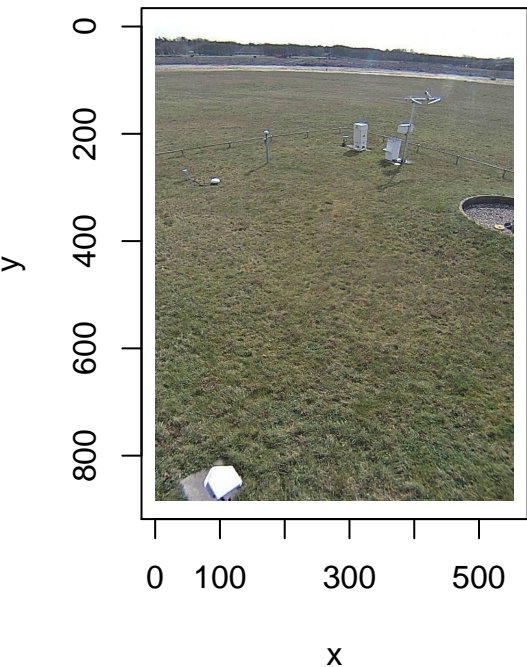


Change in scene: light brown pattern in the distance



Change in scene: full green color in the distance

