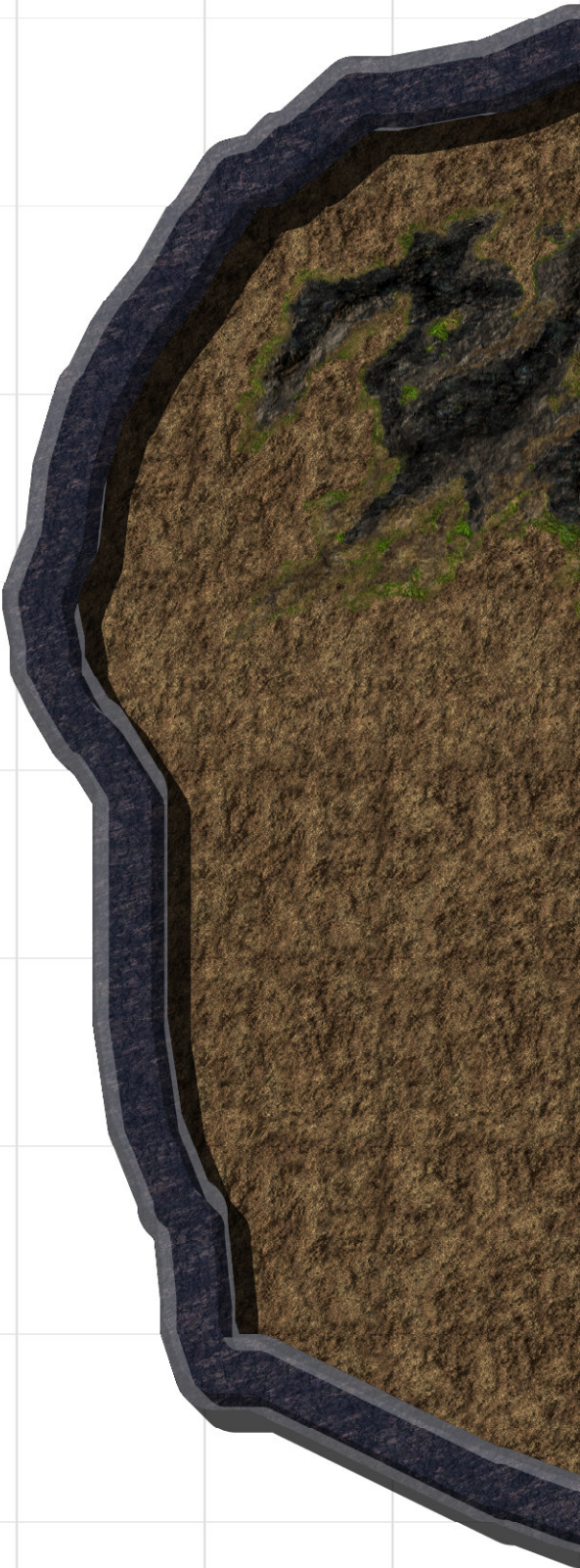


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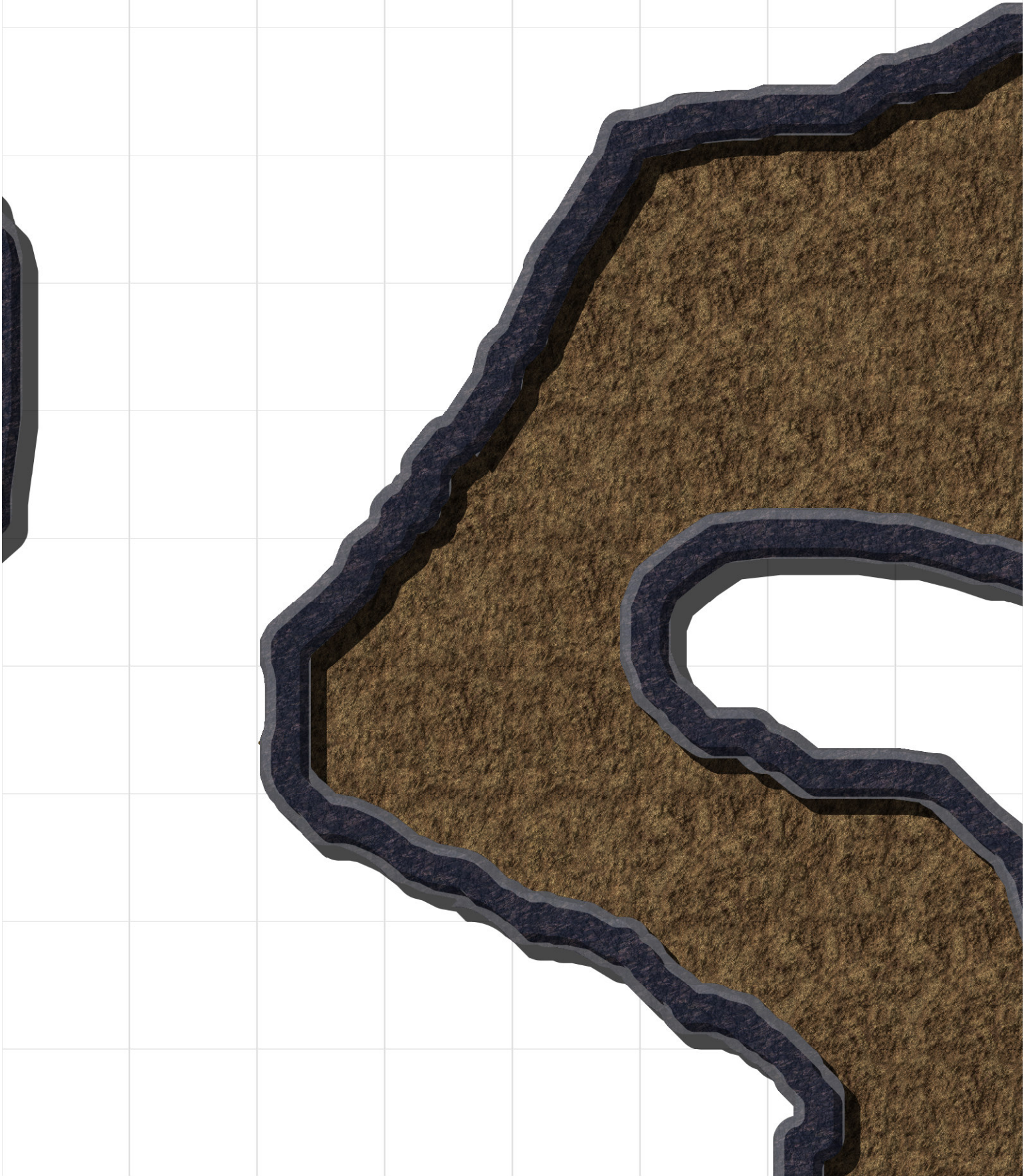


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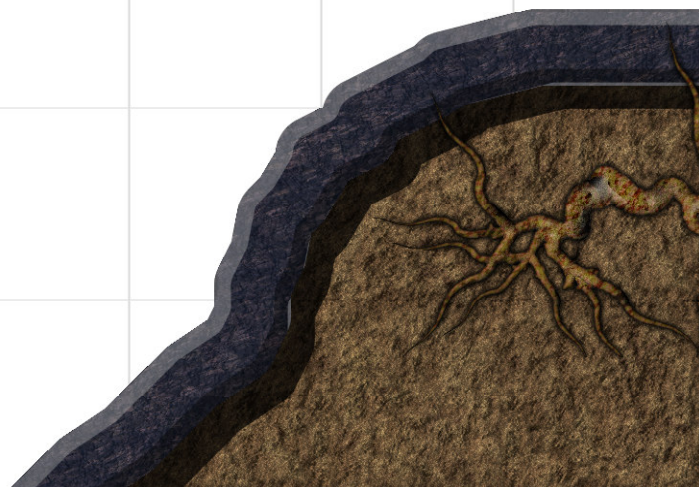


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A 3D-rendered map of a game area. The map is a light brown, textured surface with a white grid overlay. A dark, winding path or trench runs across the map, starting from the top left, curving around a central area, and then extending towards the bottom right. In the lower-left quadrant, there are several small, irregularly shaped rocks or boulders. The overall style is that of a low-poly 3D model, typical of early computer games.



