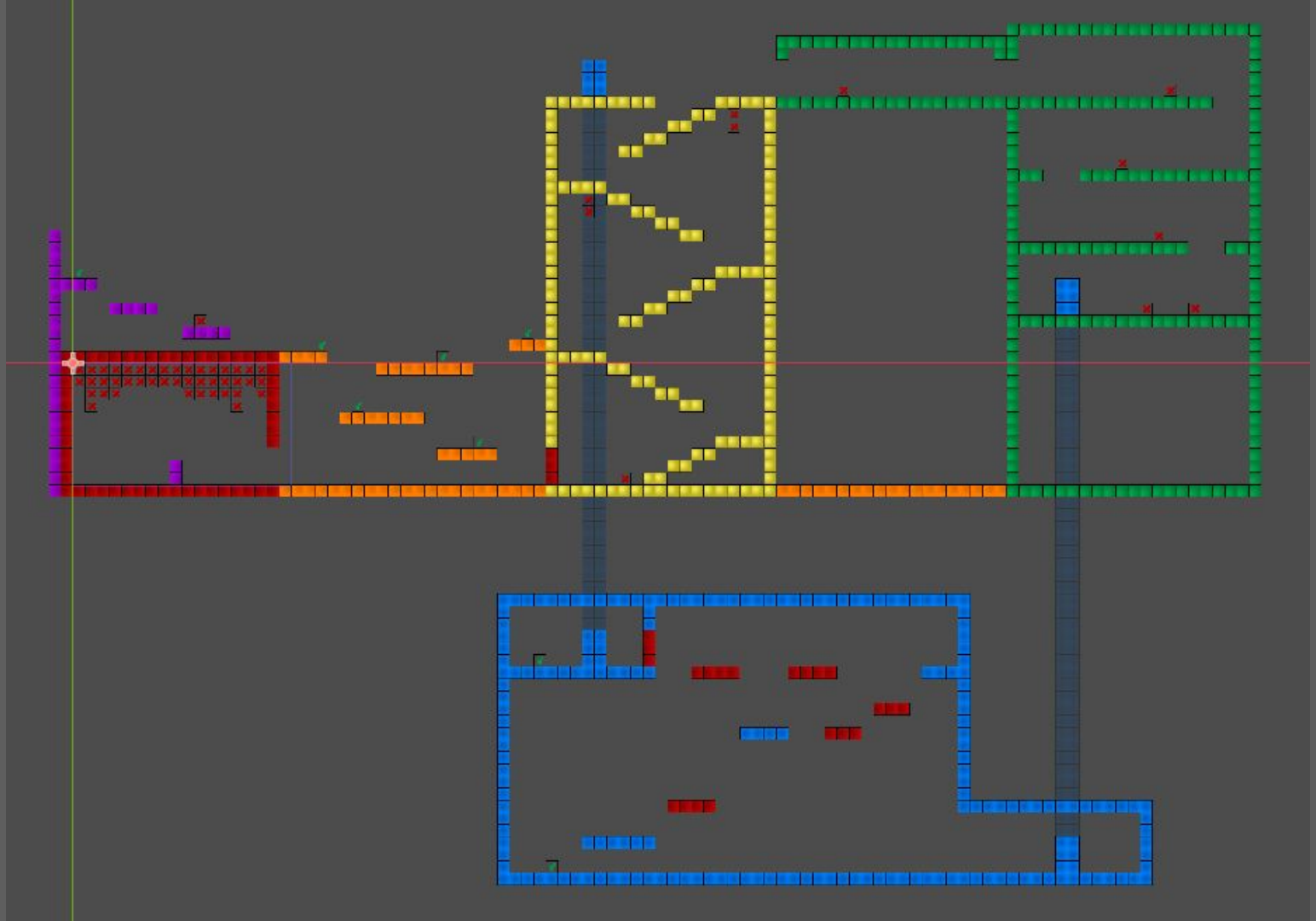
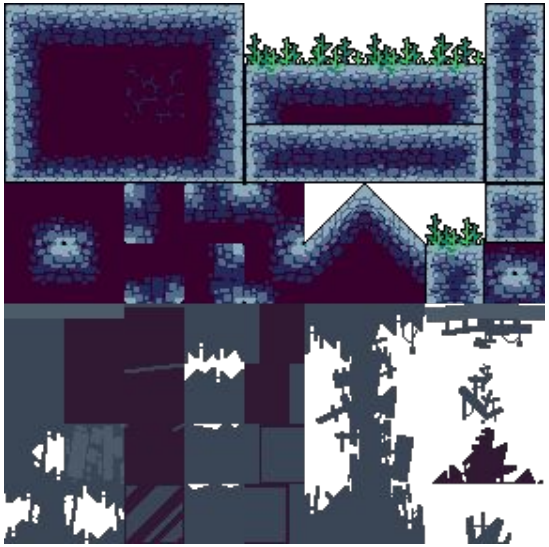
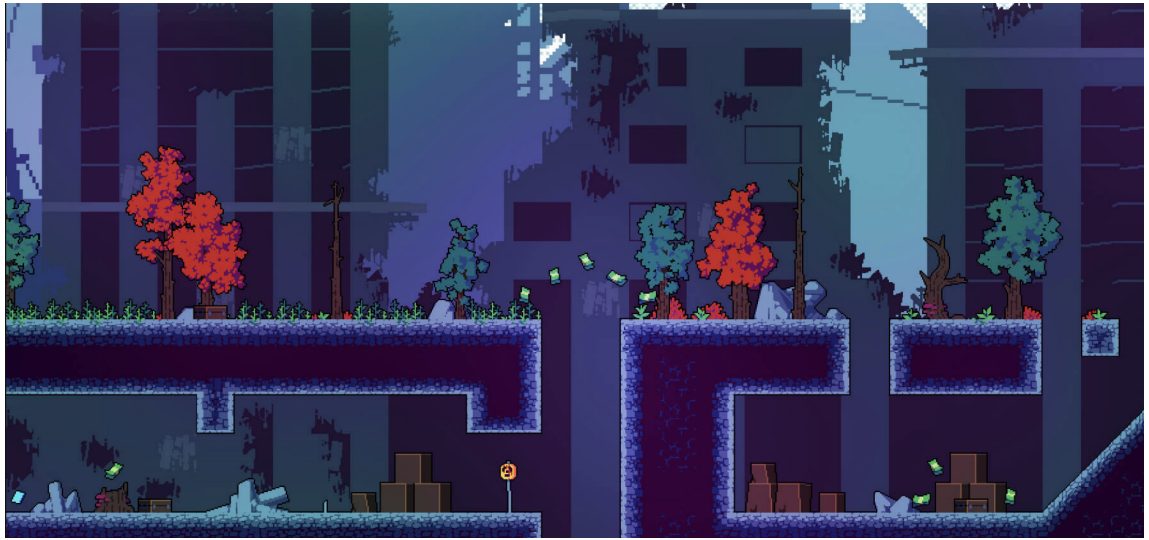
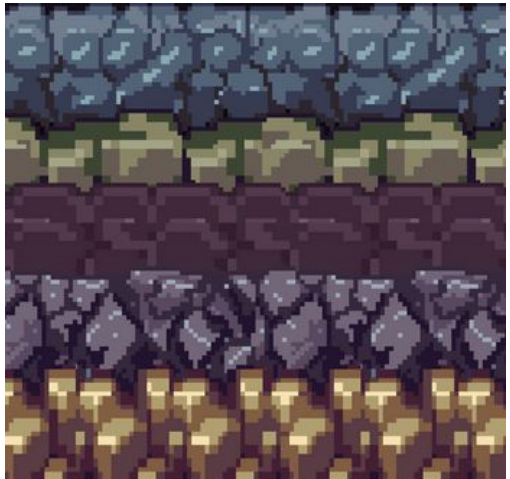


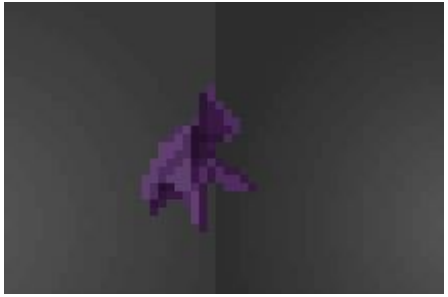


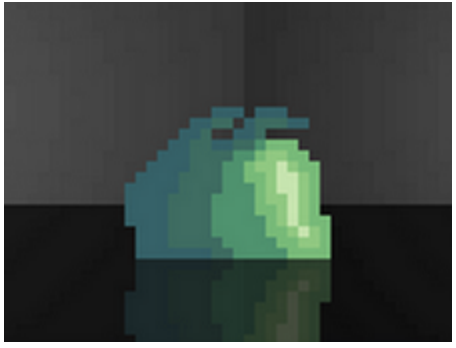




prospective tiles for buildings (interior + exterior) and base of underground mine

city background





enemy assets + art direction