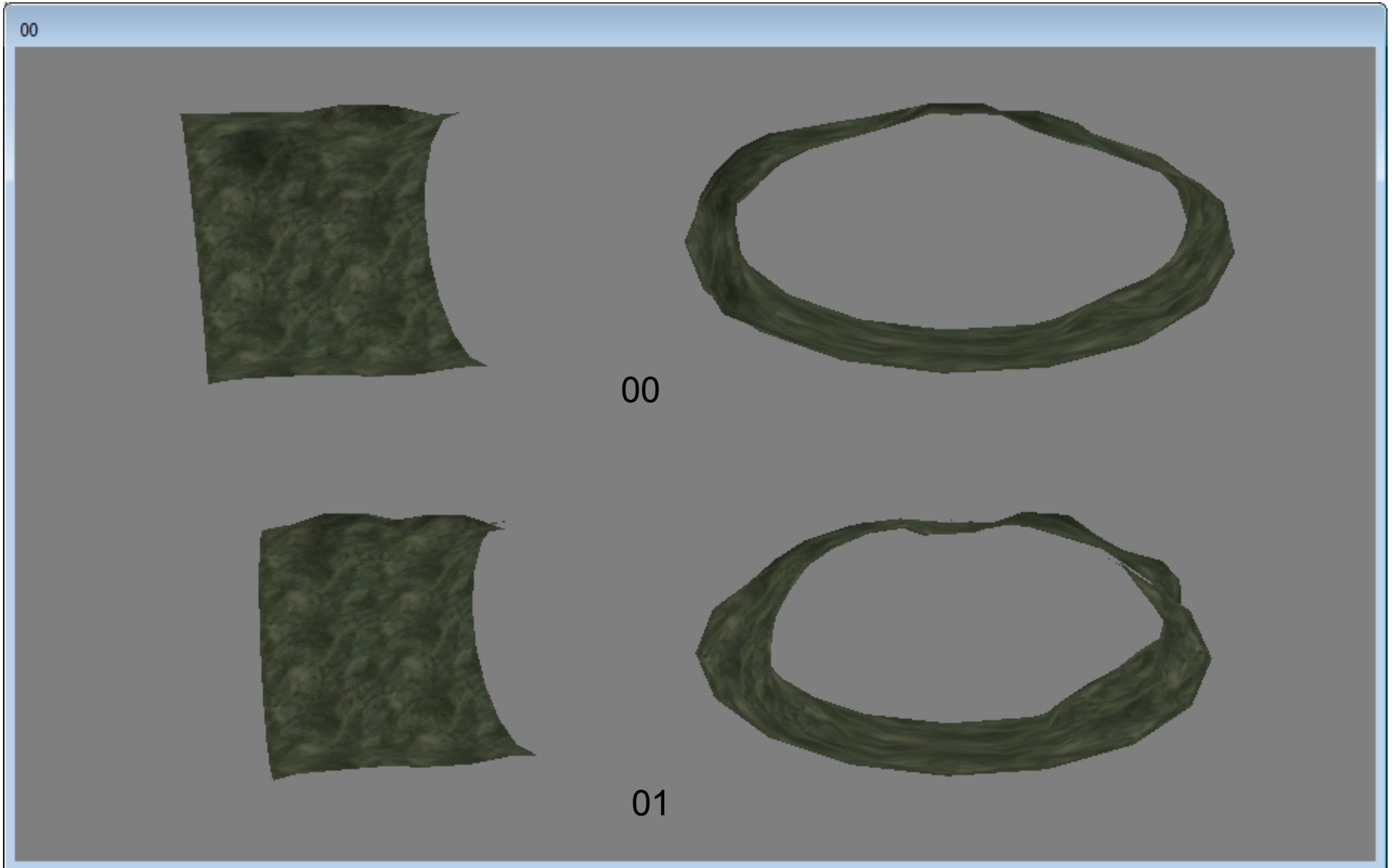
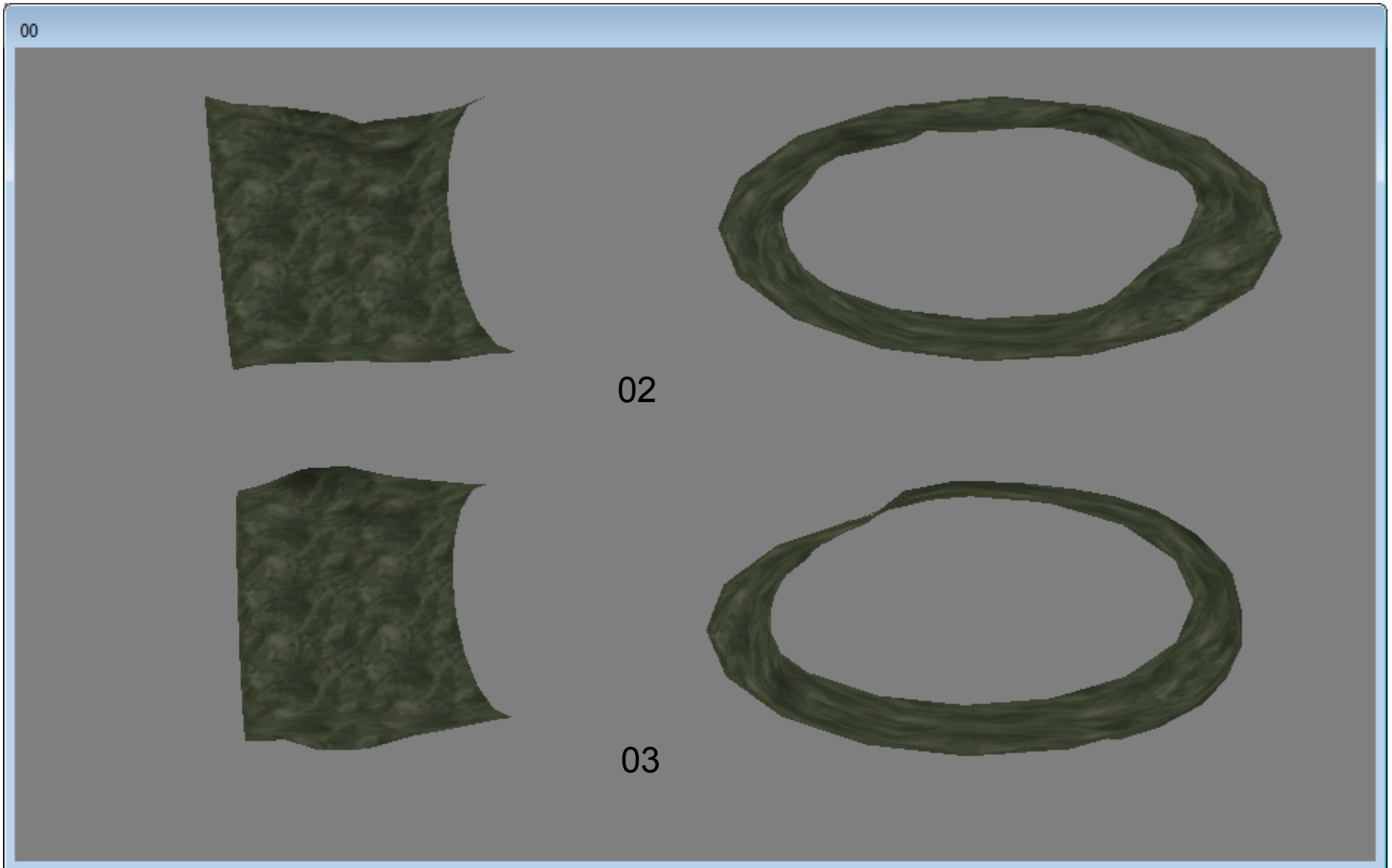


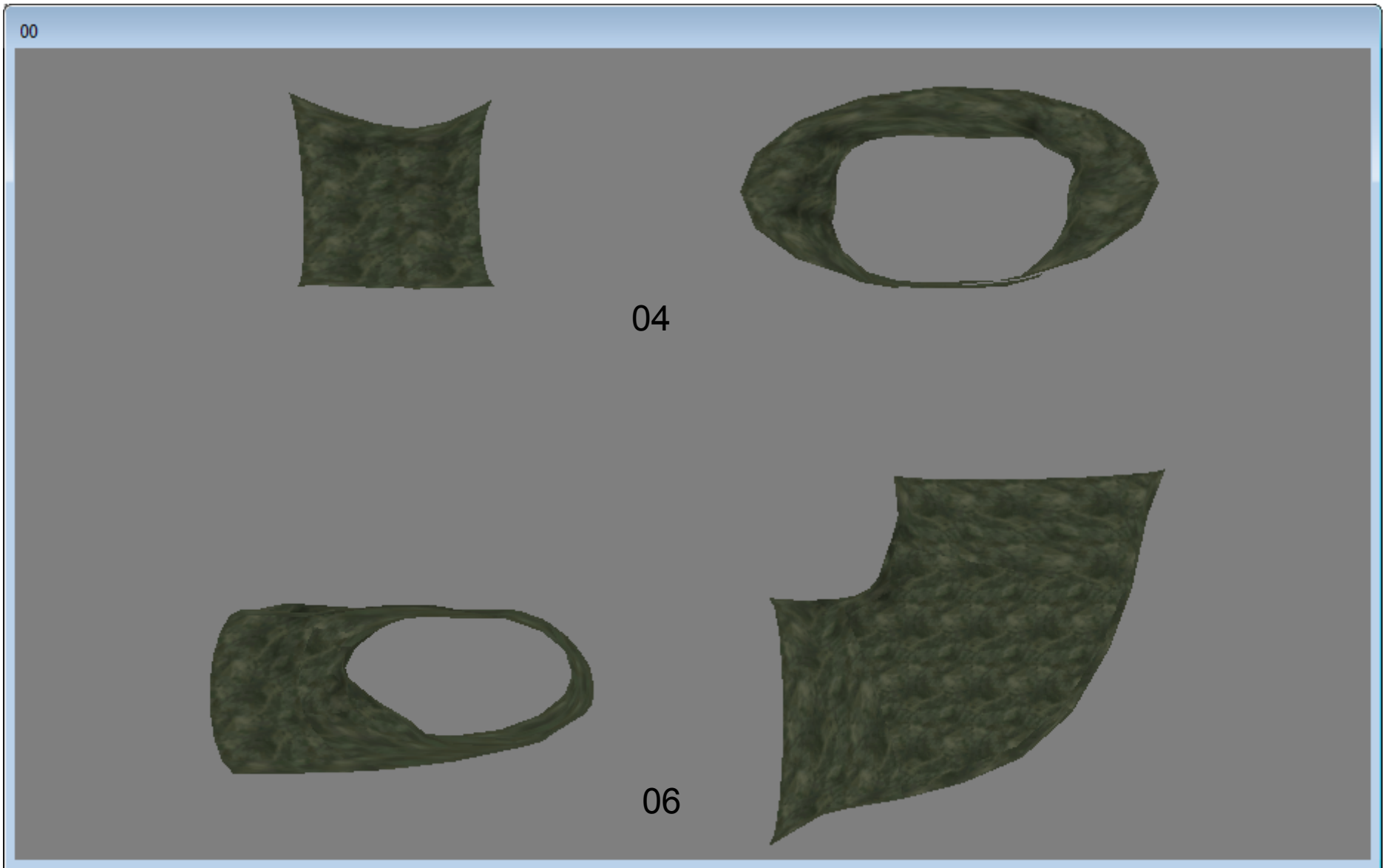
# in\_BM\_cave2\_...



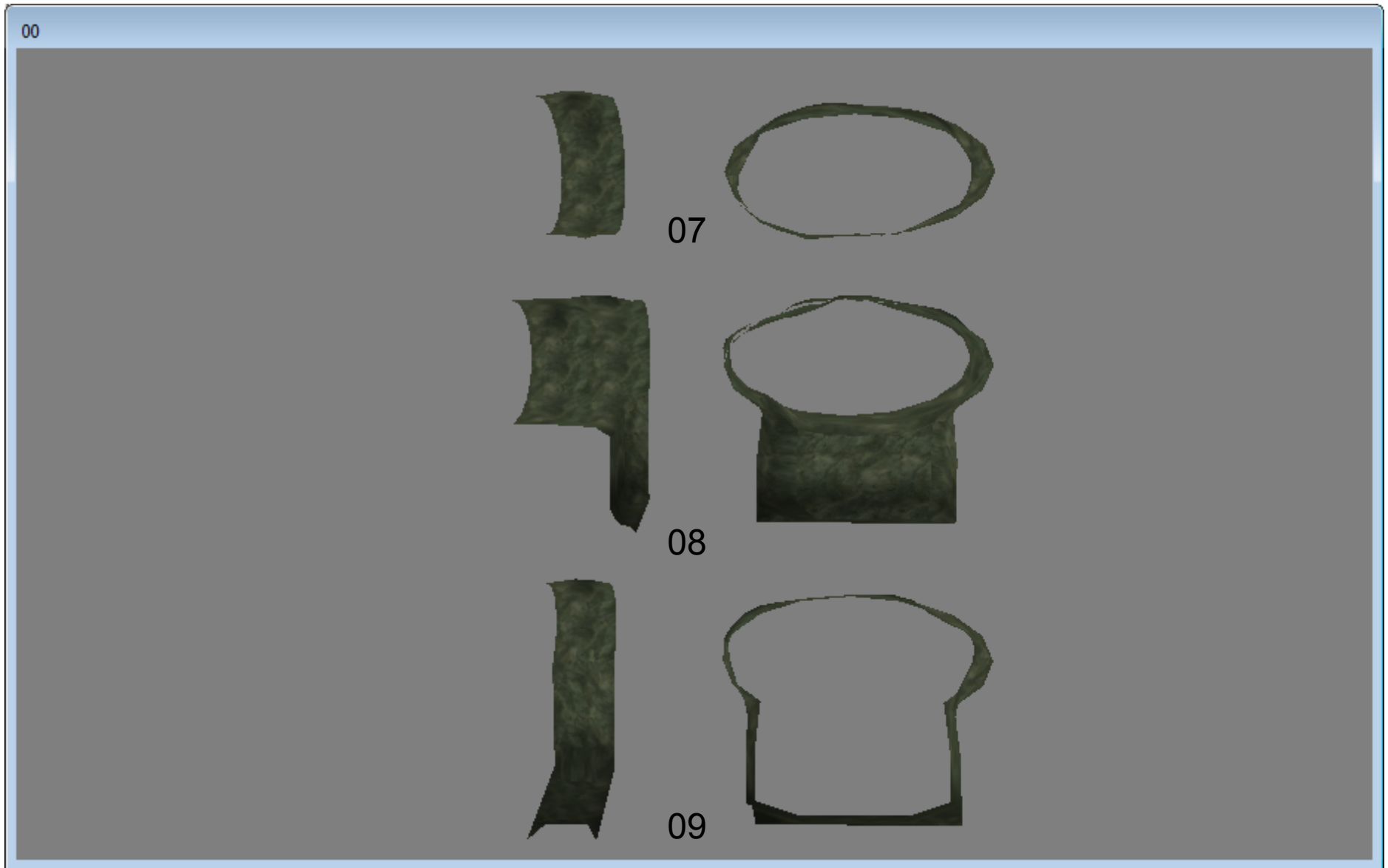
# in\_BM\_cave2\_...



