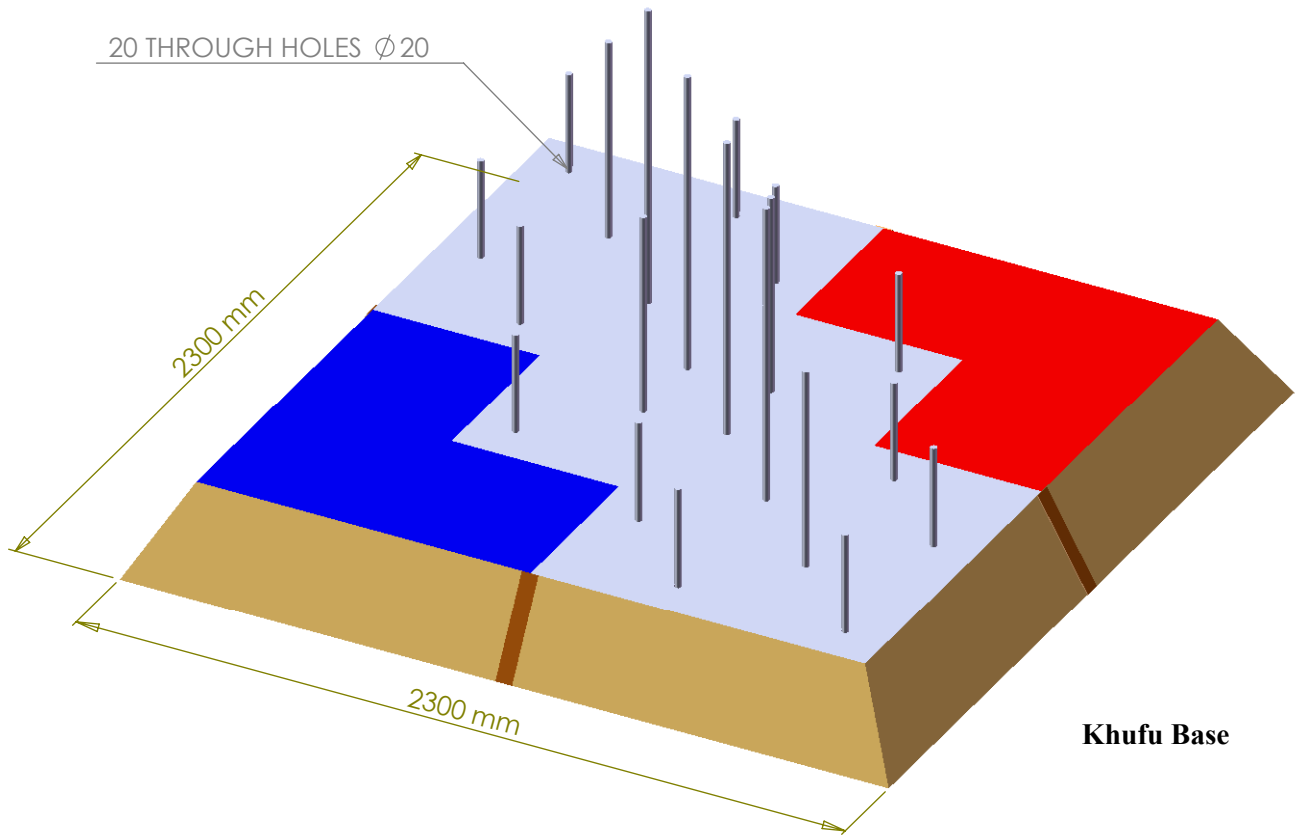
**Khafraa**



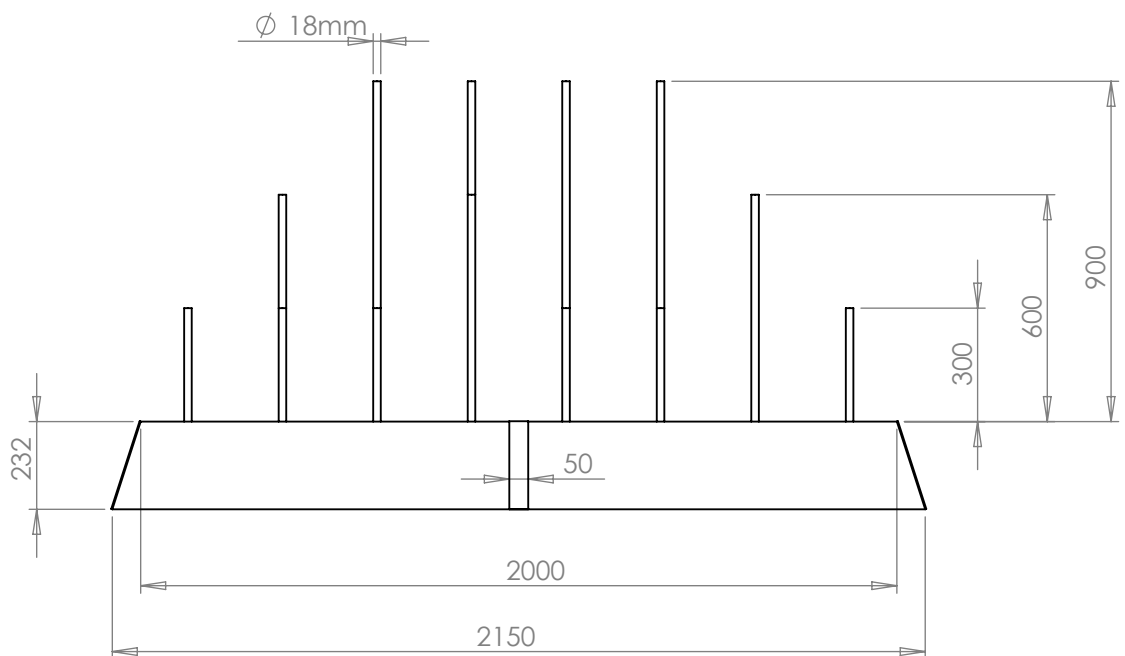
