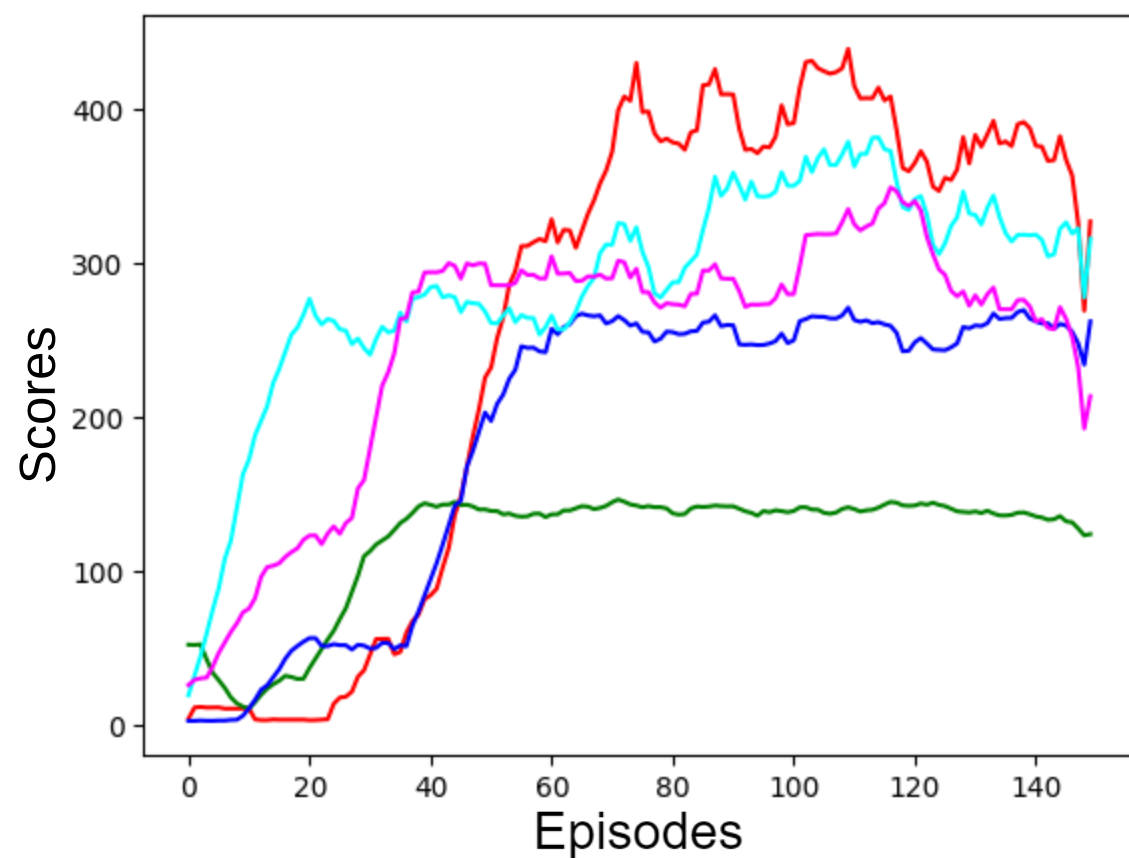
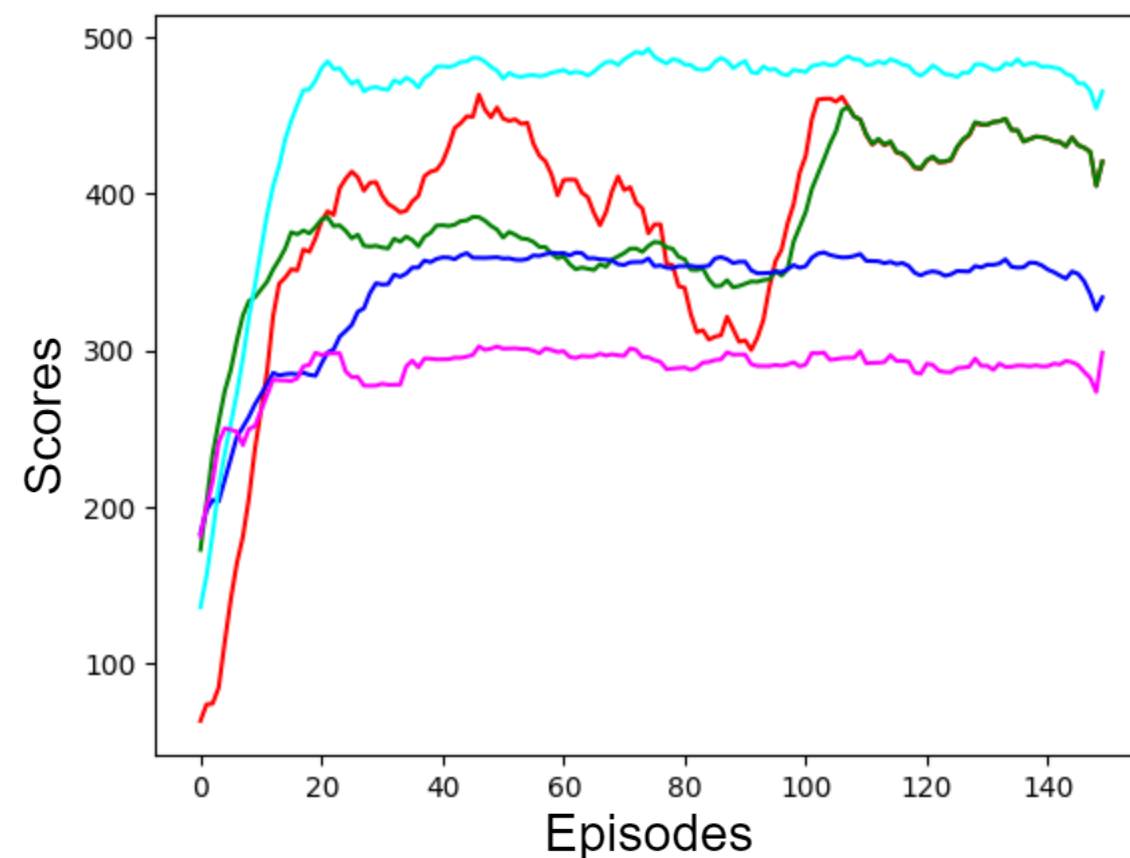


