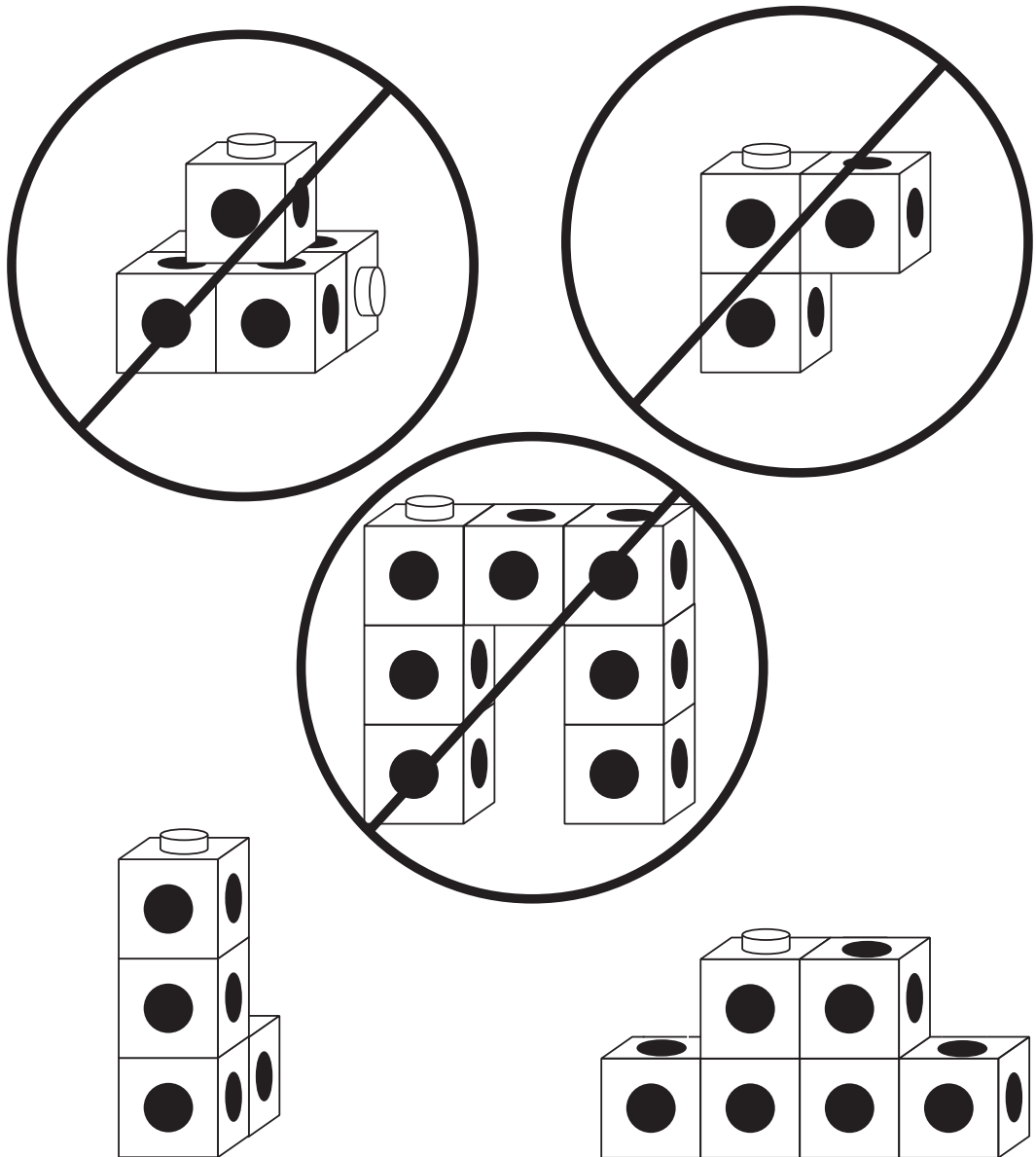


# Rules for Cube Buildings

Cube models work only if we stack cubes properly.



Can you explain why these rules are needed for cube models to make sense?