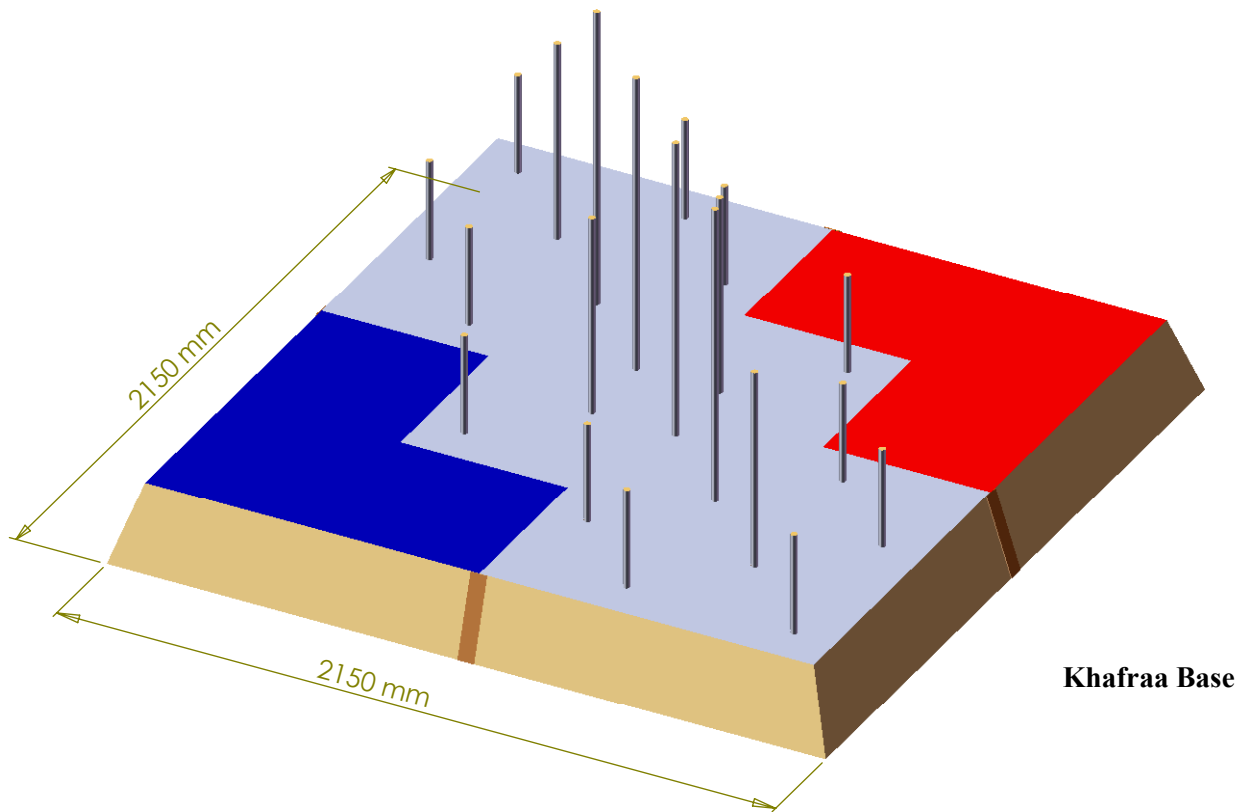
**Mankauraa**



