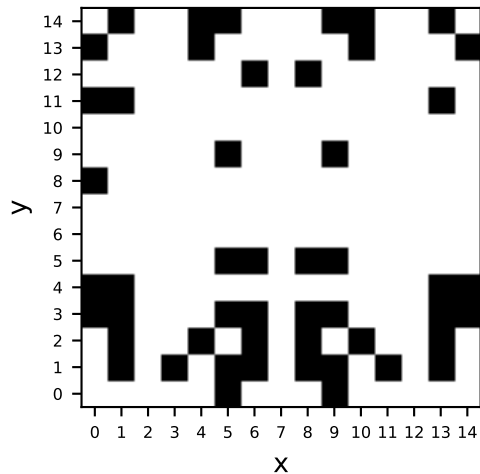
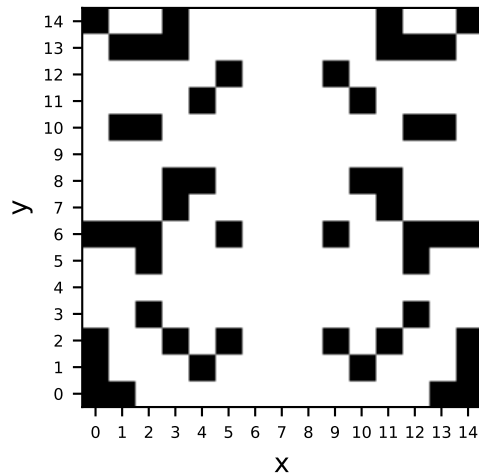


Block channels

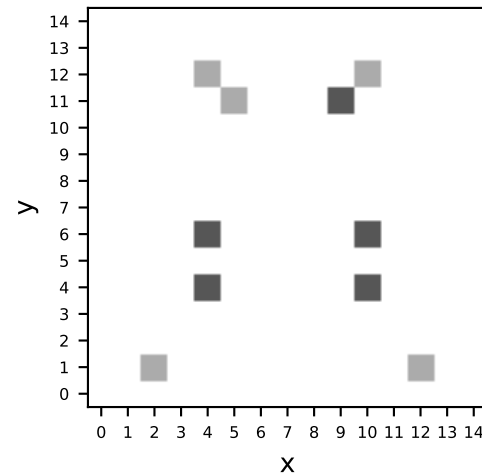
wood-1



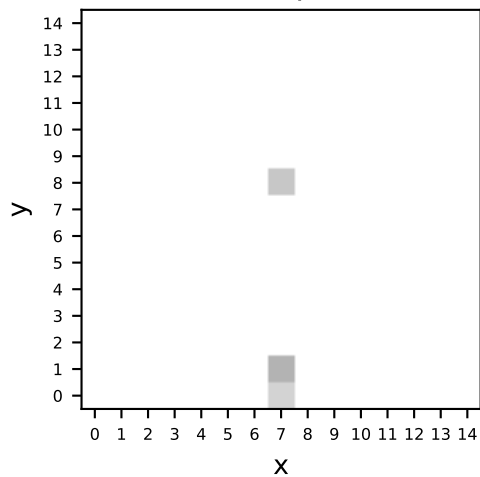
metal-1



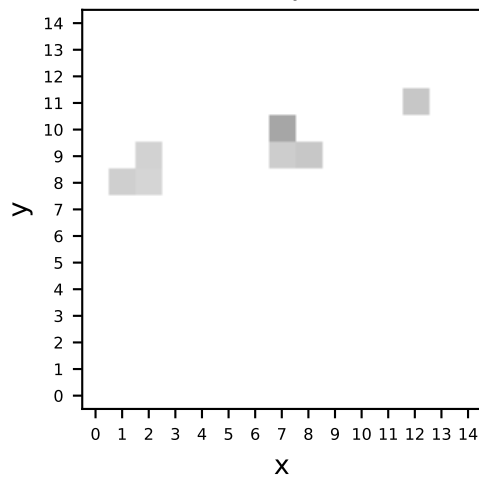
ore-hp



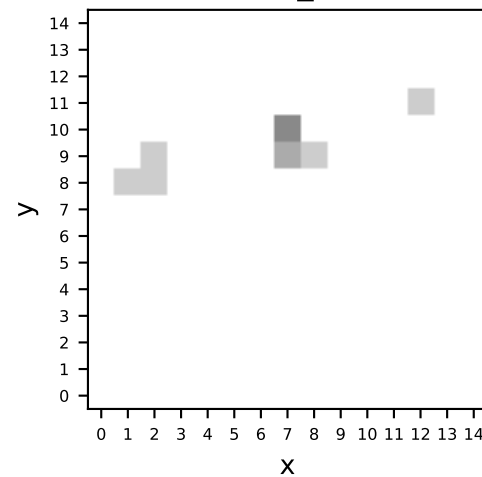
ammo-expiration



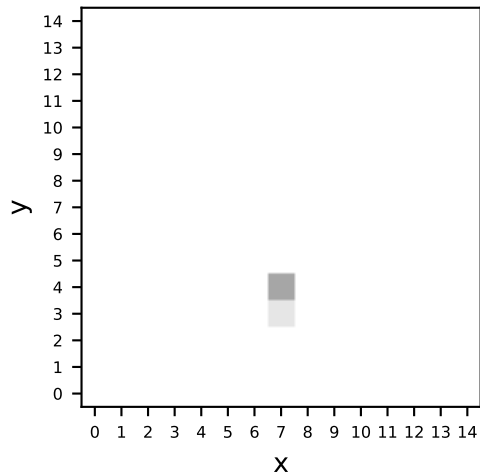
bomb-expiration



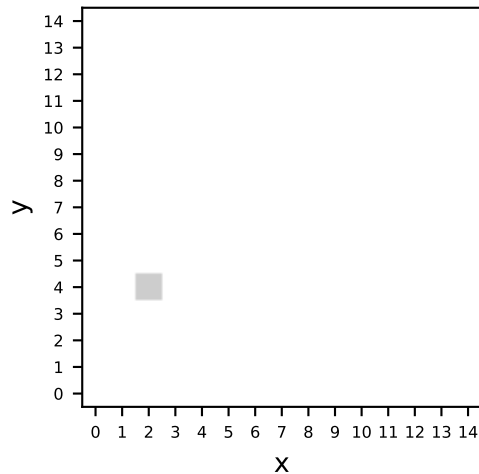
bomb-blast_diameter



blast_powerup-expiration



fire-expiration



fire-1

