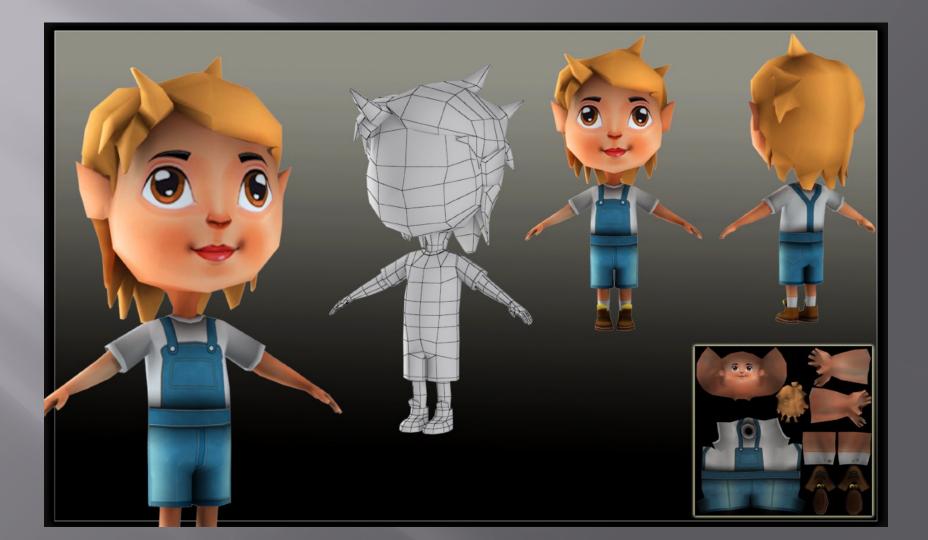
Characters

















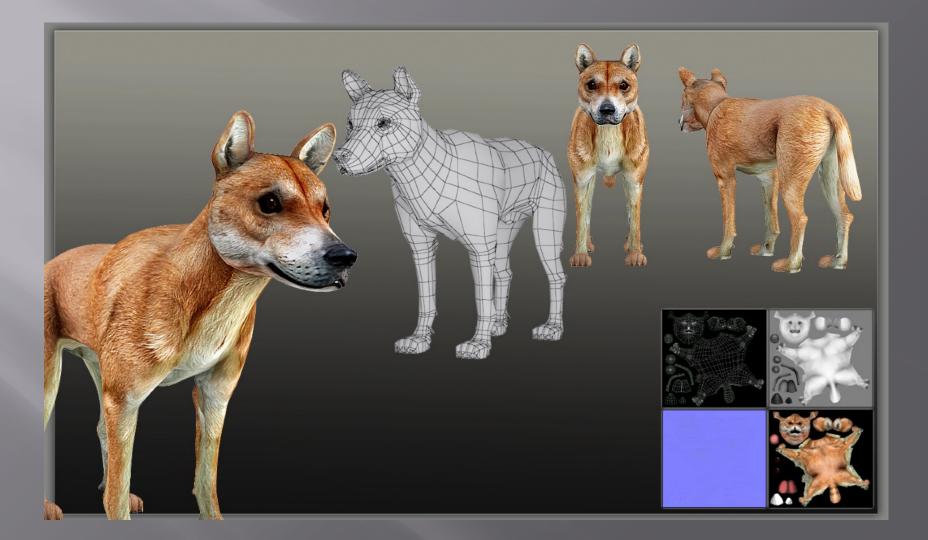


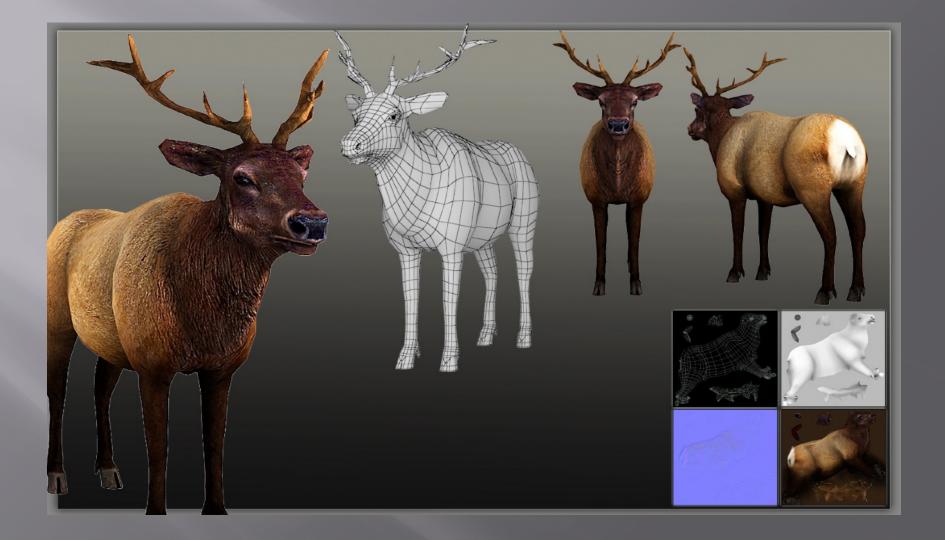