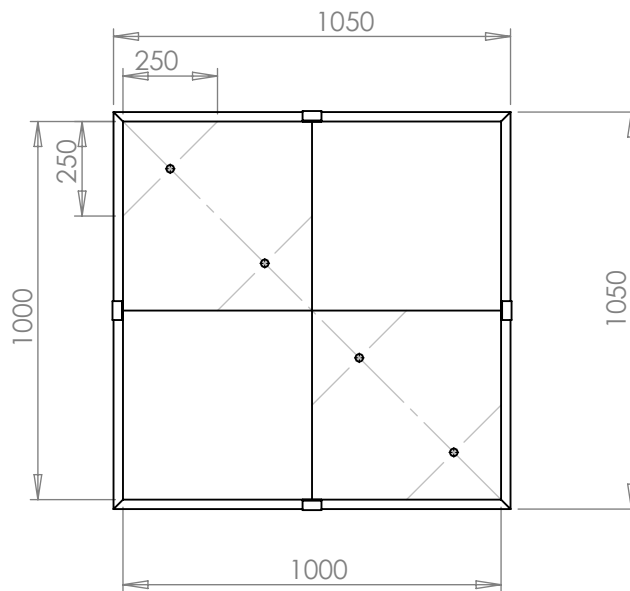
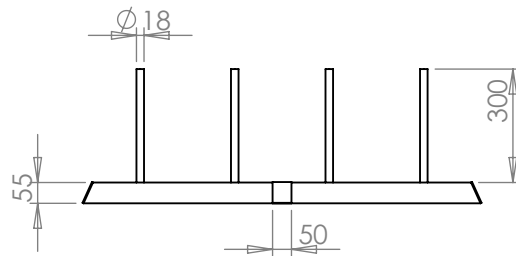
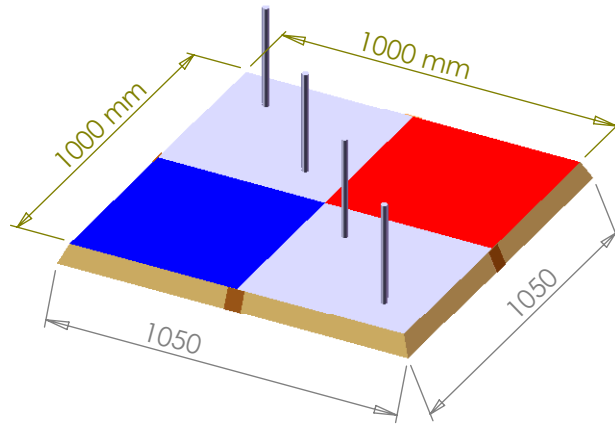
**Figure 5: Complete Pyramids**



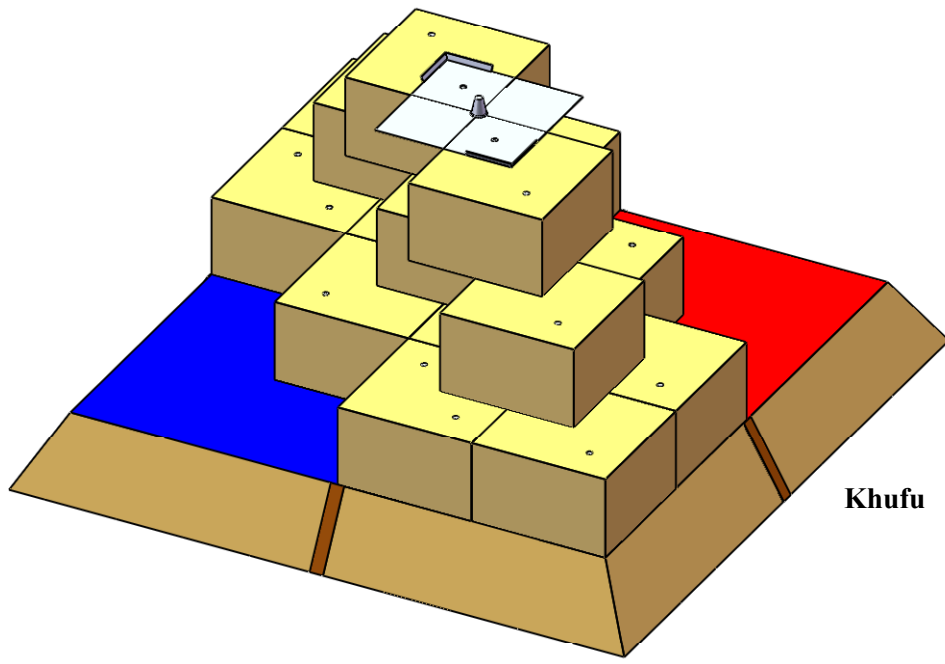
**Figure 6-a: Khufu Pyramid Base Specifications**



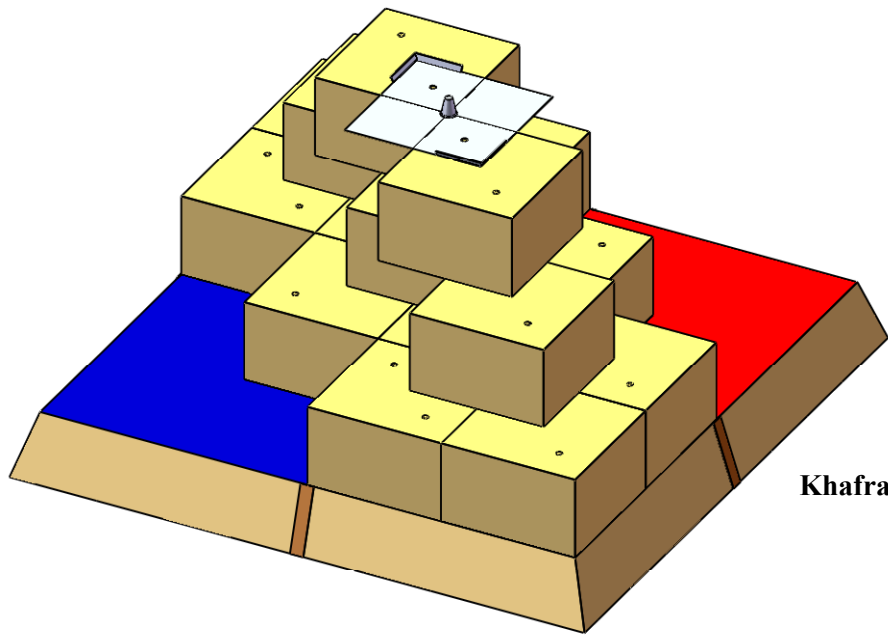
**Figure 6-b: Khafraa Pyramid Base Specifications**