# in\_BM\_cave2\_

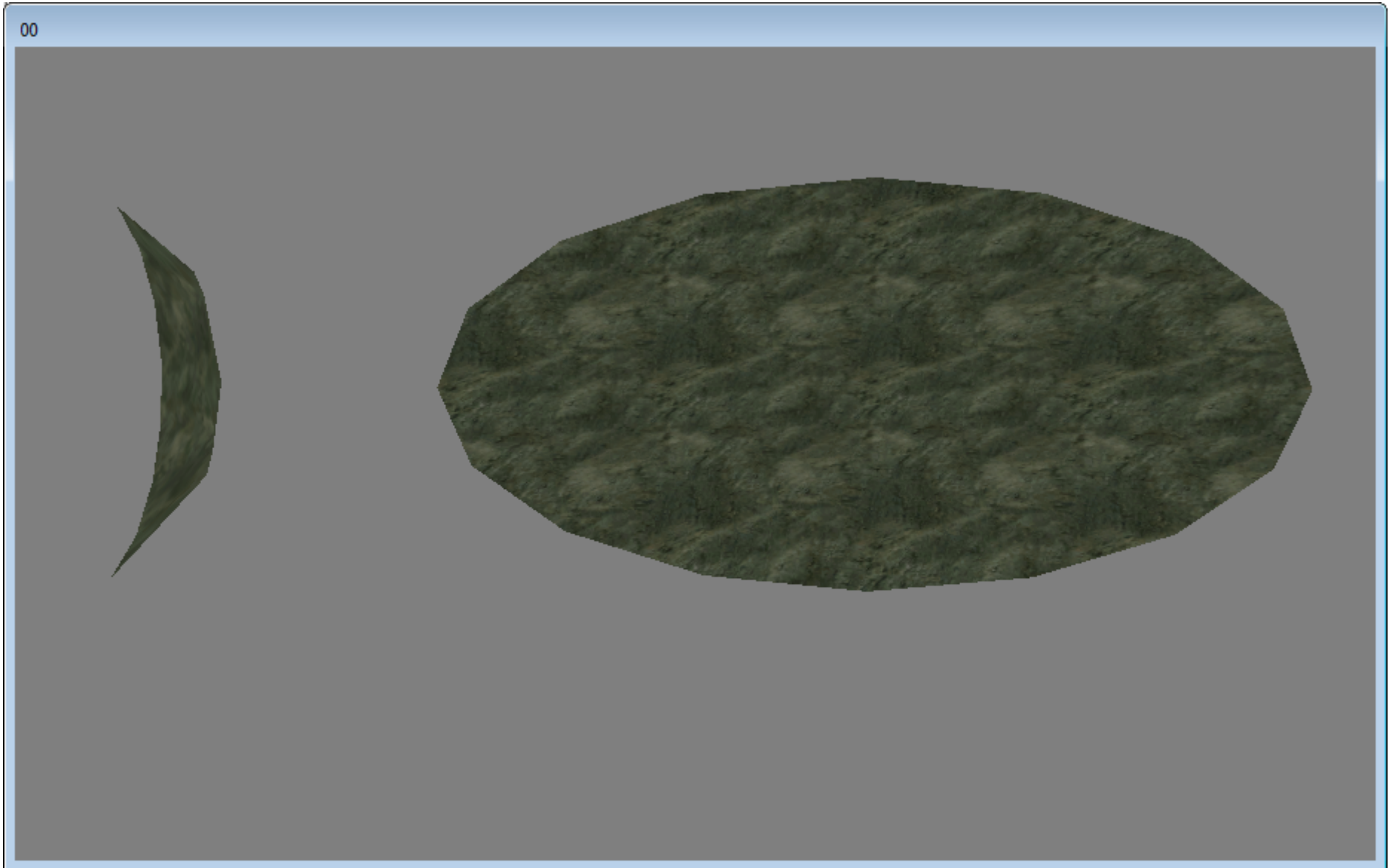


# in\_BM\_cave2\_...

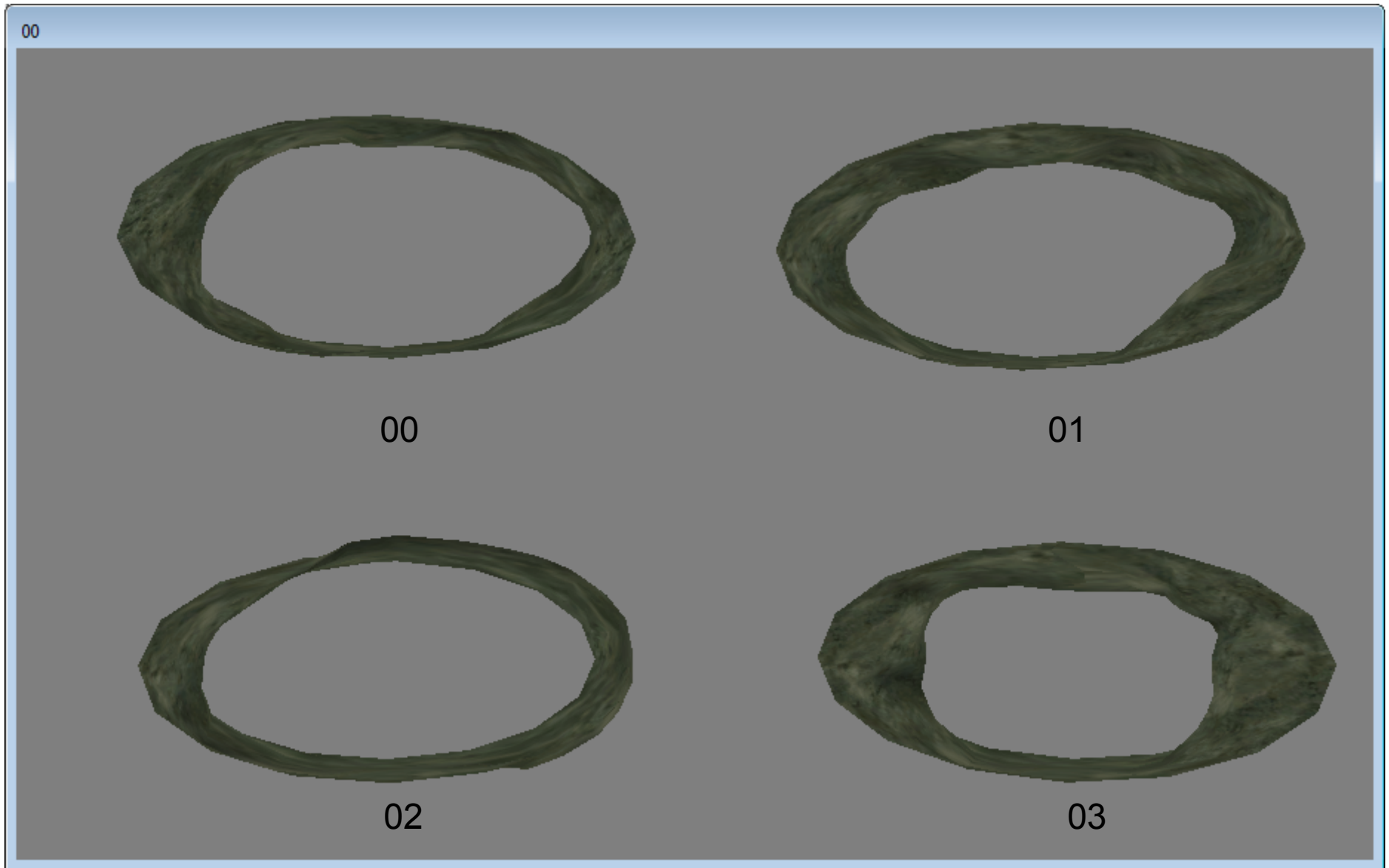




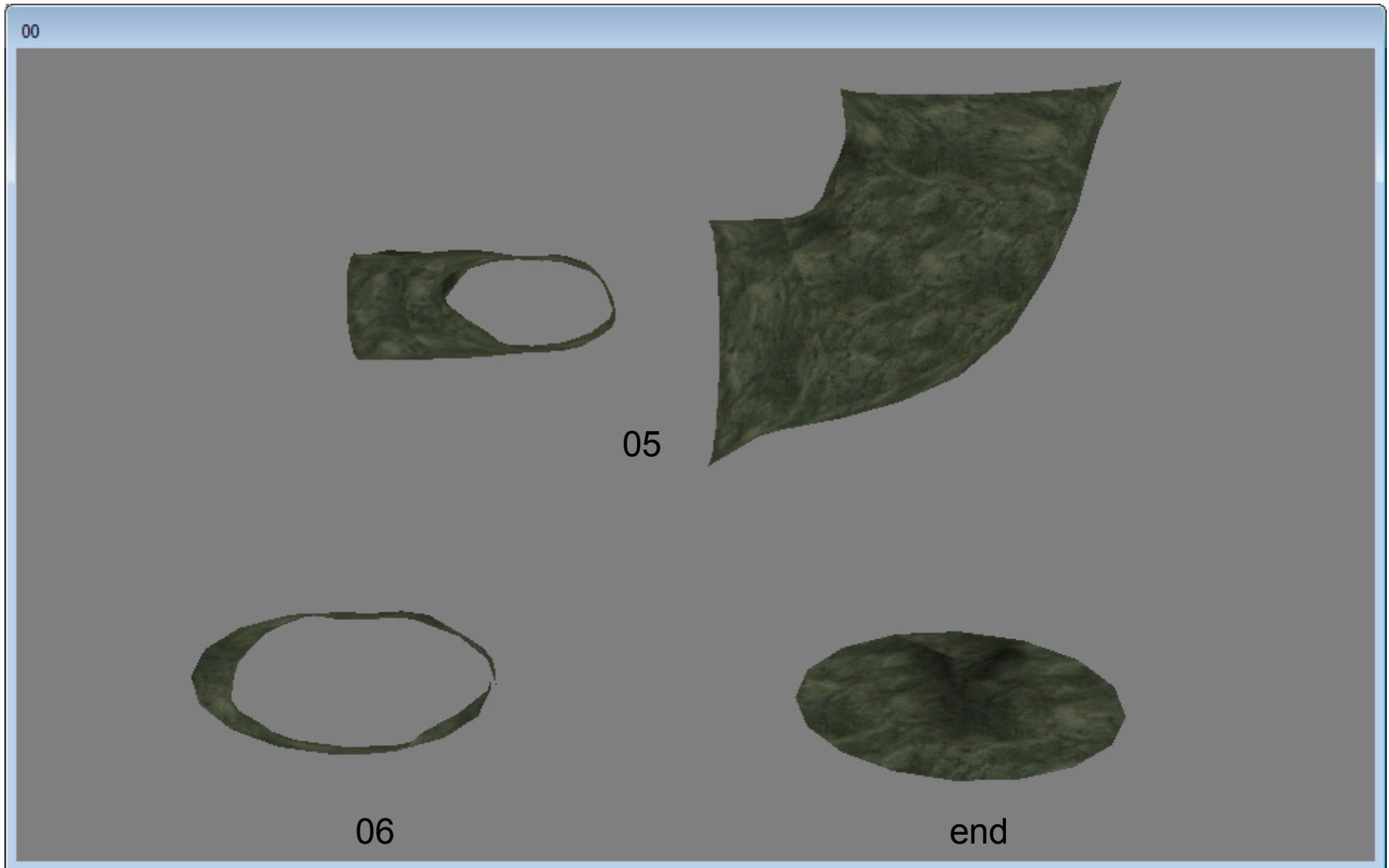
in\_BM\_cave2\_end



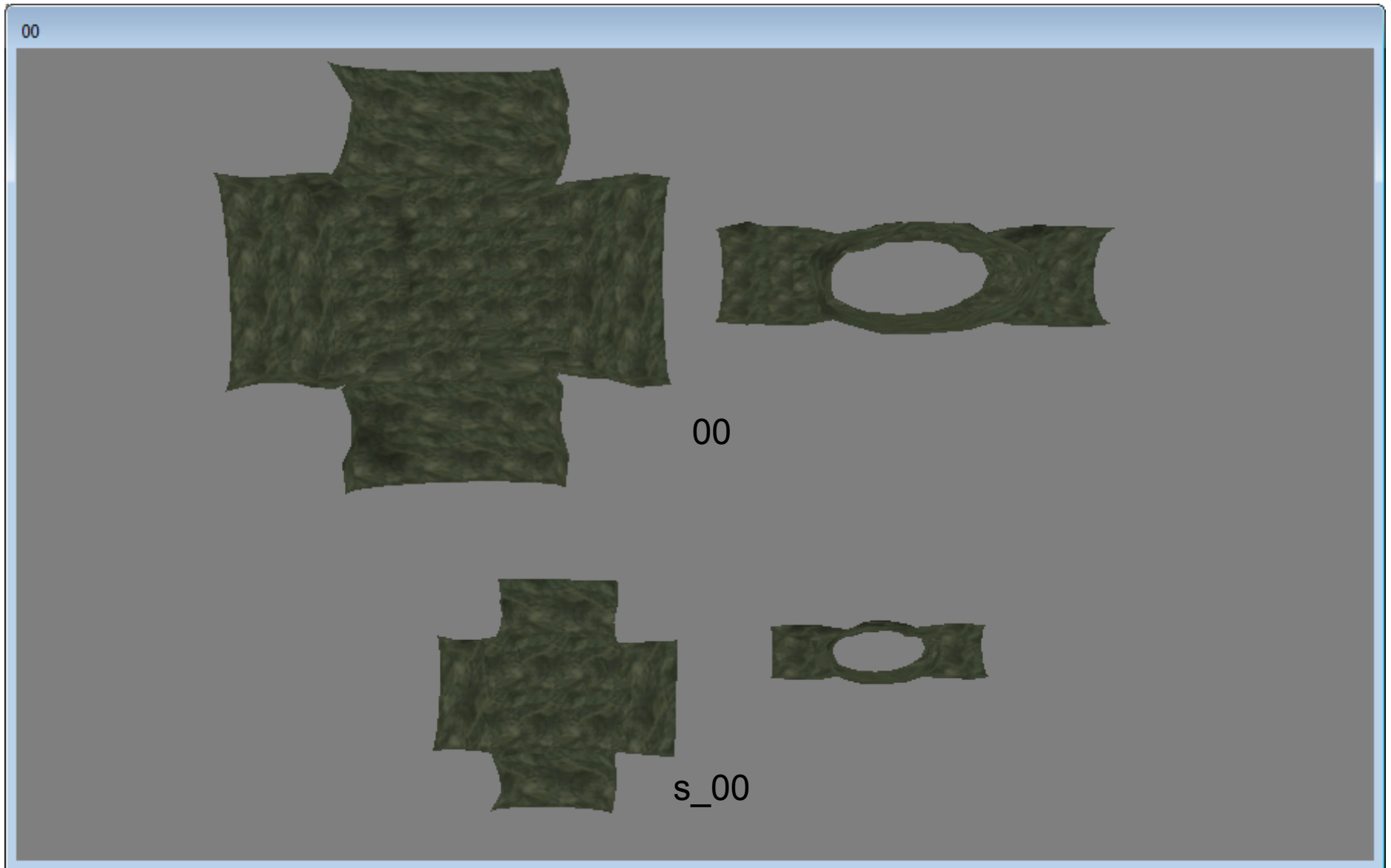
in\_BM\_cave2\_s\_...



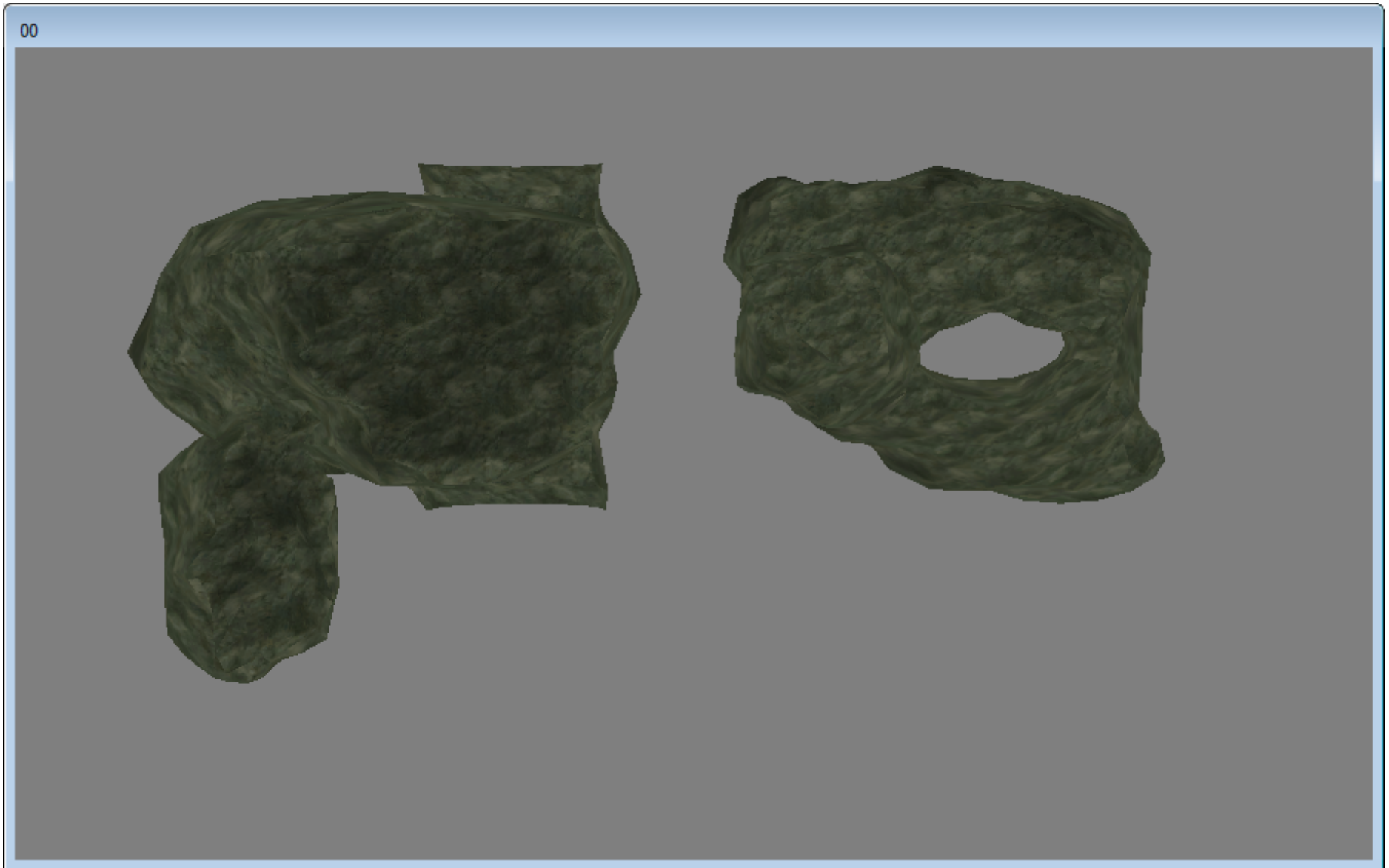
# in\_BM\_cave2\_s\_...



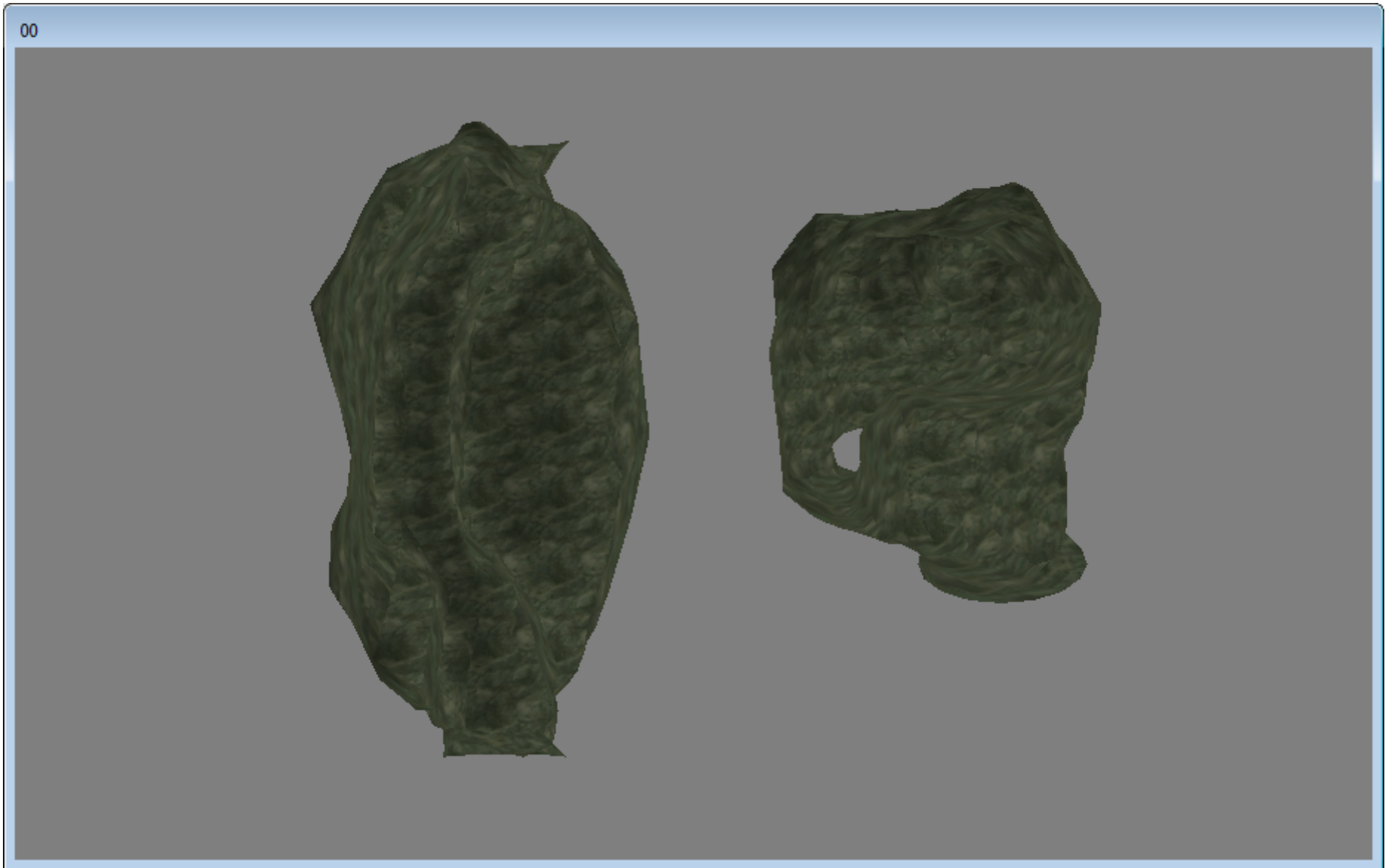
in\_BM\_cave4\_...



