

Player 1 Type.....Human >

[Player 1 Options]

Player 2 Type..... Human

[Player 2 Options]

[Play] [Exit]

Player 1 Type..... Human

[Player 1 Options]

Player 2 Type..... Human

[Player 2 Options]

[Play] [Exit]

Player 1 Type..... Human

[Player 1 Options]

Player 2 Type.....Human >

[Player 2 Options]

[Play] [Exit]

Player 1 Type..... Human

[Player 1 Options]

Player 2 Type..... Human

[Player 2 Options]

[Play] [Exit]

Player 1 Type..... Human

[Player 1 Options]

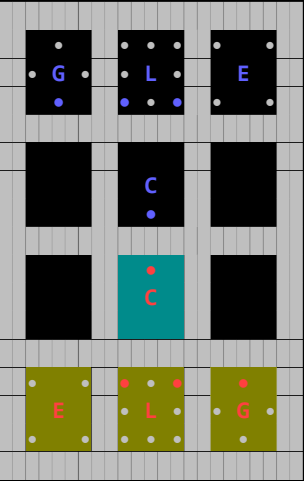
Player 2 Type..... Human

[Player 2 Options]

[Play] [Exit]

Human Player 2

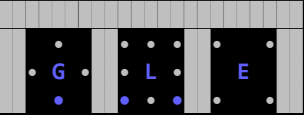
[Pause]

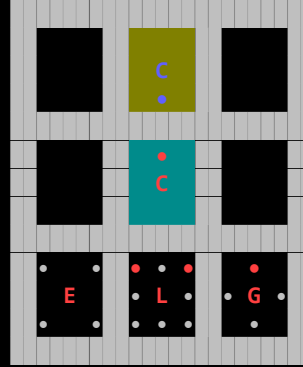


Human Player 1

Human Player 2

[Pause]

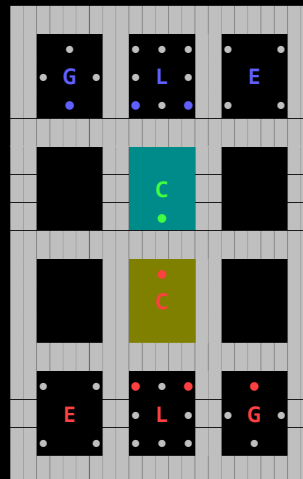




Human Player 1

Human Player 2

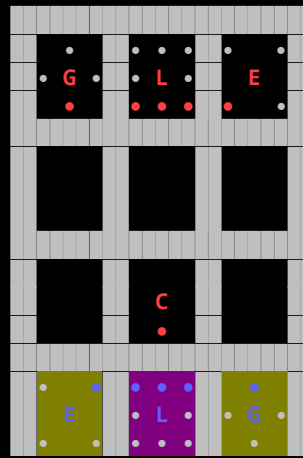
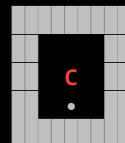
[Pause]



Human Player 1

Human Player 1

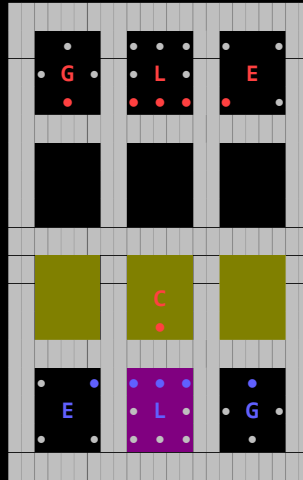
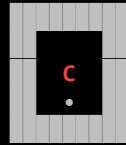
[Pause]



Human Player 2

Human Player 1

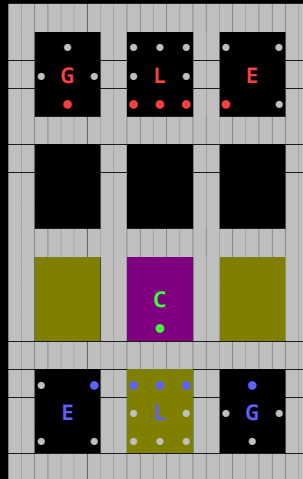
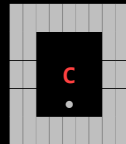
[Pause]



