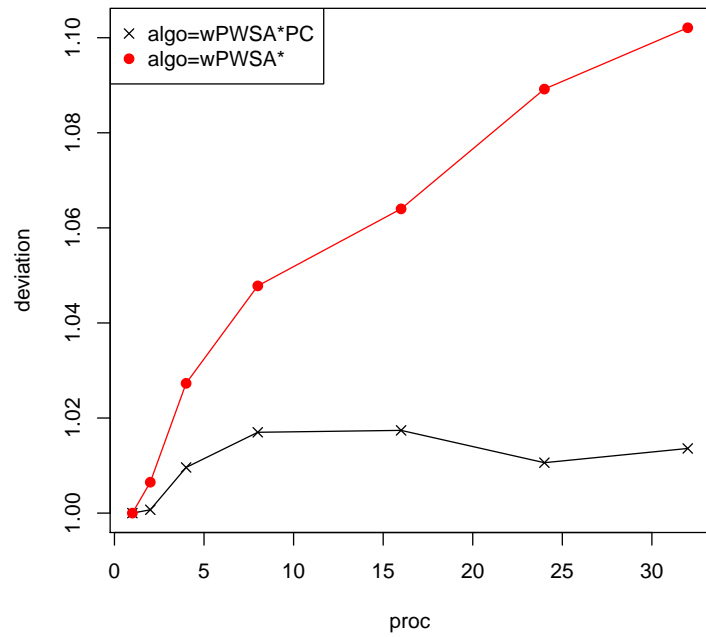
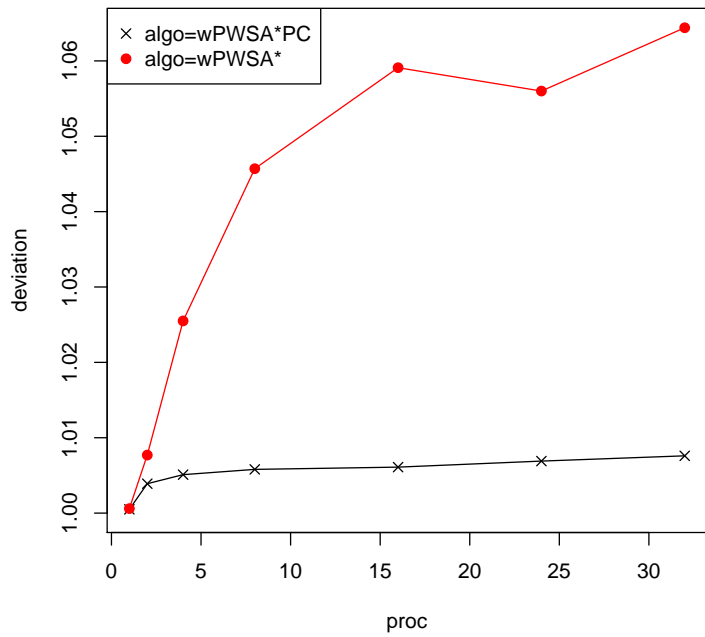


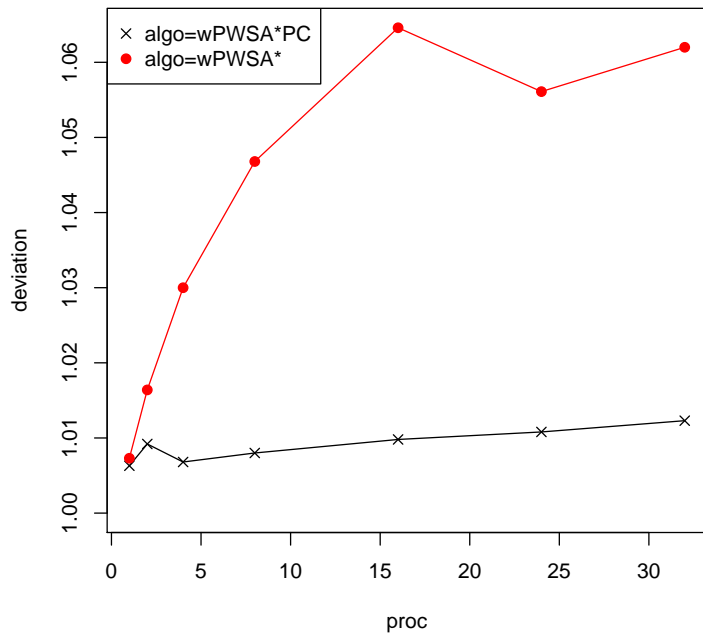
map=maps/bgmaps/AR0400SR.map, w=1.



