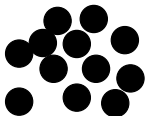


dirt

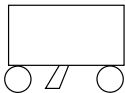
(0,2)



dirt

(1,2)

(2,2)



(0,1)

(1,1)

(2,1)

(0,0)

(1,0)

(2,0)