Human Player 2

Human Player 1

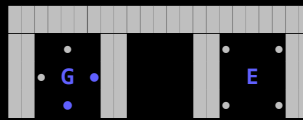
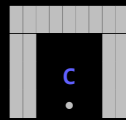
[Pause]

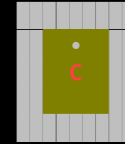
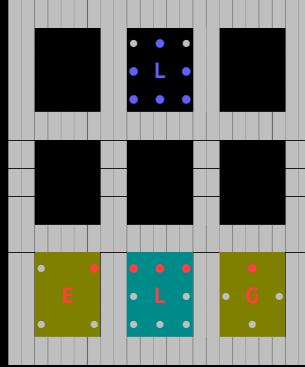


Human Player 2

Human Player 2

[Pause]

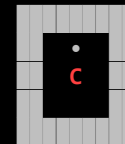
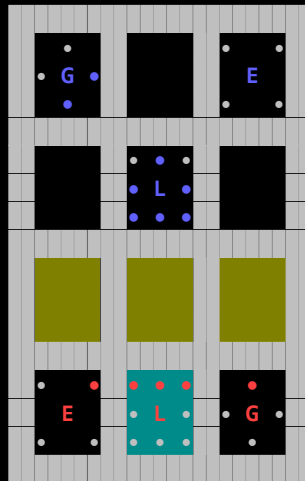
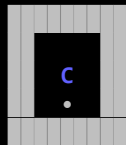




Human Player 1

Human Player 2

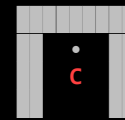
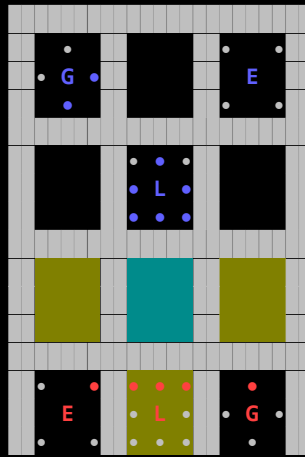
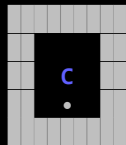
[Pause]



Human Player 1

Human Player 2

[Pause]

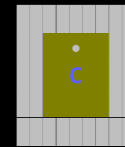
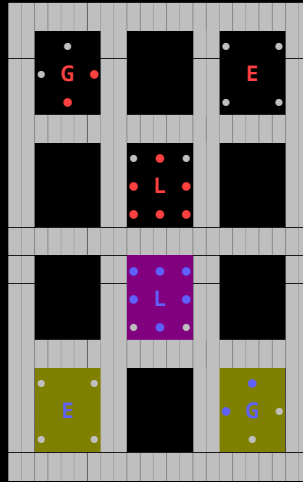
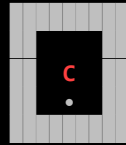




Human Player 1

Human Player 1

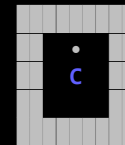
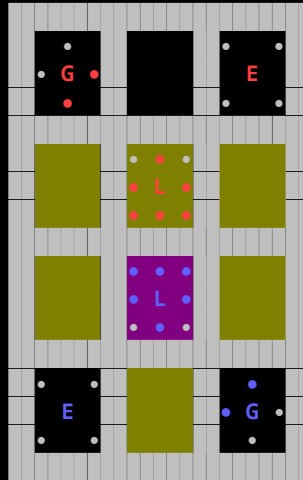
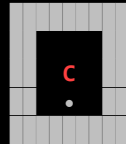
[Pause]



Human Player 2

Human Player 1

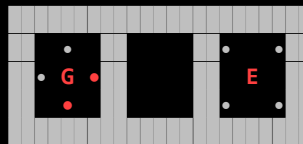
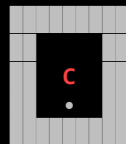
[Pause]

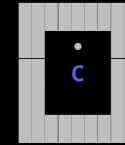
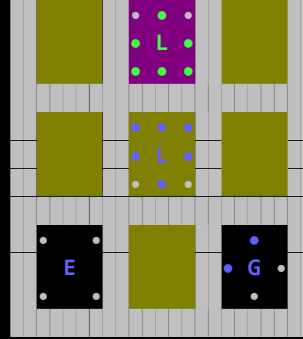


Human Player 2

Human Player 1

[Pause]





Human Player 2