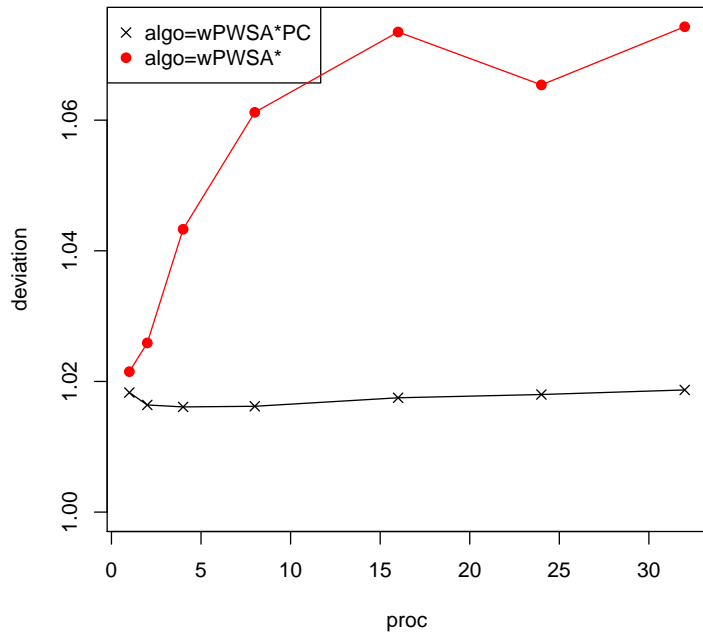
map=maps/bgmaps/AR0400SR.map, w=1.2



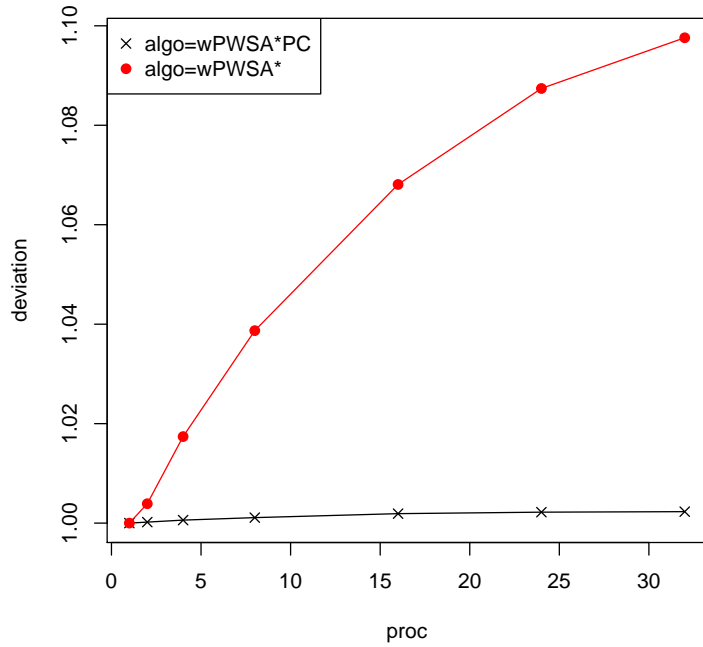
map=maps/bgmaps/AR0400SR.map, w=1.5



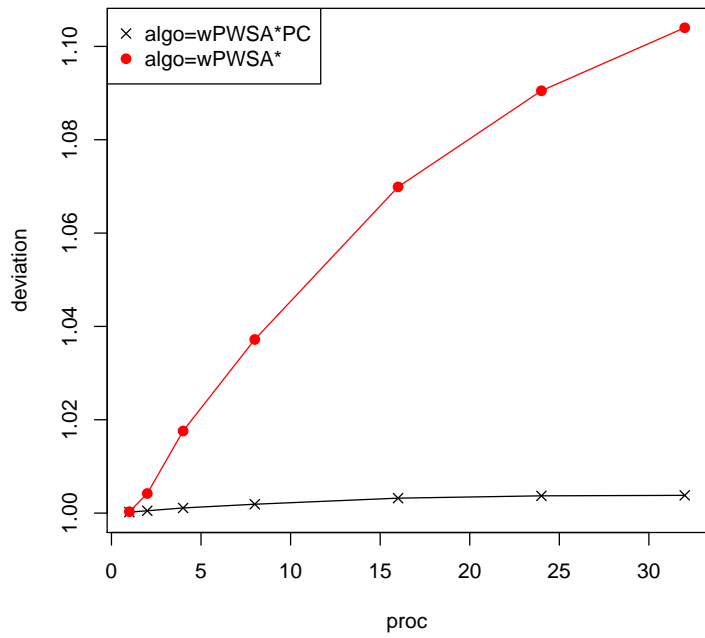
map=maps/bgmaps/AR0400SR.map, w=2.



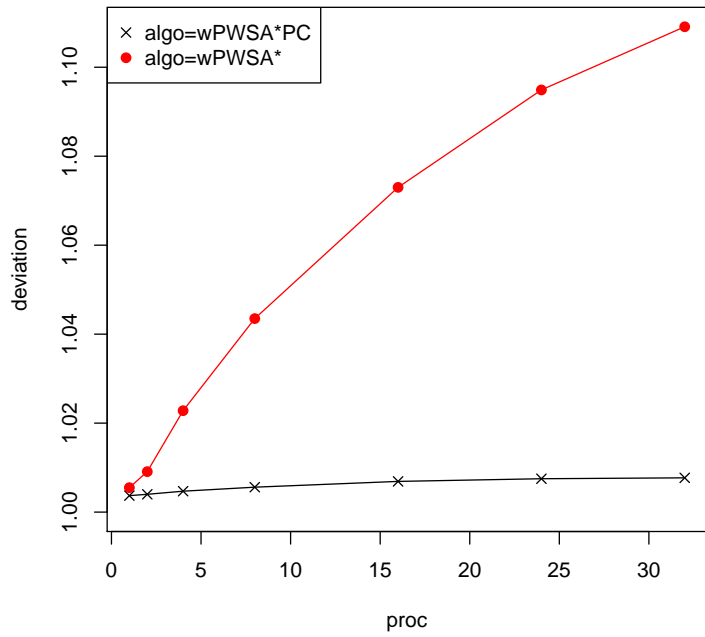
map=maps/mazes/maze512-4-0.map, w=1.



