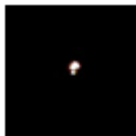
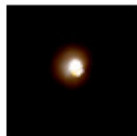


# Sprites/Expl



airexp\_001



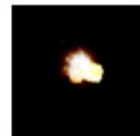
airexp\_002



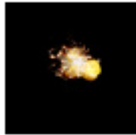
airexp\_003



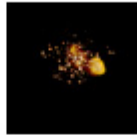
airexp\_004



airexp\_005



airexp\_006



airexp\_007



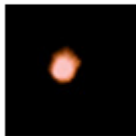
airexp\_008



airexp\_009



airexp\_010



EXPL0001



EXPL0002



EXPL0003



EXPL0004



EXPL0005



EXPL0006



EXPL0007



EXPL0008



EXPL0009



EXPL0010



EXPL0011



EXPL0012



EXPL0013



EXPL0014



EXPL0015



EXPL0016