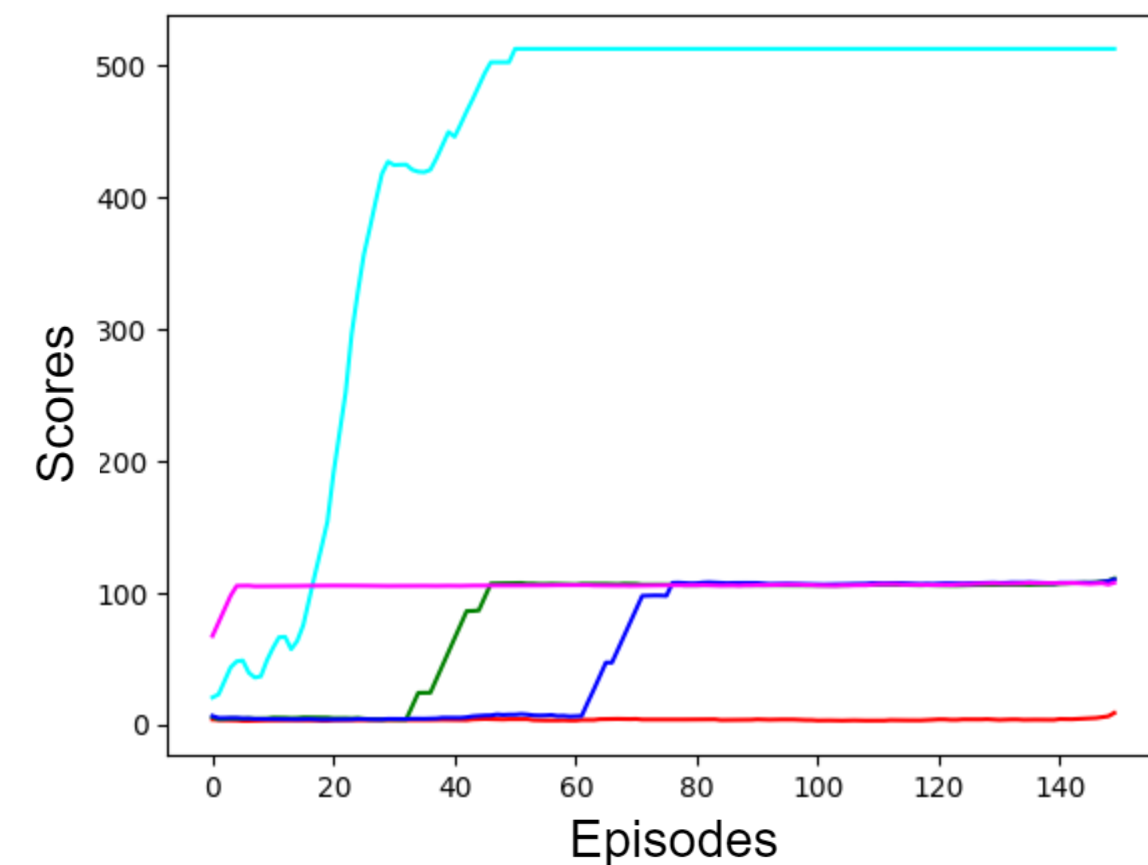
Env: Balls