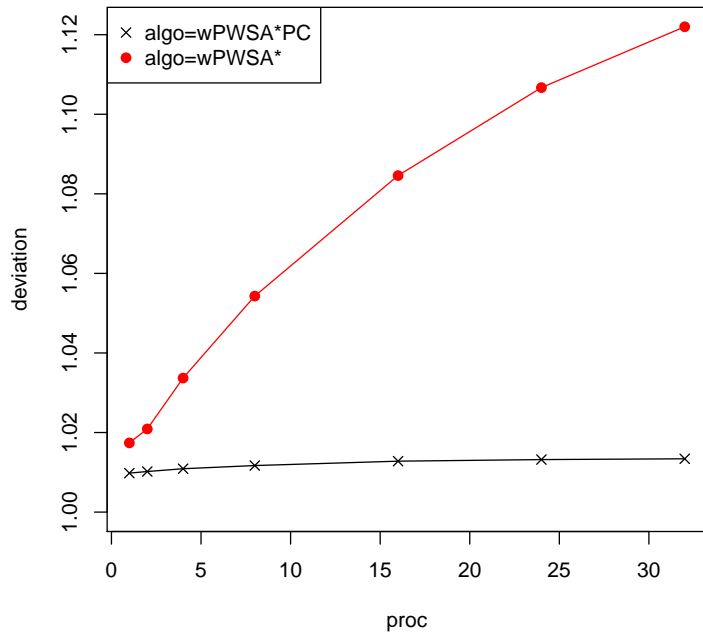
map=maps/mazes/maze512-4-0.map, w=1.2



map=maps/mazes/maze512-4-0.map, w=1.5

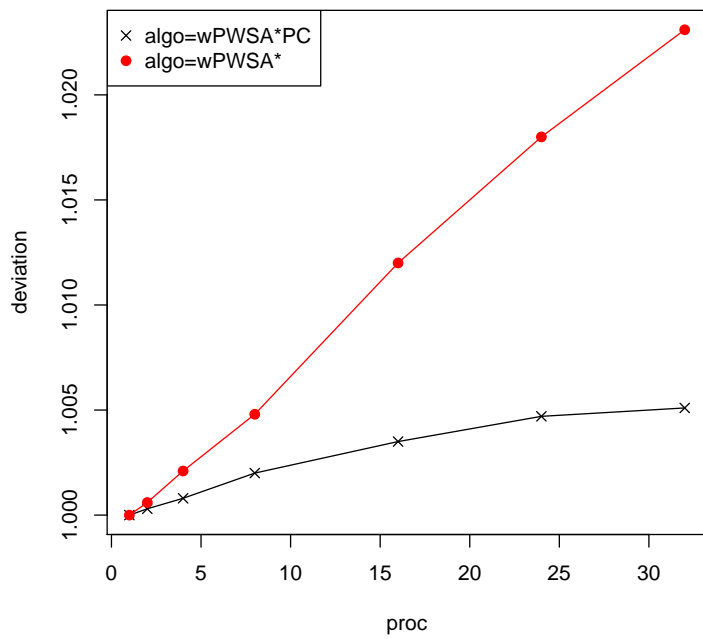


map=maps/mazes/maze512-4-0.map, w=2.

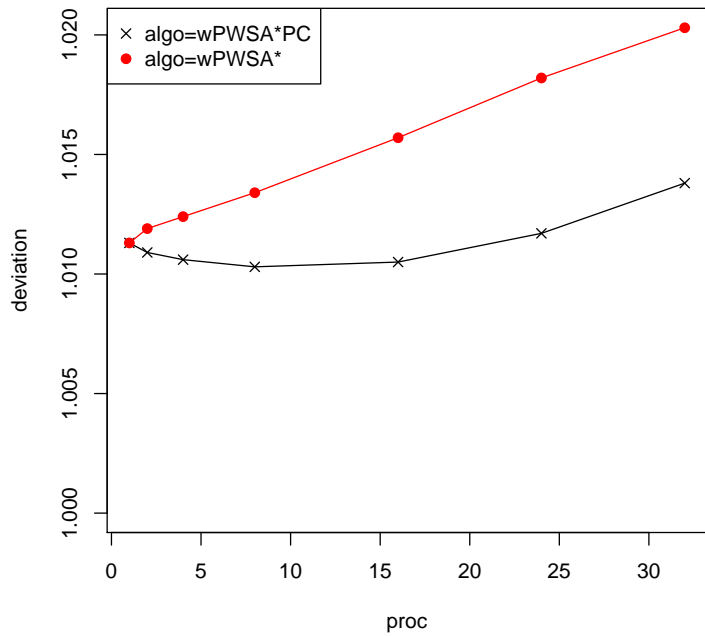




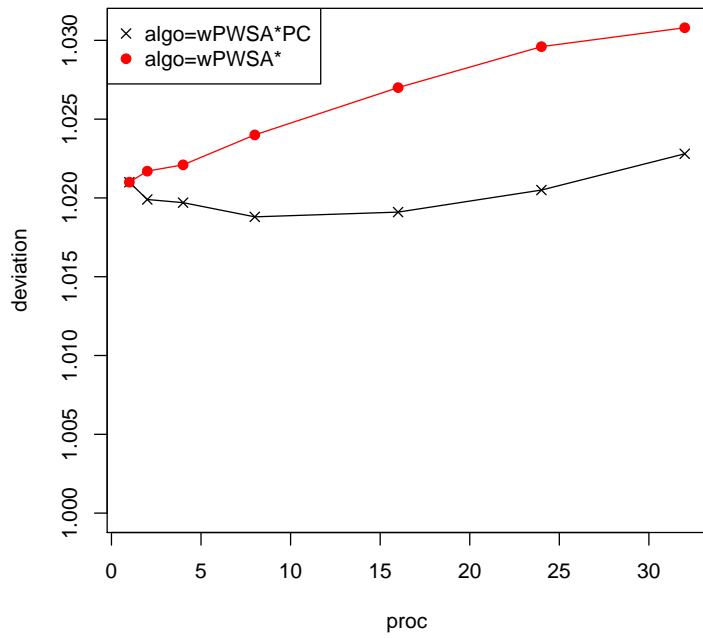
map=maps/random/random512-25-0.map, w=1.