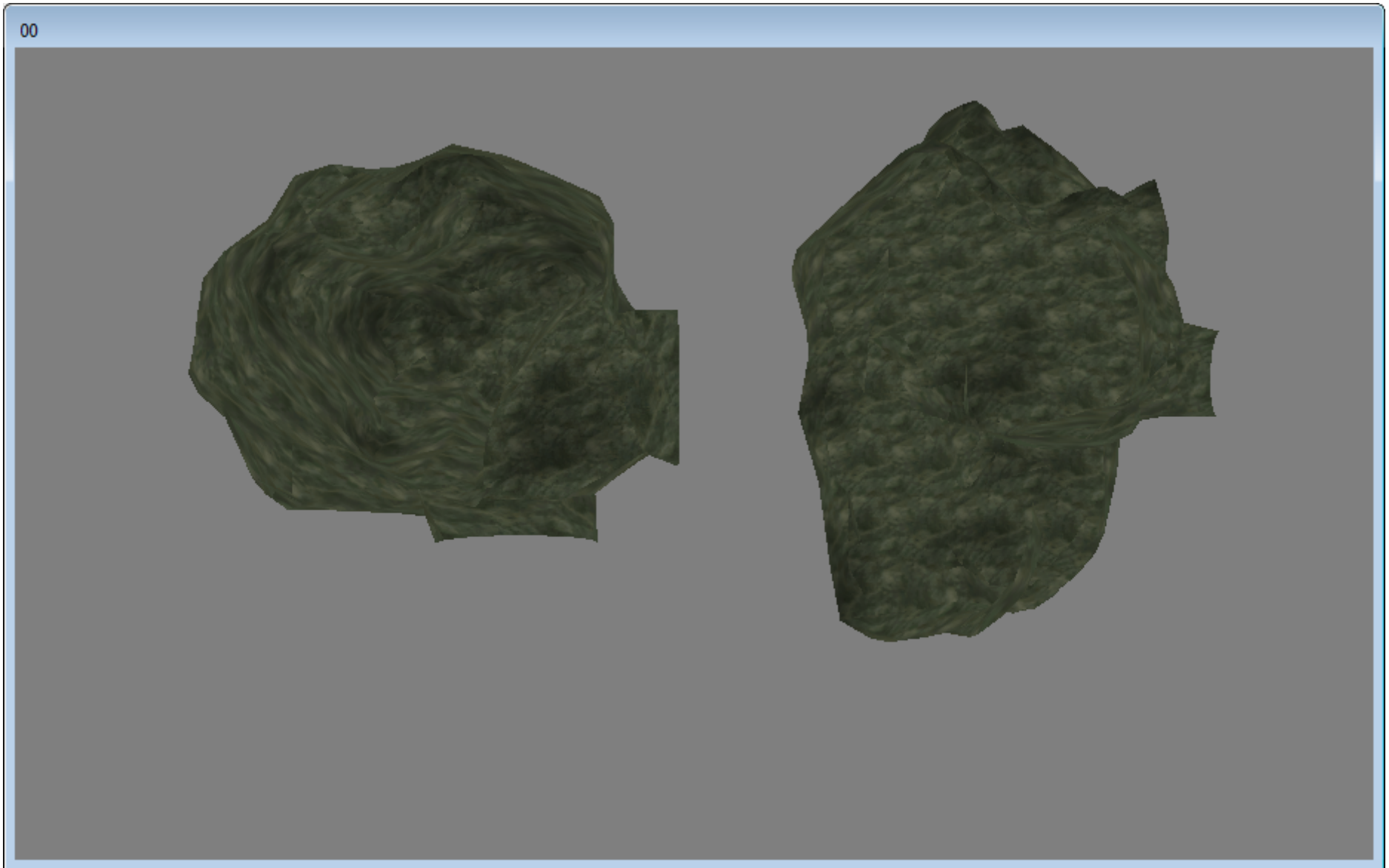
in\_BM\_cave\_00



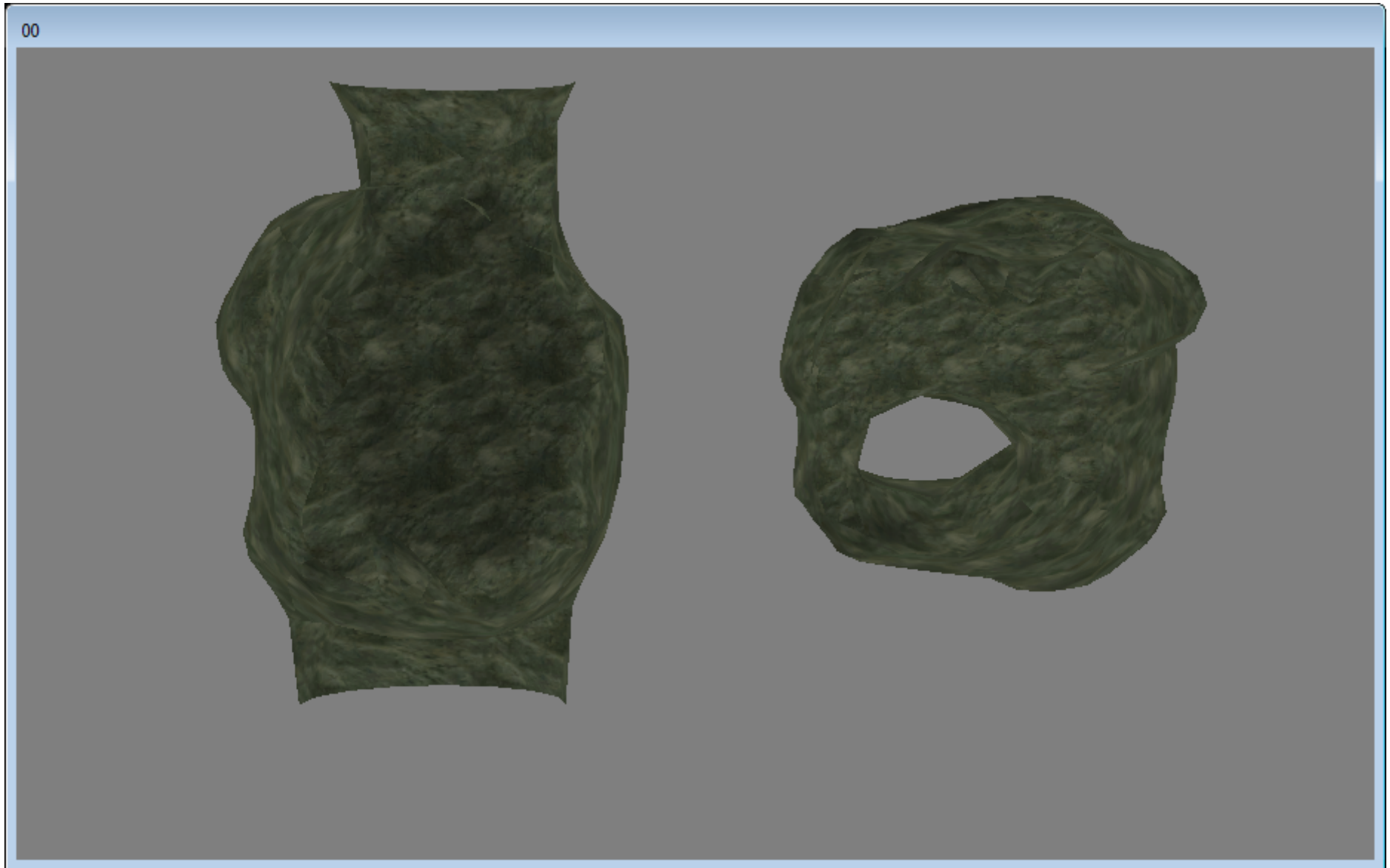
# in\_BM\_cave\_01



# in\_BM\_cave\_02

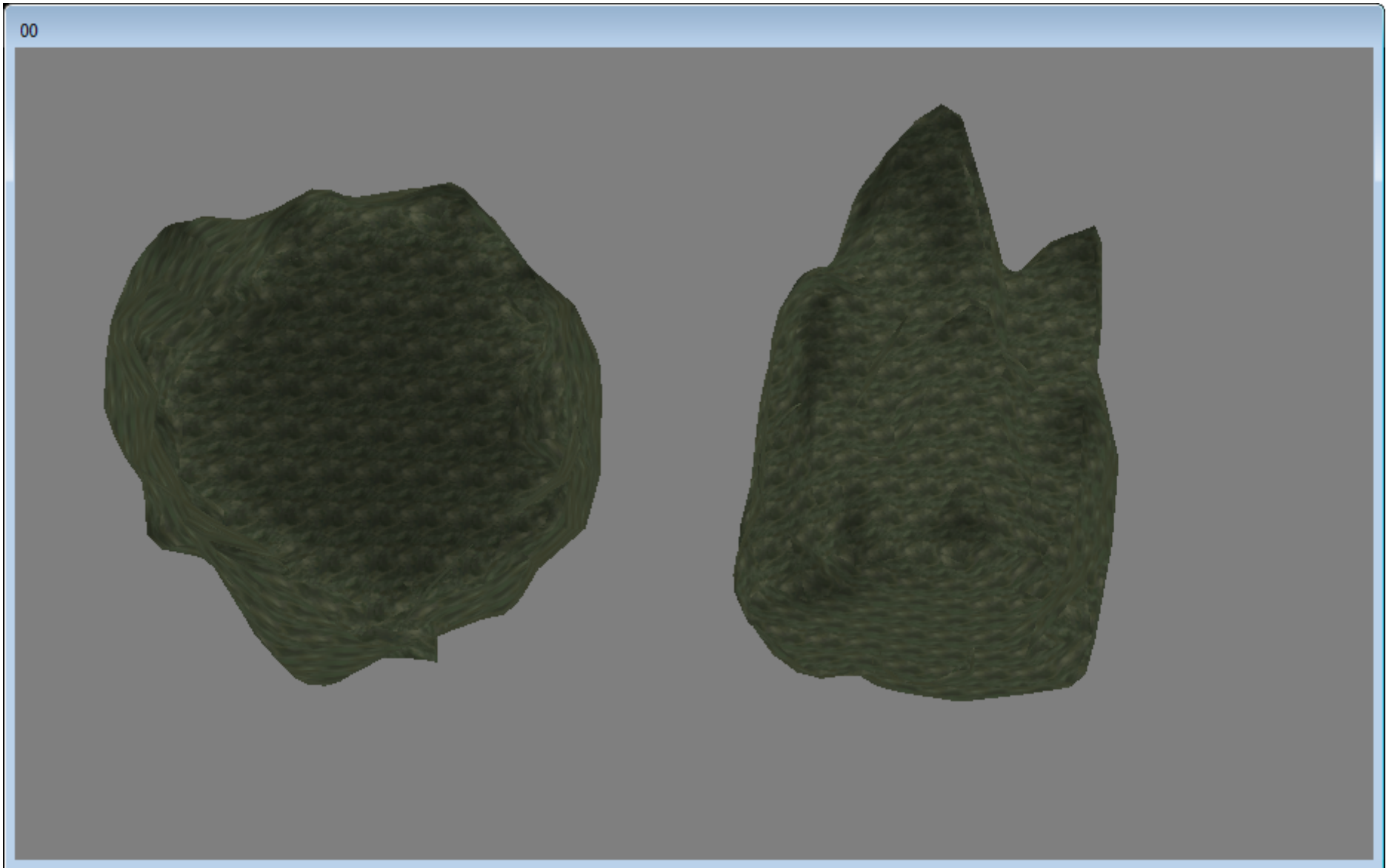


# in\_BM\_cave\_03

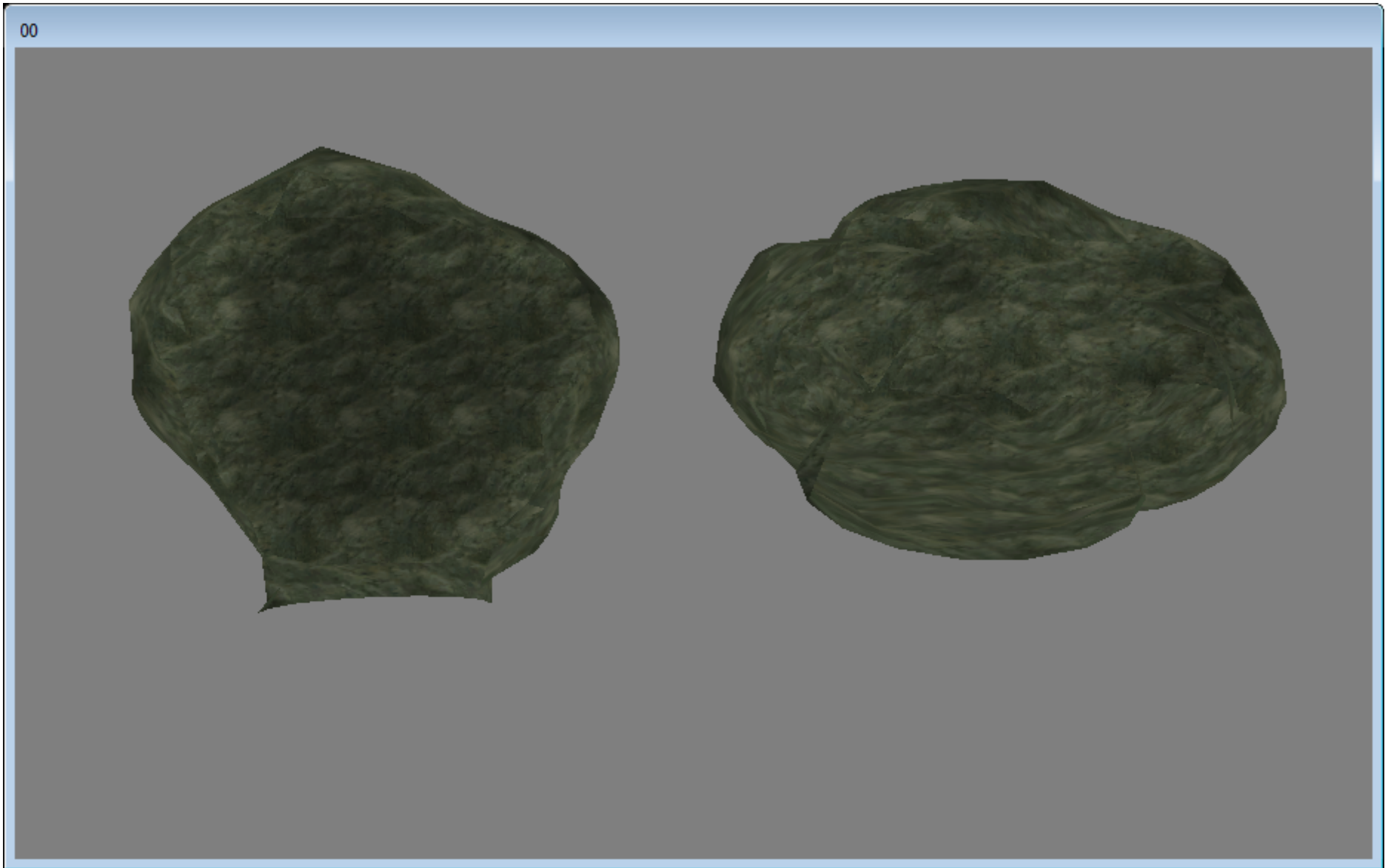




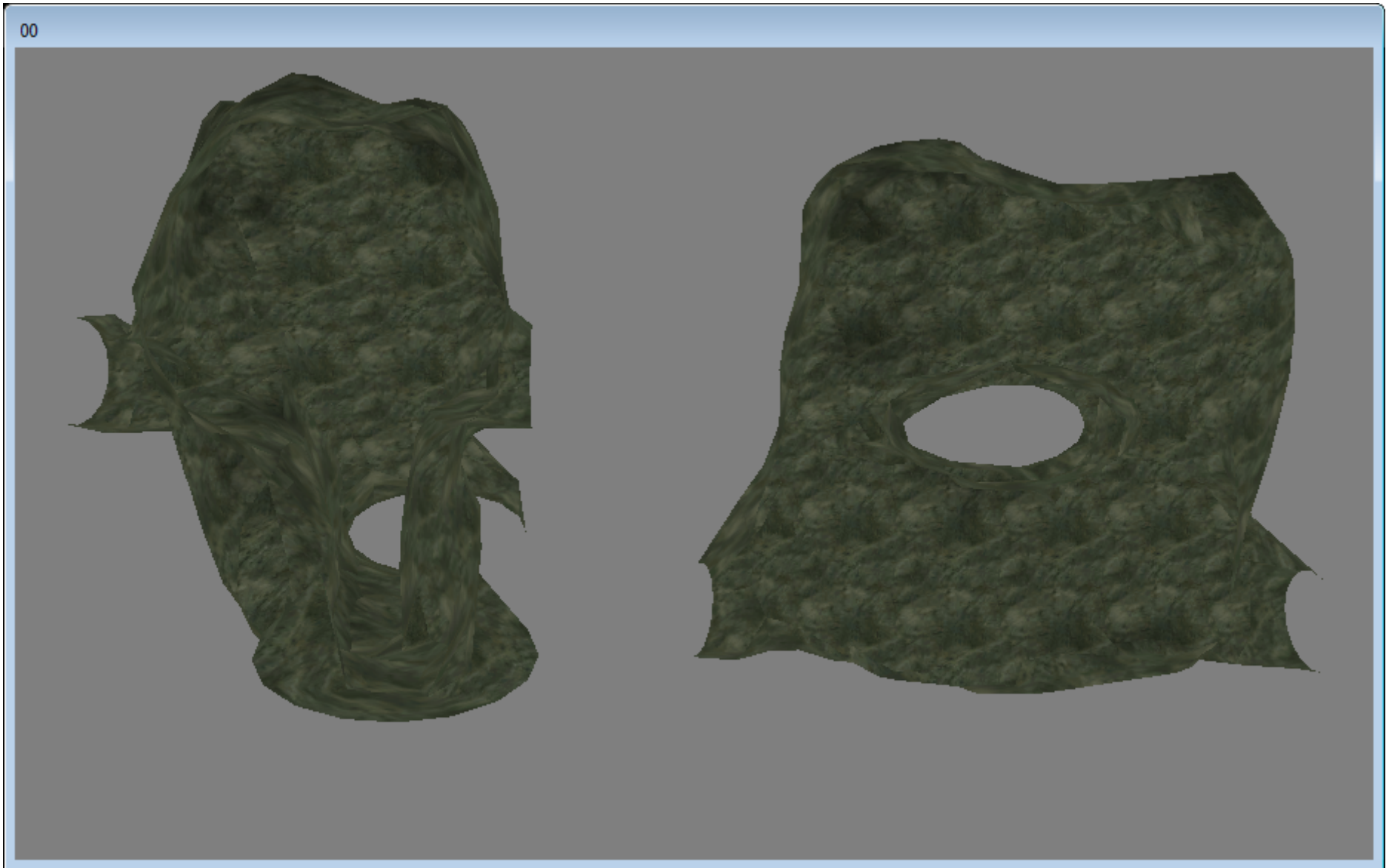
# in\_BM\_cave\_04



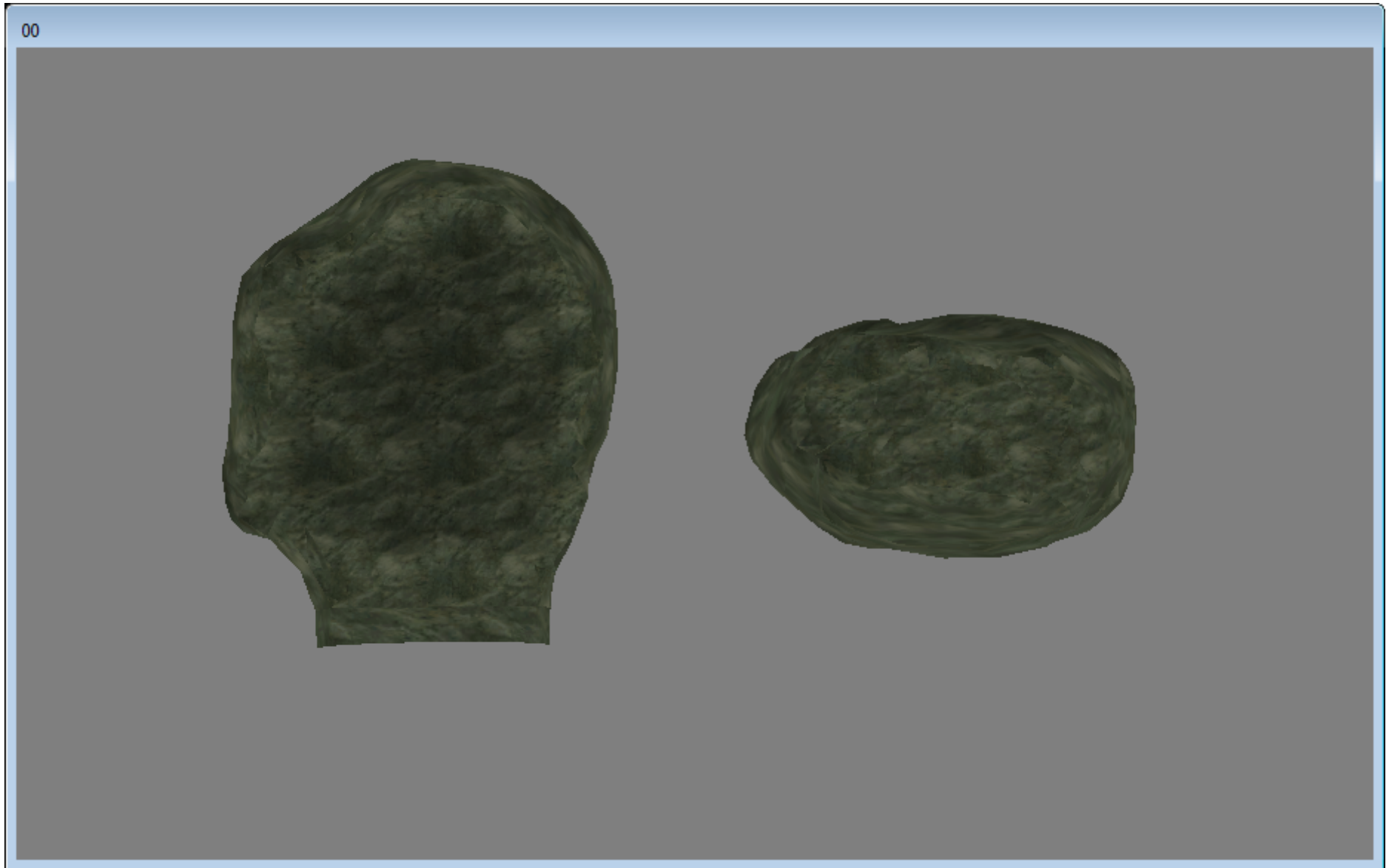
# in\_BM\_cave\_05



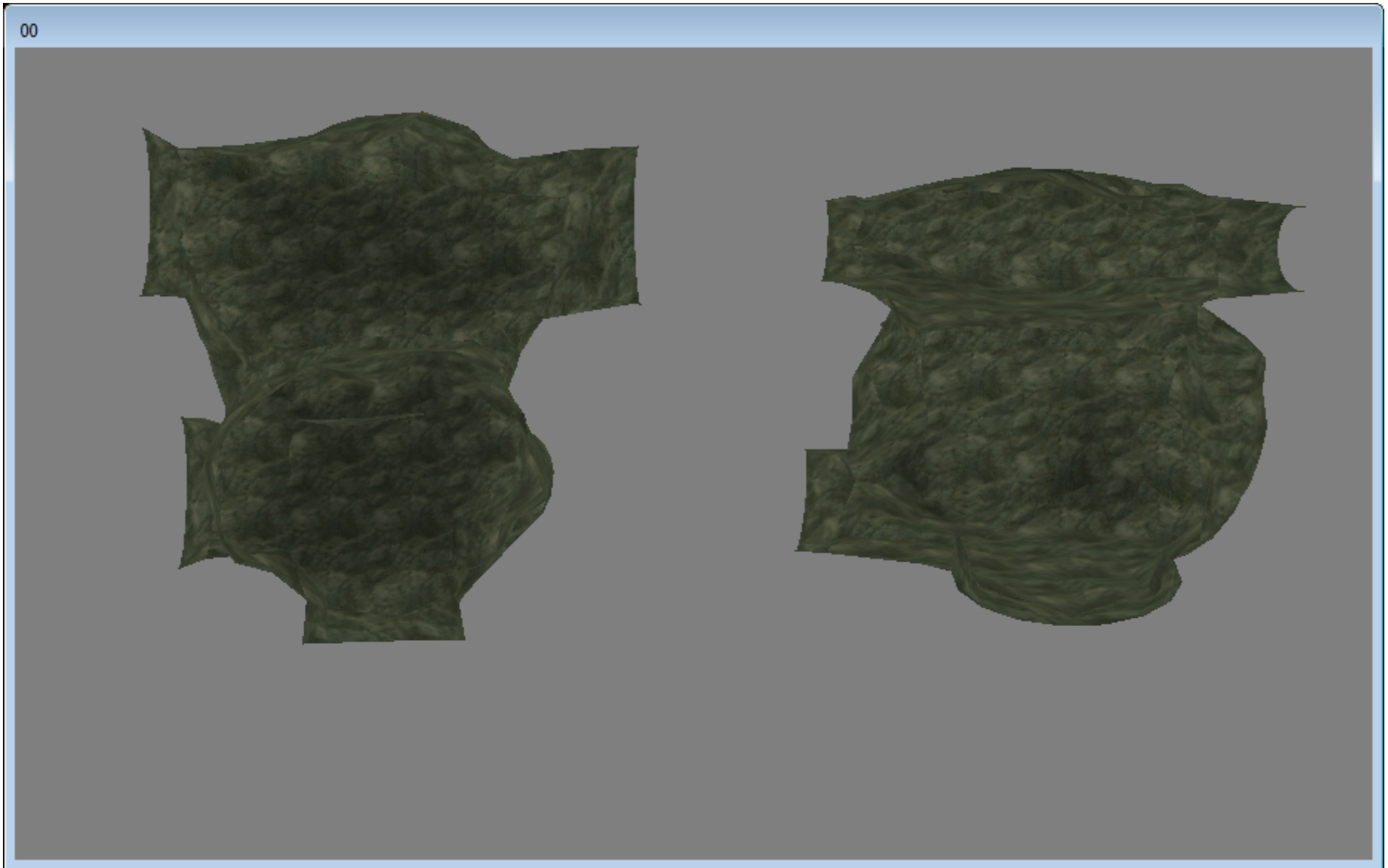
# in\_BM\_cave\_06



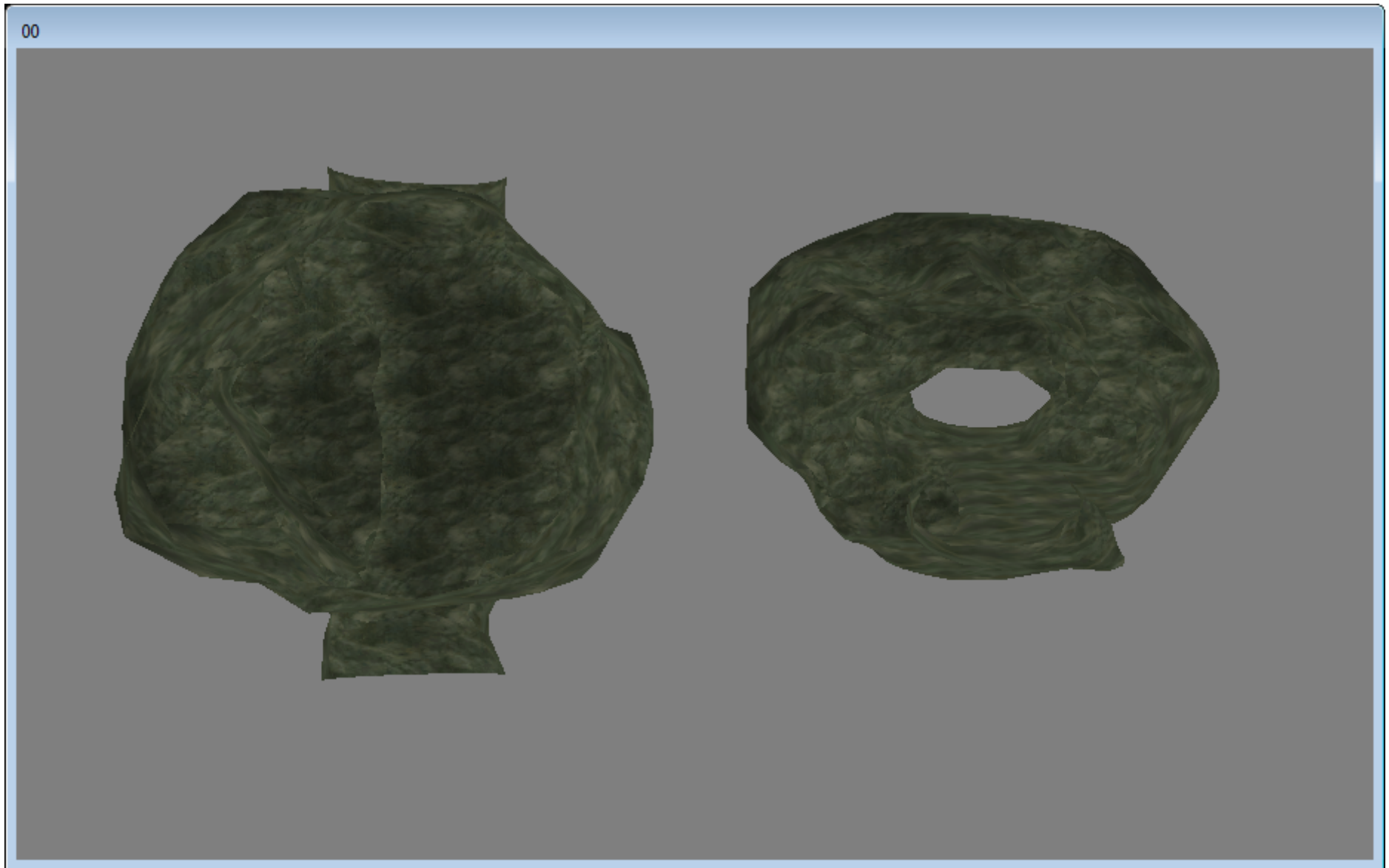
# in\_BM\_cave\_07



# in\_BM\_cave\_08

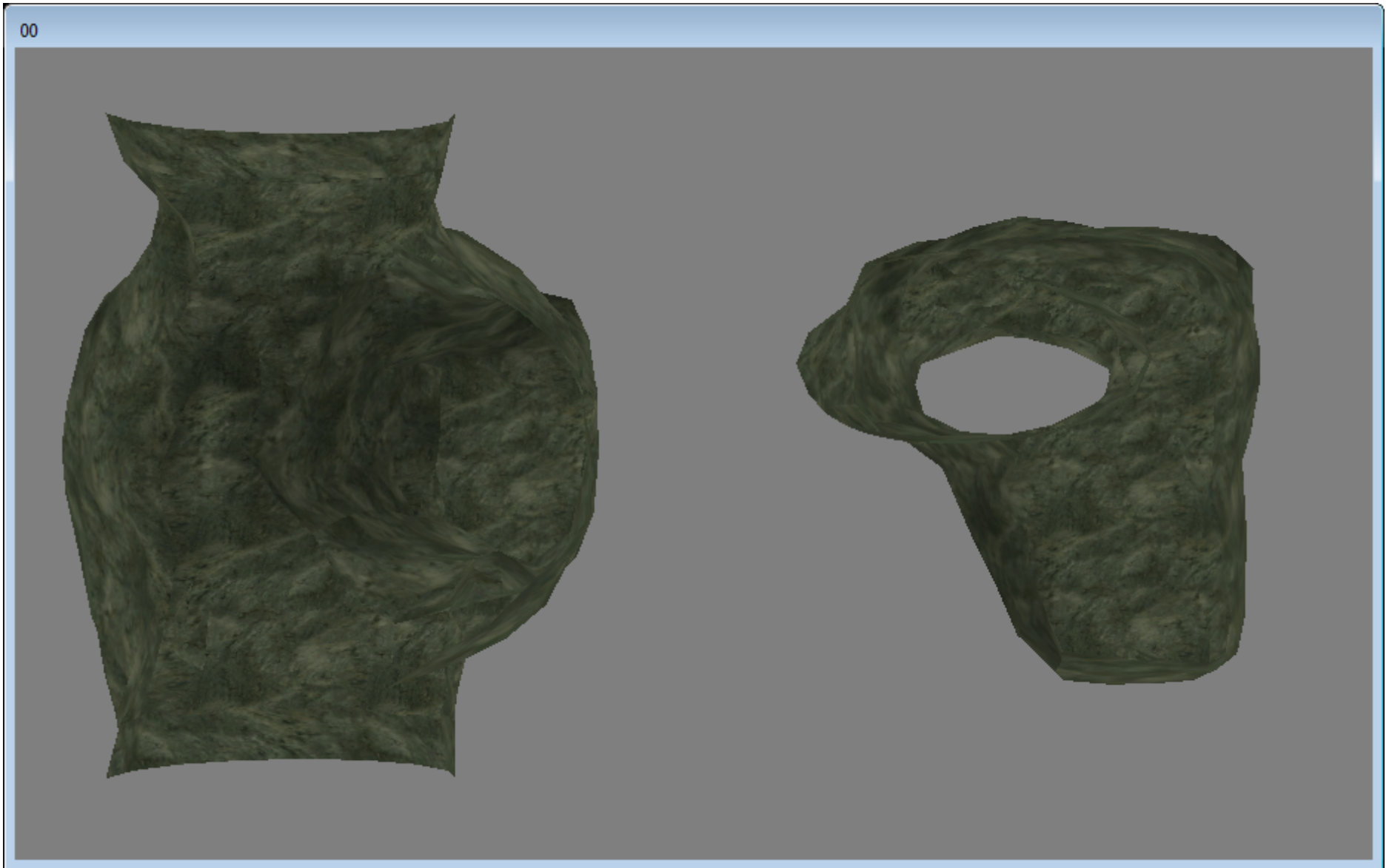


