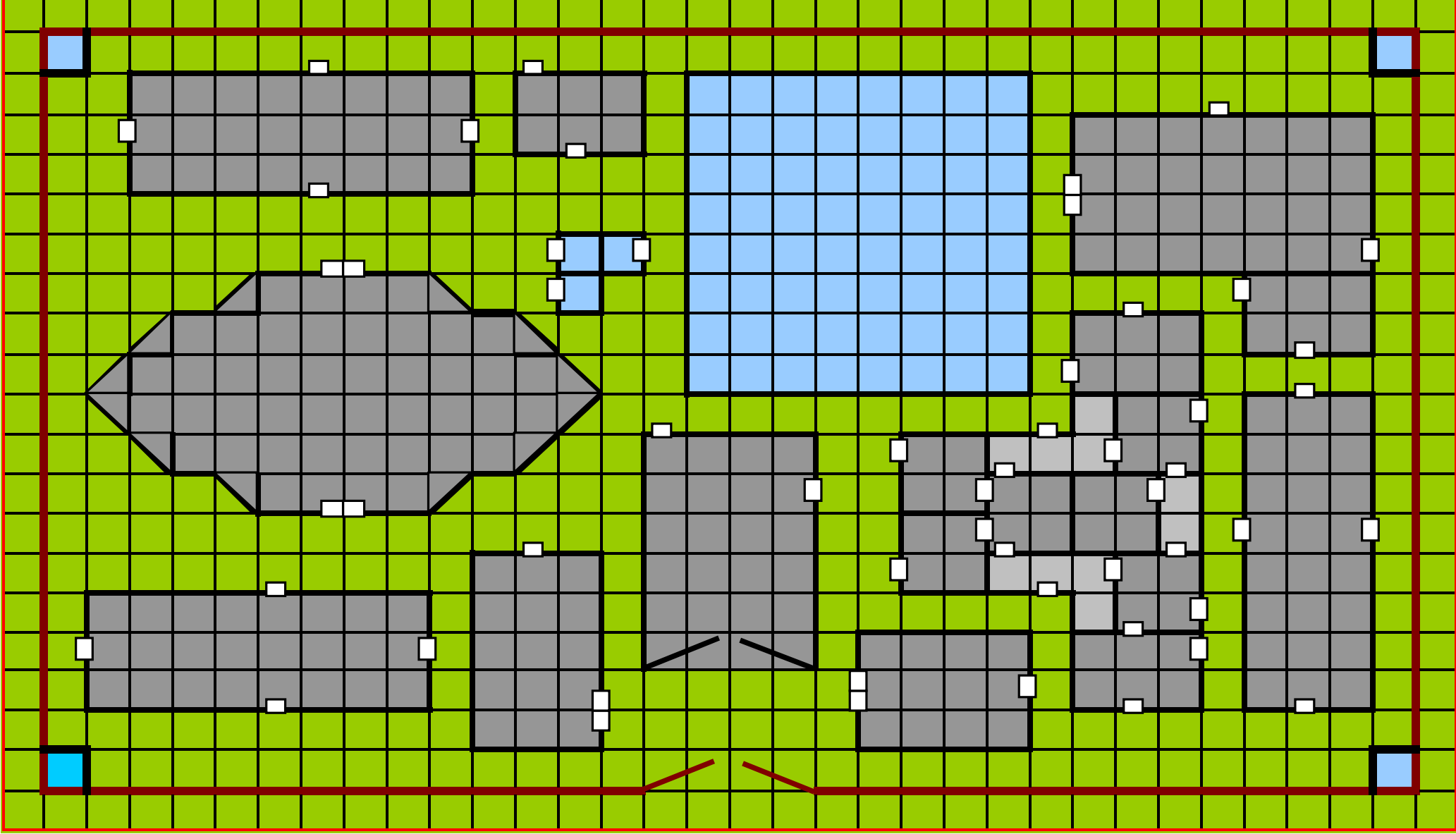
