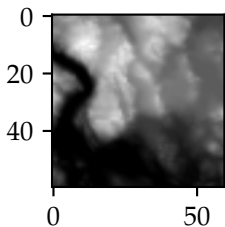
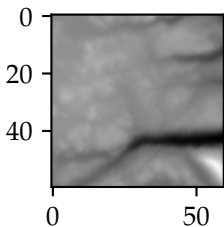


# Terrain1 patches

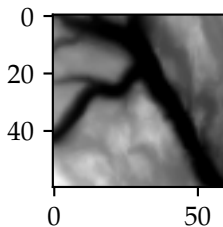
Patch0



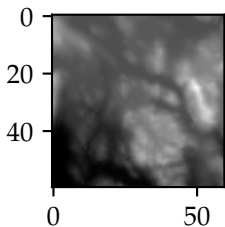
Patch1



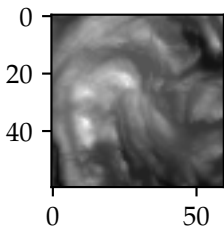
Patch2



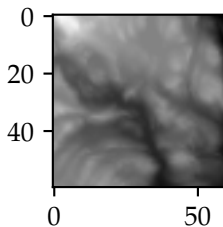
Patch3



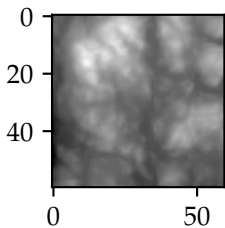
Patch4



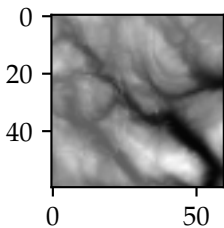
Patch5



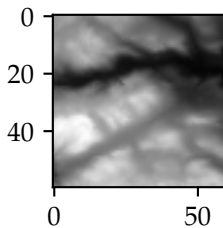
Patch6



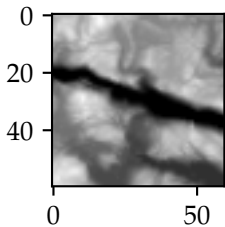
Patch7



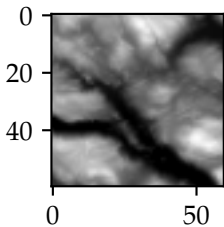
Patch8



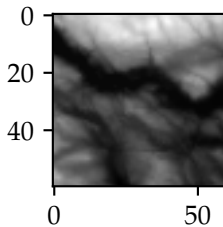
Patch9



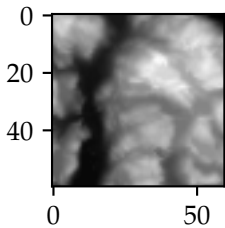
Patch10



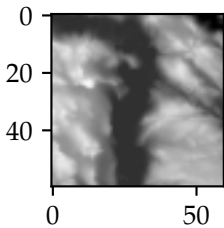
Patch11



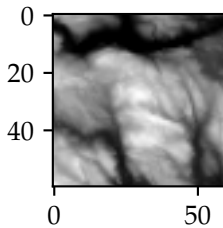
Patch12



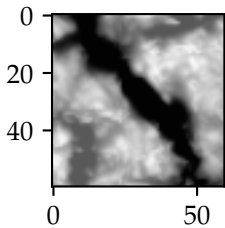
Patch13



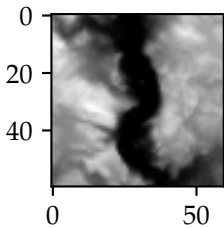
Patch14



Patch15



Patch16



Patch17