Animals

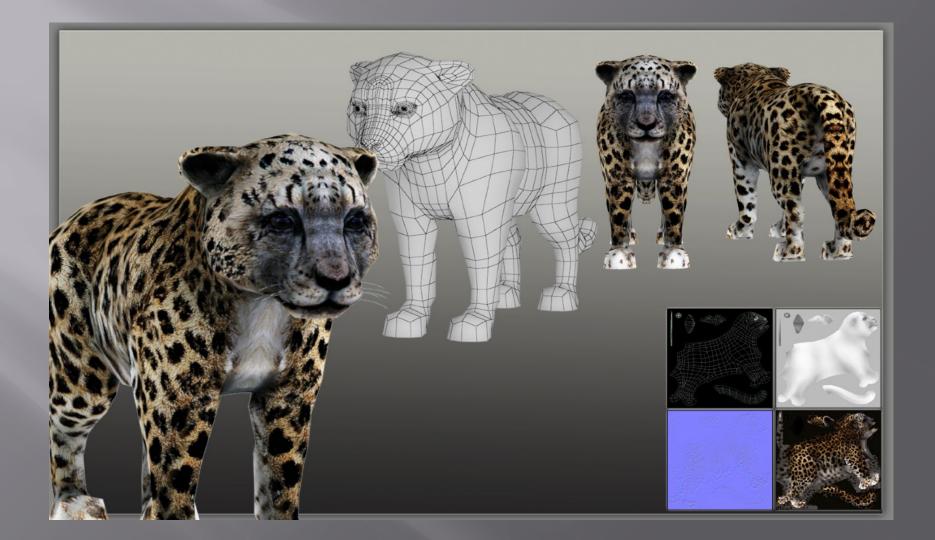


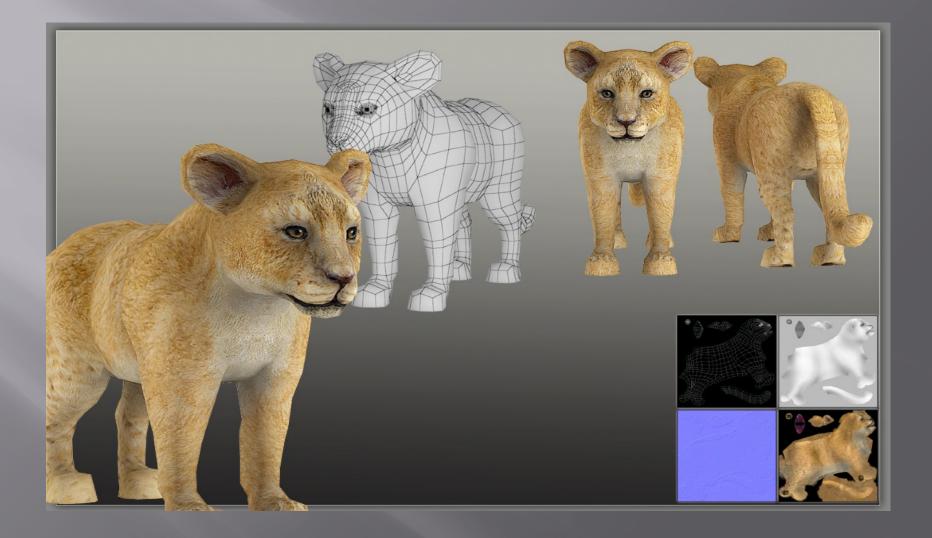


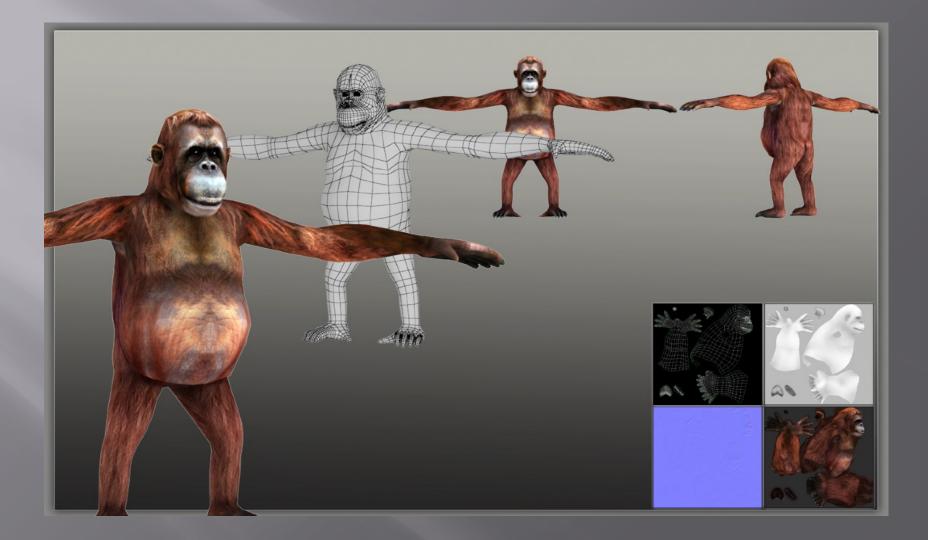