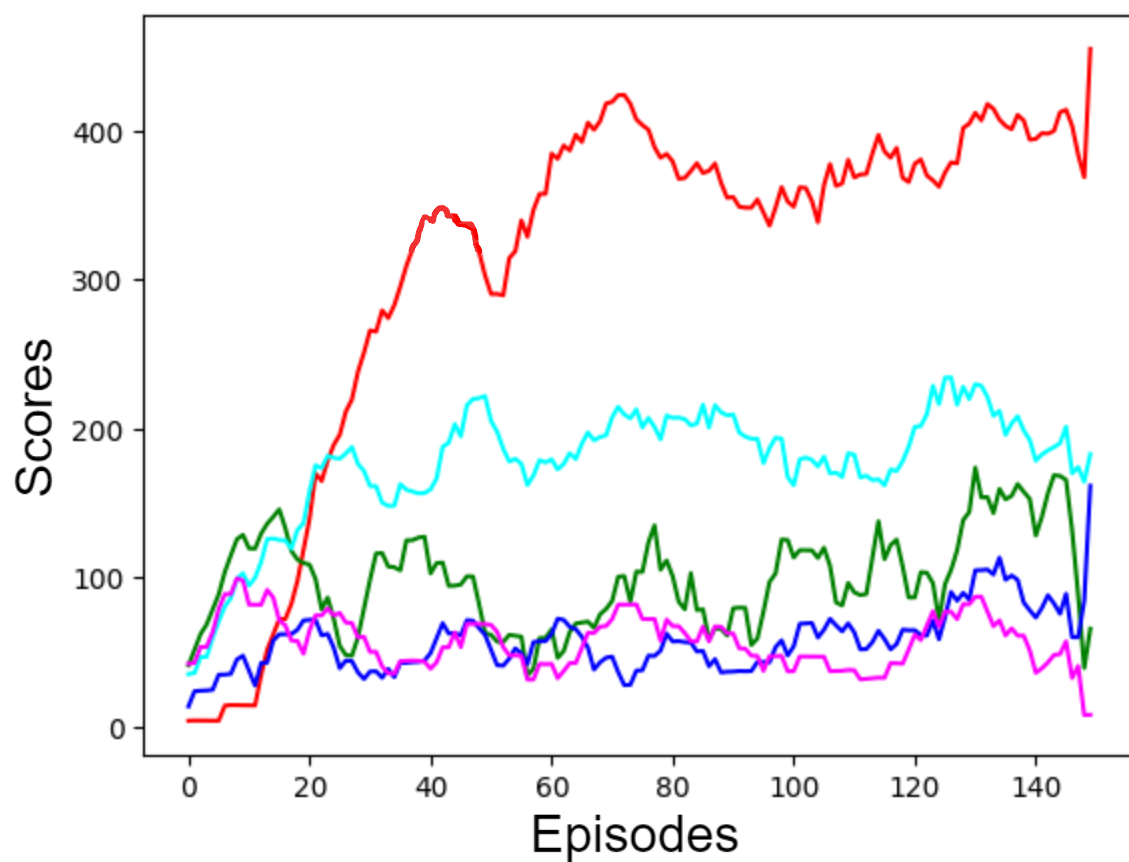
Env: HalfHex



