

ARROW1=



BADGE1=



BADGE2=



BADGE2A_



BADGE3=



BOOTS1=



BOOTS2=



BOOTS3=



BULL_HORNS1=



BULL_RIDER1=



BULL_RIDER2=



BULL_RIDER3=



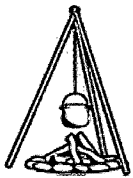
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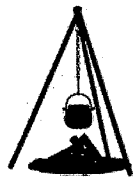
BULL_RIDER5=



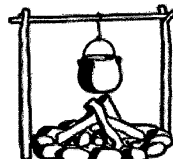
BULL_RIDER6=



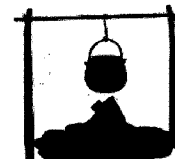
CAMP_FIRE1=



CAMP_FIRE1A=



CAMP_FIRE2=



CAMP_FIRE2A=



CAMP_FIRE3=



CAMP_FIRE3A=



CAMP_FIRE5=



CARRIAGE1=



CARRIAGE3=



CARRIAGE4=



CARRIAGE5=



CARRIAGE6=



CARRIAGE7=



CARRIAGE8=



CARRIAGE9=



CARRIAGE10=



CLAY_POT=



CLAY_POT_TALL=



COW_SKULL1=



COW_SKULL1A=