in\_BM\_cave\_11

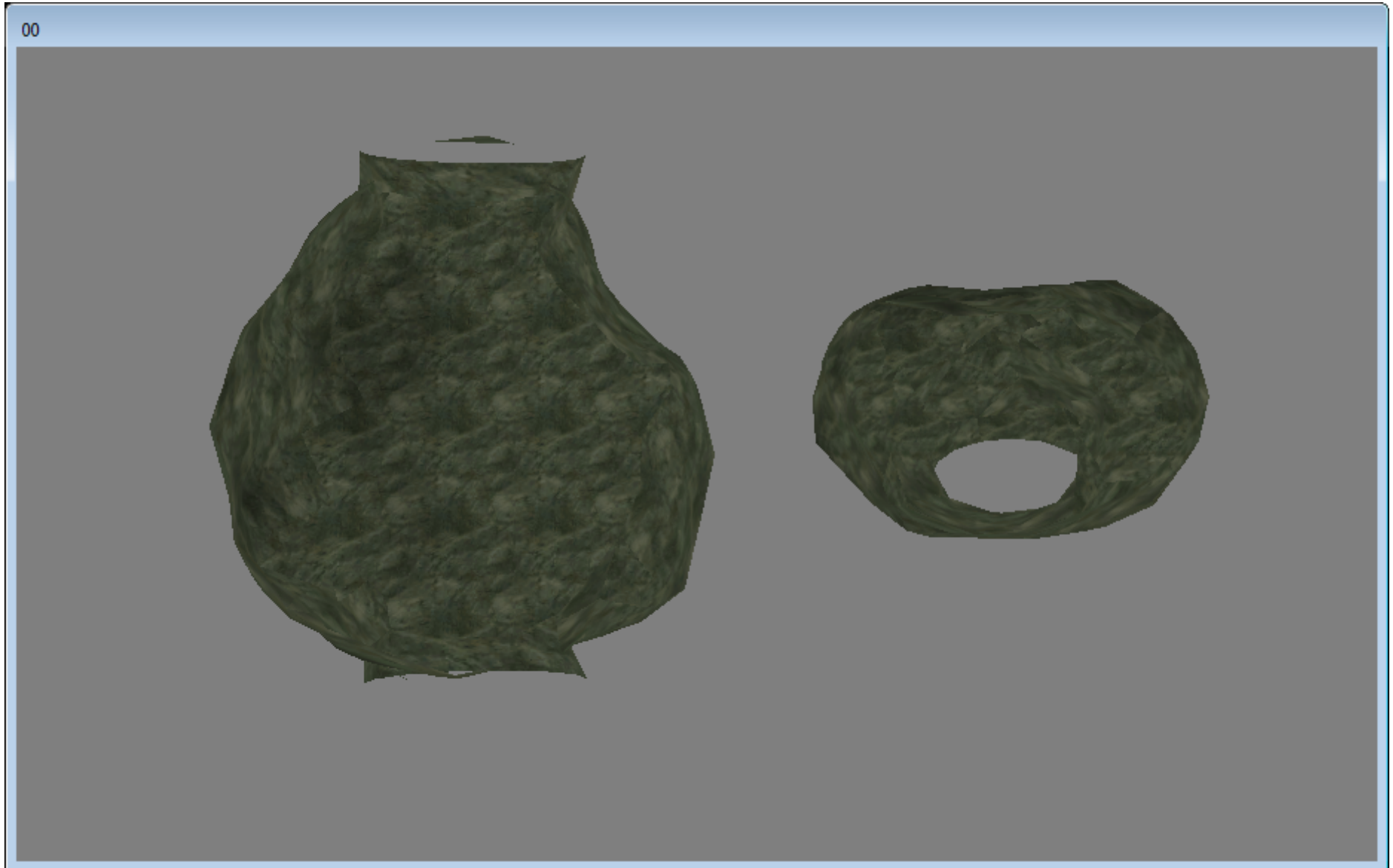




# in\_BM\_cave\_12

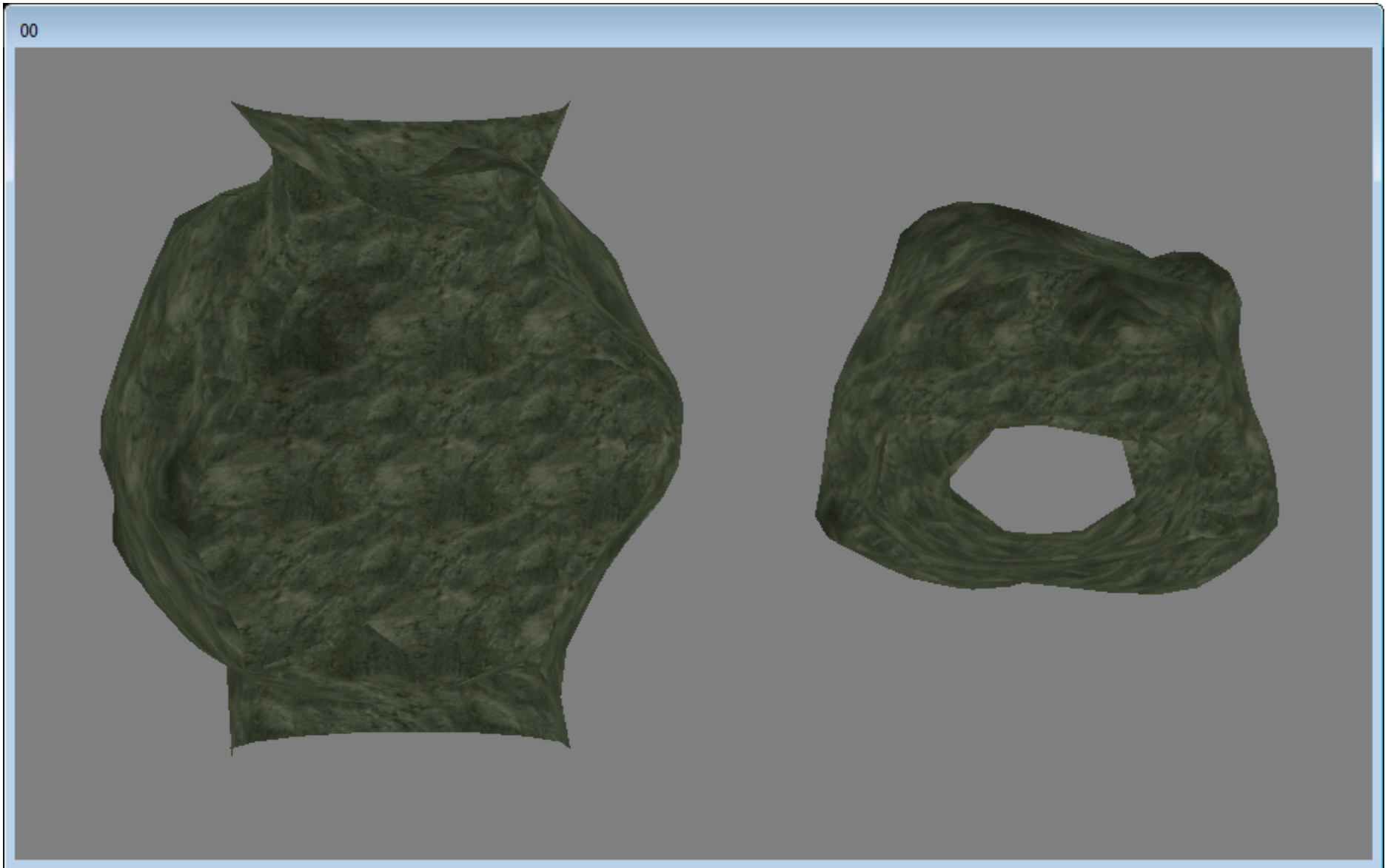


# in\_BM\_cave\_13



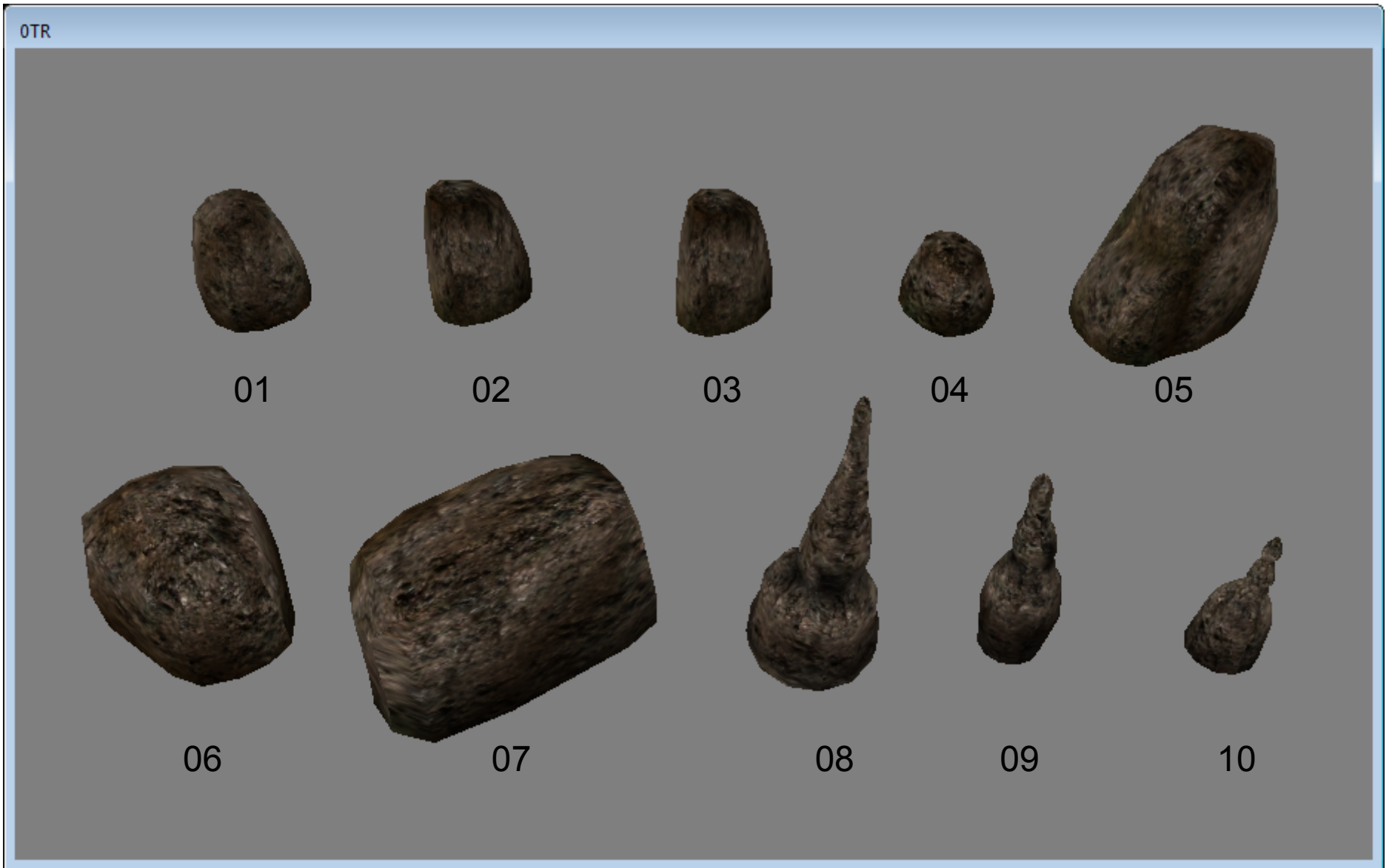


# in\_BM\_cave\_14

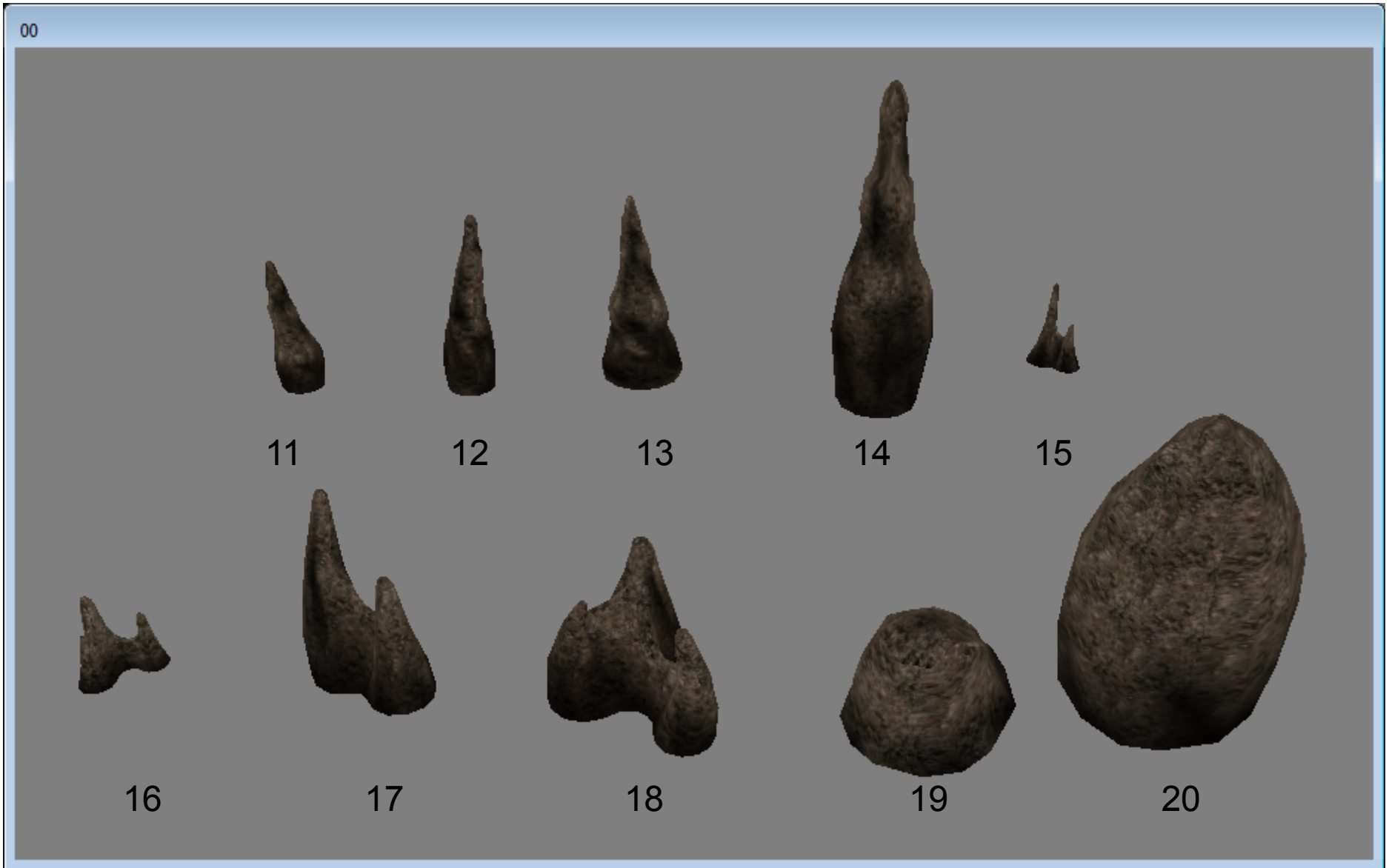




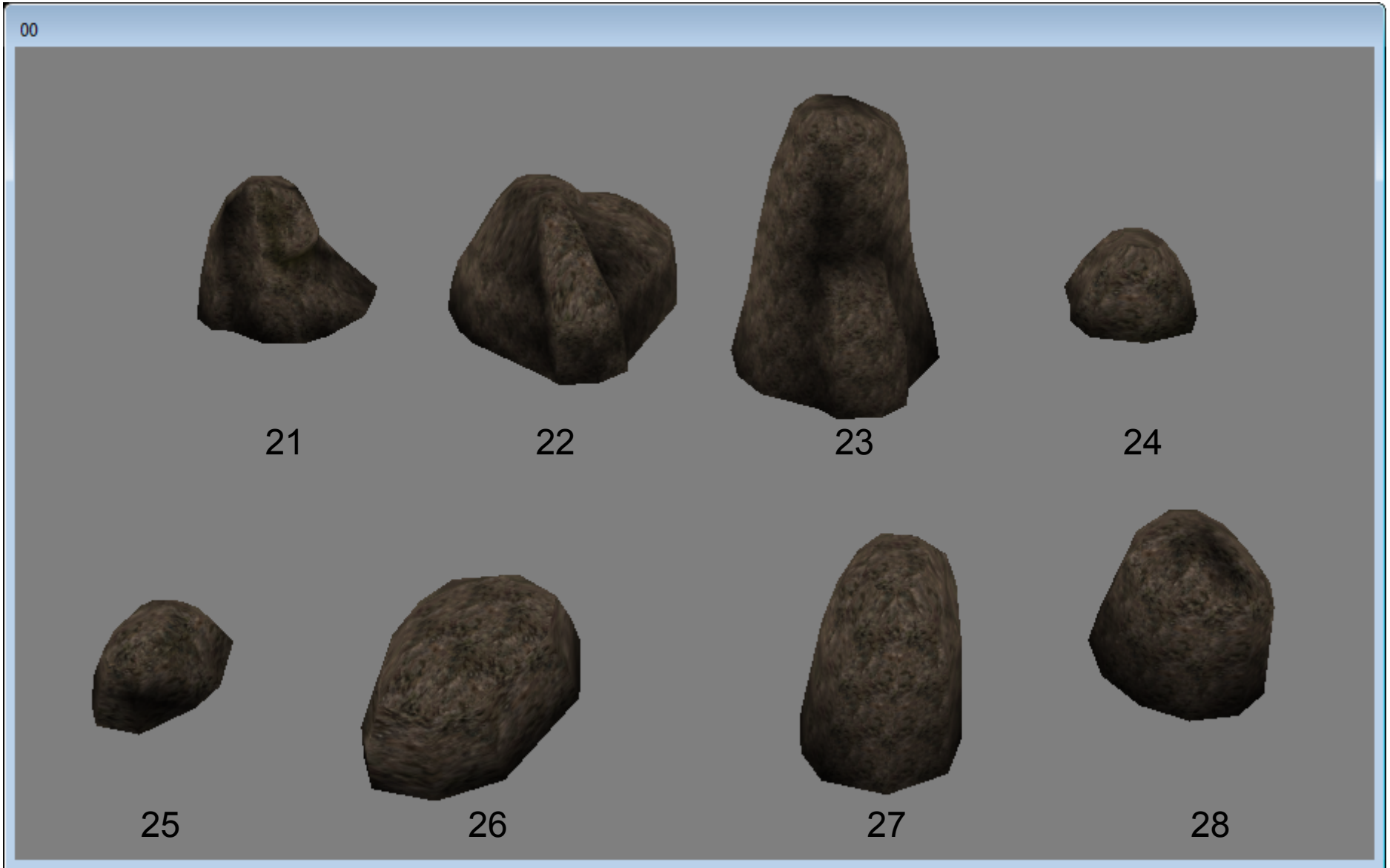
# in\_mud\_rock\_...



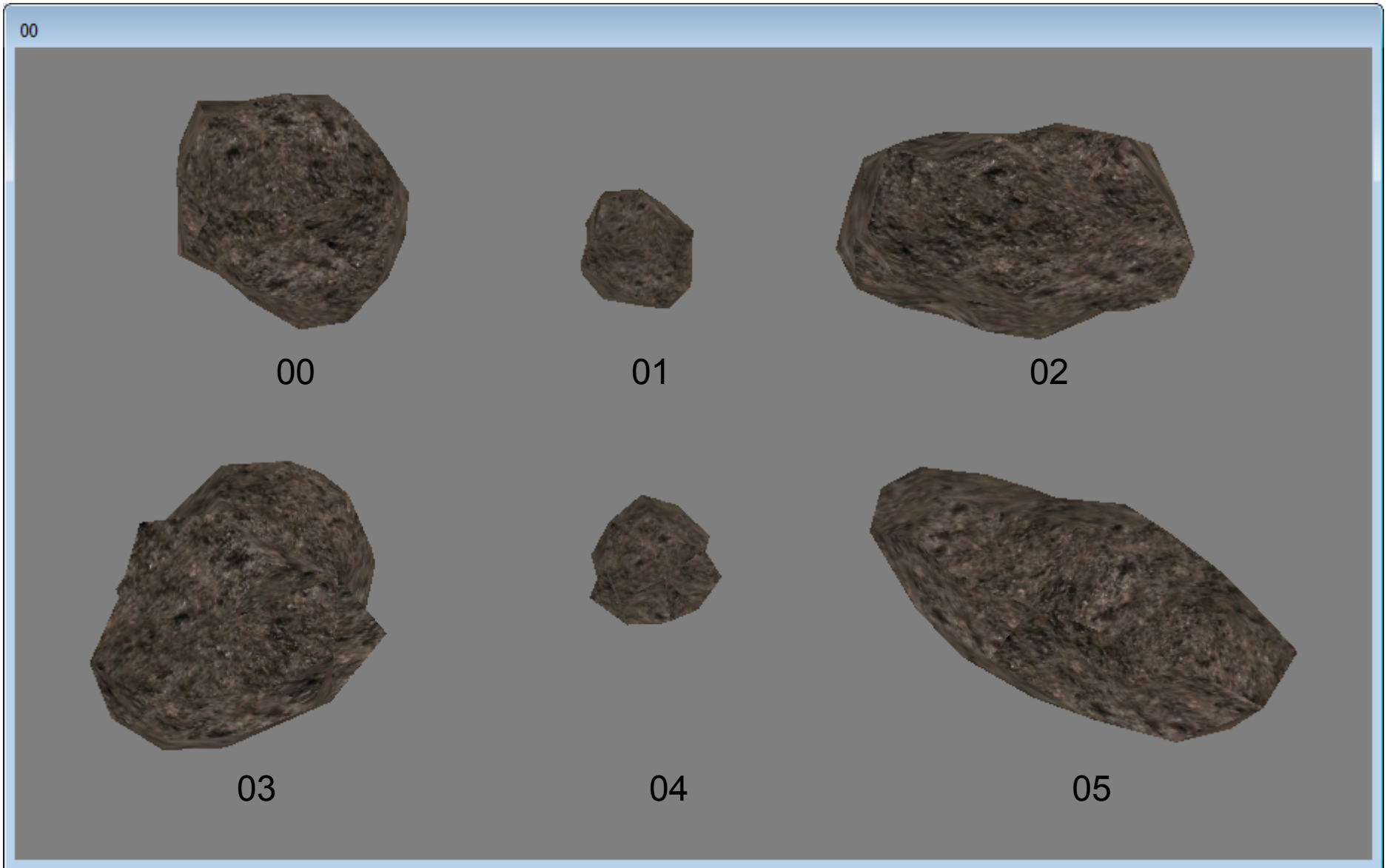
# in\_mud\_rock\_...



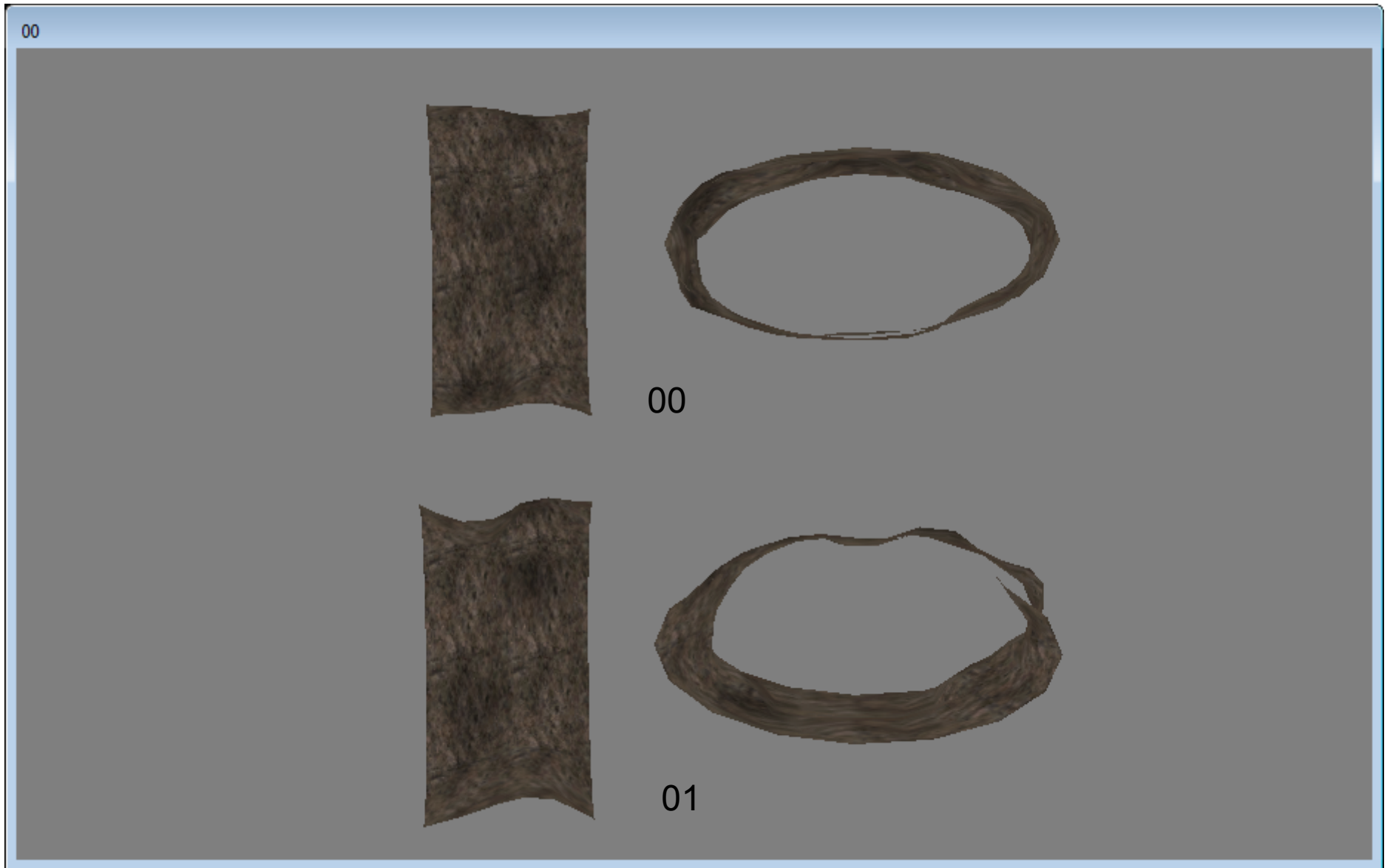
# in\_mud\_rock\_...



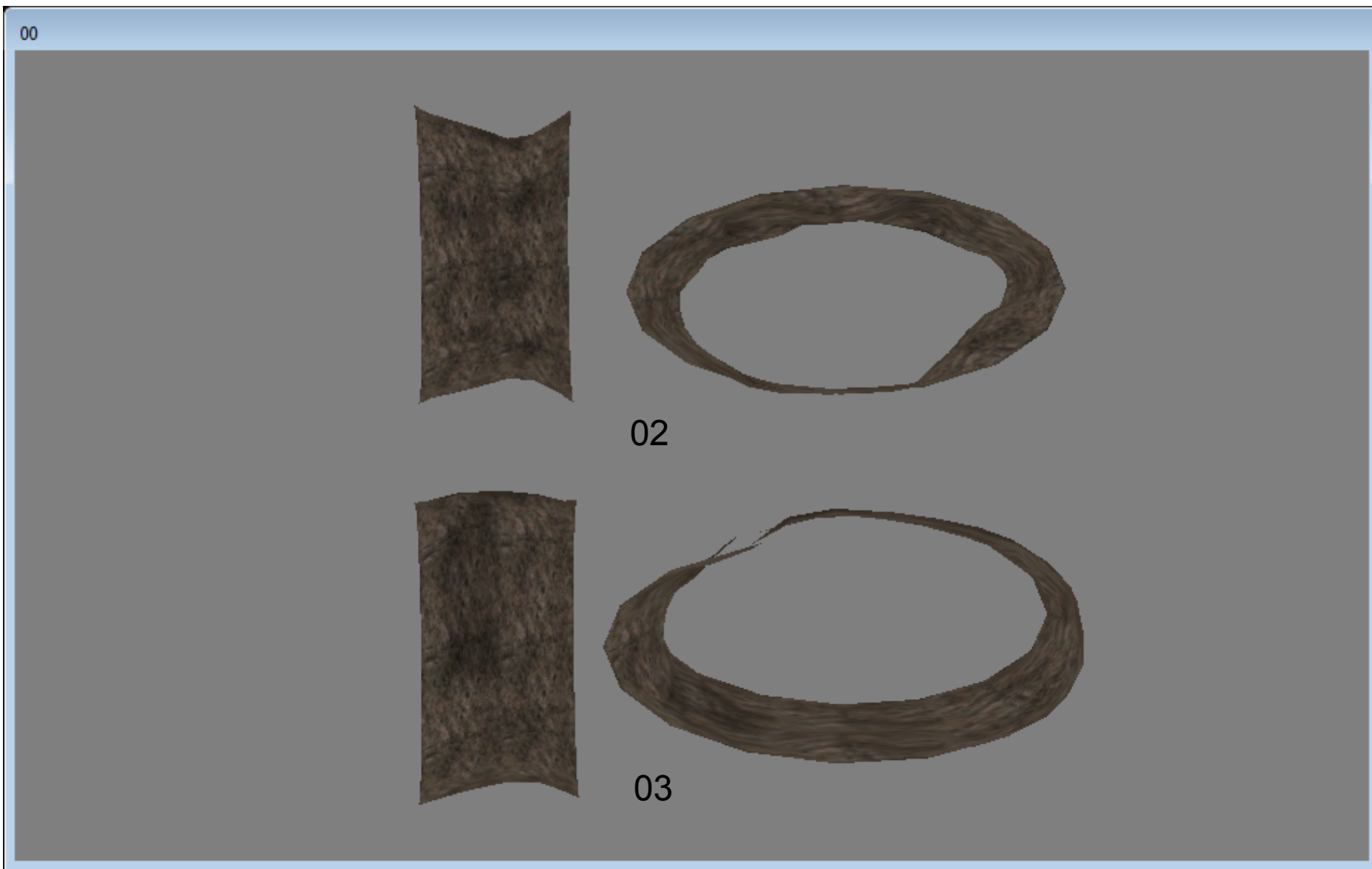
# in\_mudboulder...