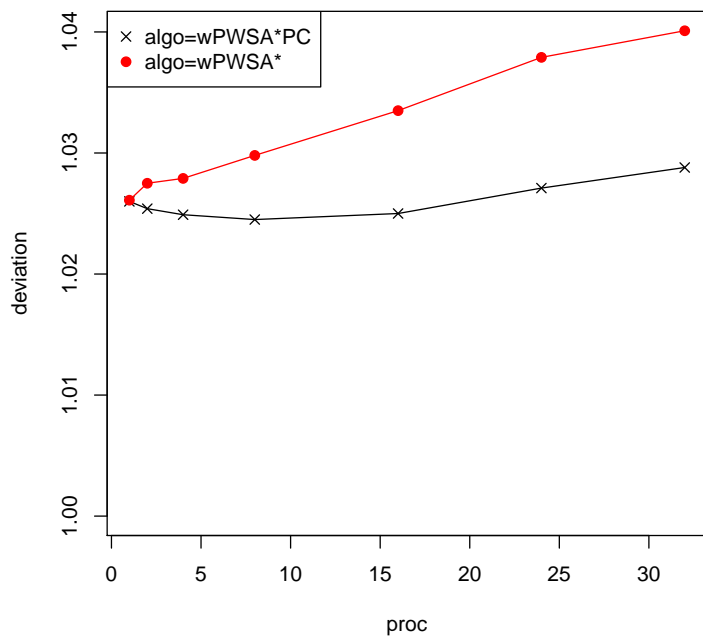
map=maps/random/random512-25-0.map, w=1.2



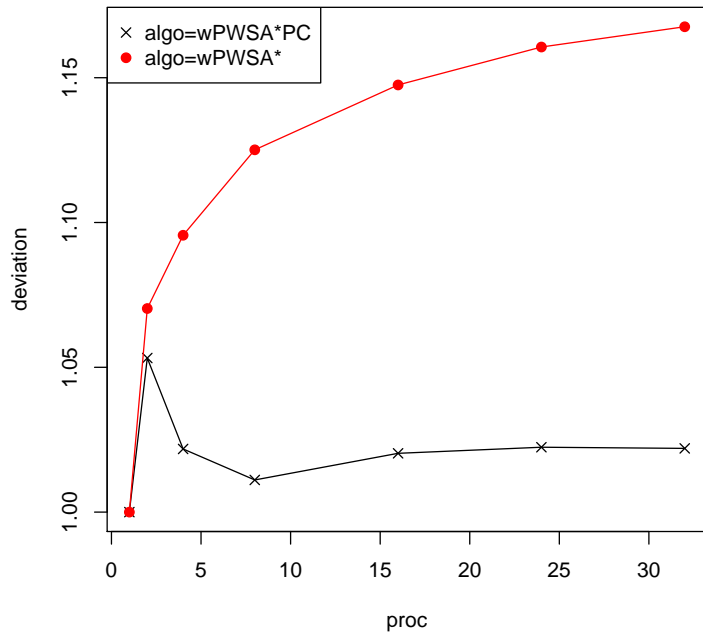
map=maps/random/random512-25-0.map, w=1.5



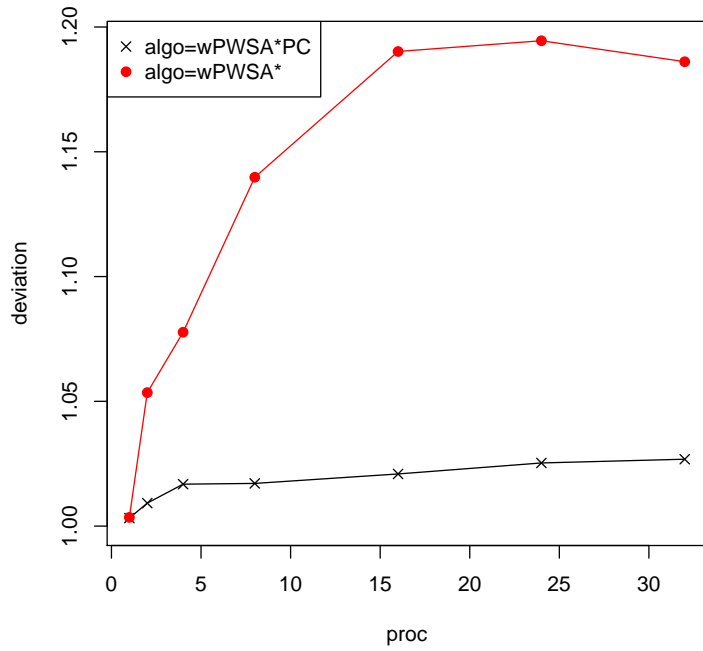
map=maps/random/random512-25-0.map, w=2.