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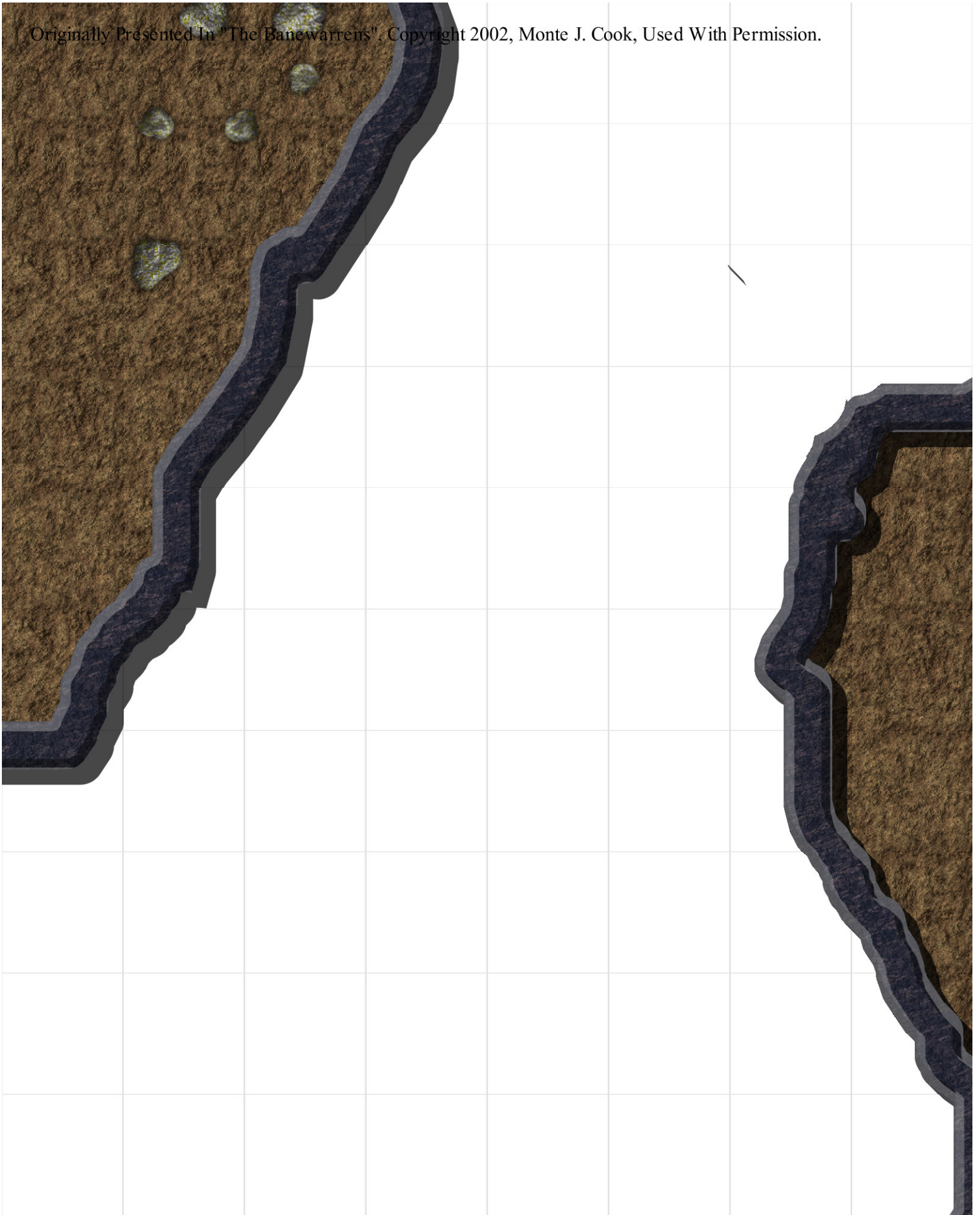


