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| ../../../../Desktop/Picture2.jpg |  |  |  |  |  |
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|  | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture2.jpg |  |  |
| ../../../../Desktop/Picture1.jpg |  | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture1.jpg |  |
|  |  |  |  |  |  |
| ../../../../Desktop/Picture4.jpg |  |  | ../../../../Desktop/Picture3.jpg |  | ../../../../Desktop/Picture2.jpg |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 2, 1, 1, 1, 1, 1, 0,

0, 1, 1, 4, 4, 4, 1, 0,

0, 4, 2, 1, 2, 4, 1, 0,

0, 3, 4, 0, 0, 3, 1, 0,

0, 1, 1, 1, 1, 1, 1, 0,

0, 1, 1, 4, 0, 1, 2, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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|  |  |  | ../../../../Desktop/Picture1.jpg |  | ../../../../Desktop/Picture2.jpg |
|  |  |  | ../../../../Desktop/Picture2.jpg | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture1.jpg |
| ../../../../Desktop/Picture2.jpg |  |  |  |  |  |
|  |  |  |  |  | ../../../../Desktop/Picture2.jpg |
|  |  |  |  |  |  |
| ../../../../Desktop/Picture4.jpg |  |  |  |  |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 1, 3, 1, 2, 0,

0, 1, 4, 1, 2, 0, 3, 0,

0, 2, 4, 1, 1, 1, 1, 0,

0, 1, 4, 1, 4, 1, 2, 0,

0, 4, 1, 4, 1, 1, 1, 0,

0, 1, 1, 1, 1, 1, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture4.jpg |  |  |  |  |  |
|  |  |  | ../../../../Desktop/Picture3.jpg |  |  |
|  | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture3.jpg |  | ../../../../Desktop/Picture2.jpg |
|  |  |  | ../../../../Desktop/Picture1.jpg |  |  |
| ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture1.jpg |  |  | ../../../../Desktop/Picture2.jpg |
|  |  | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture1.jpg |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 1, 1, 1, 1, 0,

0, 4, 4, 4, 0, 1, 1, 0,

0, 1, 2, 1, 0, 1, 2, 0,

0, 1, 1, 1, 3, 1, 4, 0,

0, 3, 0, 3, 1, 1, 2, 0,

0, 1, 1, 2, 1, 3, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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|  |  |  |  | ../../../../Desktop/Picture1.jpg |  |
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|  |  | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture2.jpg |  |  |
|  |  | ../../../../Desktop/Picture3.jpg |  |  |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 1, 1, 1, 2, 0,

0, 1, 4, 4, 4, 3, 1, 0,

0, 1, 4, 2, 4, 1, 2, 0,

0, 1, 4, 1, 4, 1, 1, 0,

0, 1, 1, 3, 2, 1, 1, 0,

0, 1, 1, 4, 1, 1, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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|  |  |  |  | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture1.jpg |
|  | ../../../../Desktop/Picture2.jpg | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture2.jpg |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 1, 1, 1, 2, 0,

0, 4, 4, 4, 4, 1, 1, 0,

0, 1, 2, 1, 4, 1, 1, 0,

0, 1, 1, 1, 4, 1, 1, 0,

0, 1, 1, 1, 1, 3, 3, 0,

0, 1, 2, 0, 0, 2, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture4.jpg |  |  |  |  |  |
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| ../../../../Desktop/Picture3.jpg |  |  |  |  |  |
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|  | ../../../../Desktop/Picture3.jpg |  | ../../../../Desktop/Picture2.jpg |  |  |
| ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture1.jpg |  |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 4, 1, 1, 1, 0,

0, 1, 1, 4, 2, 1, 1, 0,

0, 0, 1, 4, 4, 1, 1, 0,

0, 1, 1, 1, 1, 1, 2, 0,

0, 1, 0, 1, 2, 4, 1, 0,

0, 2, 1, 3, 3, 1, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture2.jpg |  |  | ../../../../Desktop/Picture1.jpg |  | ../../../../Desktop/Picture2.jpg |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 1, 1, 1, 1, 0,

