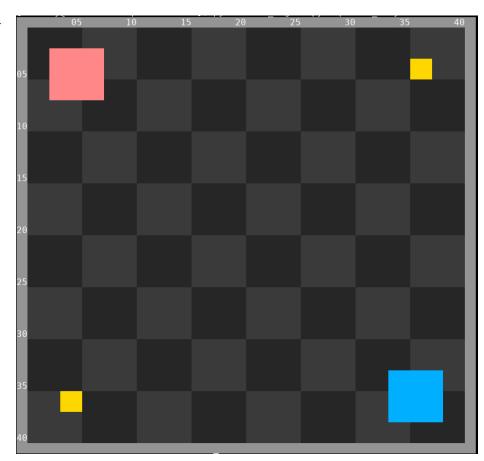
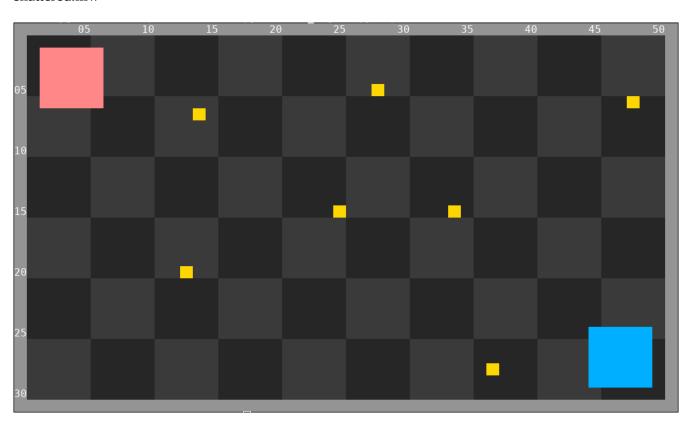
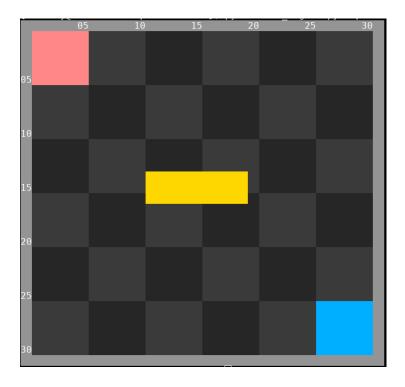
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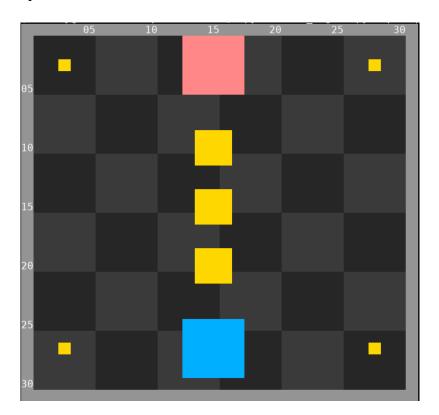
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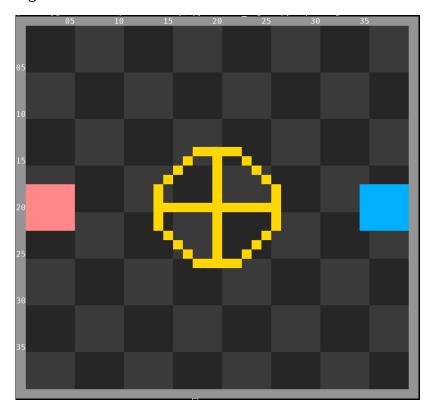
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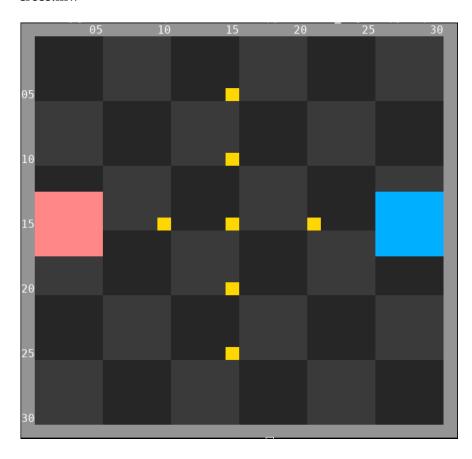
squares.mw



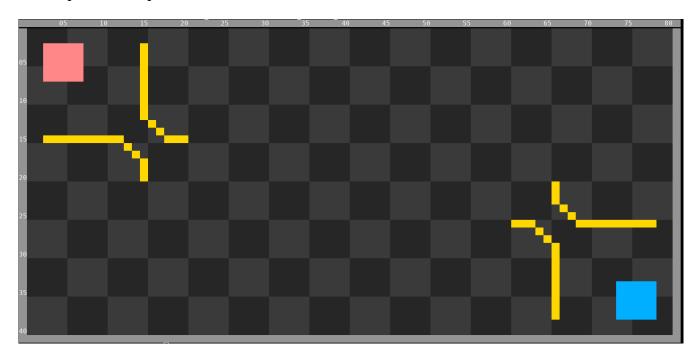
target.mw



cross.mw



fastest_possible_map.mw



lost_temple.mw