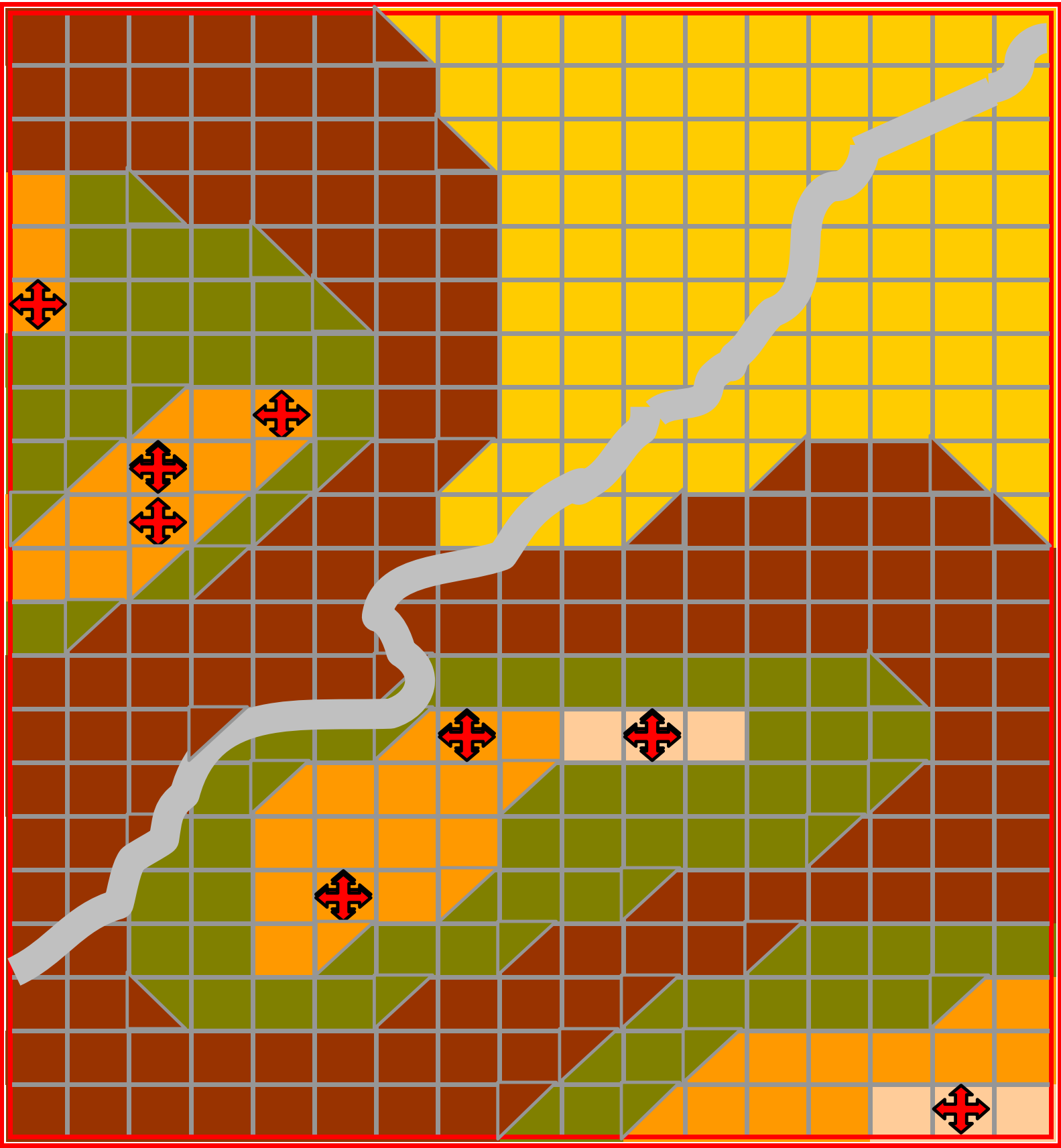