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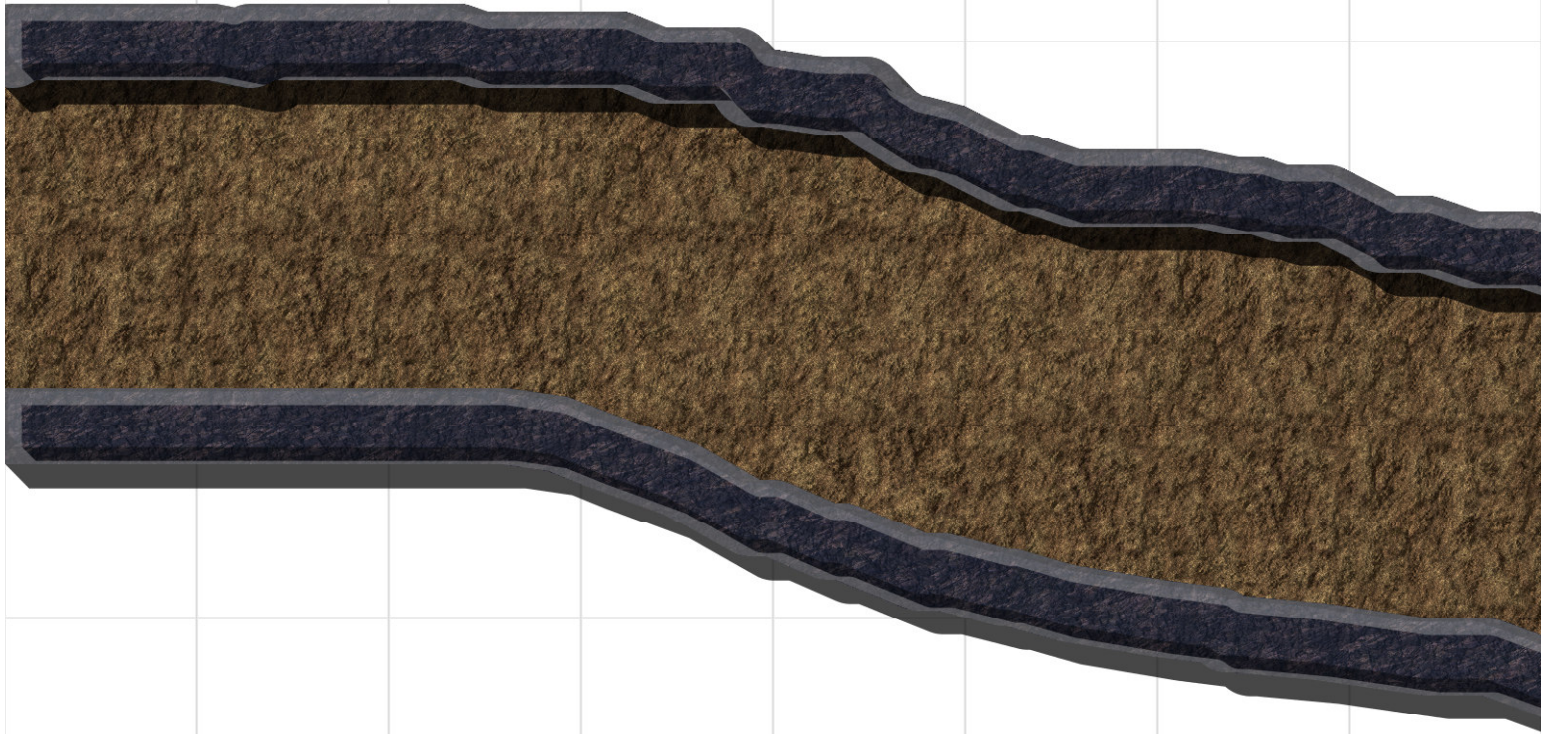


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