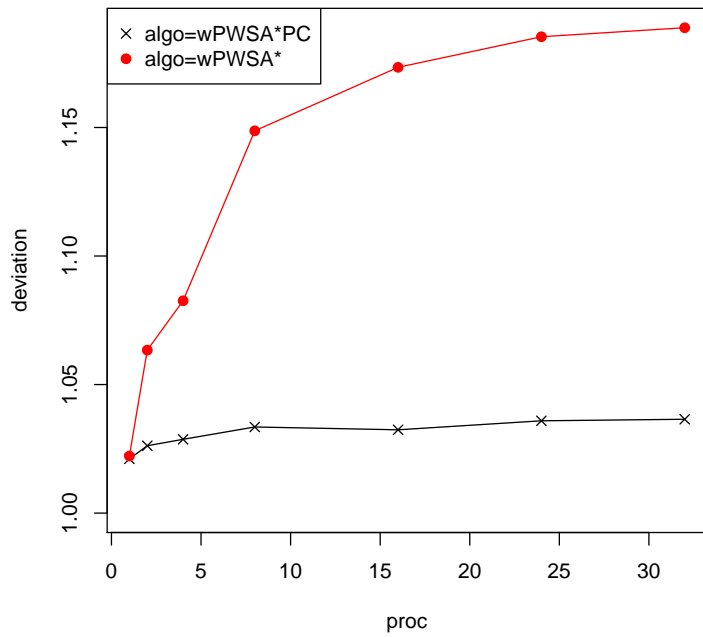
map=maps/sc1/AcrosstheCape.map, w=1.