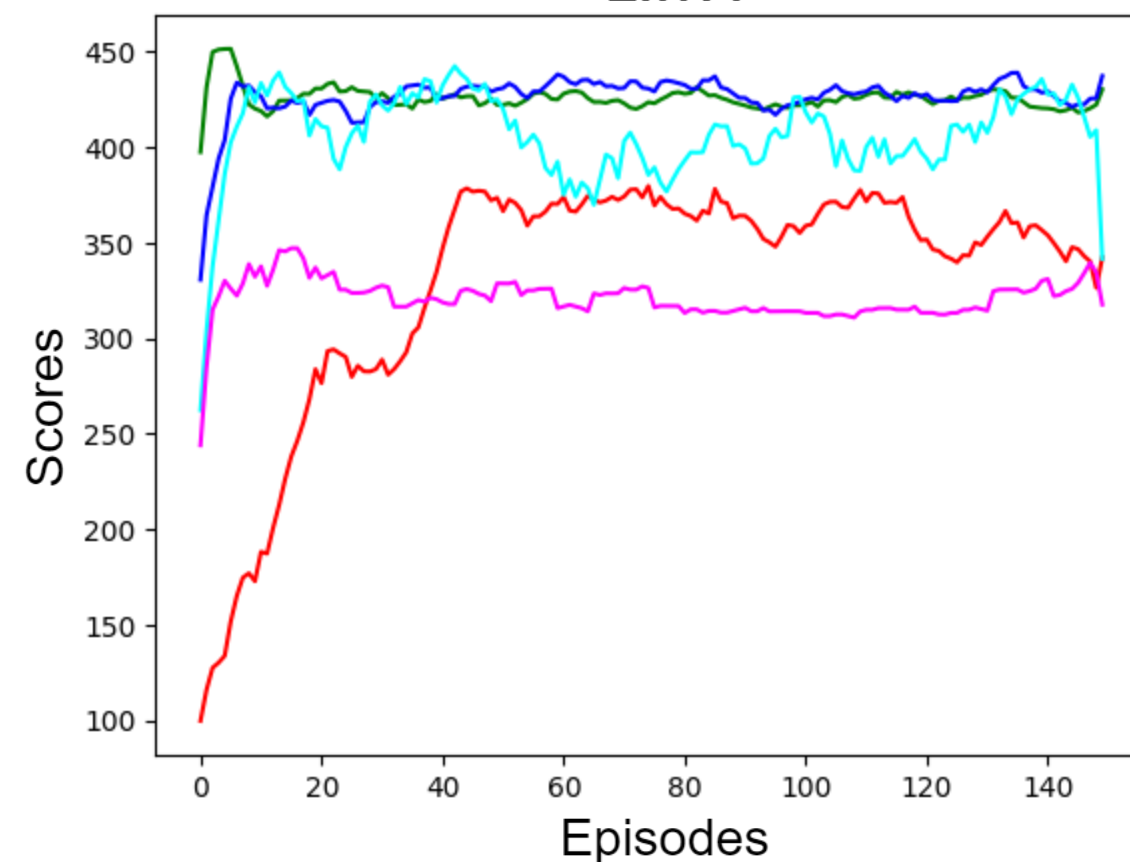
Env: Hex



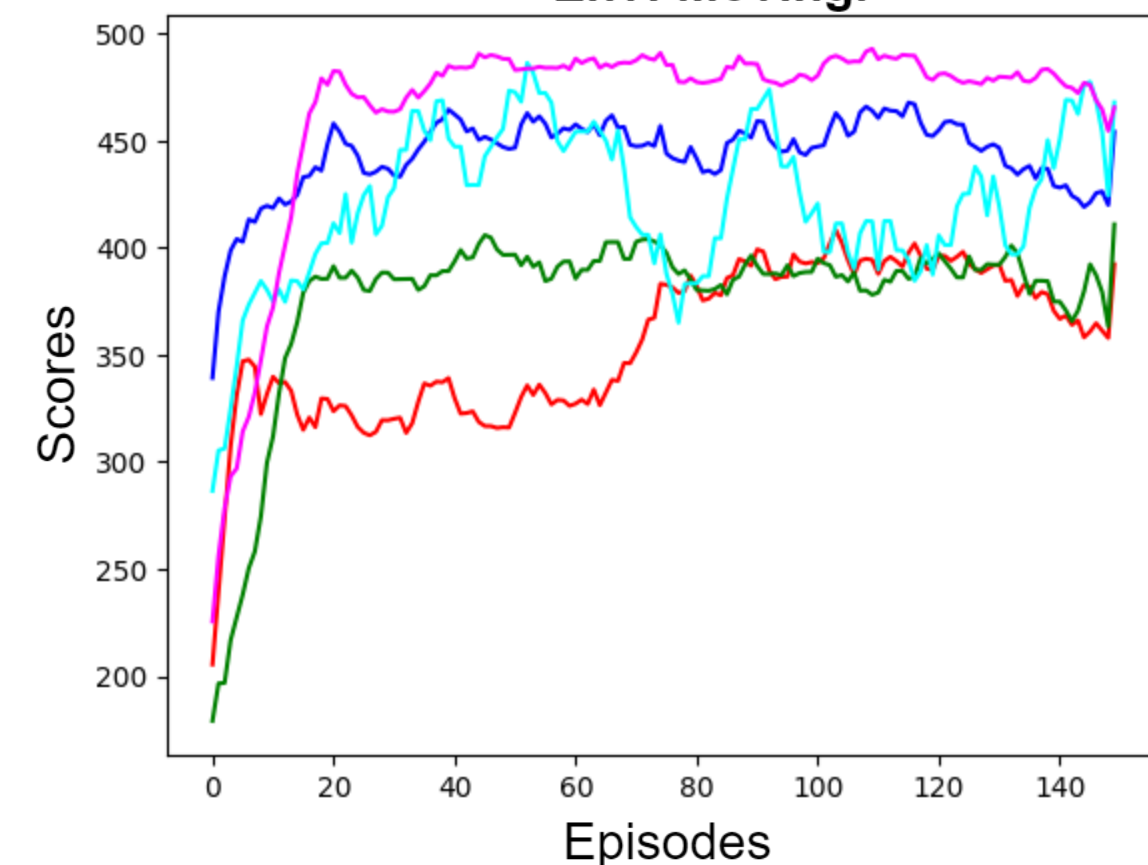