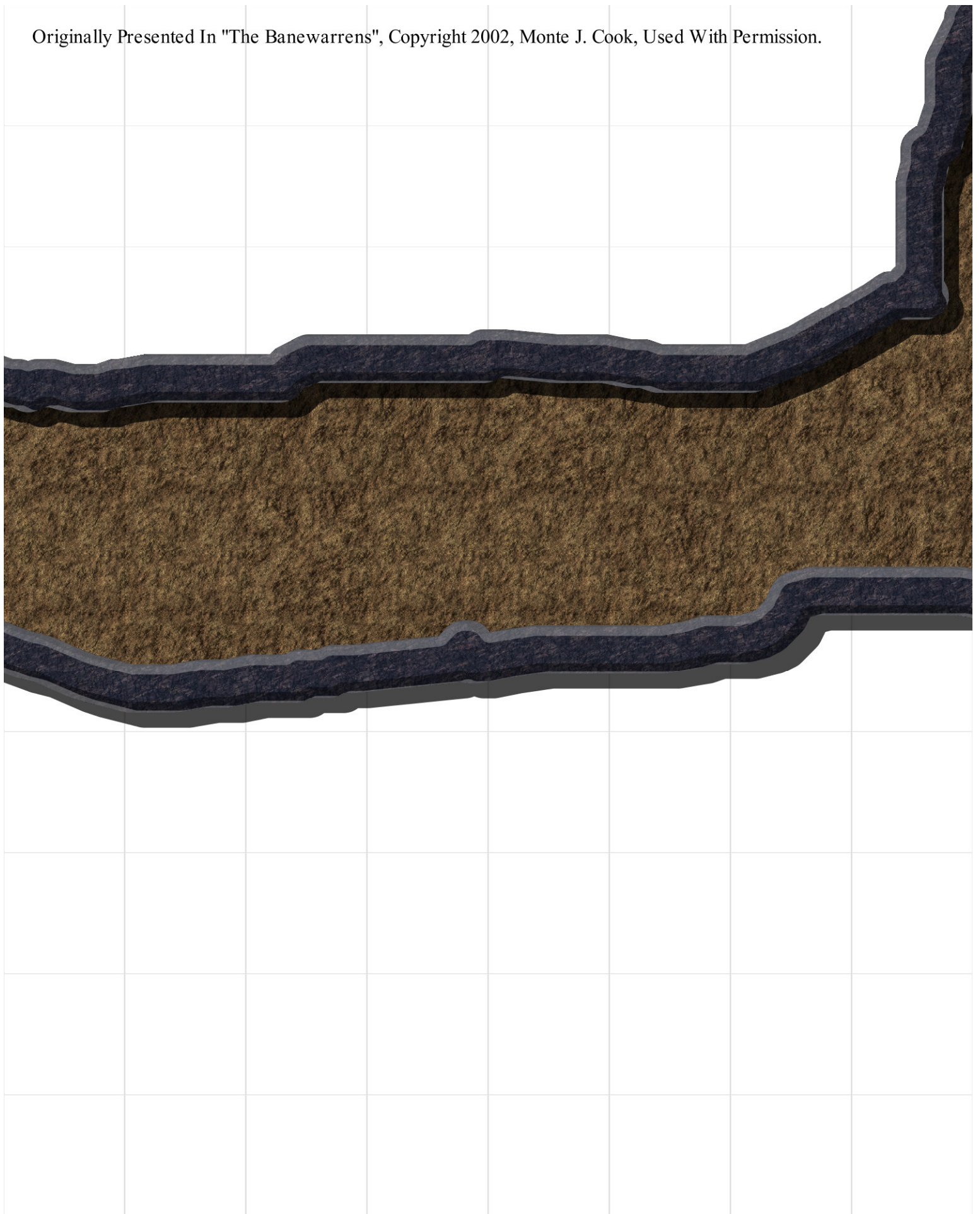


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