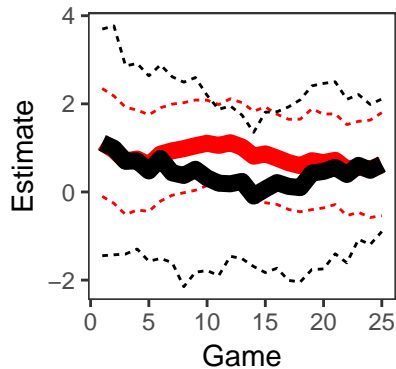


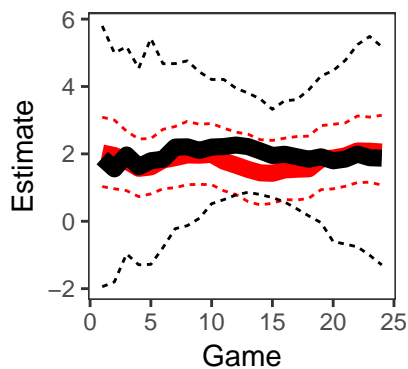
Player 1



Parameters

— intH
— intA

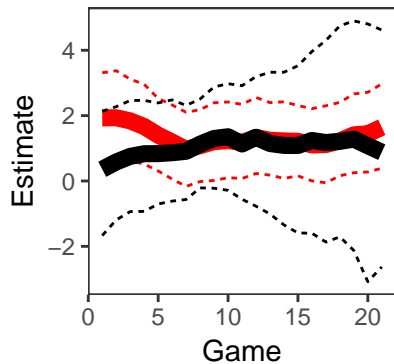
Player 2



Parameters

— intH
— intA

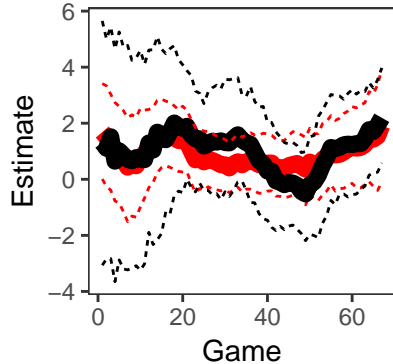
Player 3



Parameters

— intH
— intA

Player 4



Parameters

— intH
— intA