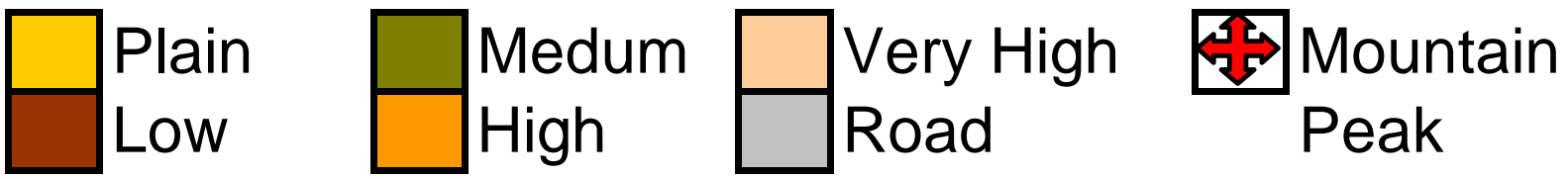
Cellar  
Power  
Hotel

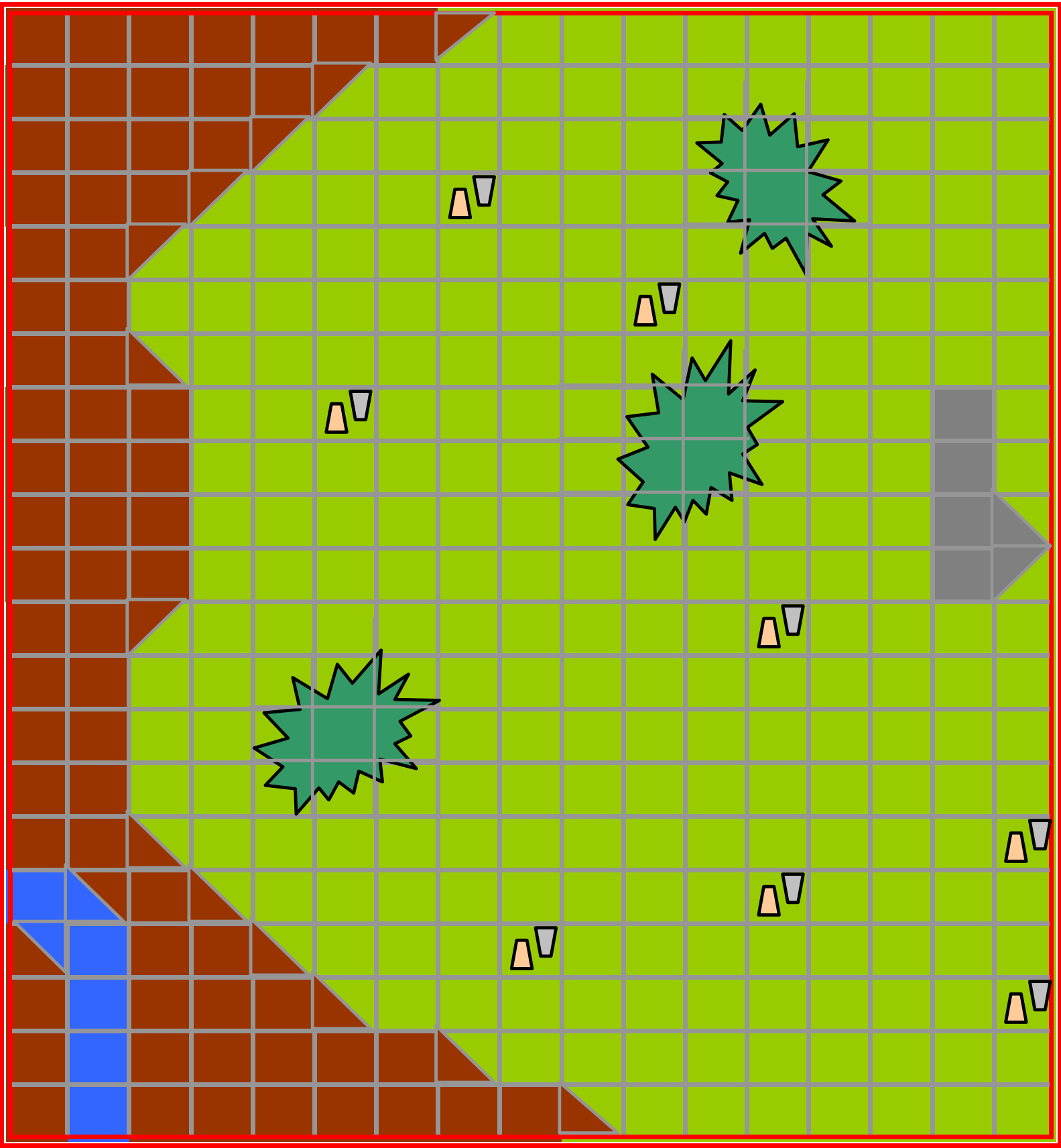


- Special
- Artificial Grass
- Room
- Corridor
- Door
- Gate
- Security Perimeter