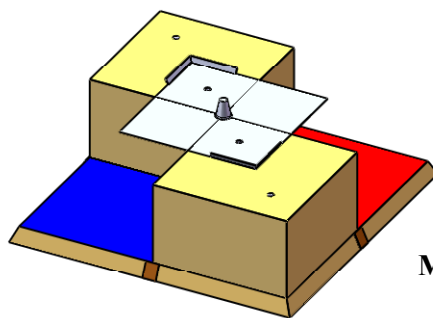
**Figure 6-c:Mankauraa Pyramid Base Specifications**



**Khufu**



**Khafraa**



**Mankauraa**

**Figure 7: Prefixed Blocks**

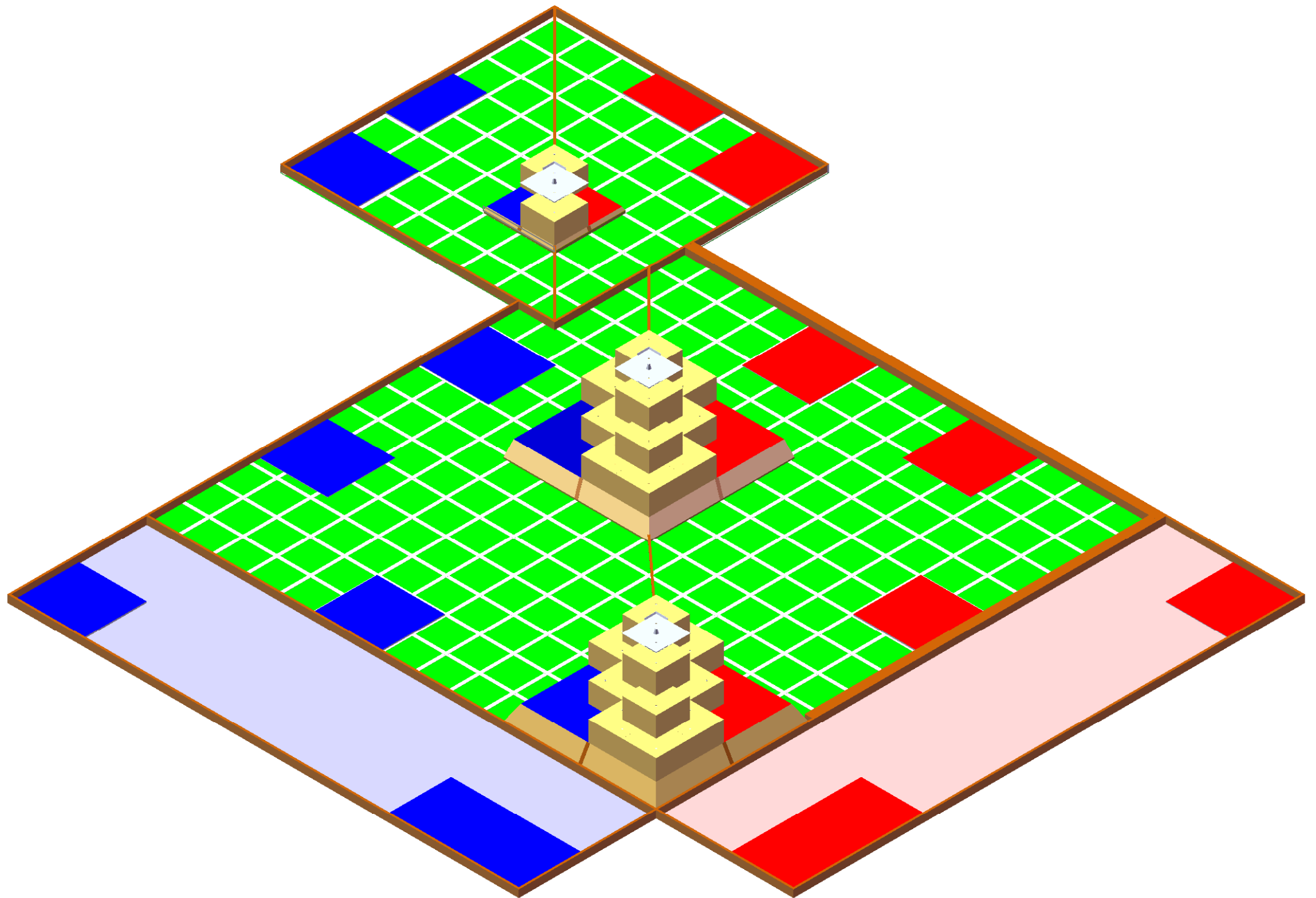
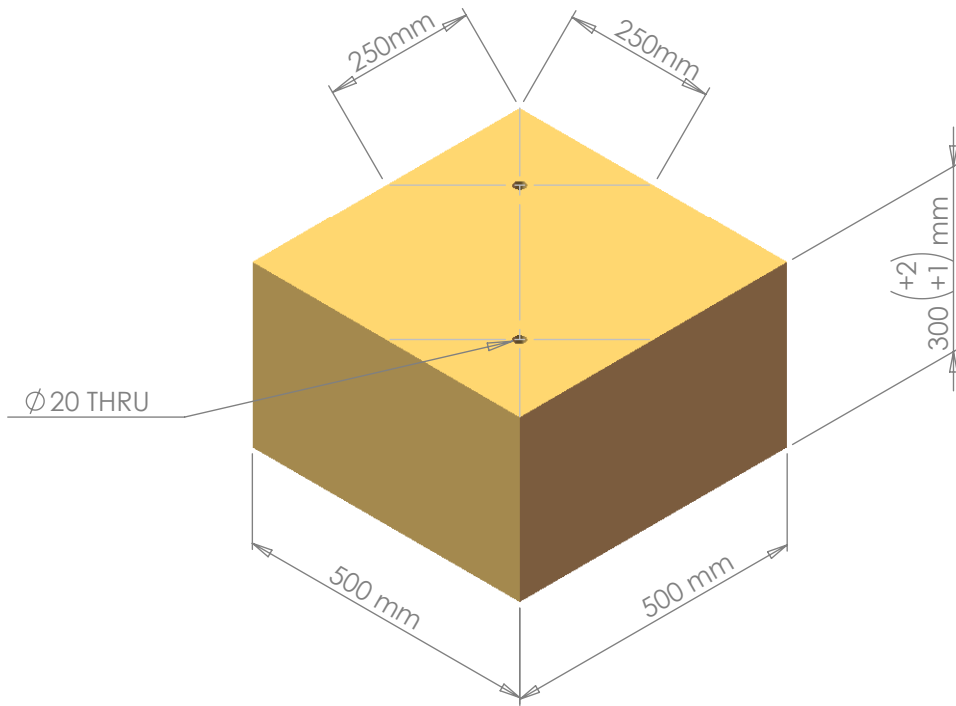
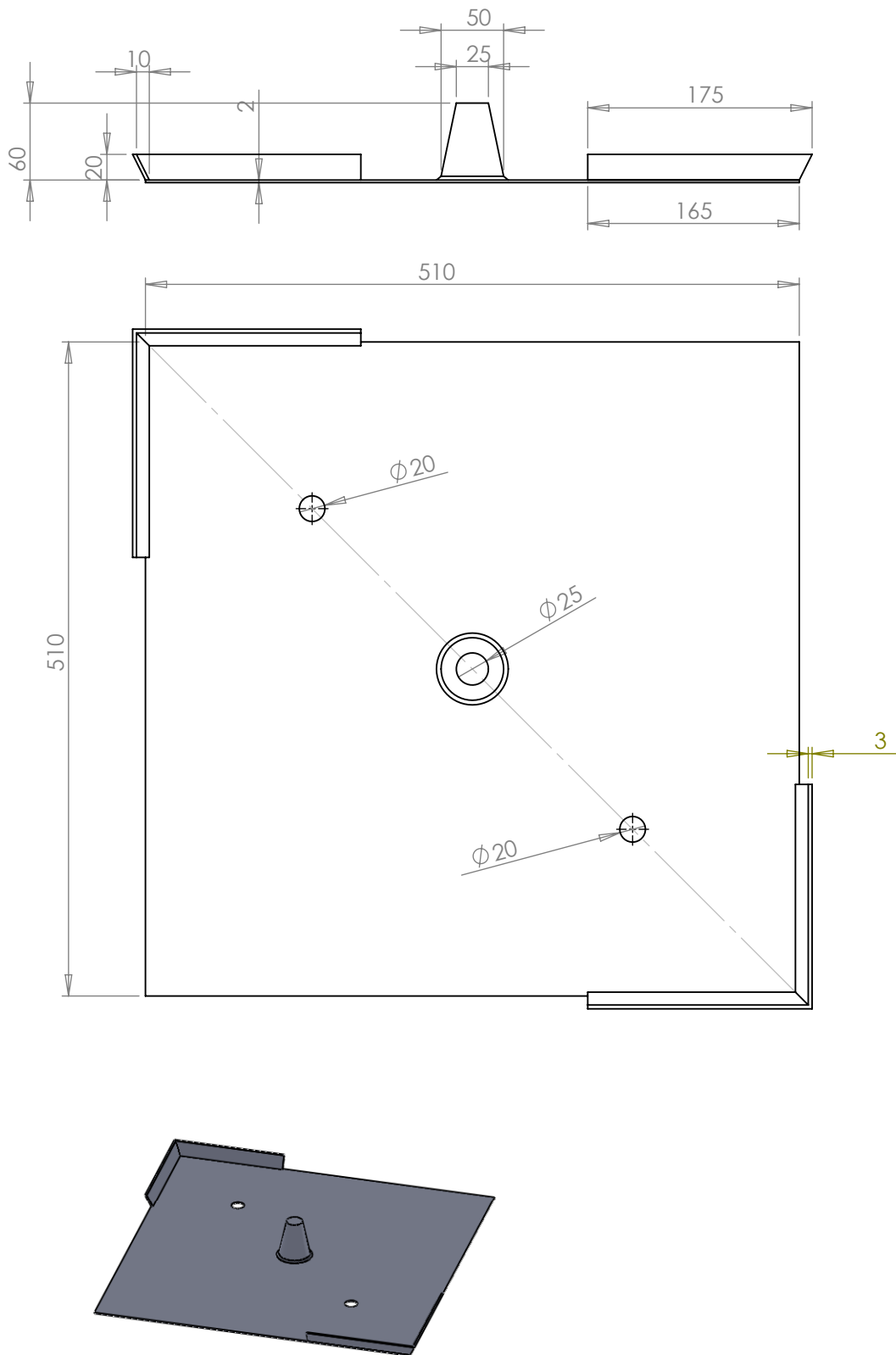