# in\_mudcave2\_...

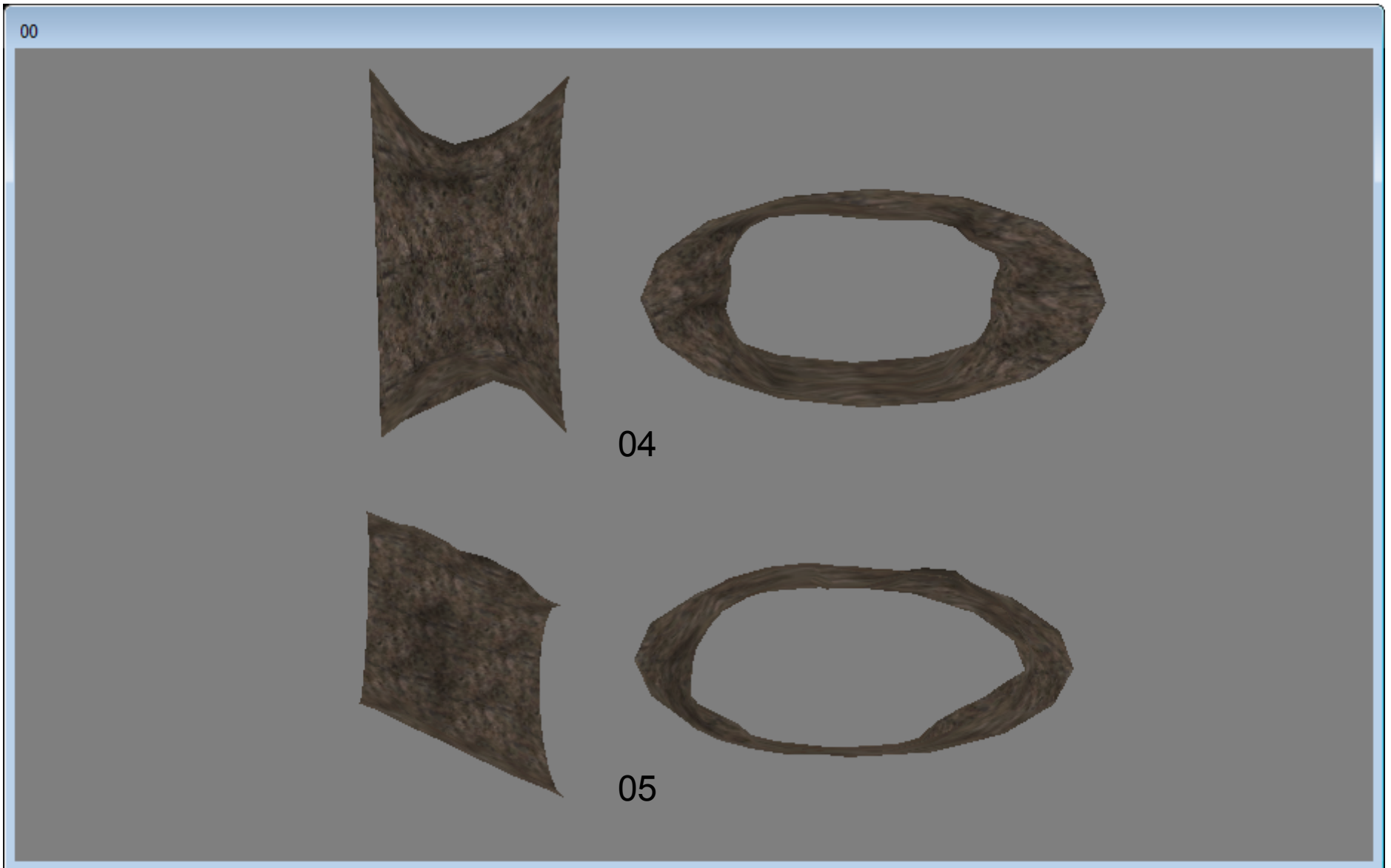


# in\_mudcave2\_...

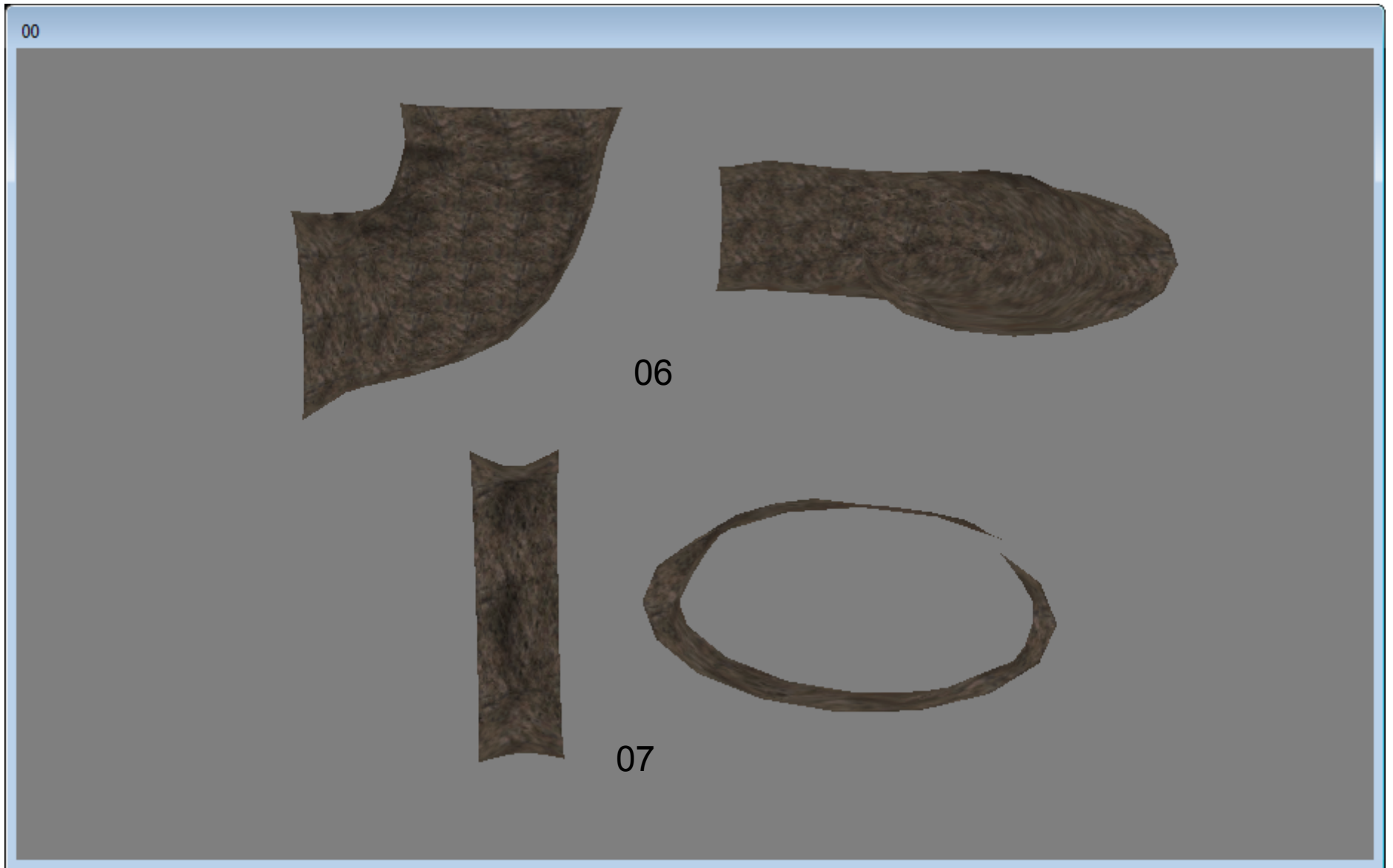




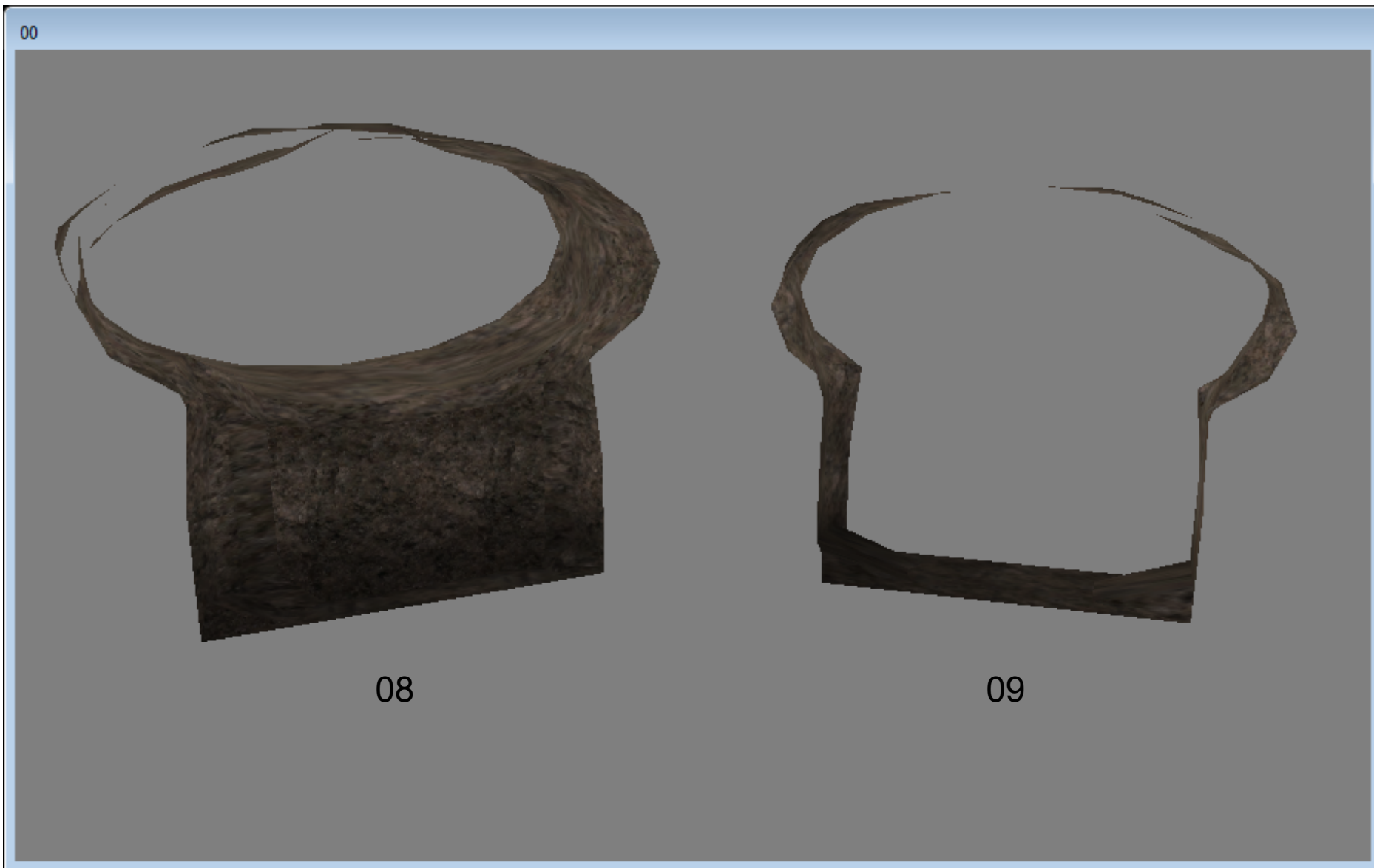
# in\_mudcave2\_...