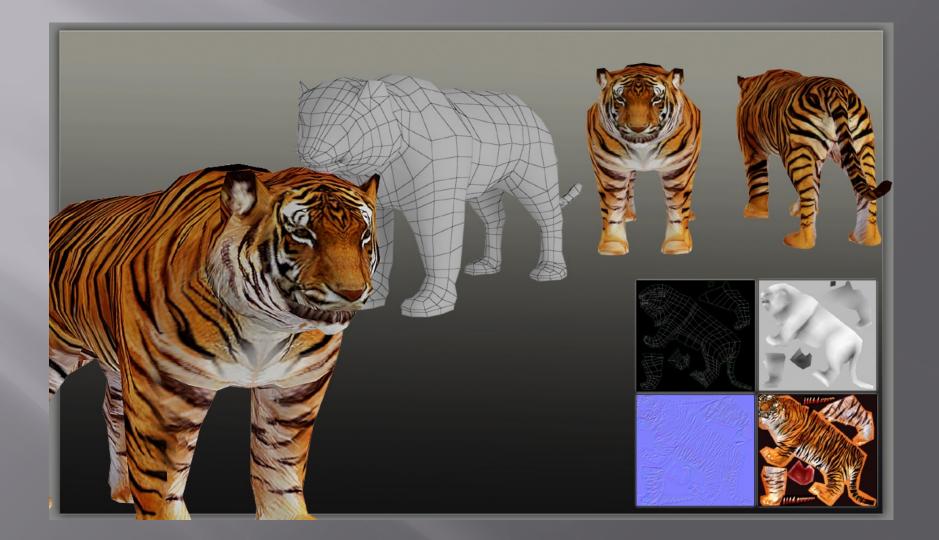
















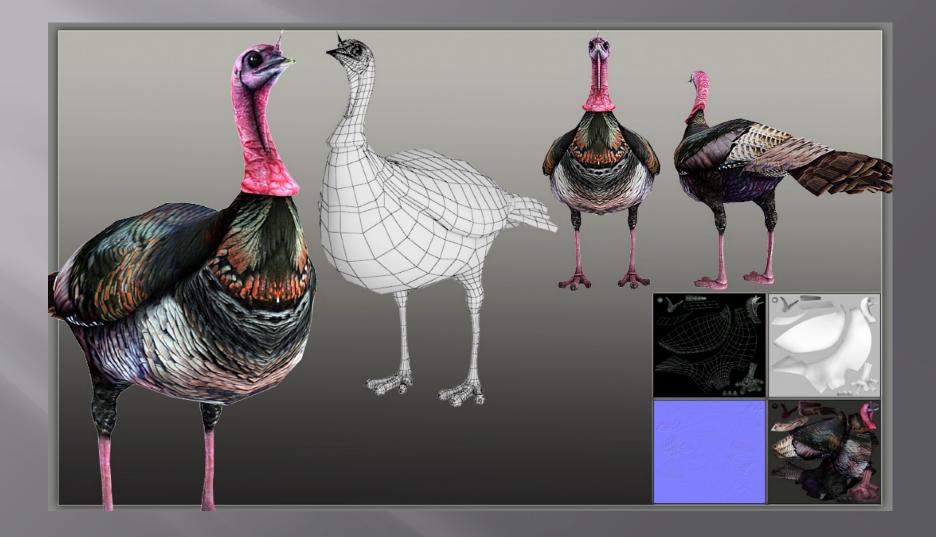
Birds



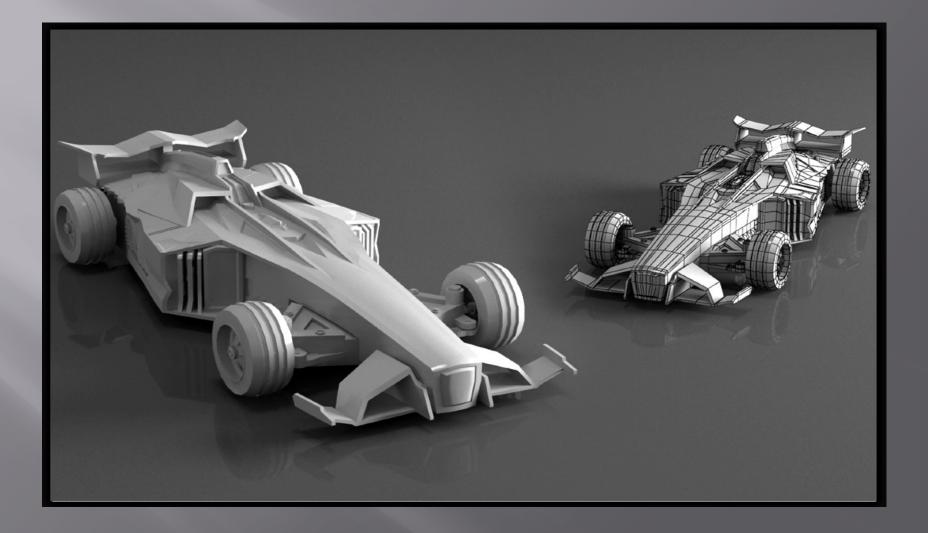