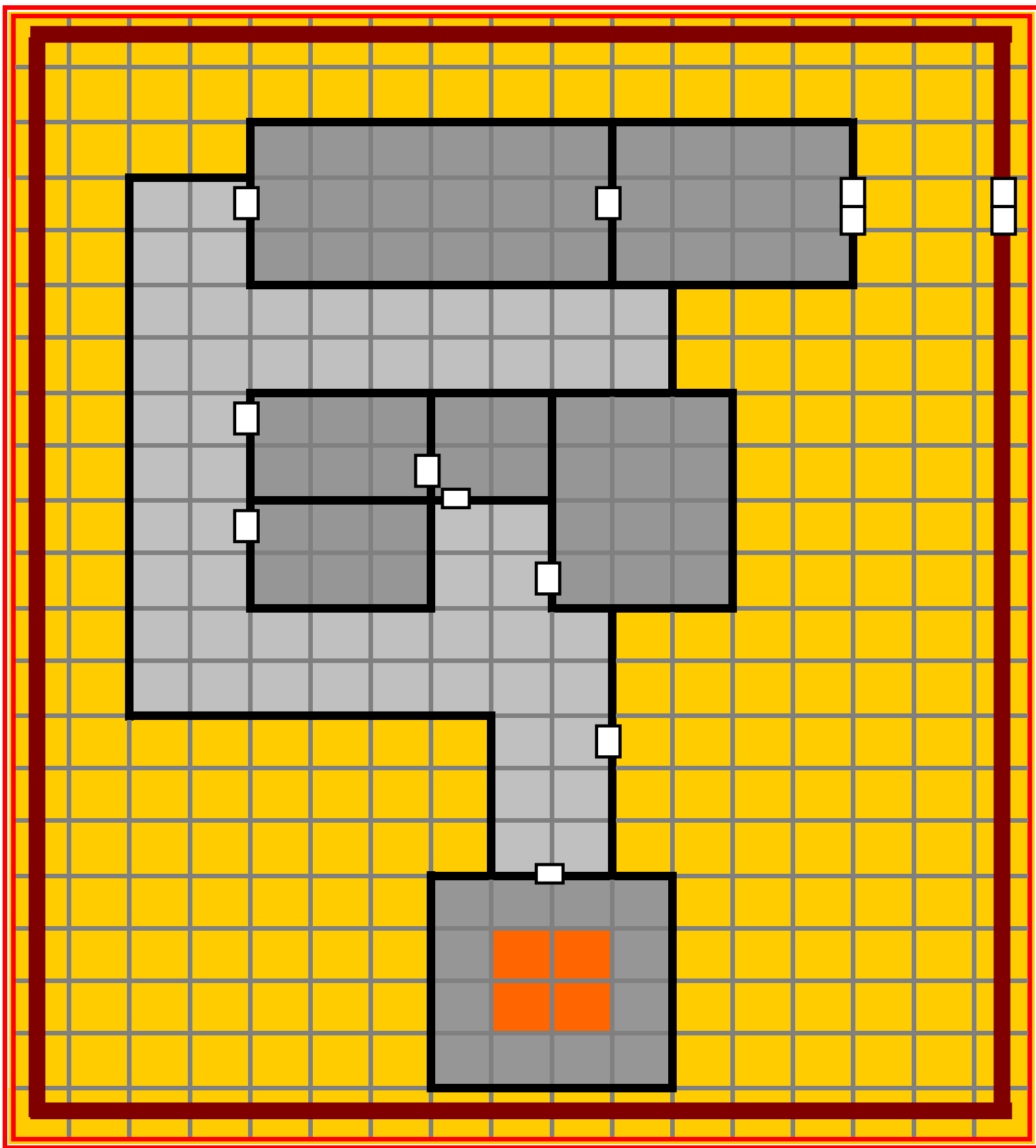
### Mountains



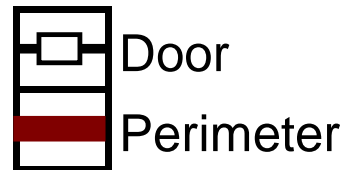
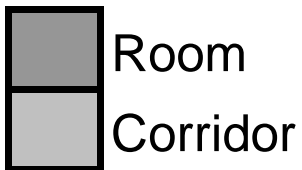


