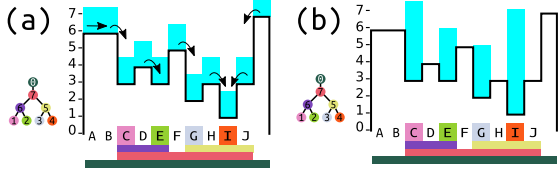
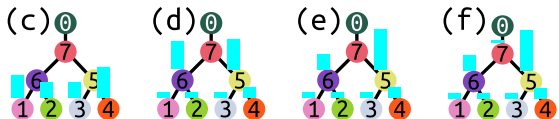


# Move water downhill to pits



# Overflow and merge depressions



# Flood the landscape