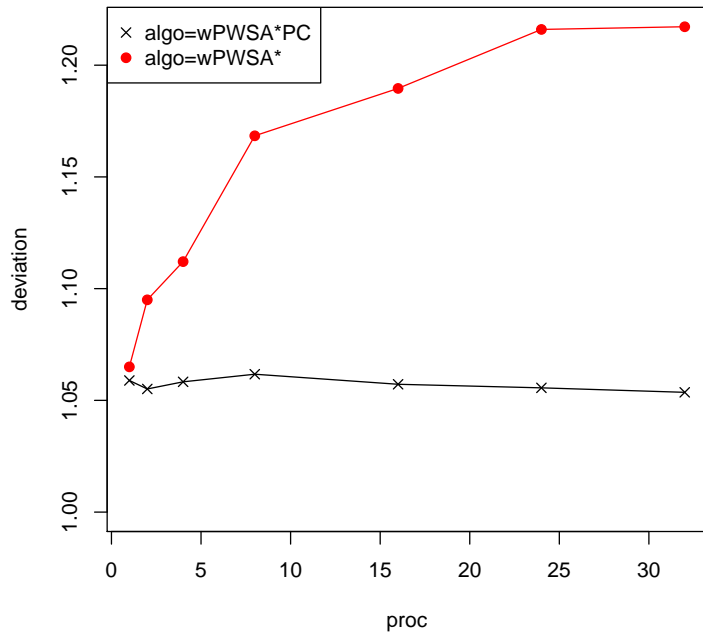
map=maps/sc1/AcrosstheCape.map, w=1.2



map=maps/sc1/AcrosstheCape.map, w=1.5

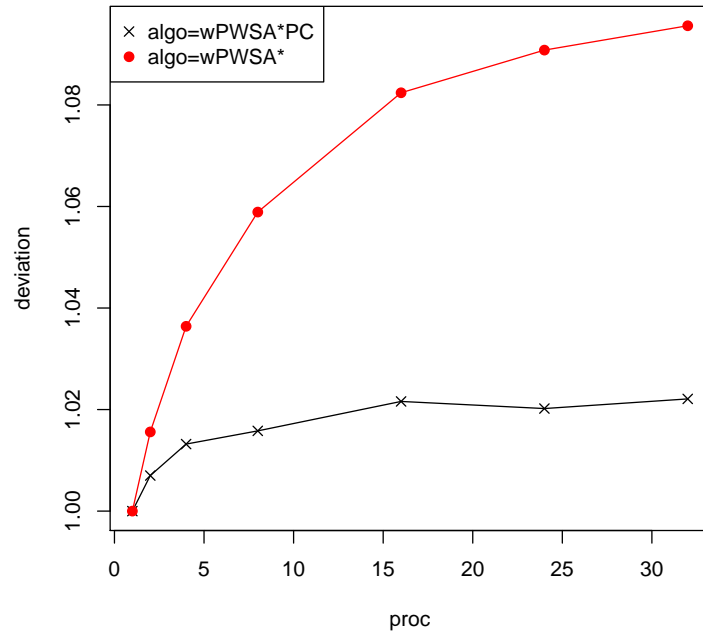


map=maps/sc1/AcrosstheCape.map, w=2.