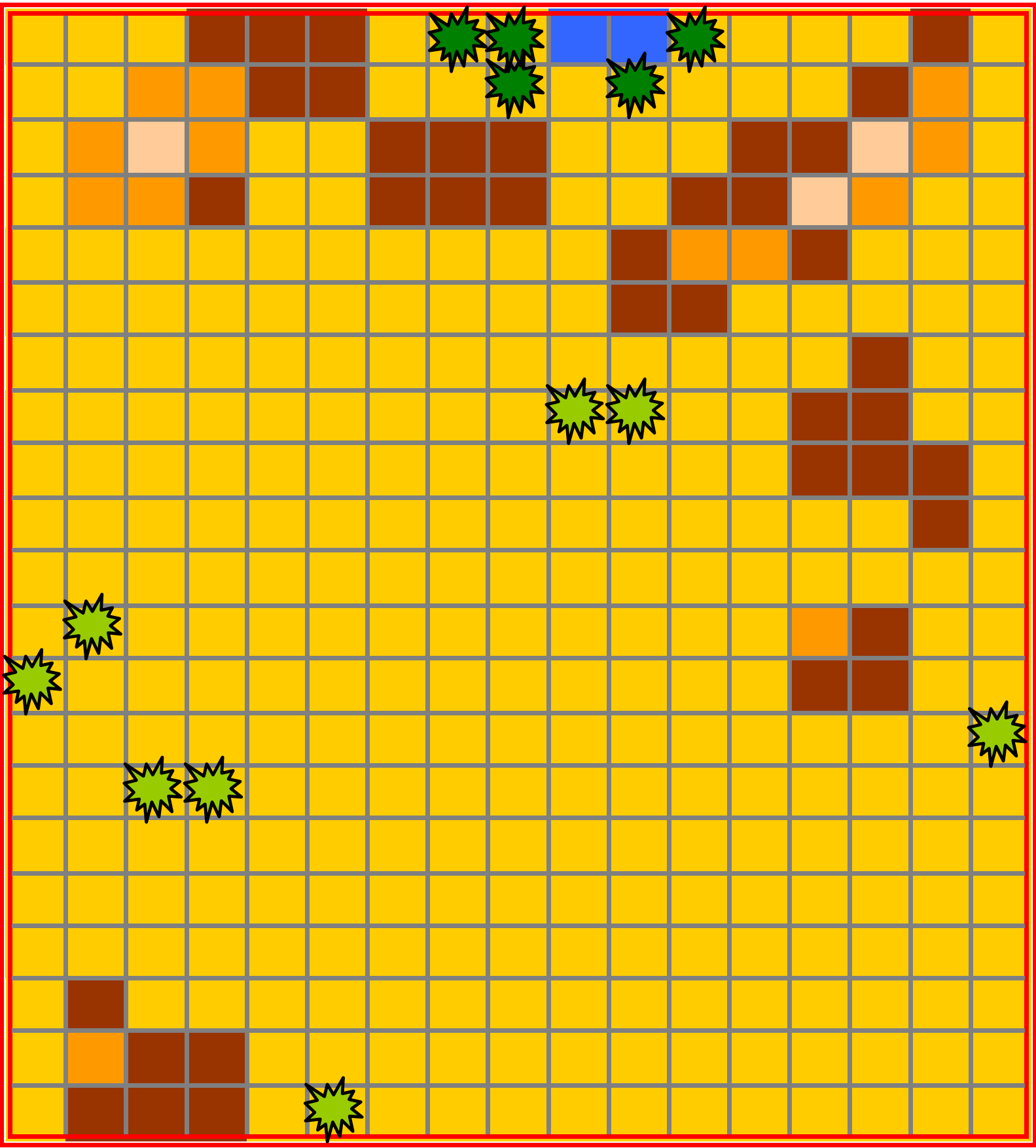
**Crater**

- |  |            |   |              |   |         |
|--|------------|---|--------------|---|---------|
|  | Dying Tree |  | Slope        |  | Rocks   |
|  | Stream     |  | Fungus Swamp |  | Special |