# in\_mudcave2\_...

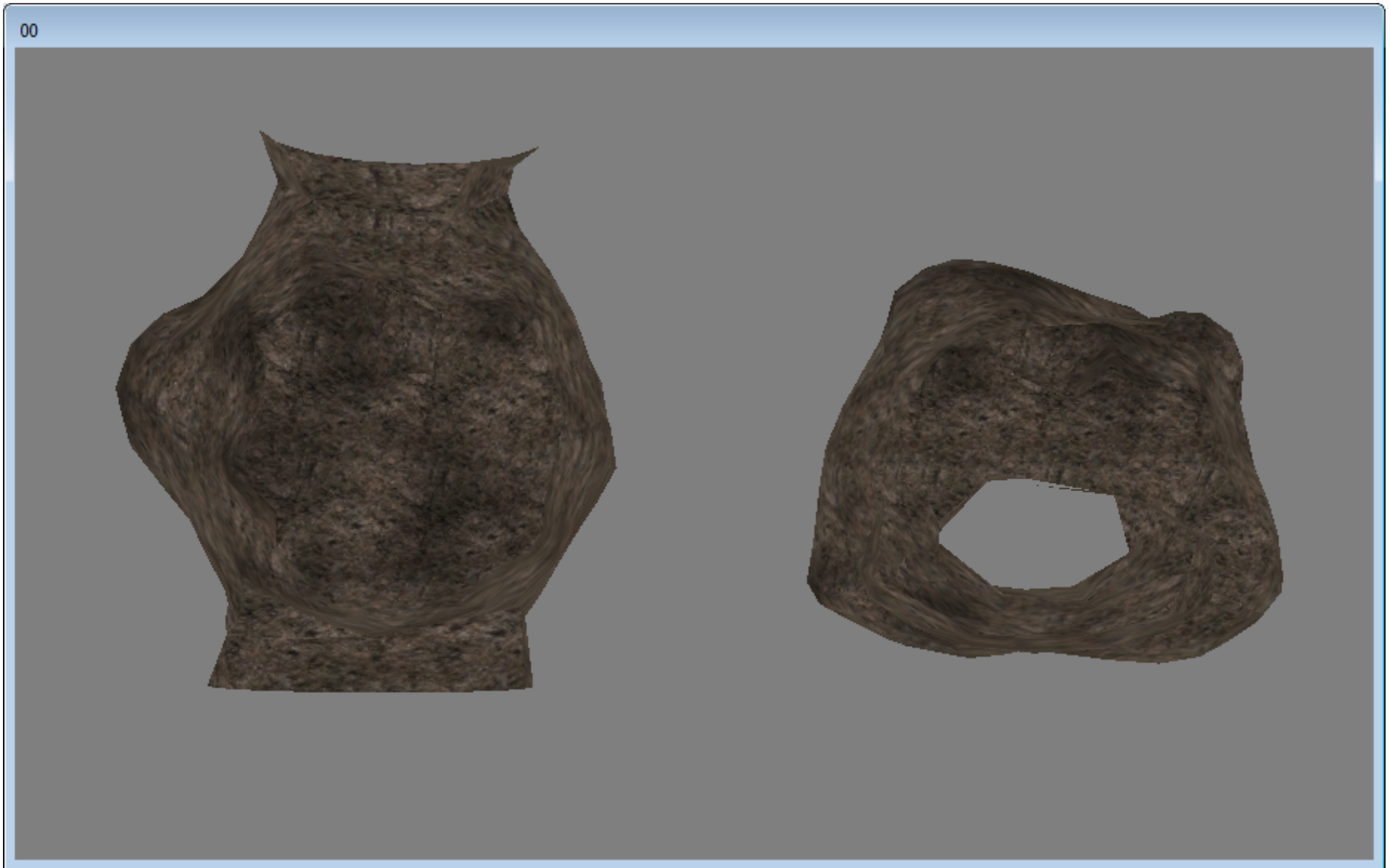


# in\_mudcave2\_...

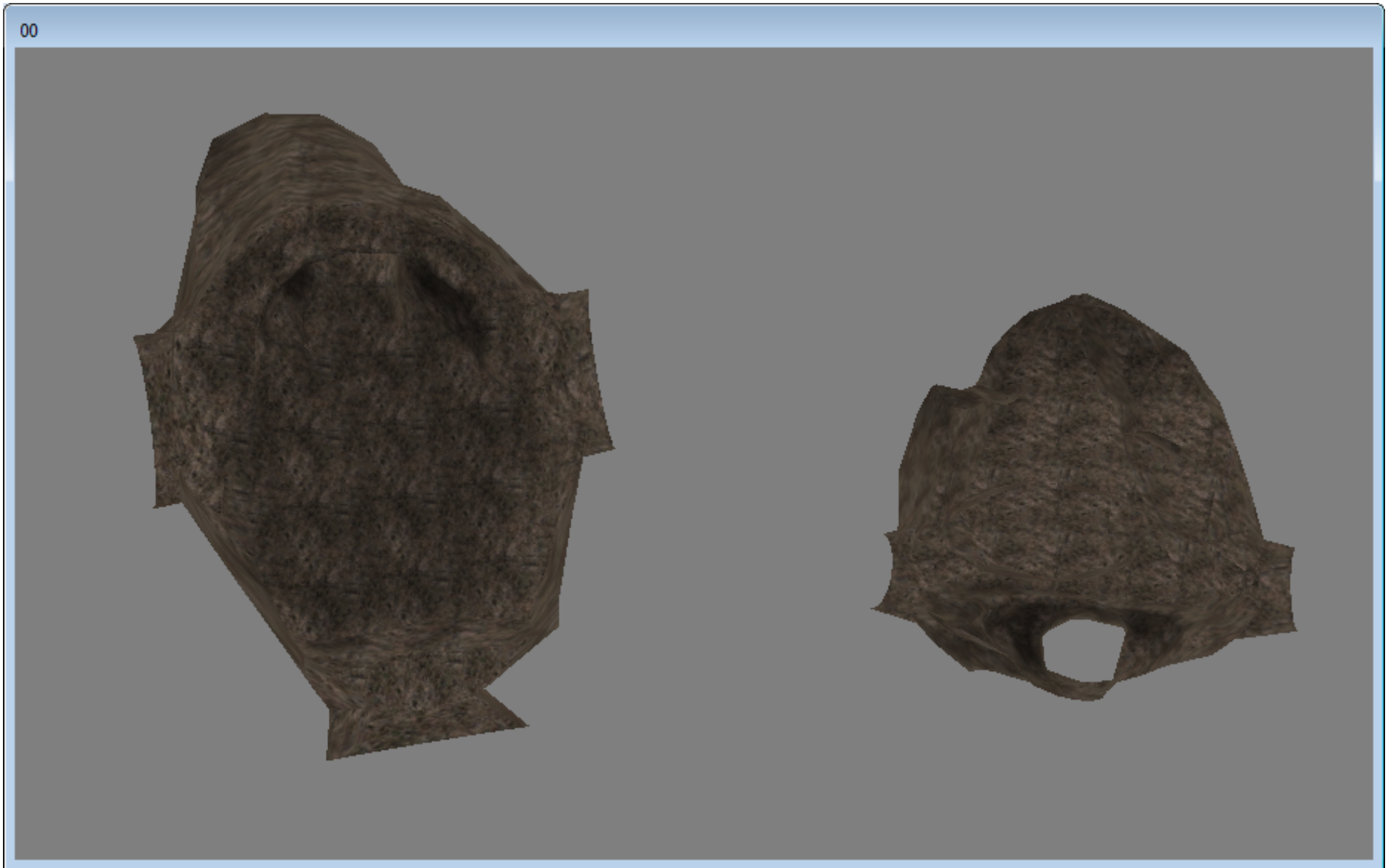




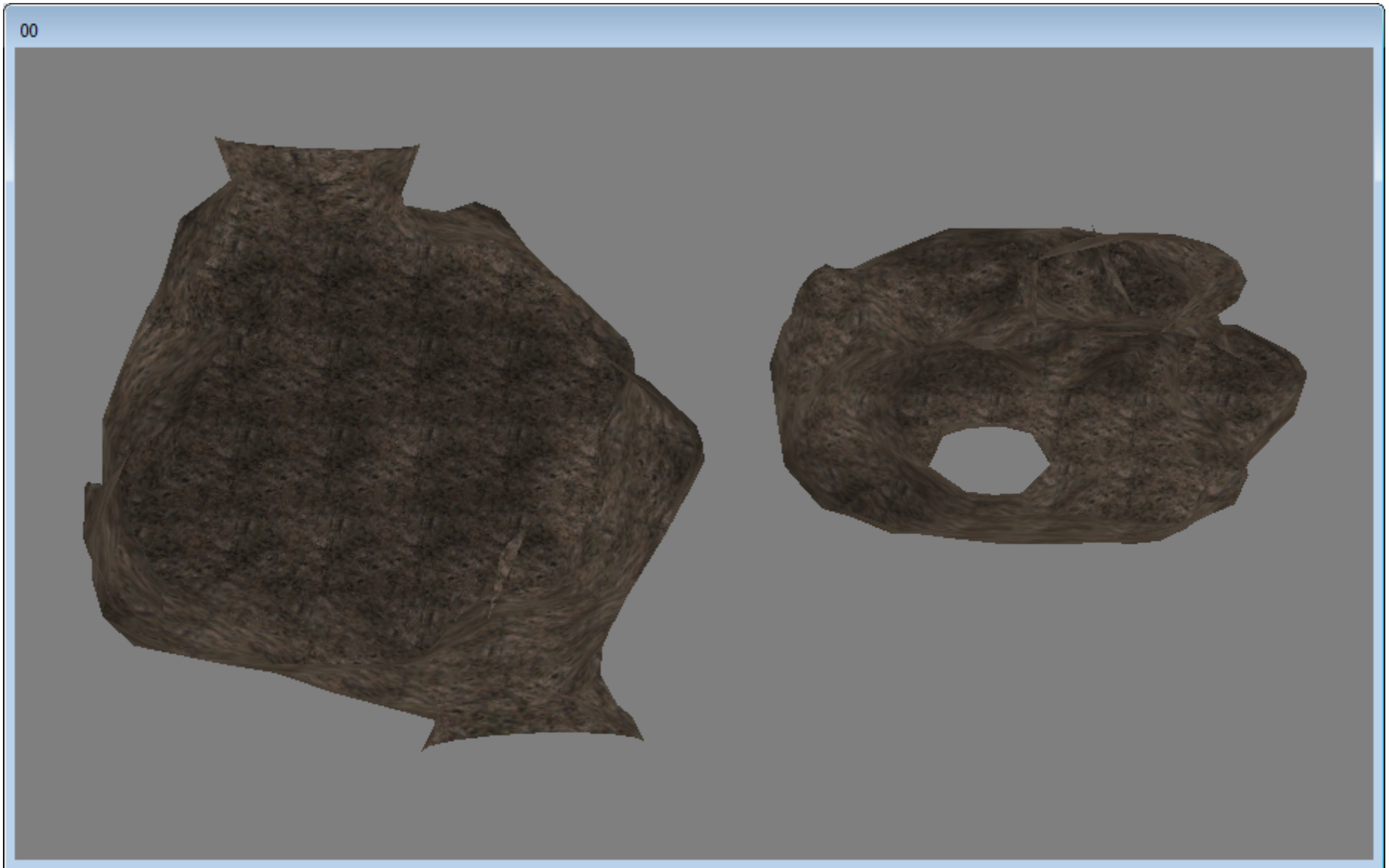
# in\_mudcave\_14



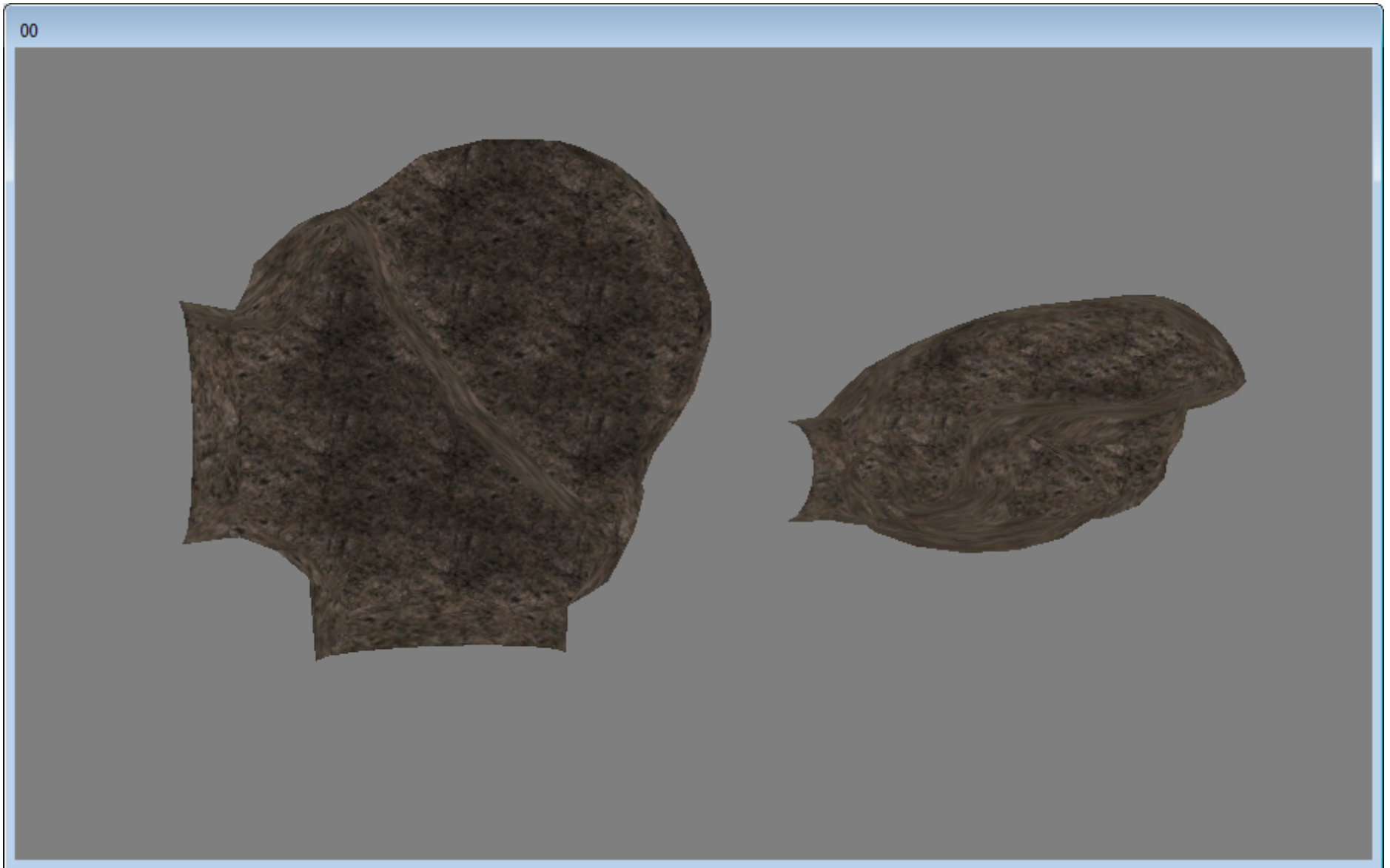
# in\_mudcave\_15



# in\_mudcave\_16

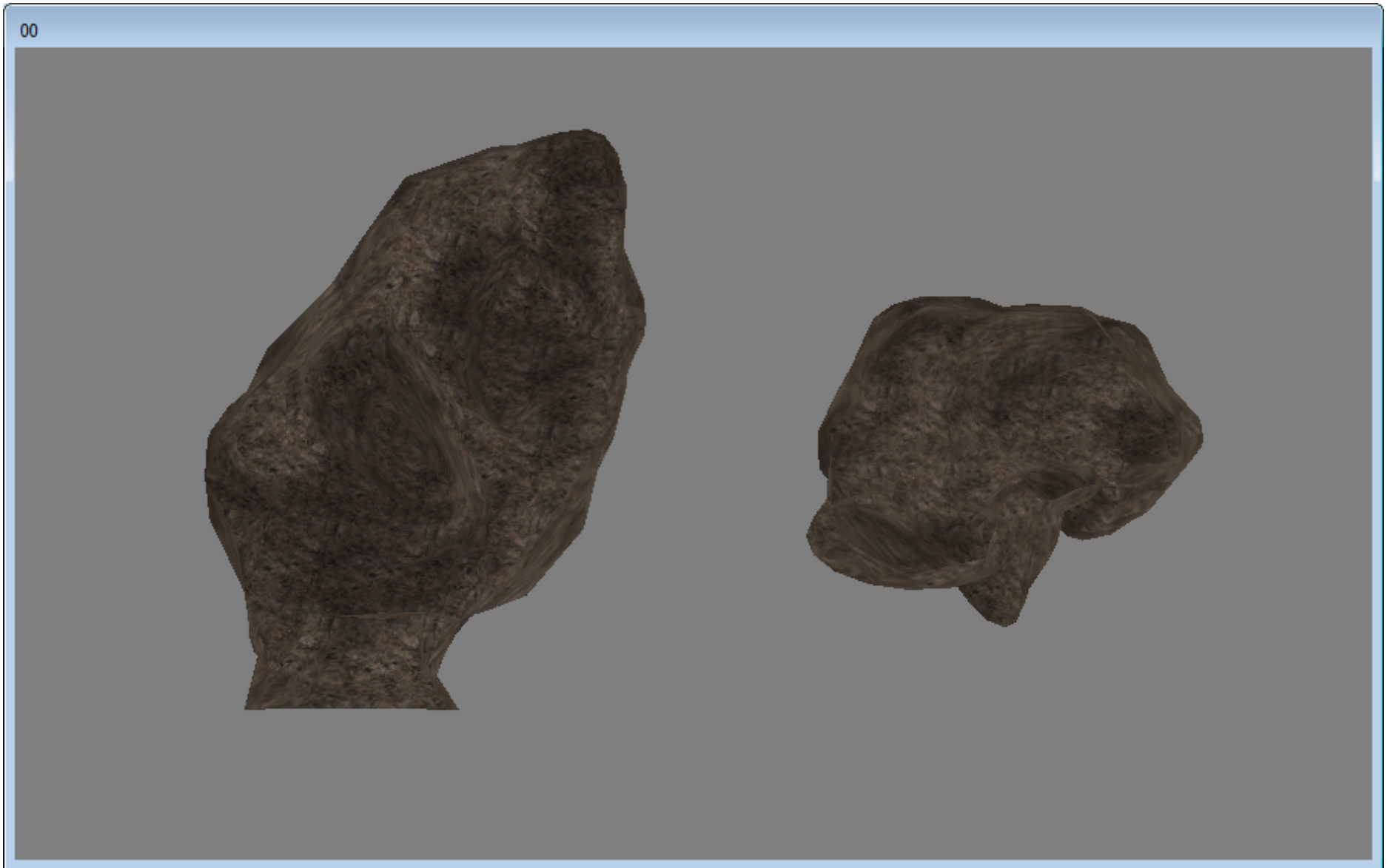


in\_moldcave\_17

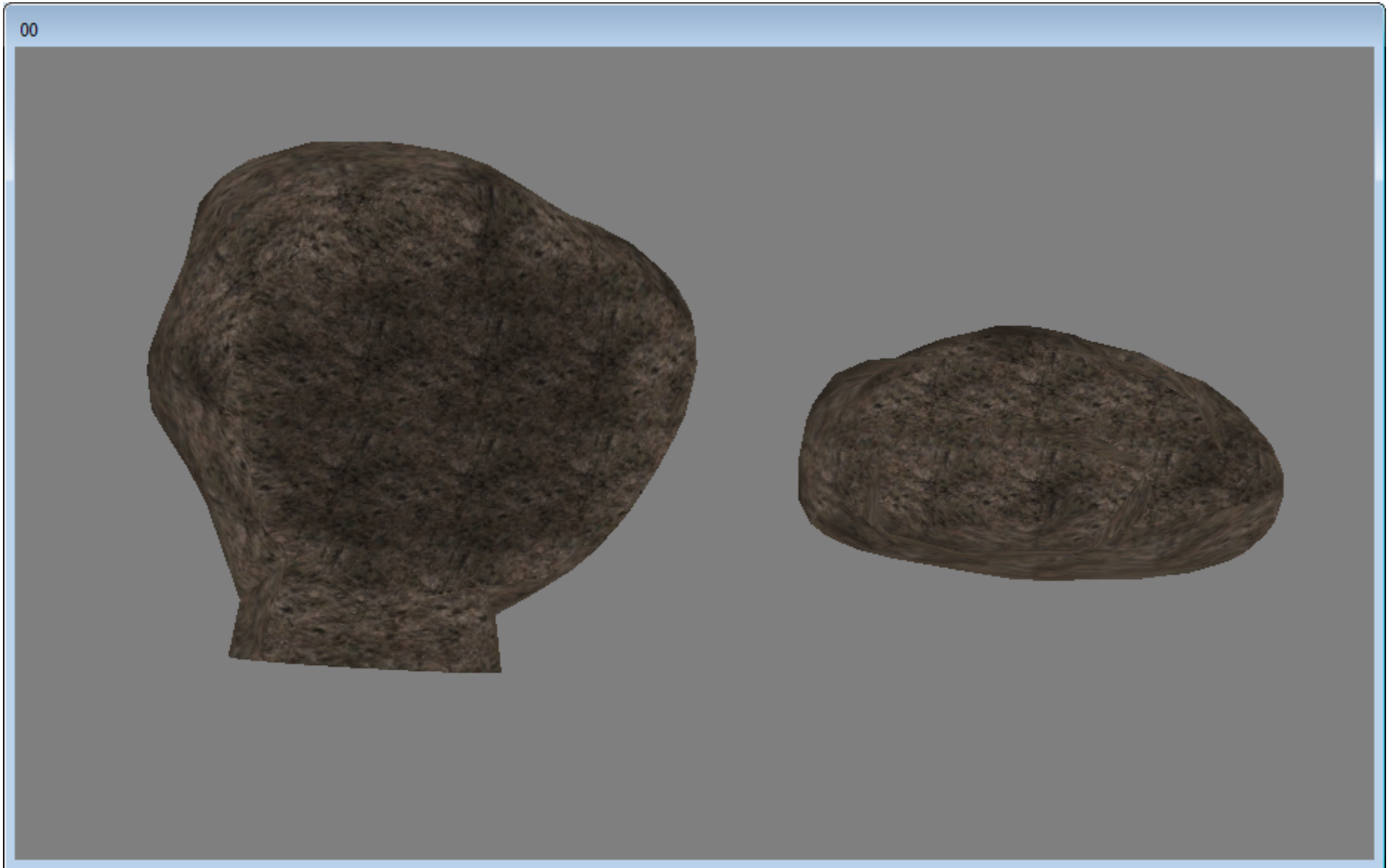




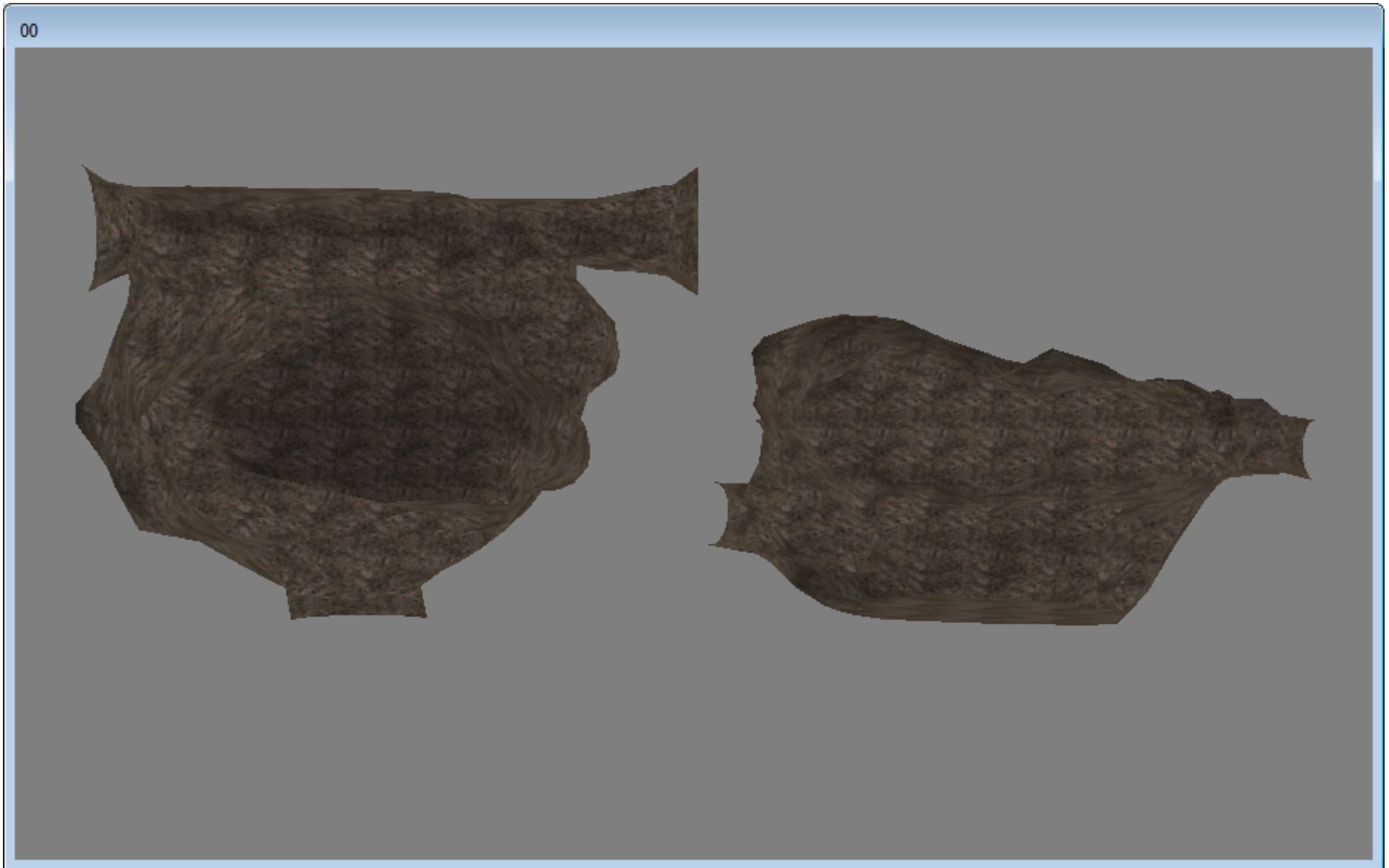
# in\_mudcave\_18



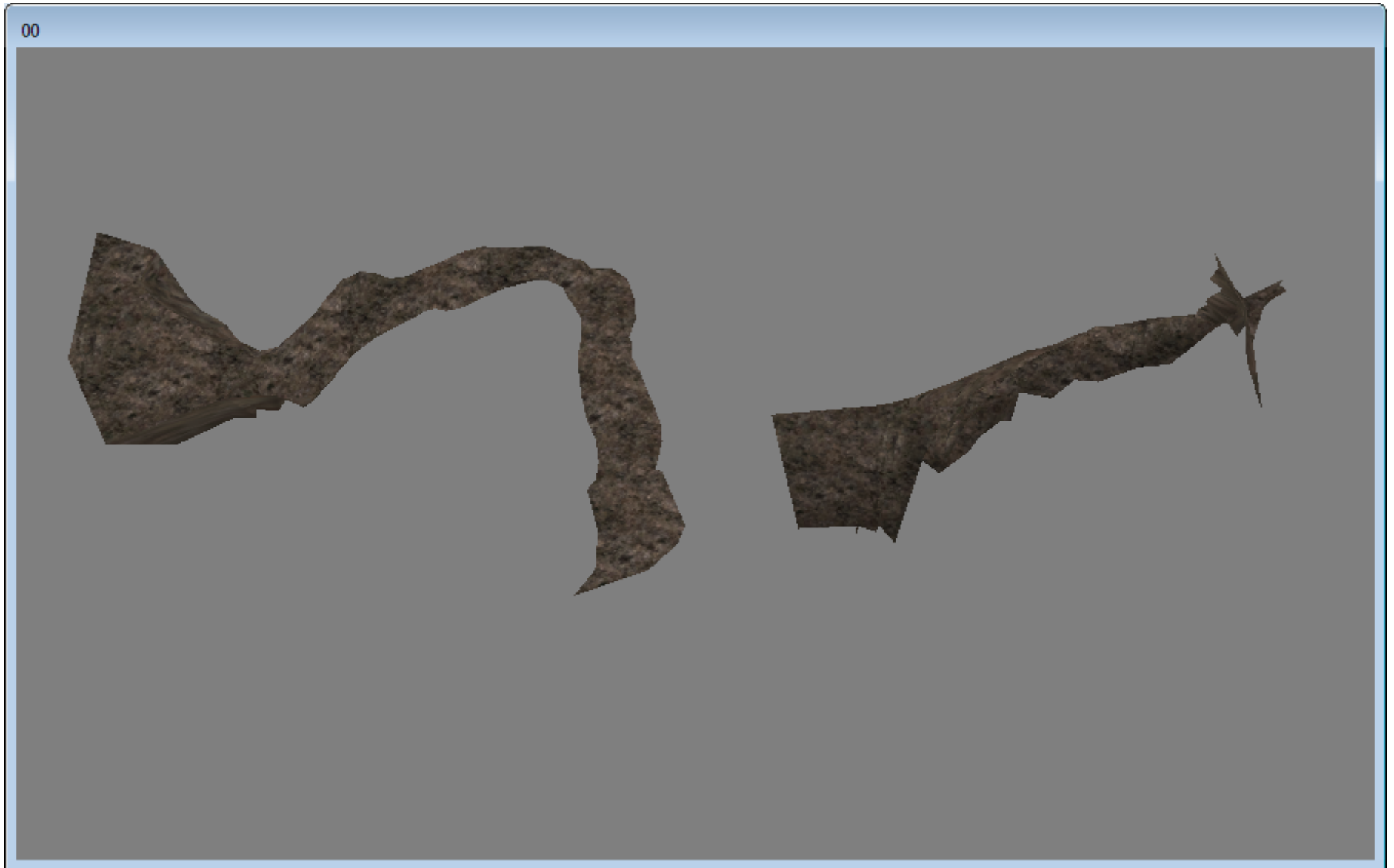
# in\_mudcave\_19



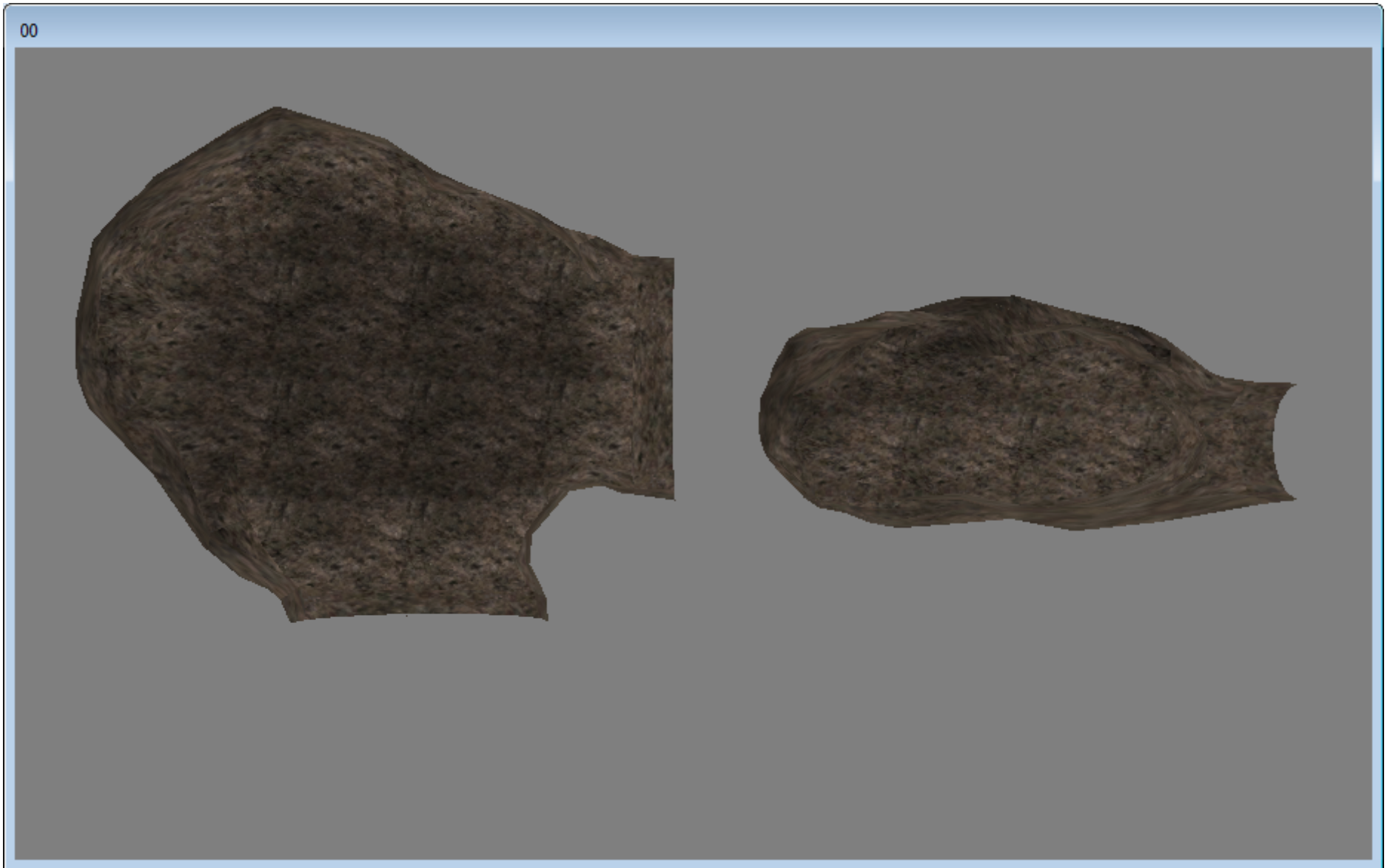