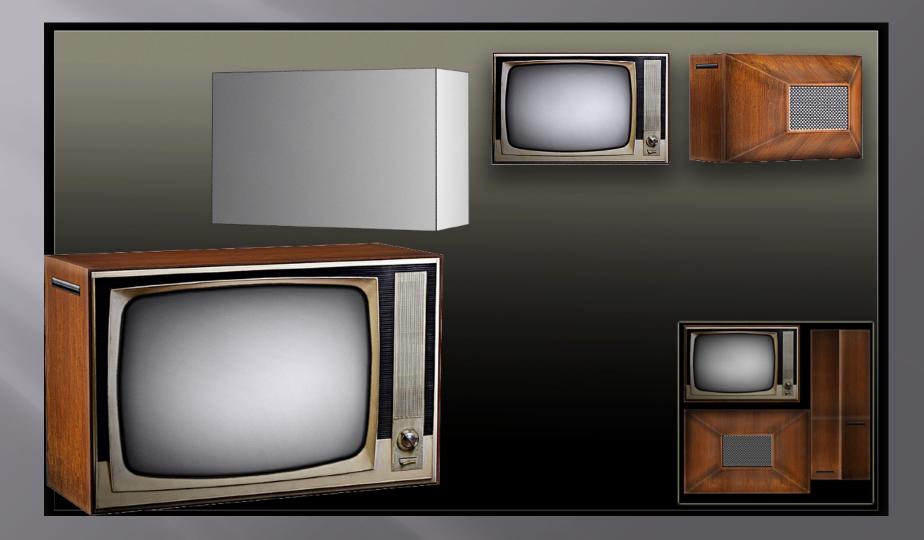




Objects







Temple















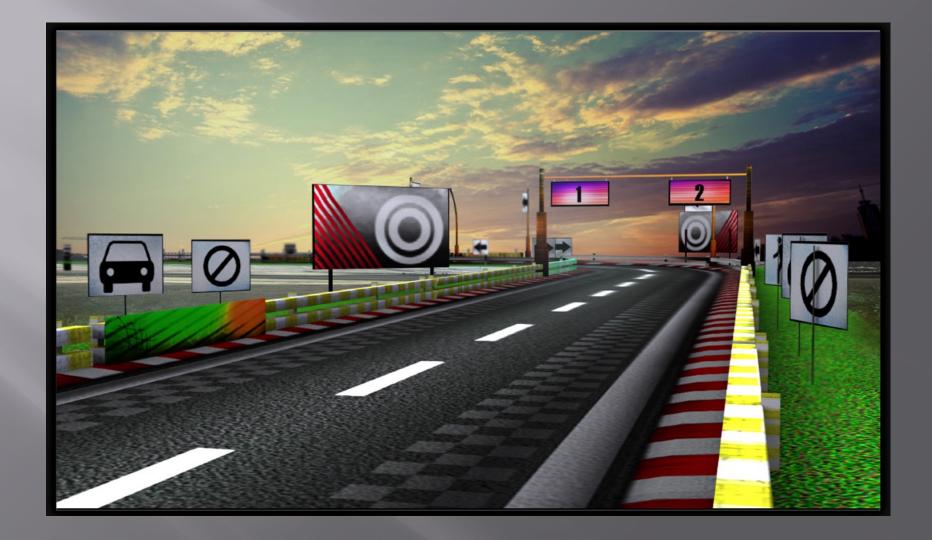




Level









Architecture