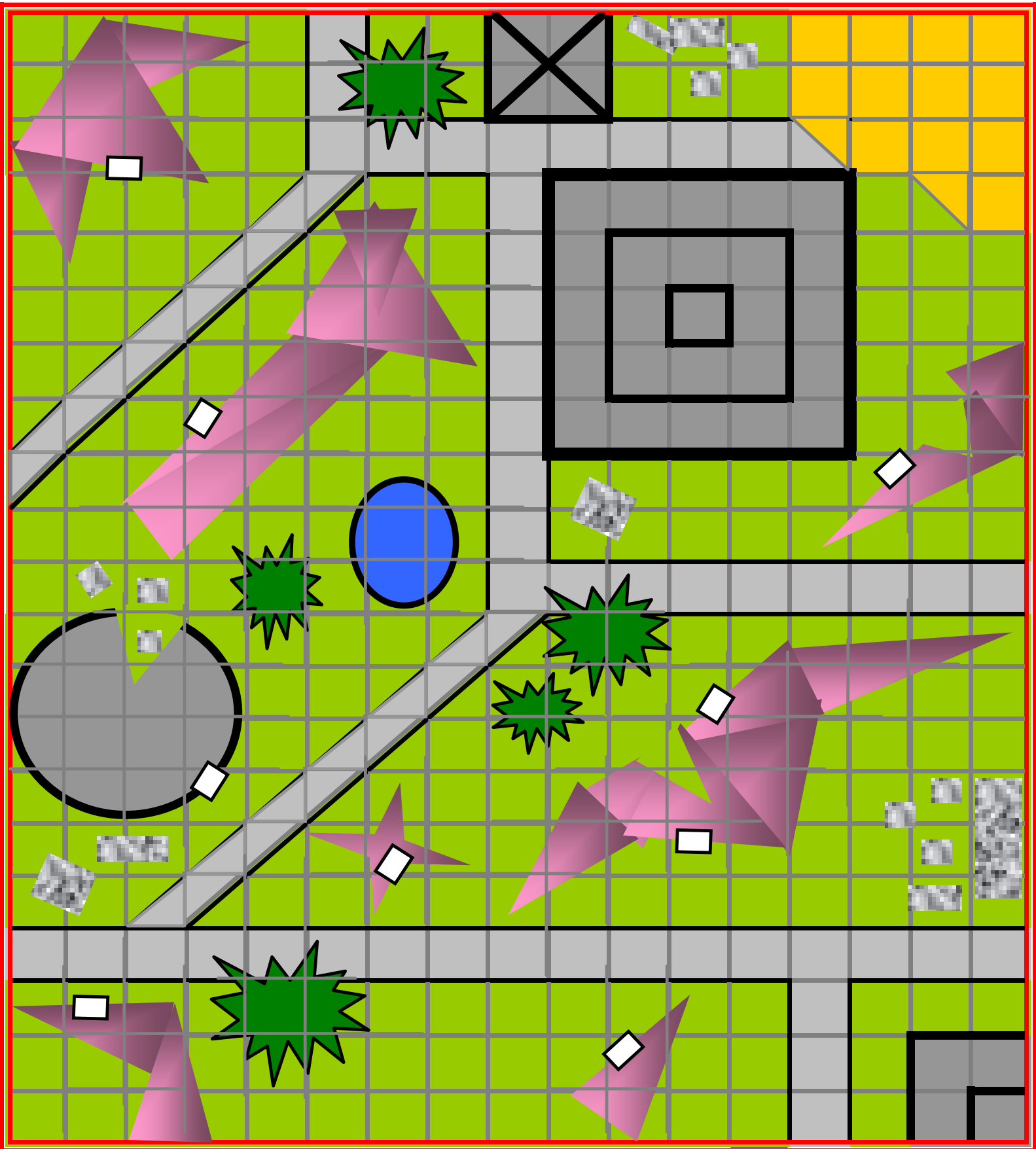
## Fort








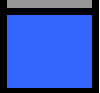





**Desert**

 Floater Root	 Water	 Low	 High
 Tree	 Sand	 Medium	



### Ruins

	Tree		Building		Dry Canal		Crystal Bldg
	Ground		Water		Road		Rubble
							Door