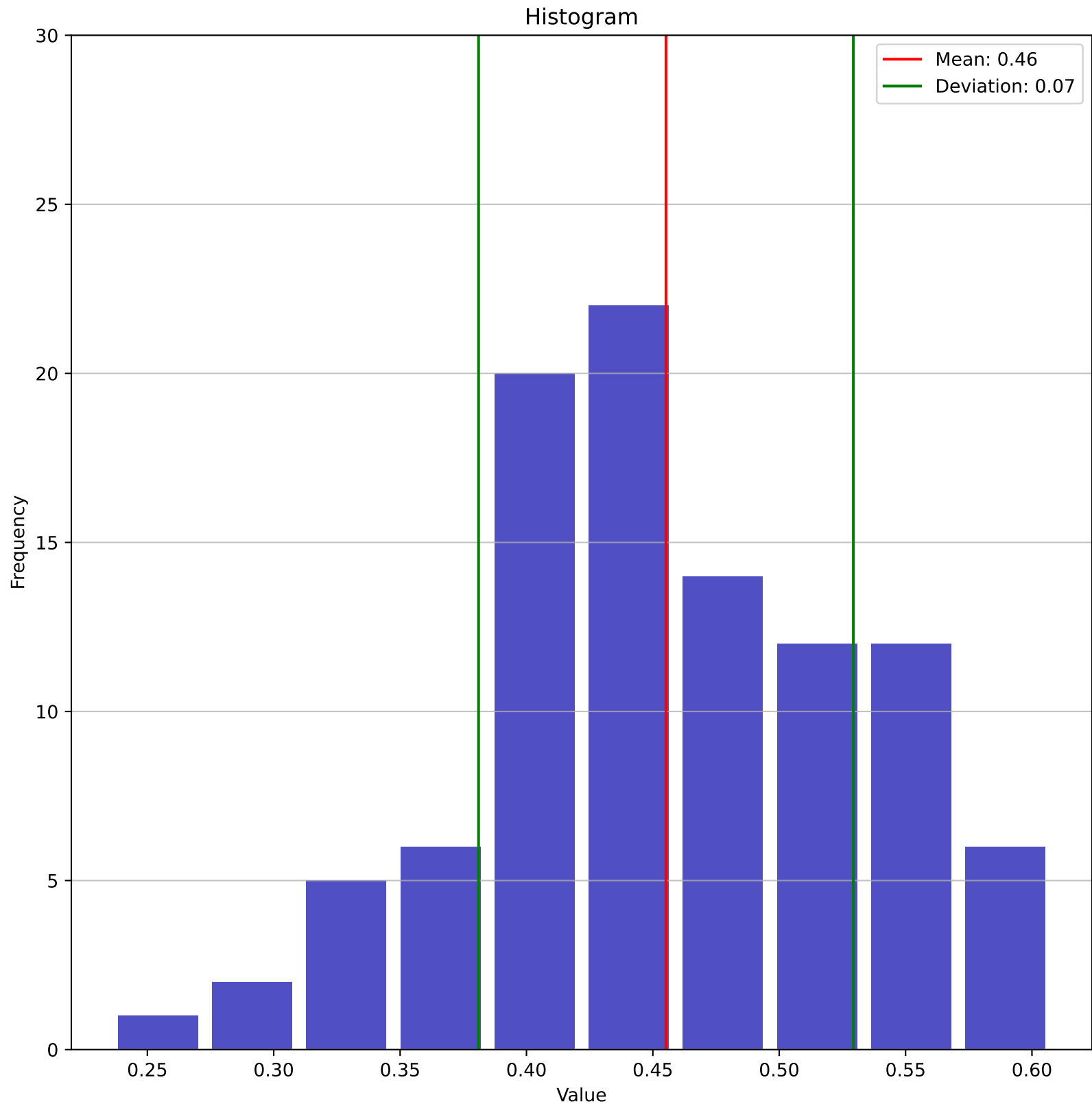