# in\_mudcave\_21



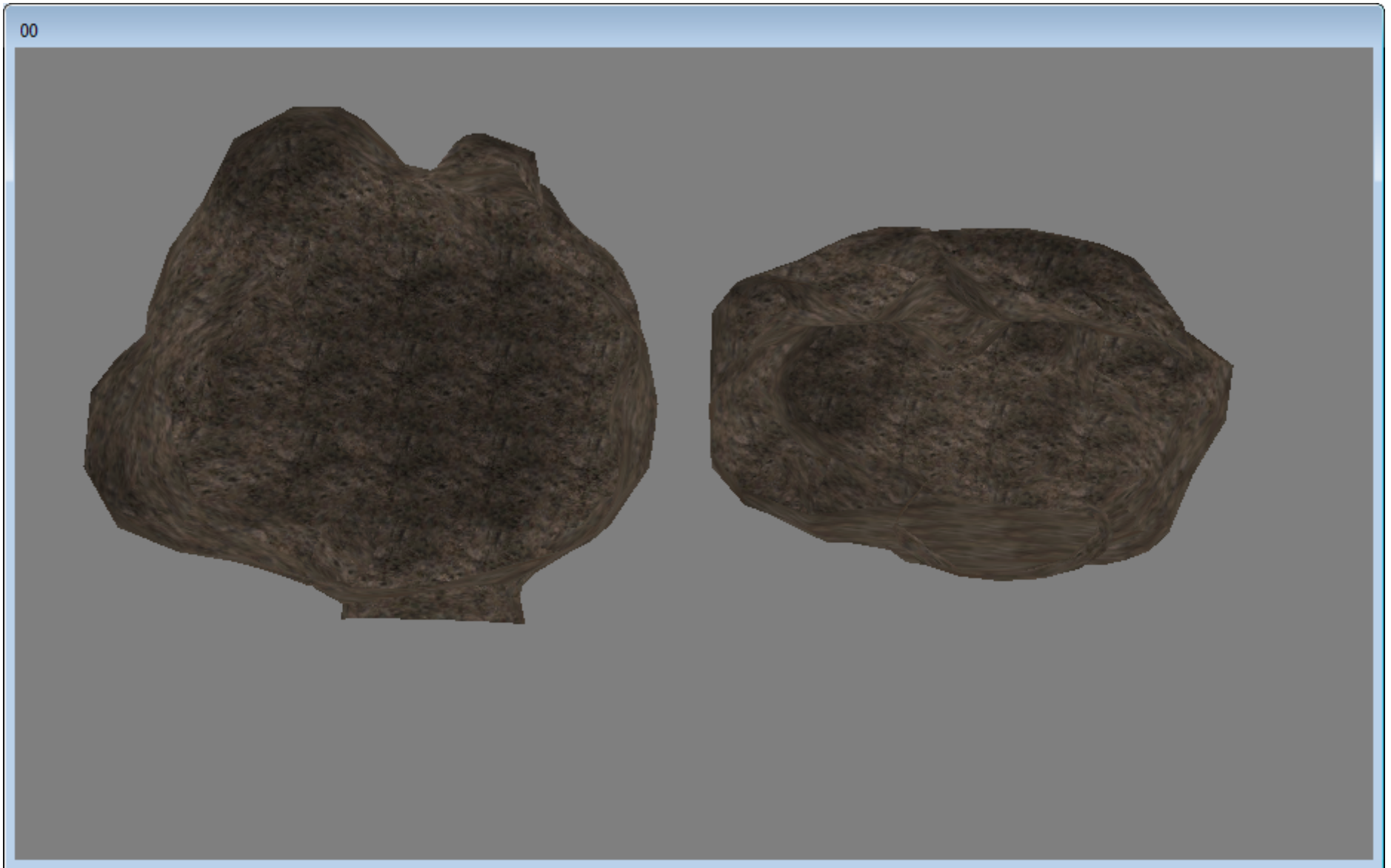
# in\_mudcave\_21\_1



# in\_mudcave\_25

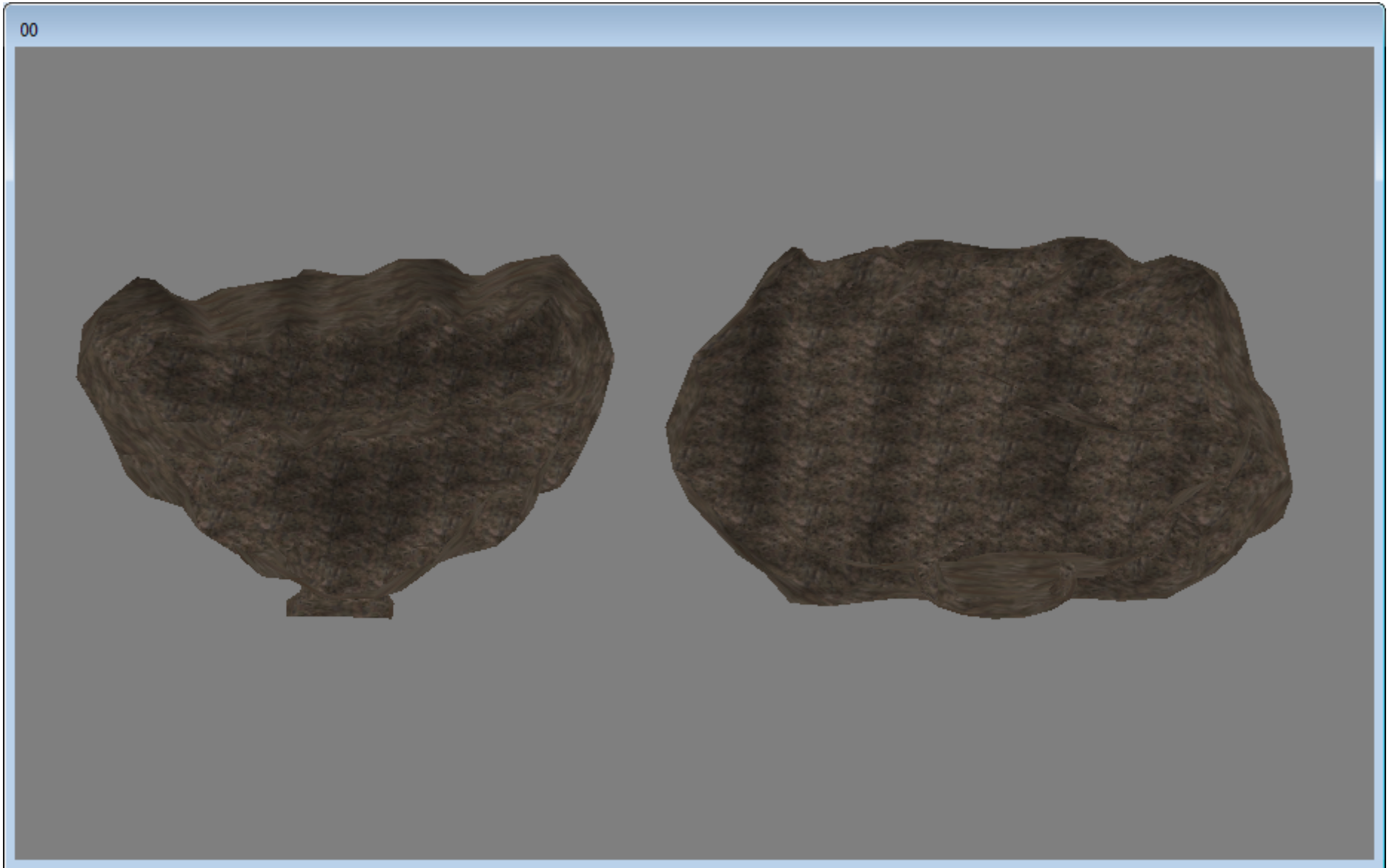


# in\_mudcave\_26

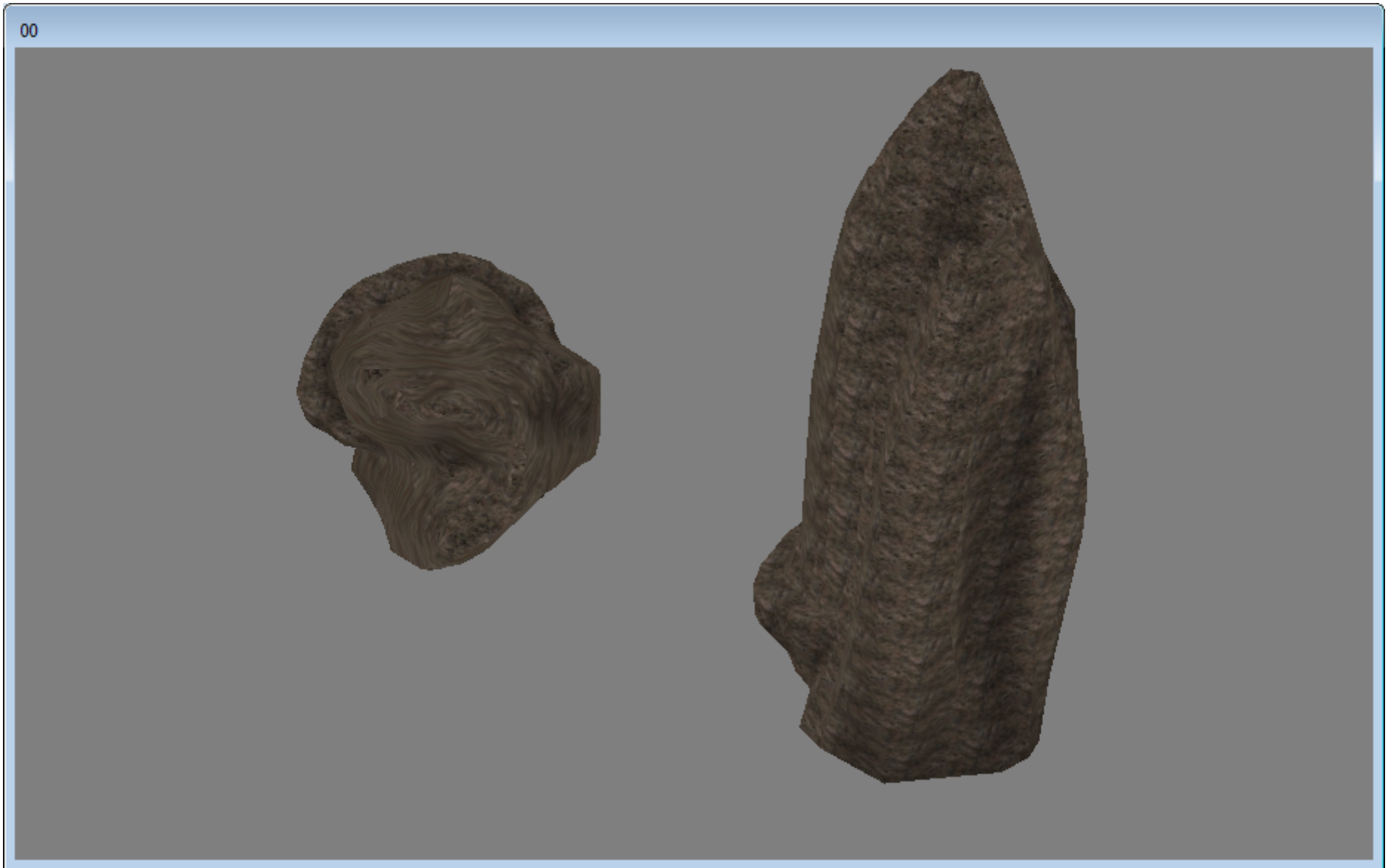




# in\_mudcave\_27



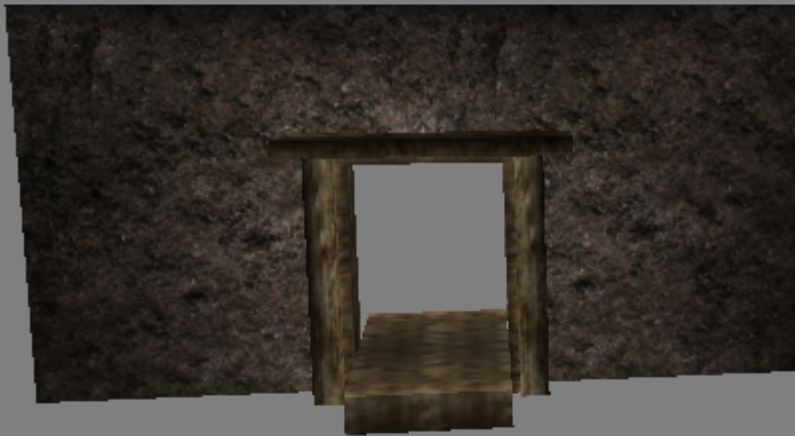
# in\_mudcave\_28\_1



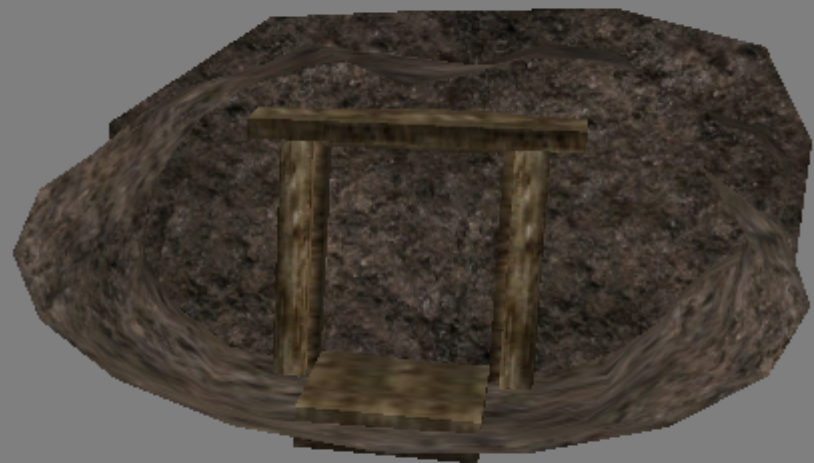


# in\_mudcave\_

00

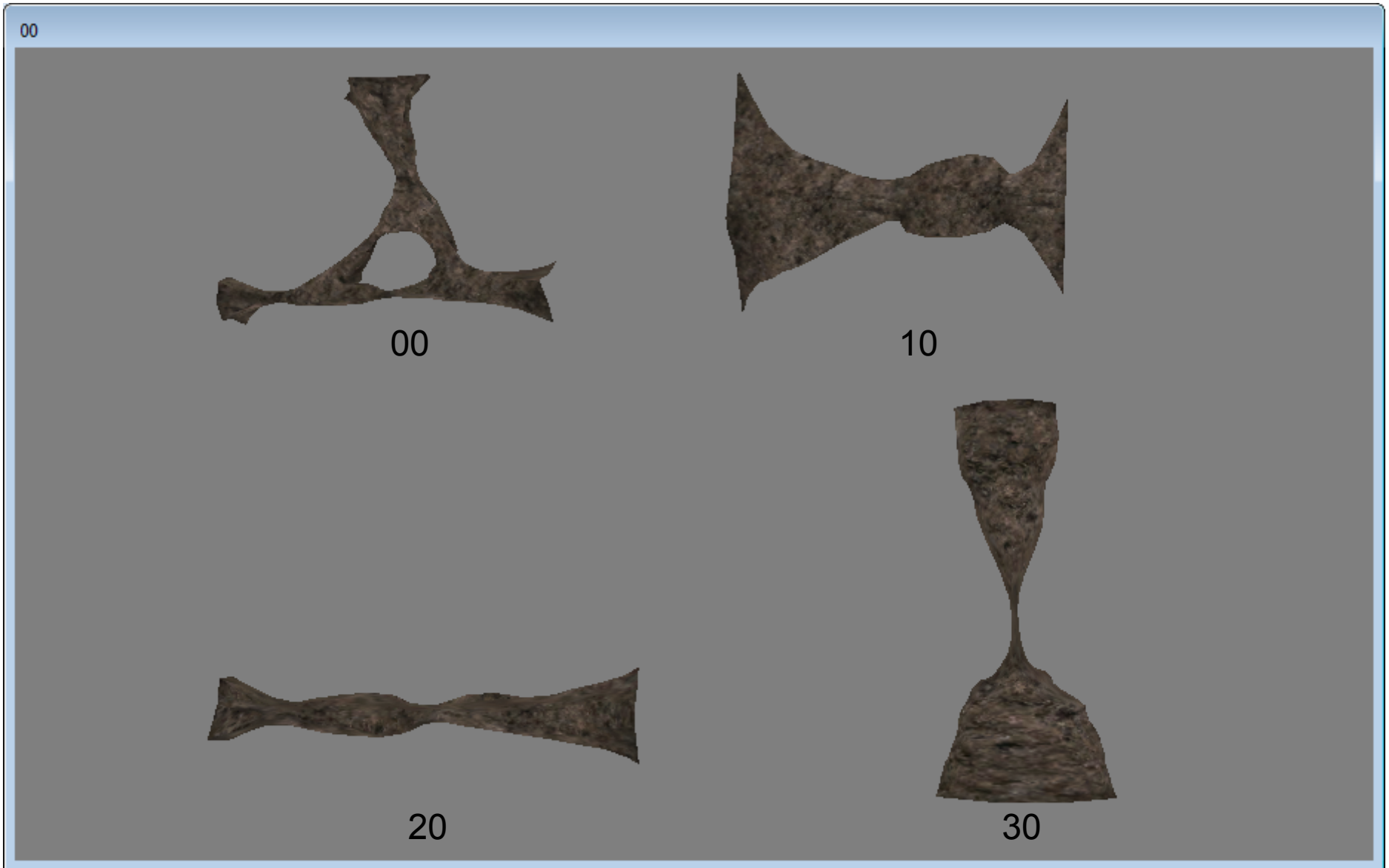


doorway00

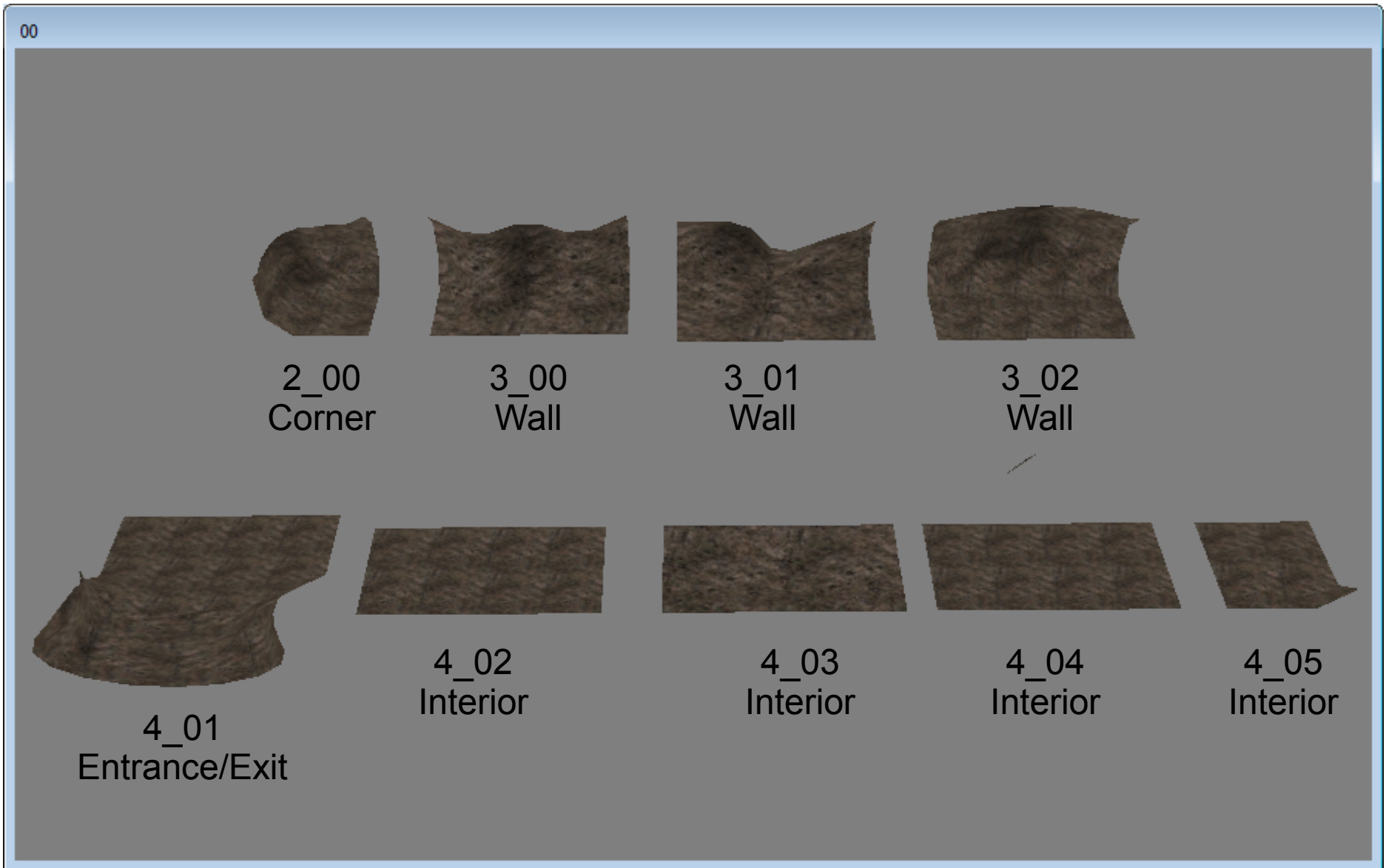


exit00

# in\_mudcave\_form...



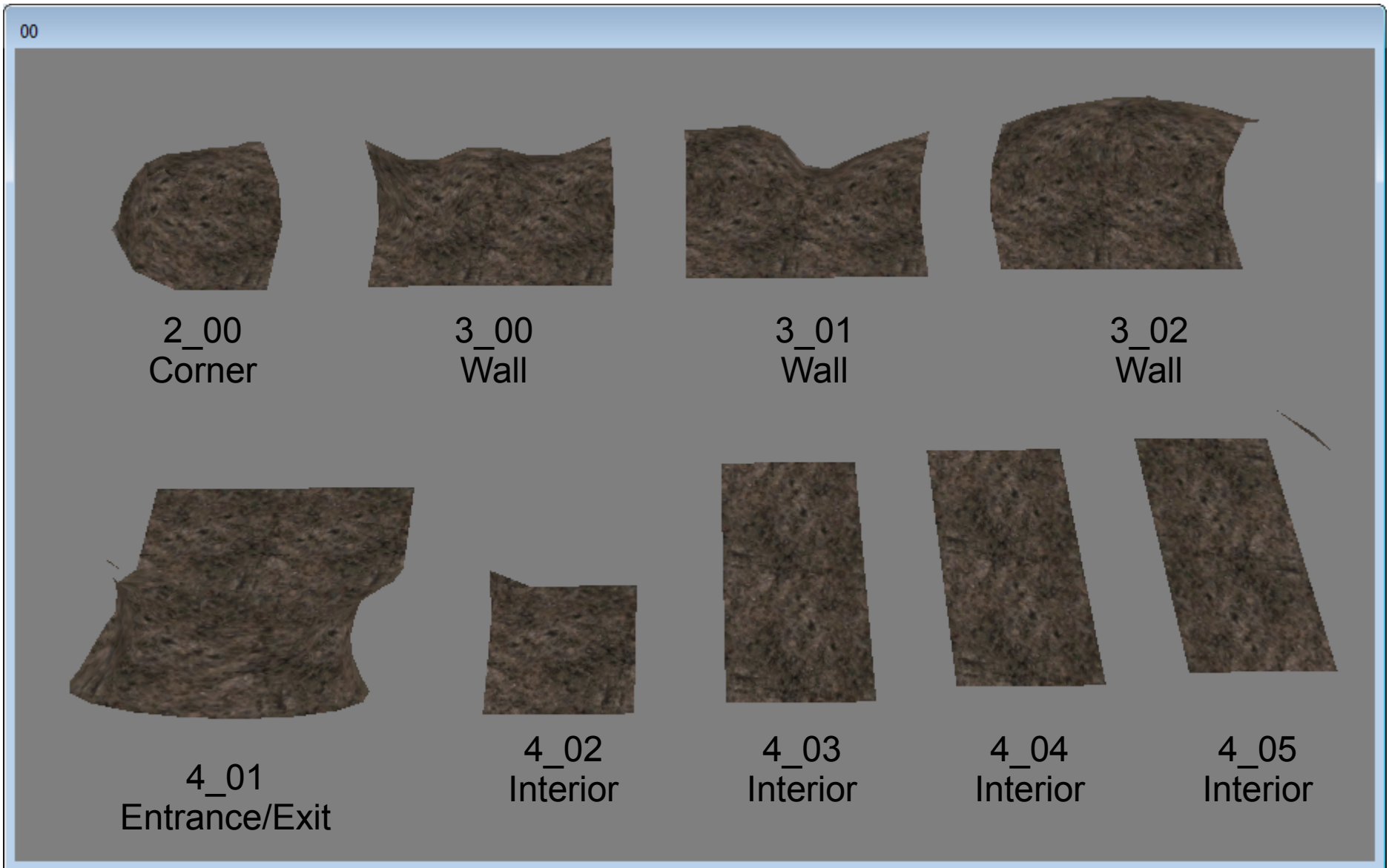
# in\_mudcave\_lroom...



