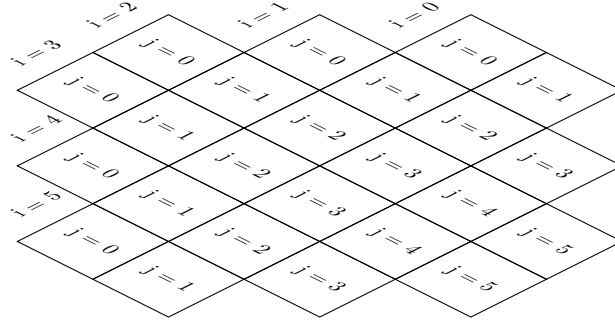


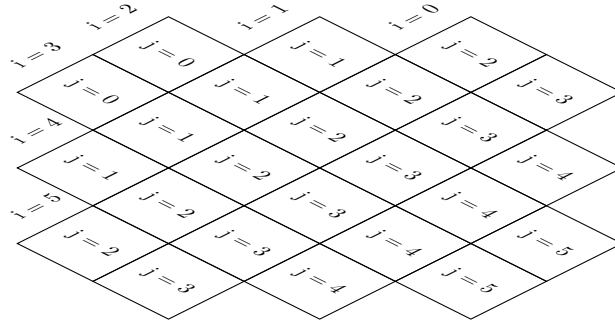
1 Tile serialized layout

Please note that a full map has 398 'rows (i)', not just 6.



2 Tile game layout

Please note that a full map has 400 'rows (i)', not just 6.



3 Translation of coordinates

Please note that a full map has 400 'rows (i)', not just 6.

