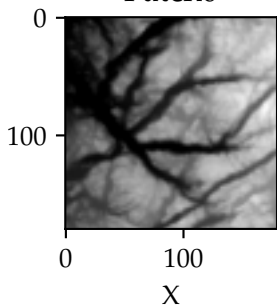
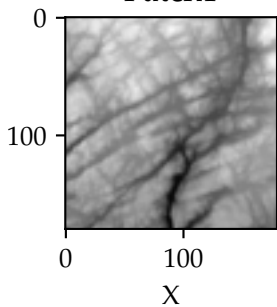


## Terrain2 patches

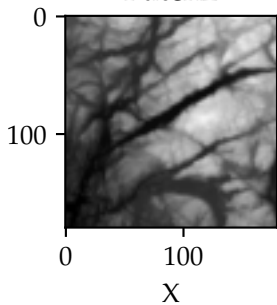
Patch0



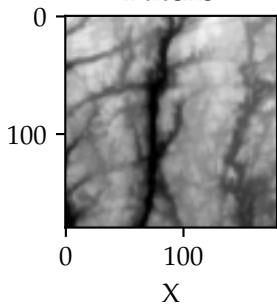
Patch1



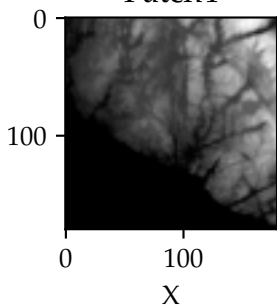
Patch2



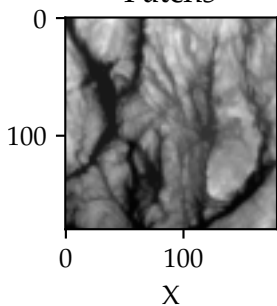
Patch3



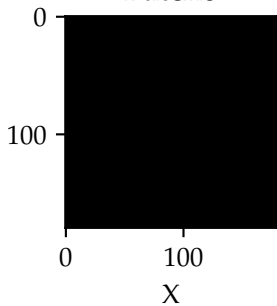
Patch4



Patch5



Patch6



Patch7