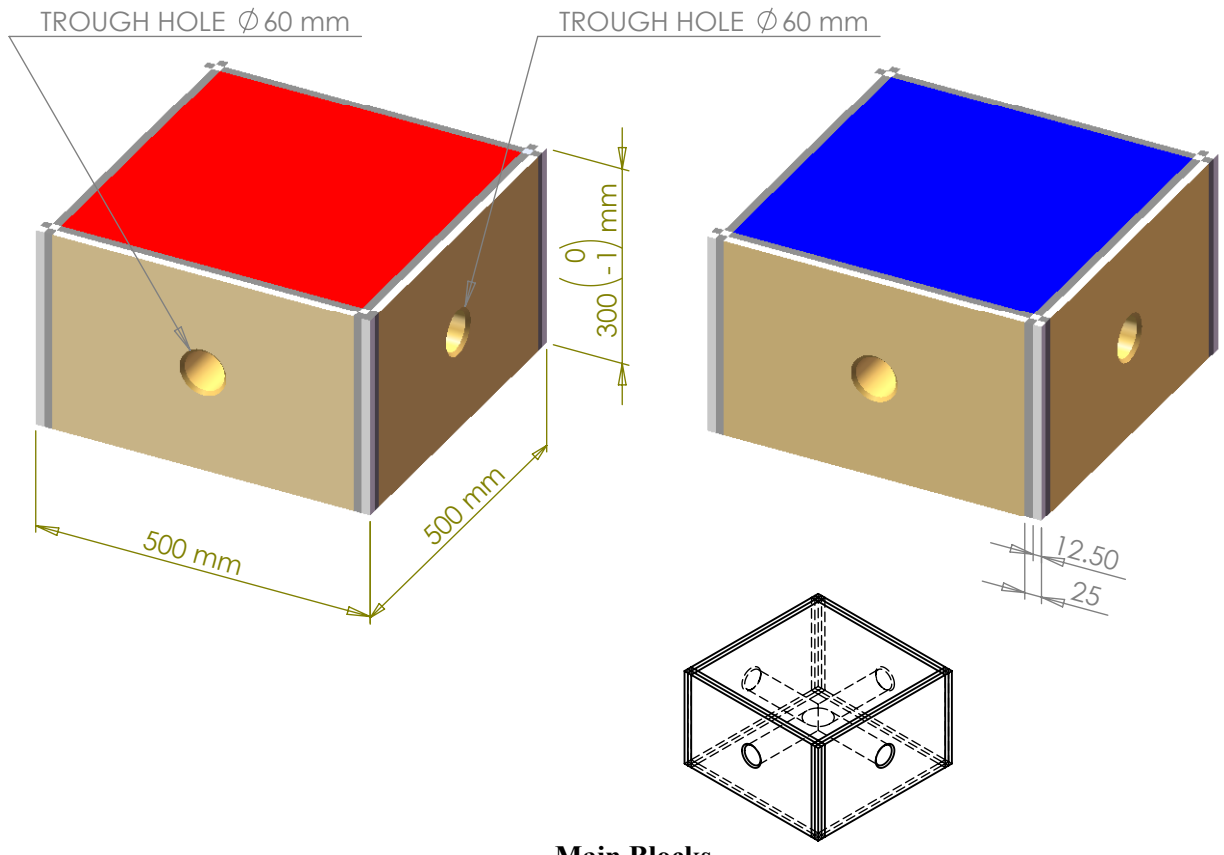
Figure 8: Competition Game Field



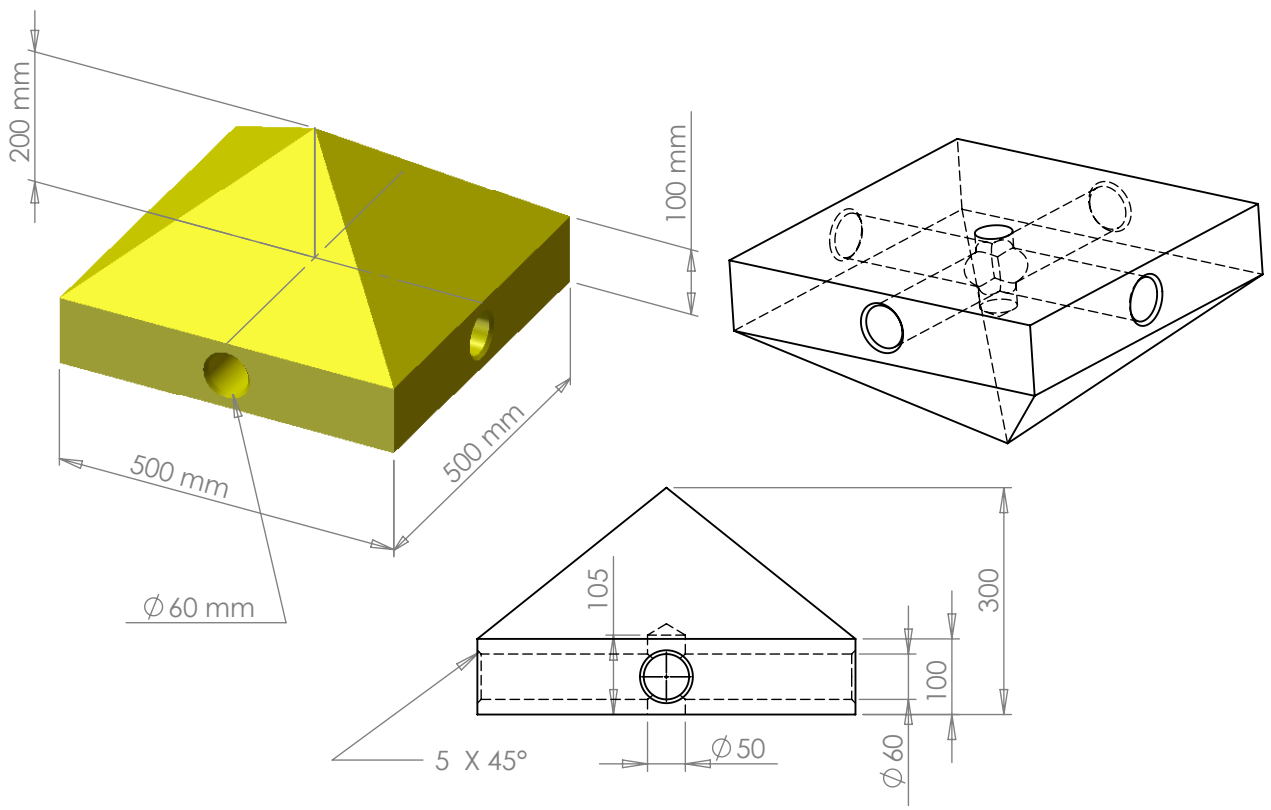
**Figure 9: Specifications of Fixed Blocks**



**Fig. 10: Specifications of the Bottom Plate of the Golden Block**

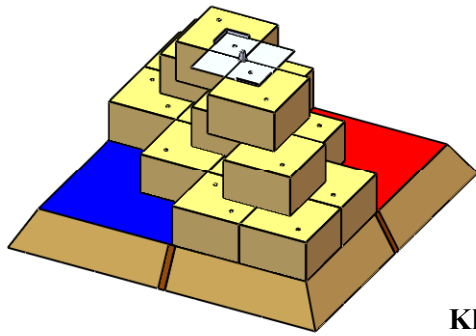