Env: HexO



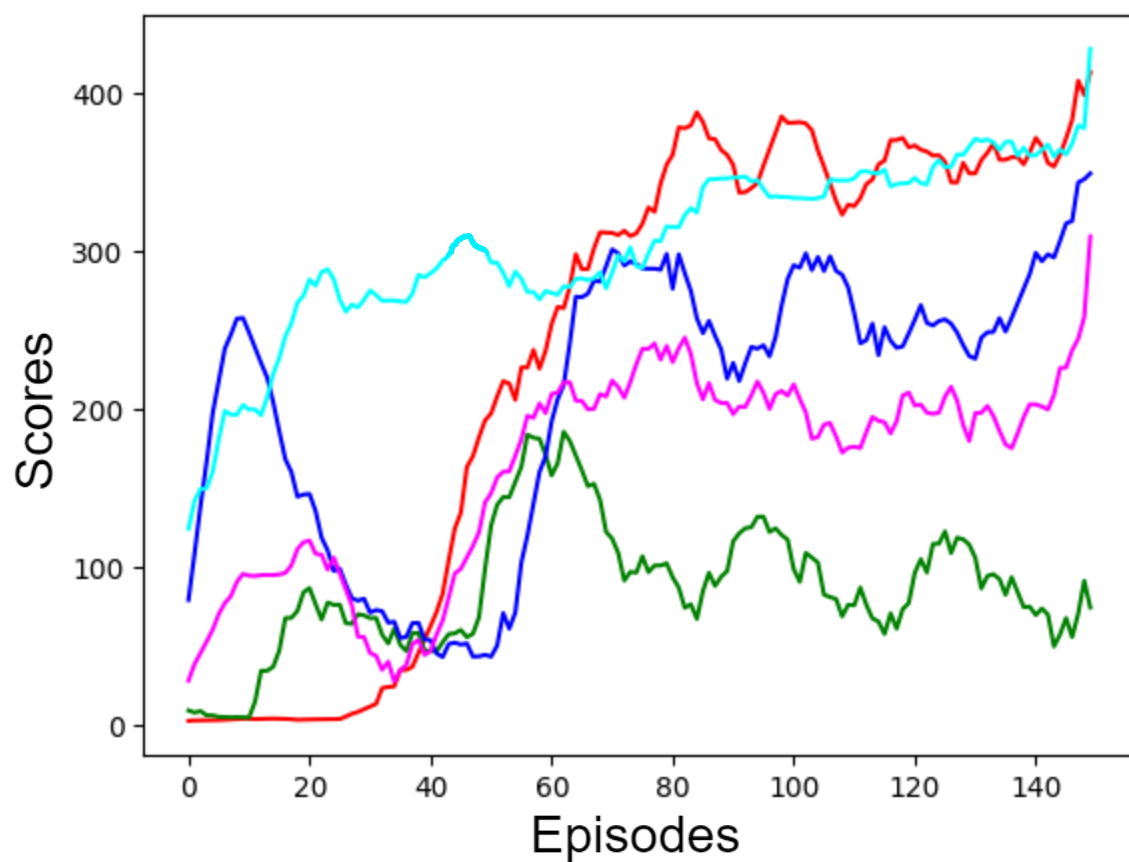
Env: I