0, 1, 1, 1, 4, 1, 1, 0,

0, 0, 3, 0, 1, 4, 4, 0,

0, 1, 2, 1, 1, 1, 2, 0,

0, 4, 4, 4, 4, 1, 1, 0,

0, 2, 1, 1, 3, 1, 2, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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|  |  |  | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture4.jpg |
| ../../../../Desktop/Picture2.jpg |  |  |  |  |  |
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| ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture1.jpg |  | ../../../../Desktop/Picture3.jpg |  | ../../../../Desktop/Picture2.jpg |
|  |  |  | ../../../../Desktop/Picture1.jpg |  |  |
|  | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture3.jpg |  |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 4, 2, 4, 1, 0,

0, 2, 1, 4, 1, 4, 1, 0,

0, 1, 1, 4, 1, 1, 1, 0,

0, 0, 3, 4, 0, 1, 2, 0,

0, 1, 1, 1, 3, 1, 1, 0,

0, 1, 2, 1, 0, 1, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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|  |  | ../../../../Desktop/Picture2.jpg |  |  |  |
| ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture3.jpg |  | ../../../../Desktop/Picture2.jpg |
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|  |  |  | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture3.jpg |  |
|  |  | ../../../../Desktop/Picture2.jpg |  |  |  |
|  |  |  |  |  | ../../../../Desktop/Picture4.jpg |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 2, 1, 1, 1, 0,

0, 2, 1, 3, 0, 1, 2, 0,

0, 1, 4, 4, 4, 1, 1, 0,

0, 1, 4, 1, 0, 0, 1, 0,

0, 1, 4, 2, 4, 1, 1, 0,

0, 1, 1, 1, 4, 1, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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|  |  | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture1.jpg |  |
|  |  |  |  | ../../../../Desktop/Picture3.jpg |  |
| ../../../../Desktop/Picture2.jpg |  |  | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture1.jpg |
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| ../../../../Desktop/Picture1.jpg |  |  |  |  |  |
| ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture4.jpg |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 2, 1, 3, 1, 0,

0, 1, 1, 1, 1, 0, 1, 0,

0, 2, 4, 1, 3, 0, 3, 0,

0, 1, 1, 1, 1, 4, 1, 0,

0, 3, 1, 4, 4, 4, 1, 0,

0, 0, 2, 1, 2, 4, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture4.jpg |  | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture2.jpg |  |
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|  | ../../../../Desktop/Picture1.jpg |  | ../../../../Desktop/Picture1.jpg |  |  |
|  |  |  | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture2.jpg |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 4, 2, 1, 2, 1, 0,

0, 1, 4, 4, 4, 1, 1, 0,

0, 1, 1, 1, 3, 4, 2, 0,

0, 1, 0, 1, 1, 0, 1, 0,

0, 1, 3, 1, 3, 1, 1, 0,

0, 1, 1, 1, 3, 2, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture3.jpg |  |  | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture1.jpg |  |
|  | ../../../../Desktop/Picture1.jpg |  |  |  |  |
| ../../../../Desktop/Picture2.jpg | ../../../../Desktop/Picture1.jpg |  |  | ../../../../Desktop/Picture2.jpg |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 1, 1, 1, 1, 0,

0, 4, 4, 4, 1, 1, 2, 0,

0, 1, 2, 1, 1, 1, 1, 0,

0, 0, 1, 4, 0, 3, 4, 0,

0, 1, 3, 1, 1, 1, 1, 0,

0, 2, 3, 1, 1, 2, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture2.jpg | ../../../../Desktop/Picture1.jpg |  |  |  |  |
|  | ../../../../Desktop/Picture1.jpg |  |  |  | ../../../../Desktop/Picture3.jpg |
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|  |  |  |  | ../../../../Desktop/Picture2.jpg |  |
| ../../../../Desktop/Picture4.jpg |  | ../../../../Desktop/Picture2.jpg |  |  |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 0, 0, 1, 1, 1, 2, 0,

