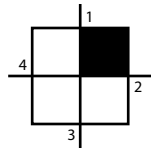
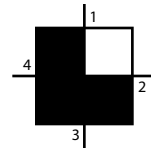


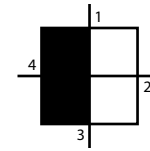
Background
(inherent)



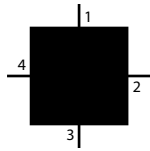
Top right
class_v(variant)_posTR



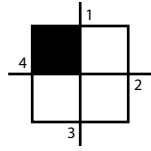
Top right (inverse)
class_v(variant)_posTRI



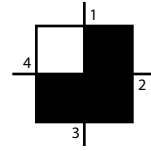
Left
class_v(variant)_posL



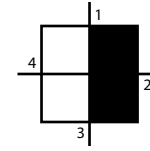
Solid tile
class_v(variant)



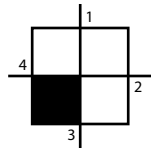
Top left
class_v(variant)_posTL



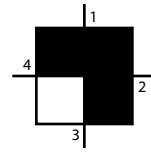
Top left (inverse)
class_v(variant)_posTLI



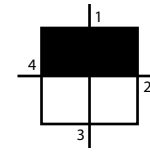
Right
class_v(variant)_posR



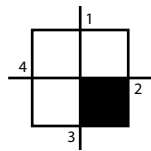
Bottom left
class_v(variant)_posBL



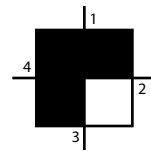
Bottom left (inverse)
class_v(variant)_posBLI



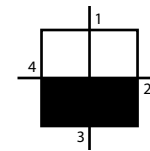
Top
class_v(variant)_posT



Bottom right
class_v(variant)_posBR



Bottom right (inverse)
class_v(variant)_posBRI



Bottom
class_v(variant)_posB