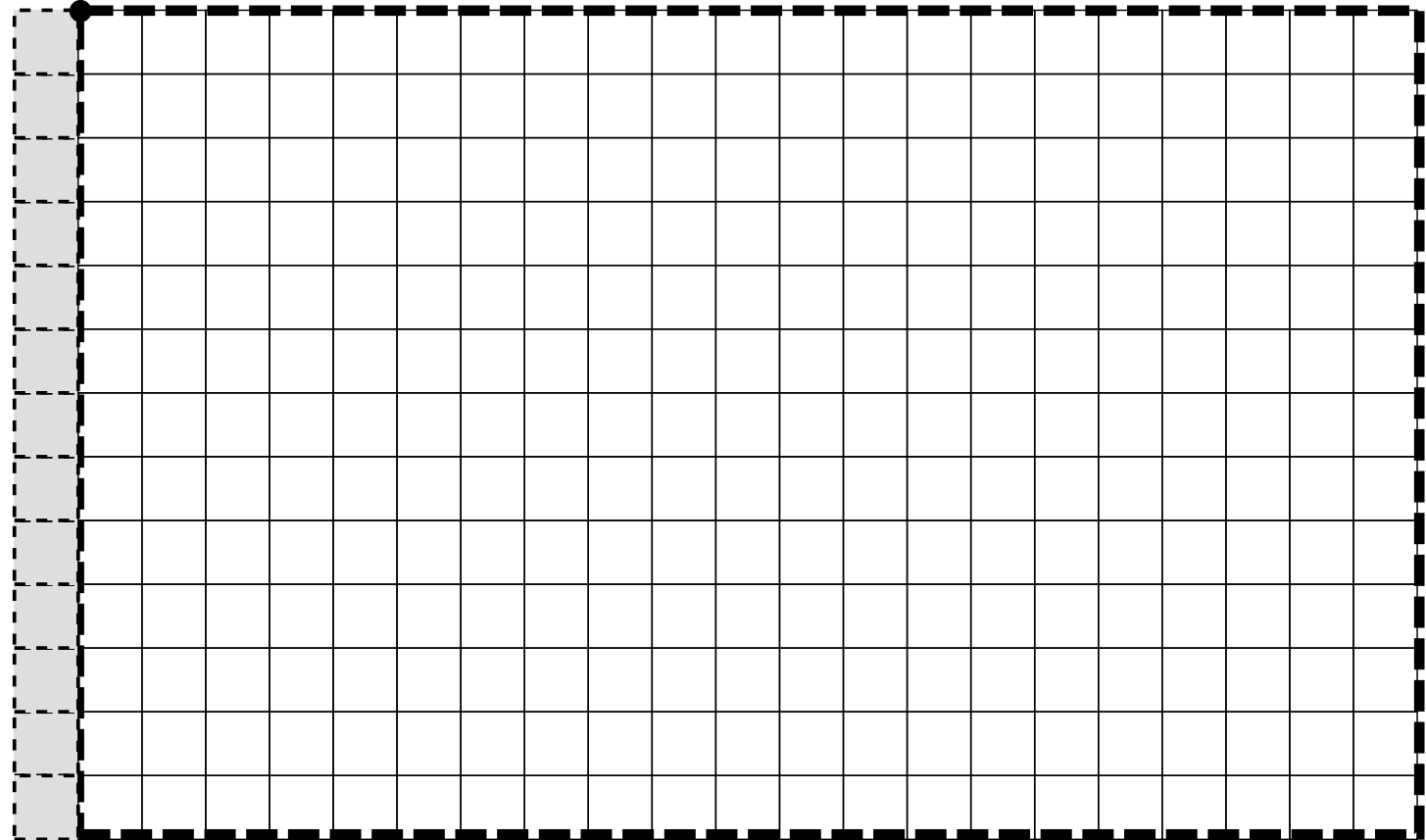


Move 1 tile left

updatestart[]



PORT SIZE = 21