0, 2, 3, 1, 4, 1, 1, 0,

0, 1, 3, 1, 4, 1, 0, 0,

0, 1, 4, 1, 4, 1, 0, 0,

0, 1, 1, 1, 4, 2, 1, 0,

0, 1, 4, 2, 4, 1, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture2.jpg |  |  |  | ../../../../Desktop/Picture1.jpg |  |
|  |  |  |  |  | ../../../../Desktop/Picture2.jpg |
| ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture1.jpg |  |  |  |  |
| ../../../../Desktop/Picture2.jpg |  |  |  |  |  |
|  |  |  |  | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture3.jpg |
| ../../../../Desktop/Picture4.jpg |  |  |  |  | ../../../../Desktop/Picture2.jpg |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 2, 1, 1, 1, 3, 1, 0,

0, 4, 4, 4, 1, 1, 2, 0,

0, 0, 3, 1, 1, 4, 4, 0,

0, 2, 1, 1, 1, 1, 1, 0,

0, 4, 4, 1, 4, 3, 0, 0,

0, 1, 1, 1, 1, 1, 2, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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|  | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture2.jpg |  |  | ../../../../Desktop/Picture4.jpg |
| ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture1.jpg |  |  |  |
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|  | ../../../../Desktop/Picture2.jpg | ../../../../Desktop/Picture3.jpg |  | ../../../../Desktop/Picture3.jpg |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 0, 2, 1, 1, 1, 0,

0, 0, 3, 3, 4, 1, 1, 0,

0, 2, 1, 1, 4, 1, 4, 0,

0, 1, 1, 1, 1, 1, 2, 0,

0, 1, 4, 4, 4, 1, 1, 0,

0, 1, 2, 0, 4, 0, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture2.jpg |  |  | ../../../../Desktop/Picture4.jpg |
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| ../../../../Desktop/Picture2.jpg |  |  |  | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture3.jpg |
|  | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture3.jpg |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 2, 1, 2, 4, 1, 1, 0,

0, 1, 4, 4, 4, 1, 1, 0,

0, 1, 1, 1, 3, 1, 1, 0,

0, 4, 4, 1, 1, 1, 1, 0,

0, 2, 1, 1, 1, 0, 0, 0,

0, 1, 0, 2, 1, 0, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture3.jpg |  |  |  |  |  |
| ../../../../Desktop/Picture3.jpg |  |  |  |  | ../../../../Desktop/Picture1.jpg |
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| ../../../../Desktop/Picture4.jpg |  | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture2.jpg | ../../../../Desktop/Picture3.jpg |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 2, 3, 1, 1, 0,

0, 0, 1, 1, 1, 4, 4, 0,

0, 0, 1, 4, 1, 1, 3, 0,

0, 1, 2, 4, 1, 1, 2, 0,

0, 4, 4, 4, 1, 0, 1, 0,

0, 1, 1, 3, 2, 0, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 1, 1, 1, 2, 0,

0, 2, 3, 1, 1, 1, 1, 0,

0, 3, 4, 1, 3, 4, 1, 0,

0, 0, 1, 1, 2, 4, 1, 0,

0, 0, 1, 4, 4, 4, 1, 0,

0, 1, 1, 4, 2, 1, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture2.jpg | ../../../../Desktop/Picture1.jpg |  | ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture2.jpg |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 4, 2, 4, 1, 2, 0,

0, 1, 4, 1, 4, 1, 1, 0,

0, 1, 1, 1, 3, 1, 1, 0,

0, 1, 4, 1, 0, 1, 1, 0,

0, 1, 4, 1, 4, 1, 1, 0,

0, 2, 3, 1, 0, 2, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];

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| ../../../../Desktop/Picture3.jpg | ../../../../Desktop/Picture1.jpg | ../../../../Desktop/Picture2.jpg |  | ../../../../Desktop/Picture1.jpg |  |

var gameMap = [

0, 0, 0, 0, 0, 0, 0, 0,

0, 1, 1, 1, 1, 1, 2, 0,

0, 4, 1, 4, 3, 1, 1, 0,

0, 0, 4, 0, 4, 1, 4, 0,

0, 1, 2, 1, 1, 1, 0, 0,

0, 1, 1, 1, 1, 1, 2, 0,

0, 0, 3, 2, 1, 3, 1, 0,

0, 0, 0, 0, 0, 0, 0, 0

];