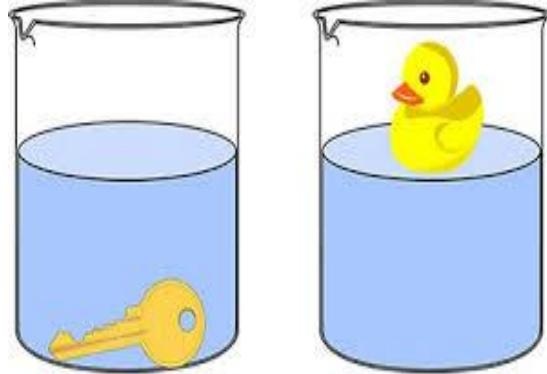


# map



# float



# sink

# shadow



# light

# dark