**Main Blocks**

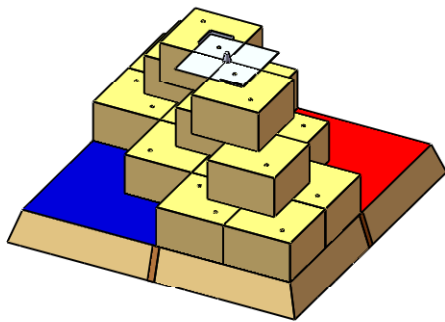
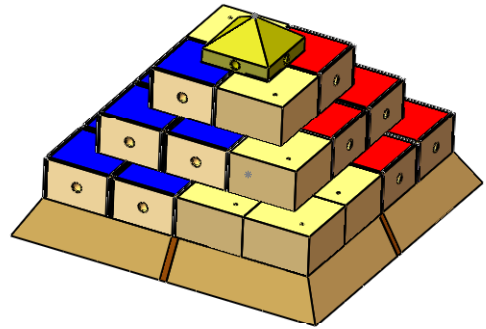


**Top Block**

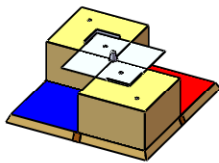
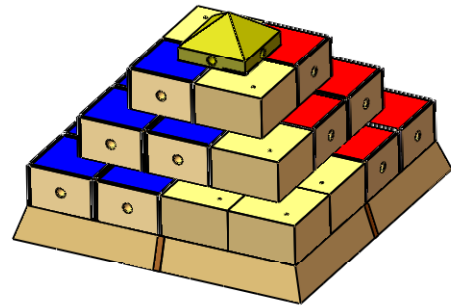
**Figure 11: Specifications of the Pyramids Building Blocks**