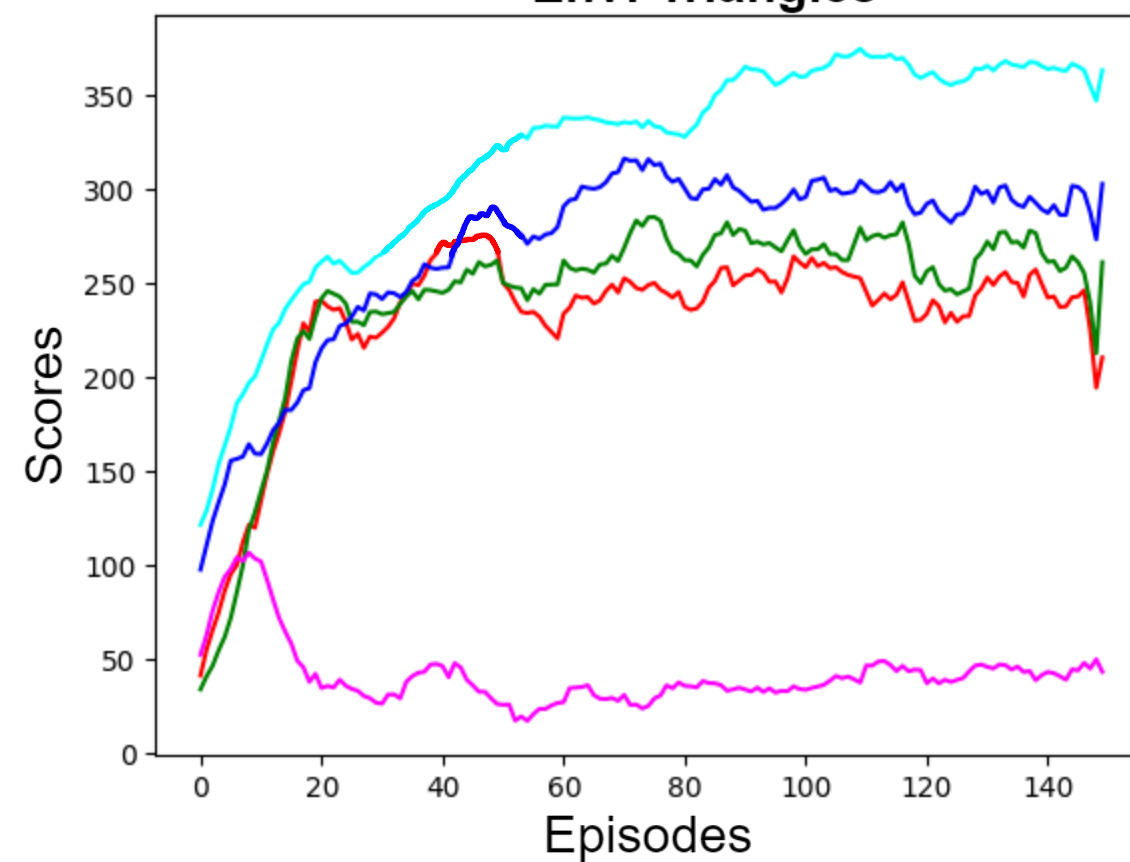
Env: MovingI



