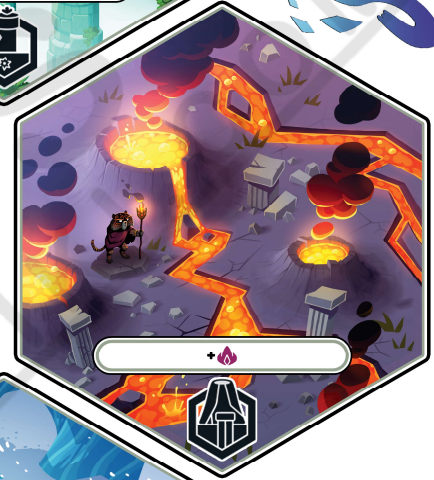
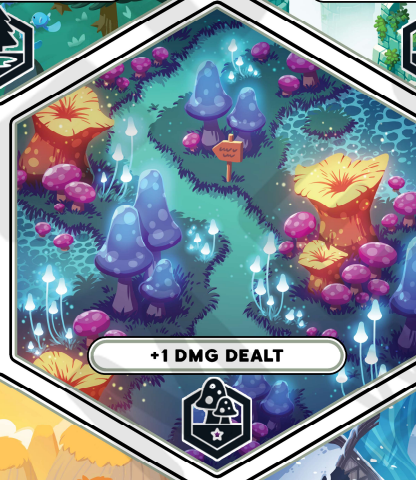
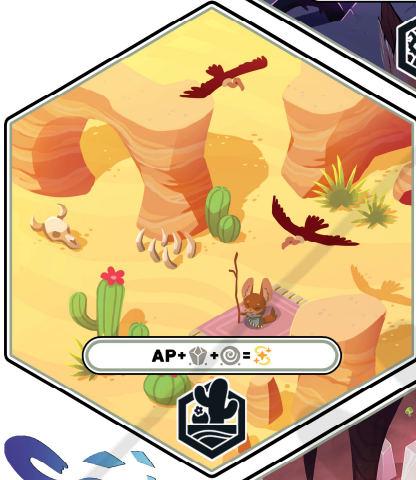
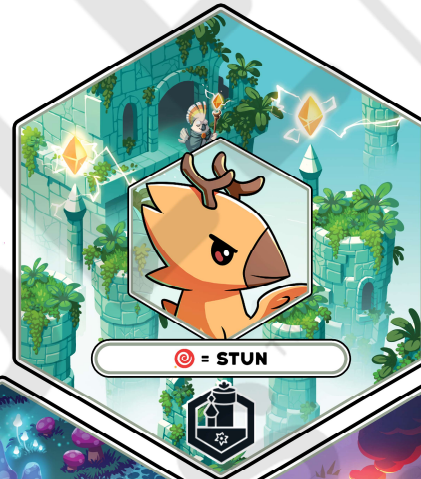


# CASTING SHADOWS



# CASTING SHADOWS



Place "Ancient Rune" Hex tile and "Mushroom Bog" Hex tile to create center of Map with "Dusty Desert" & "Underground Volcano" on opposite sides