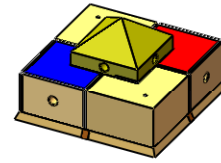
**Khufu**



**Khafraa**

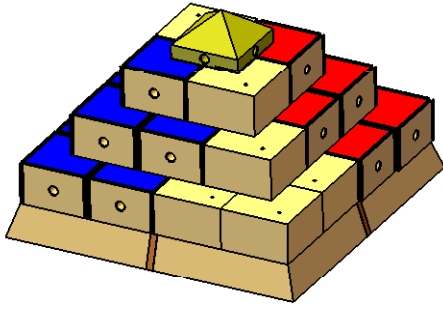


**Mankauraa**

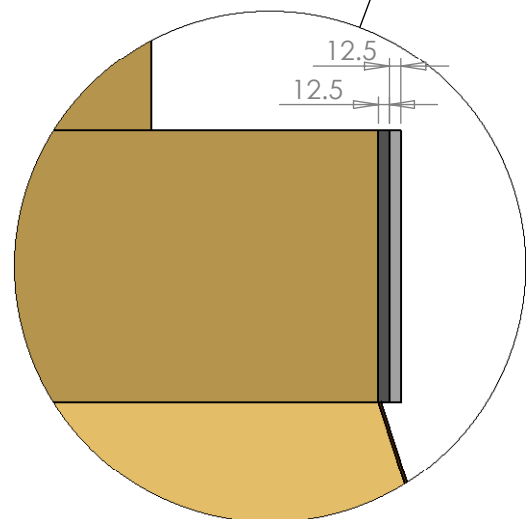
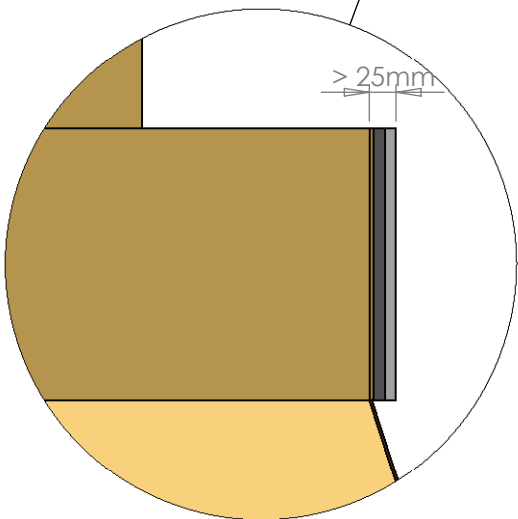
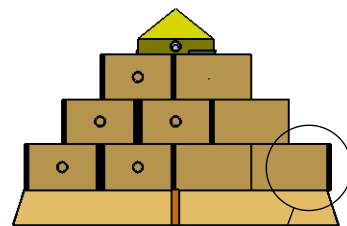
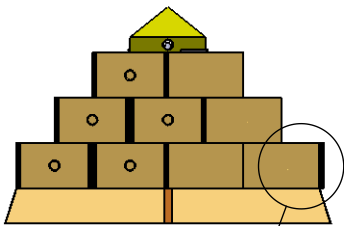
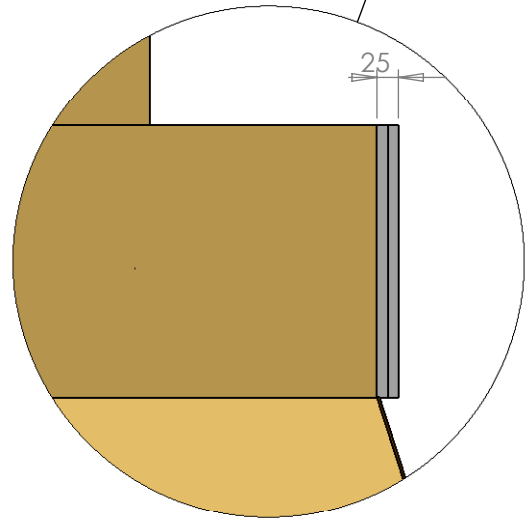
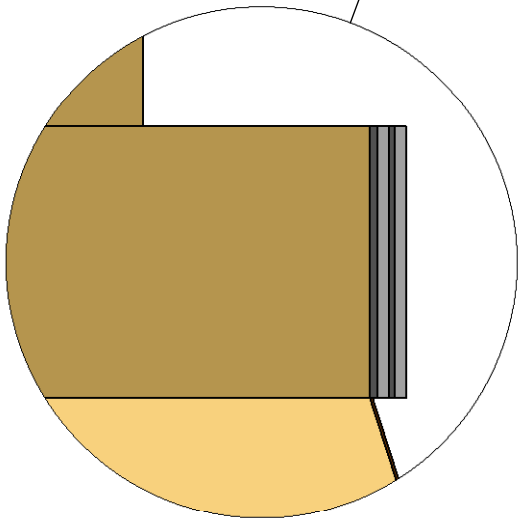
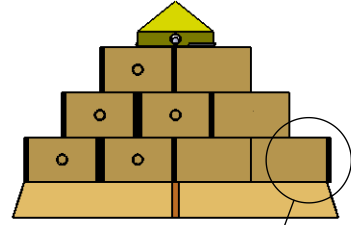
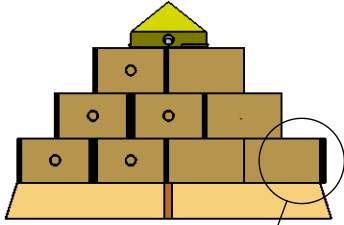
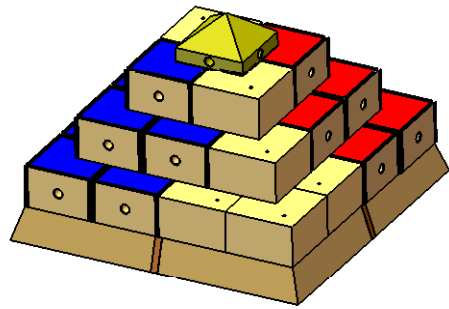


**Figure 12: Prefixed Blocks and Complete Pyramids**

**Incorrect**



**Correct**



**Fig. 13: Maximum Allowable Layer Tolerance = 25mm (Rule 5.14)**