in\_mudcave\_nat\_exit00

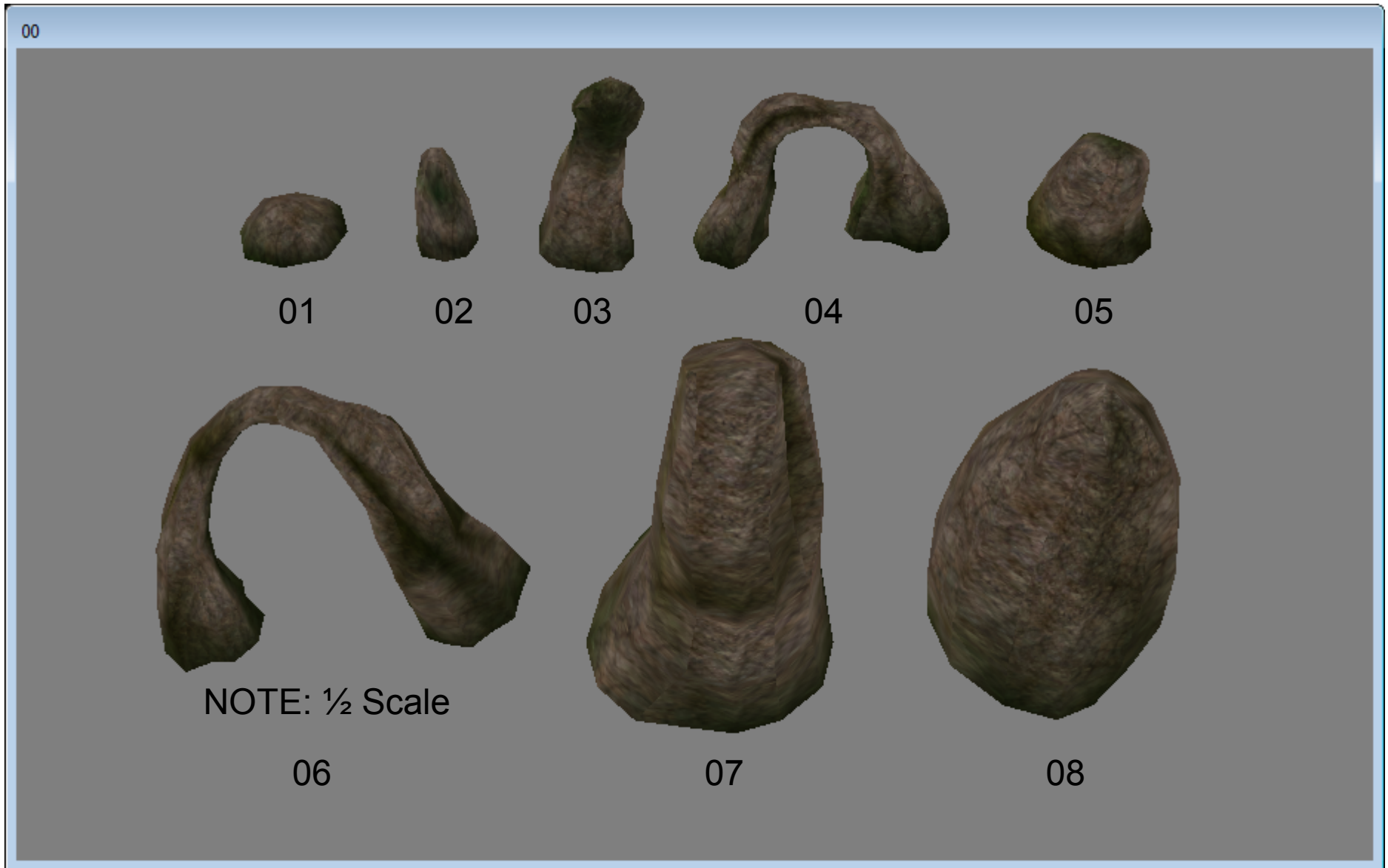


# in\_mudcave\_sroom...



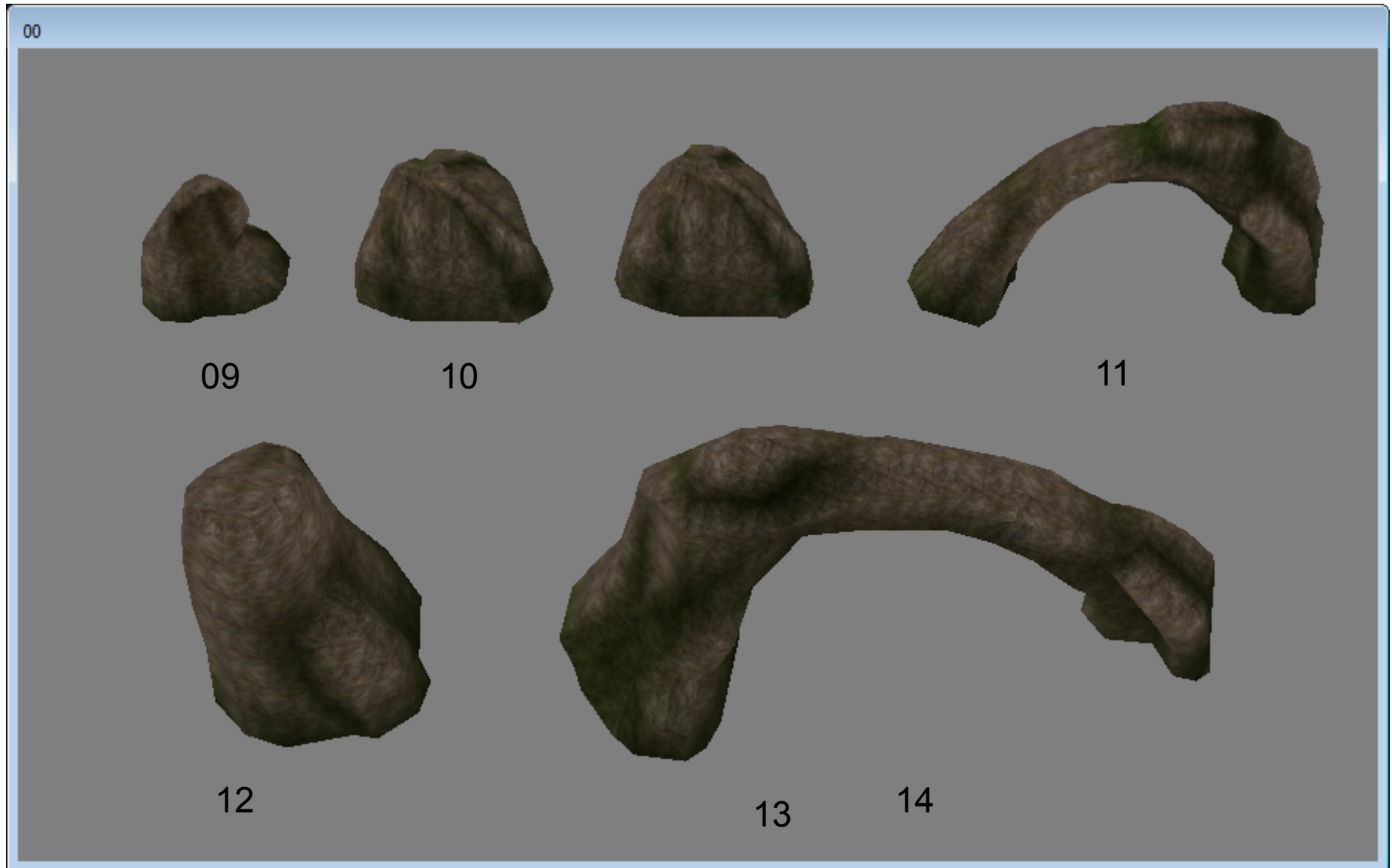


# terrain\_rock\_wg\_...



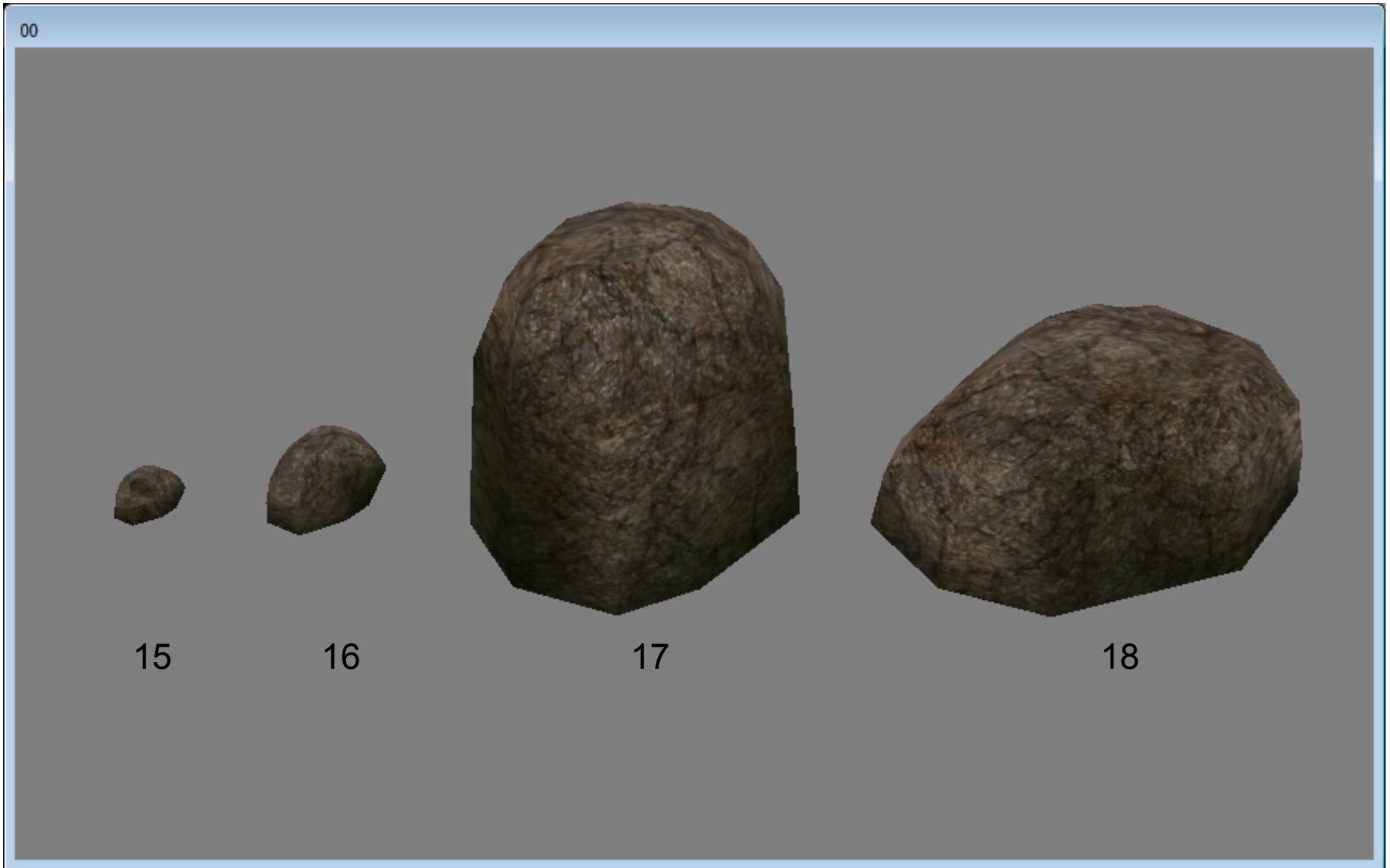


# terrain\_rock\_wg\_...



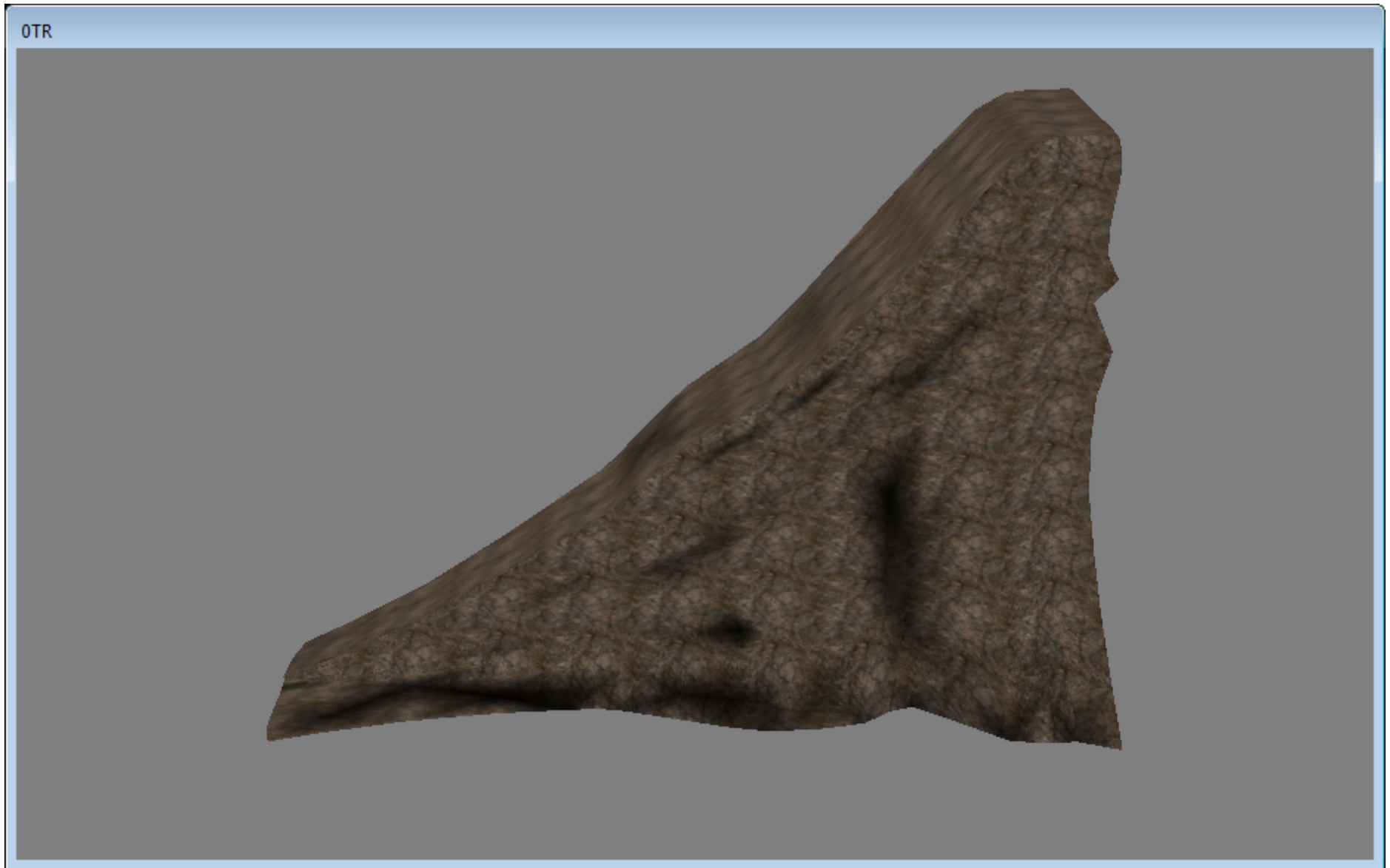


# terrain\_rock\_wg\_...

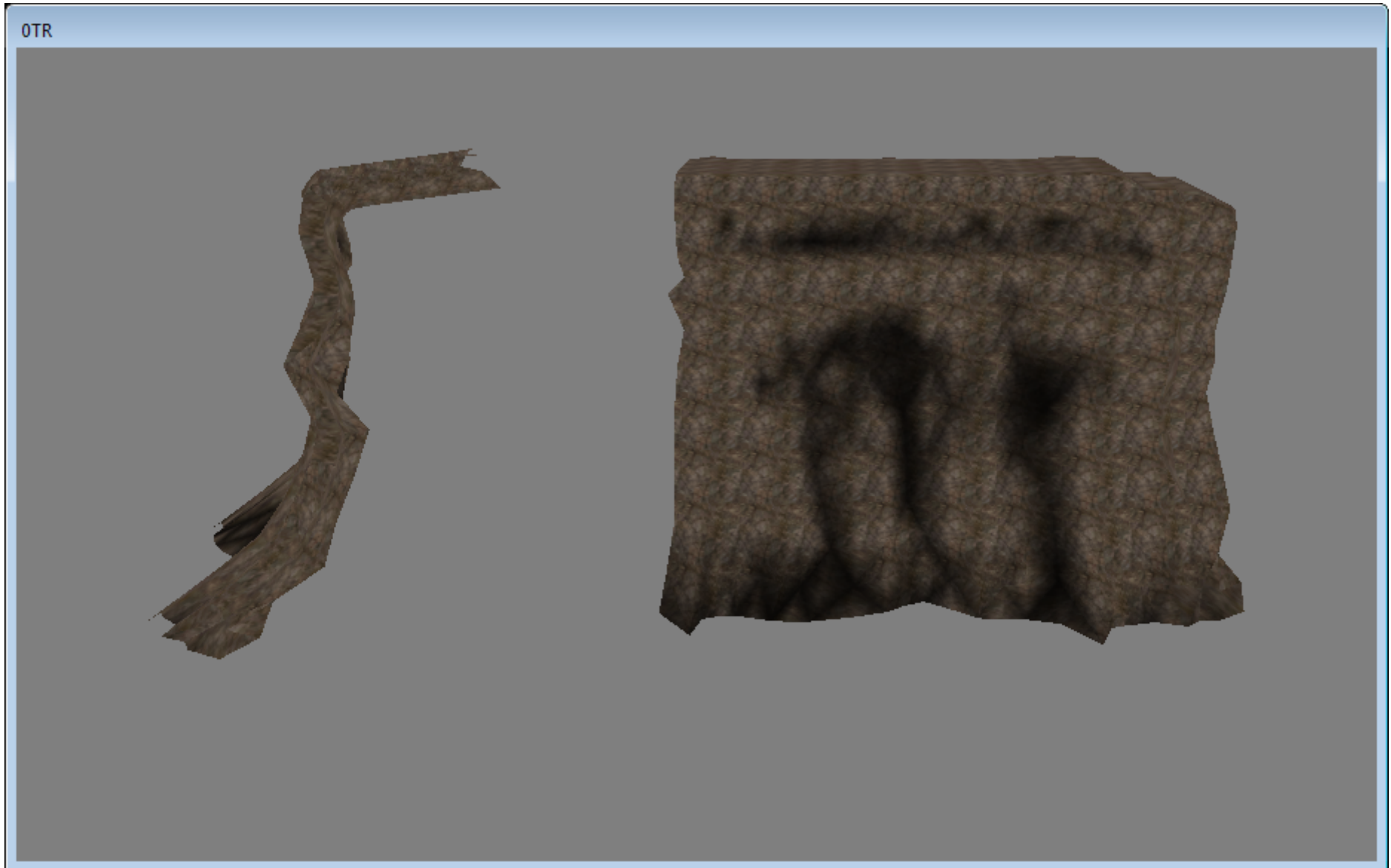




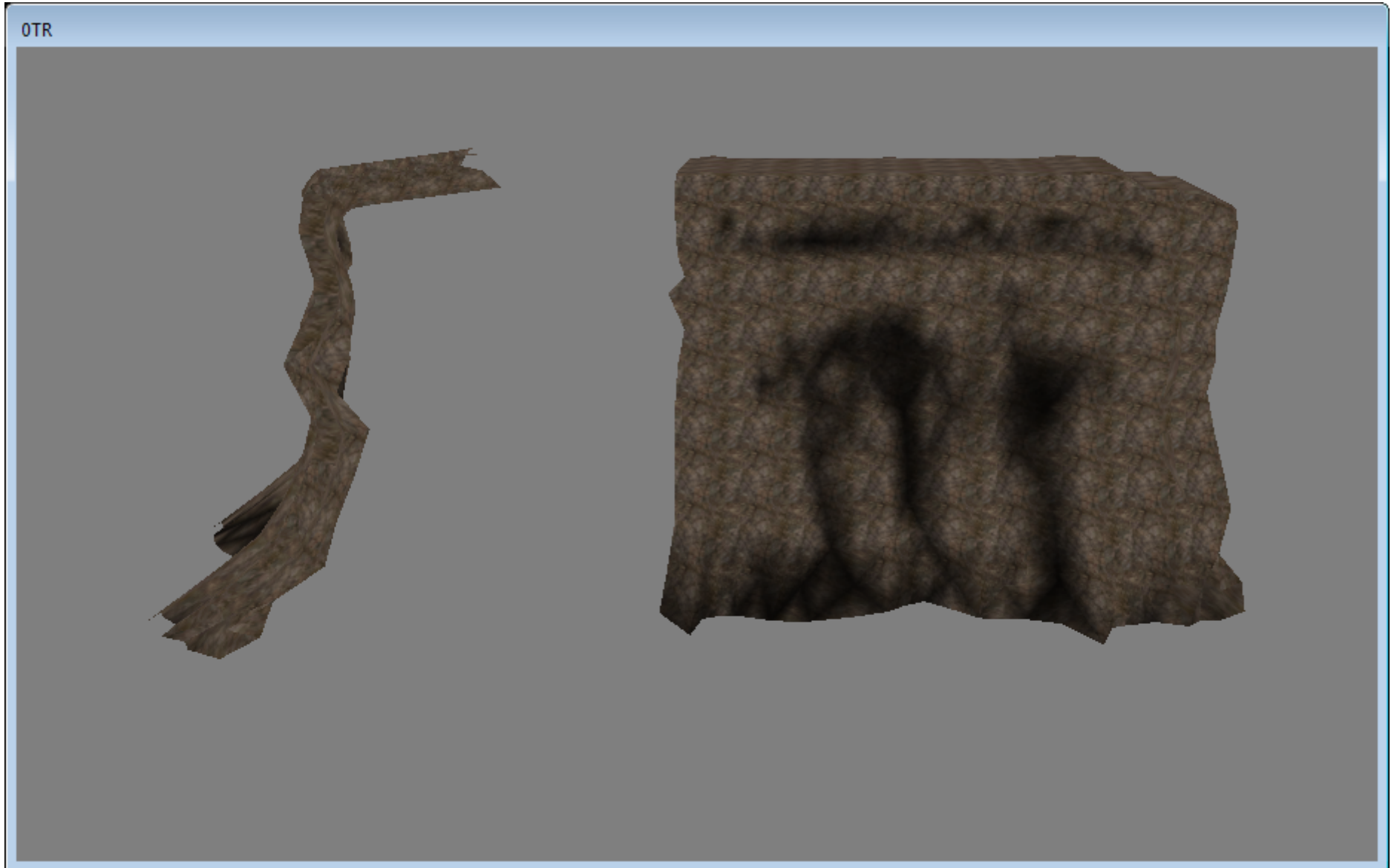
# TR\_terr\_WG\_Cliff\_01



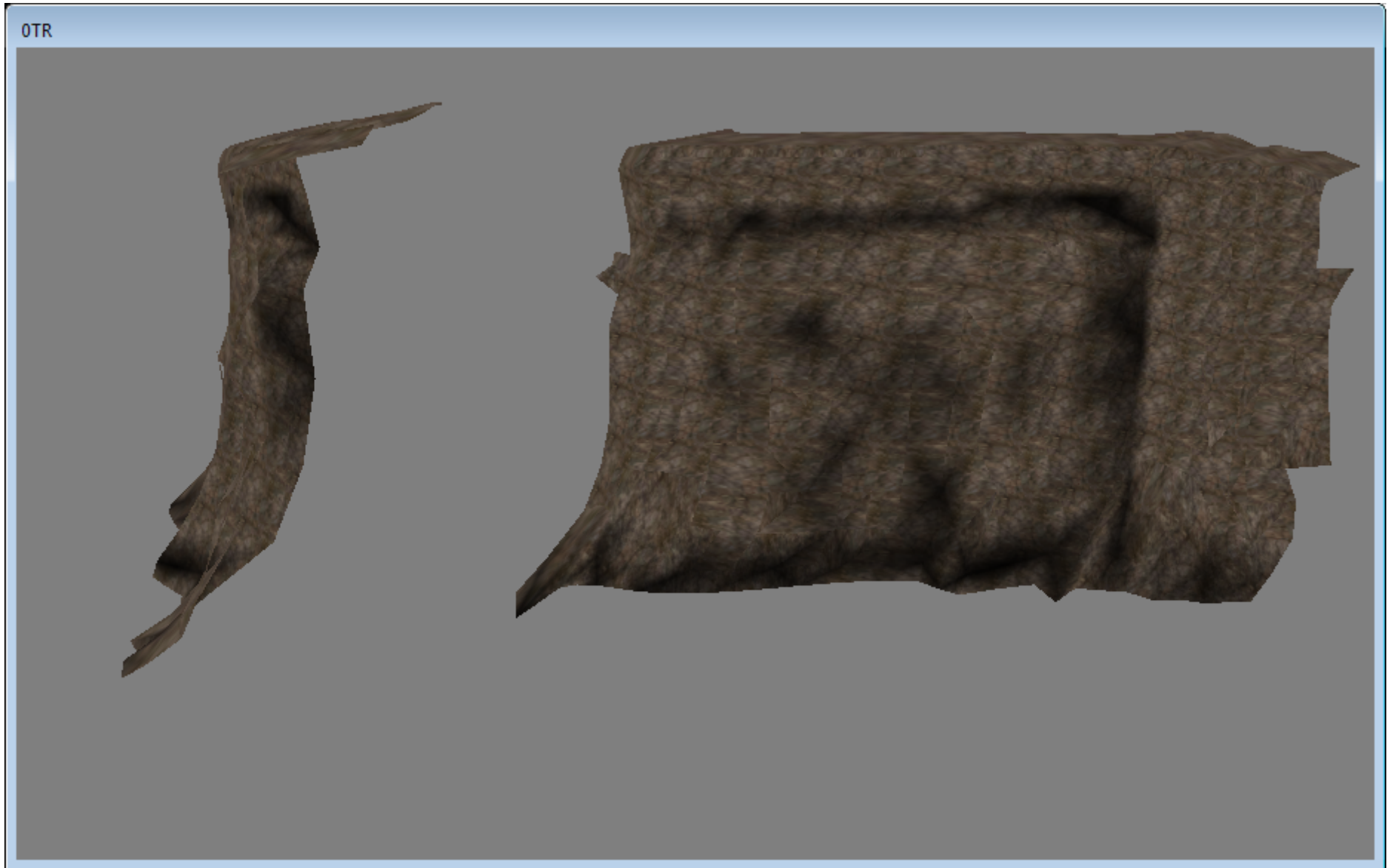
# TR\_terr\_WG\_Cliff\_02



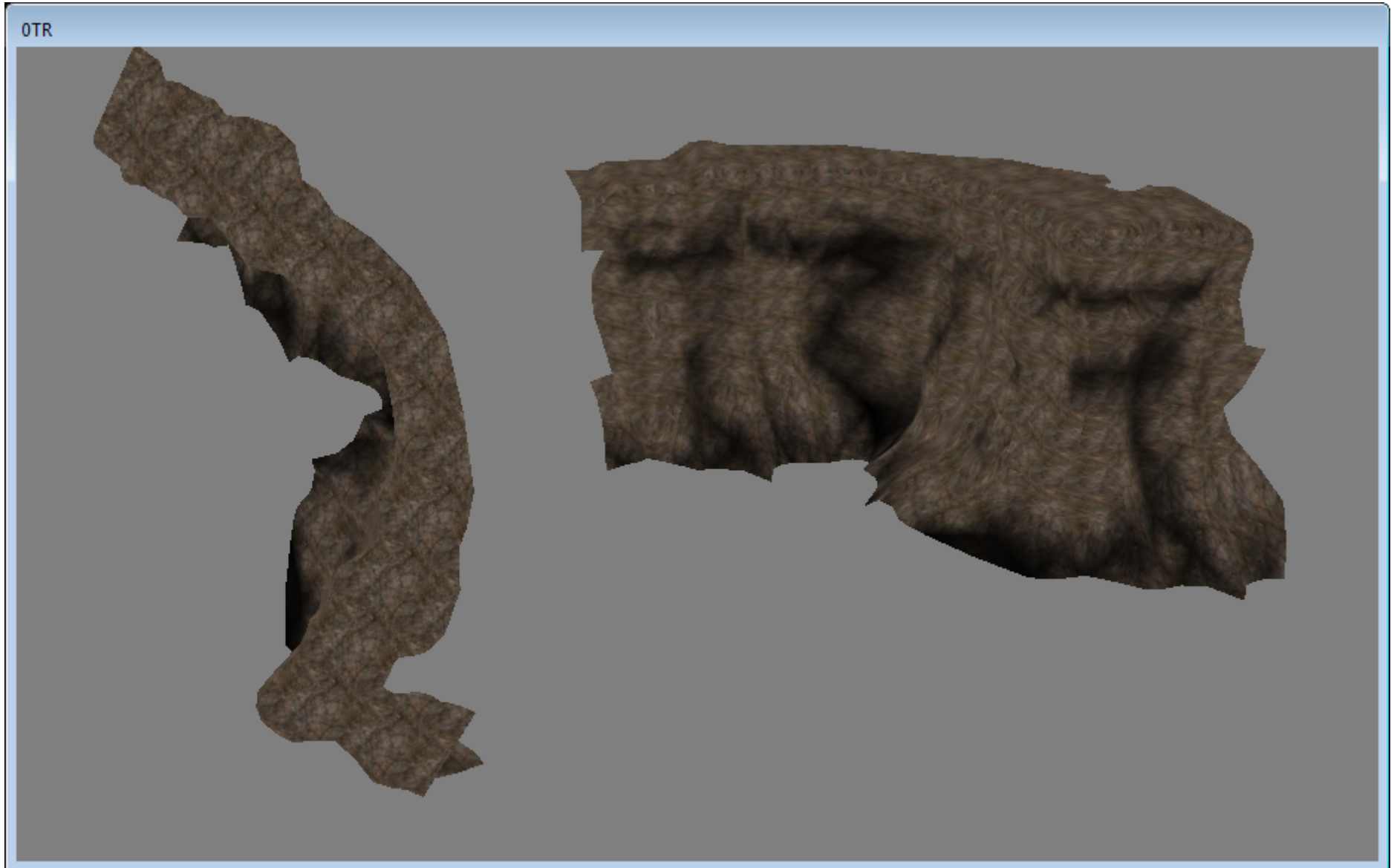
# TR\_terr\_WG\_Cliff\_03



# TR\_terr\_WG\_Cliff\_04

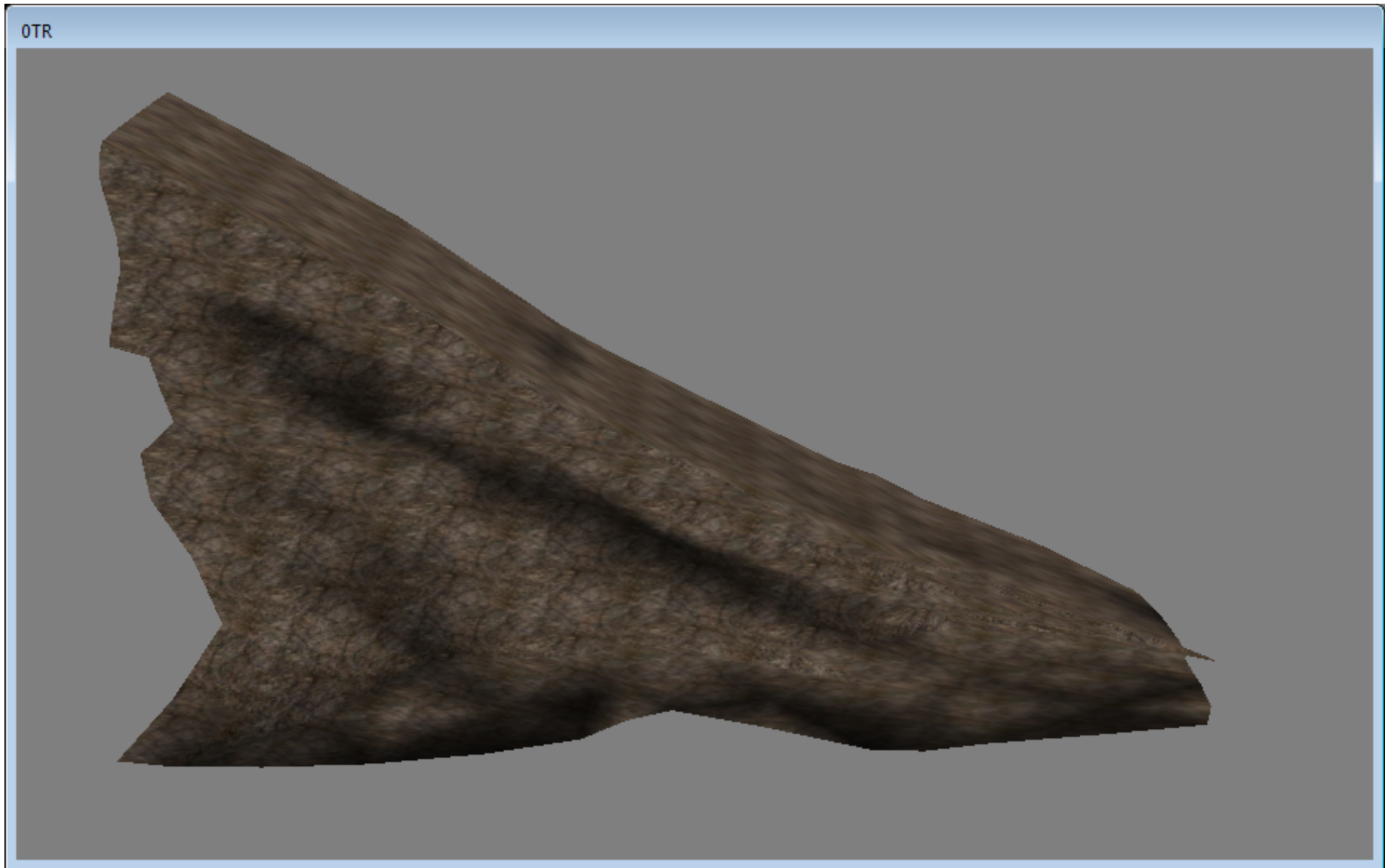


# TR\_terr\_WG\_Cliff\_05





# TR\_terr\_WG\_Cliff\_06





# TR\_terrain\_wg\_rock\_...