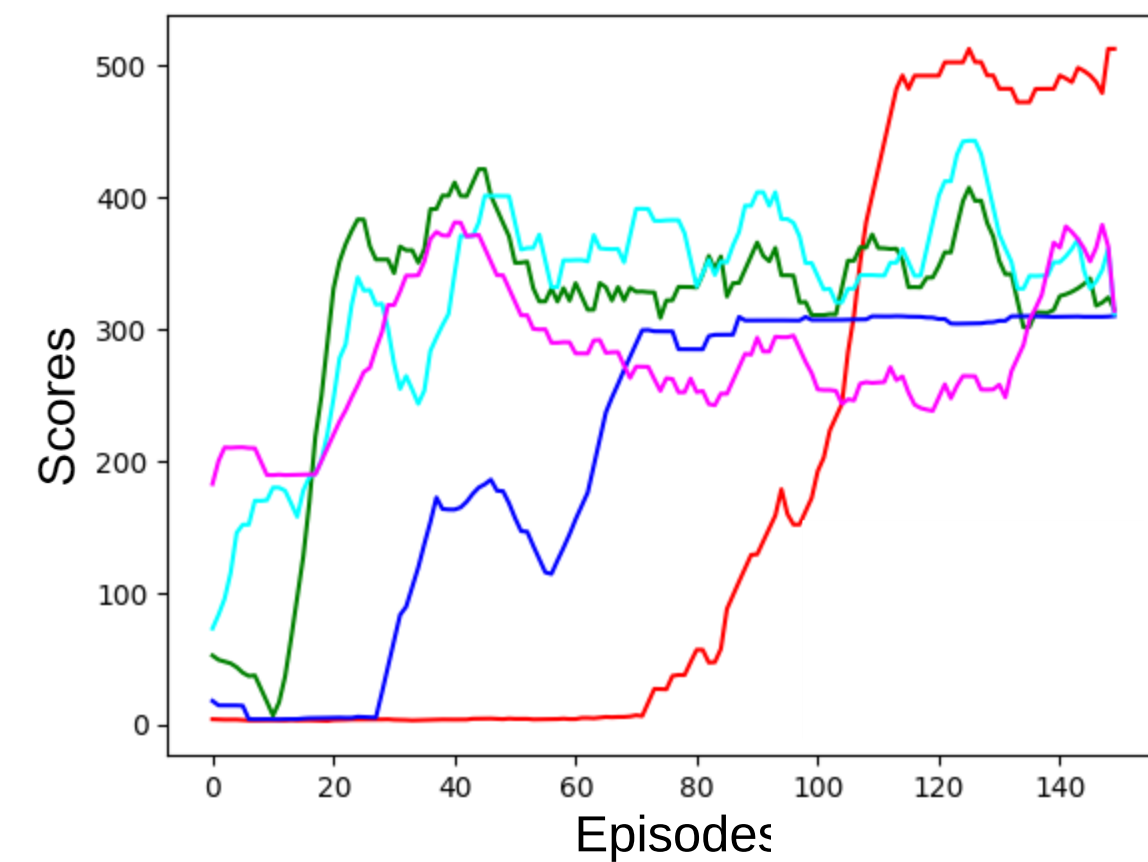
Env: O



Env: Triangles



Env: Walls



Env: X