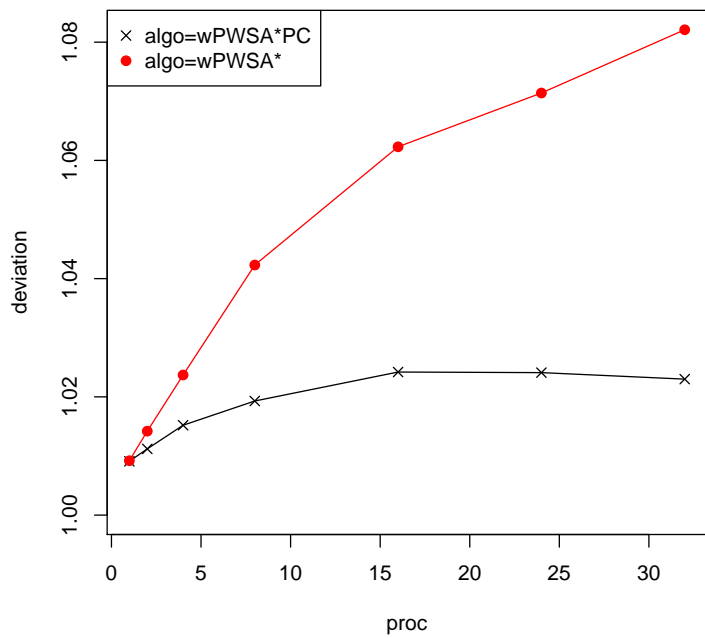




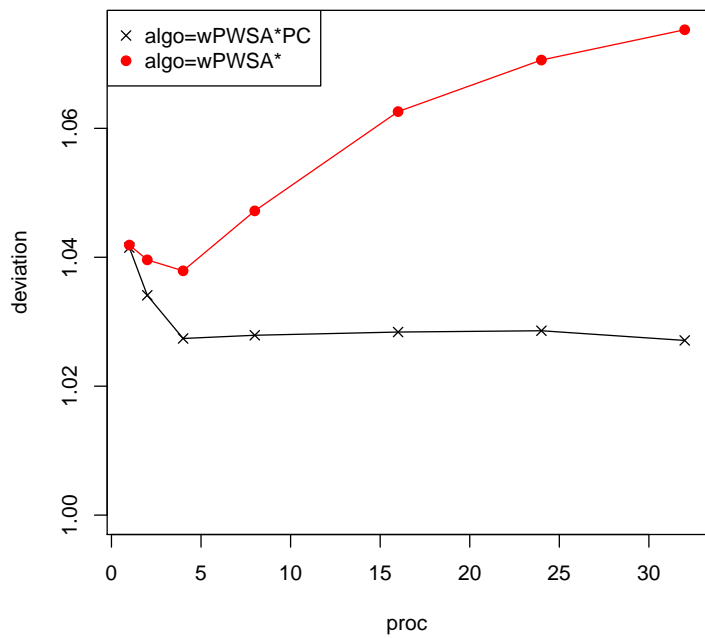
map=maps/sc1/Expedition.map, w=1.



map=maps/sc1/Expedition.map, w=1.2



map=maps/sc1/Expedition.map, w=1.5



map=maps/sc1/Expedition.map, w=2.

