

Sized

3niv

Speed

3niv

1111111
112123
121733
7

Pw Amount

3niv

if (sized.getlvl() == 2)
wood

{ else if (sized.get == 2 && Speed < 2)
wood lighting

{ else if (size.get == 2 && Sleep == 3)
wood lighting lvl 2

{ else if (siz.get == 2 && Speed == 4)
wood lighting lvl 3

{ else if (sized.get == 2 && PWA < 2)

wood power lvl 1

{ else if (size.get == 2 & PWA == 3)
wood power lvl 2

{ else if (size.get == 2 & PWA == 4)
wood power lvl 3

{ else if (size.get == 2 & PWA == 2 & Speed 2)
wood pwa lvl 1 speed lvl 1

{ else if (size.get == 2 & PWA == 3 & Speed 3)
wood pwa lvl speed lvl

{ else if (size.get == 2 & PWA == 3 & Speed 3)
wood pwa lvl 3 speed lvl 3

1

all

skins speed

skins pw

Sz Sd

A Size 1 2 3

B Speed 1 2 3

C Pw 1 2 3

1

2

3

~~1~~ 1

~~1~~ 2

~~1~~ 3

Sz Sp

~~2~~ 1

~~2~~ 2

~~2~~ 3

Sz Sp

~~3~~ 1

~~3~~ 2

~~3~~ 3

Sz Pw

~~1~~ 1

~~1~~ 2

~~1~~ 3

Sz Re

~~2~~ 1

~~2~~ 2

~~2~~ 3

Sz Re

~~3~~ 1

~~3~~ 2

~~3~~ 3

Sz Sp Re

~~1~~ 1 1

~~1~~ 2 1

~~1~~ 3 1

Sz Sp Re

~~2~~ 1 1

~~2~~ 2 1

~~2~~ 3 1

Sz Sp Re

~~3~~ 1 1

~~3~~ 2 1

~~3~~ 3 1

Sz Sp Re

~~1~~ 1 2

~~1~~ 1 3

<u>Sz</u>	Sp	<u>Paw</u>	<u>Sz</u>	Sp	<u>Paw</u>	<u>Sz</u>	Sp	<u>Paw</u>
						1	2	2
2	1	2	3	1	2	1	3	2
2	1	3	3	1	3			

<u>Sz</u>	Sp	<u>Paw</u>	<u>Sz</u>	Sp	<u>Paw</u>	<u>Sz</u>	Sp	<u>Paw</u>
1	2	3	2	2	2	2	2	3
4	3	3	2	3	2	2	3	3

<u>Sz</u>	Sp	<u>Paw</u>	<u>Sz</u>	Sp	<u>Paw</u>	<u>Sz</u>	Sp	<u>Paw</u>
3	2	3						
3	3	3						