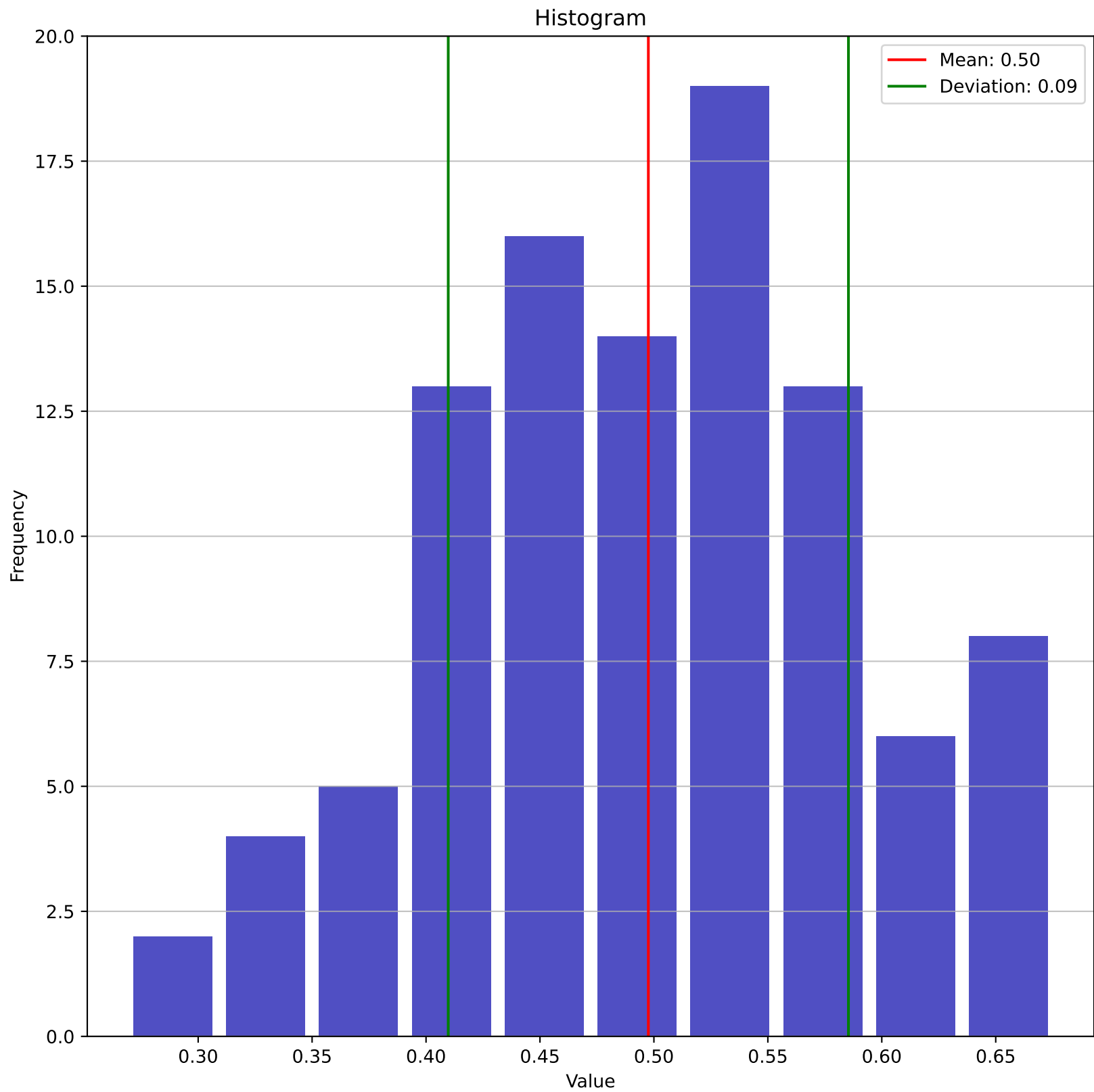


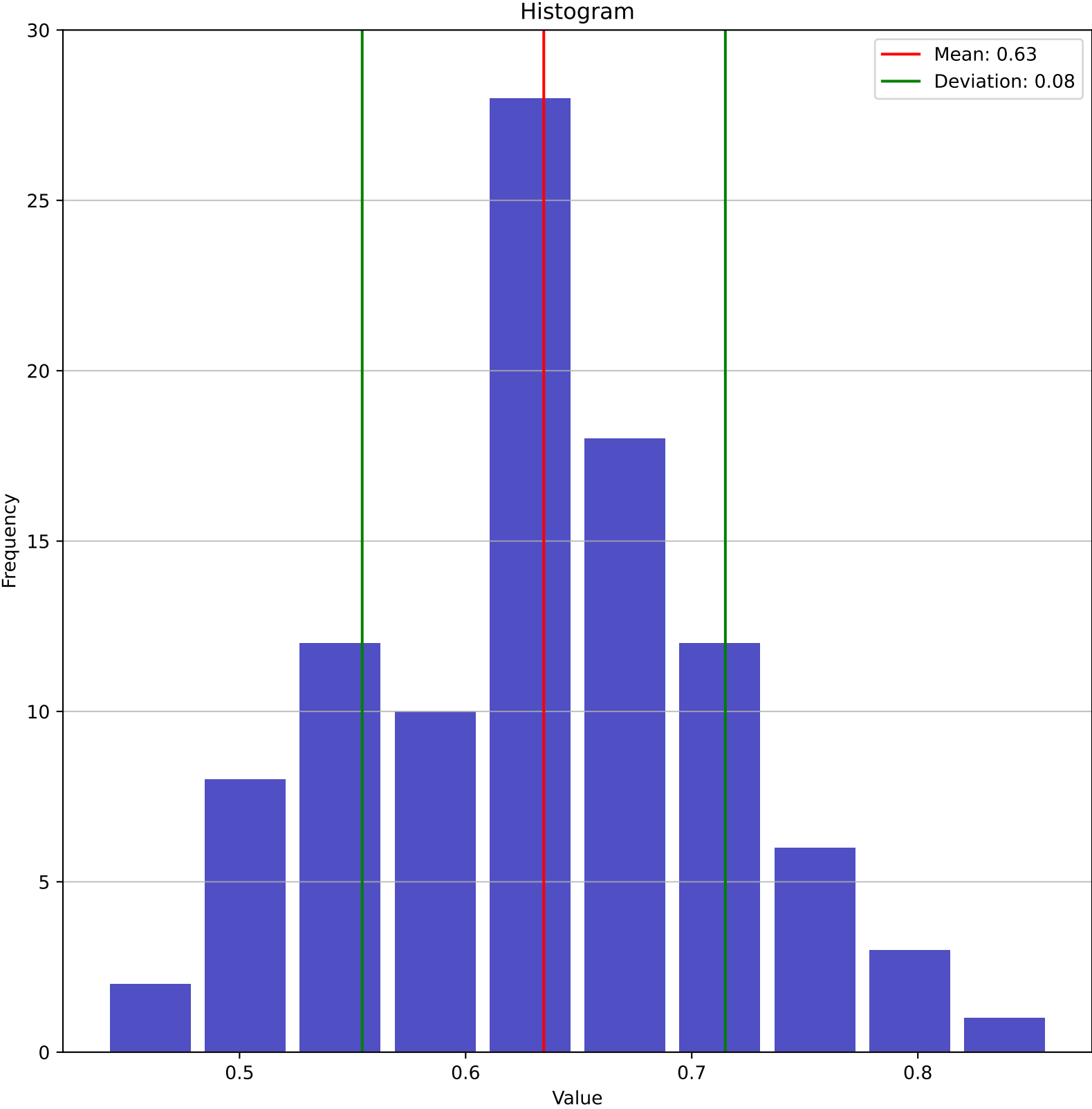
Level 2 - Attacker wait time=0.1



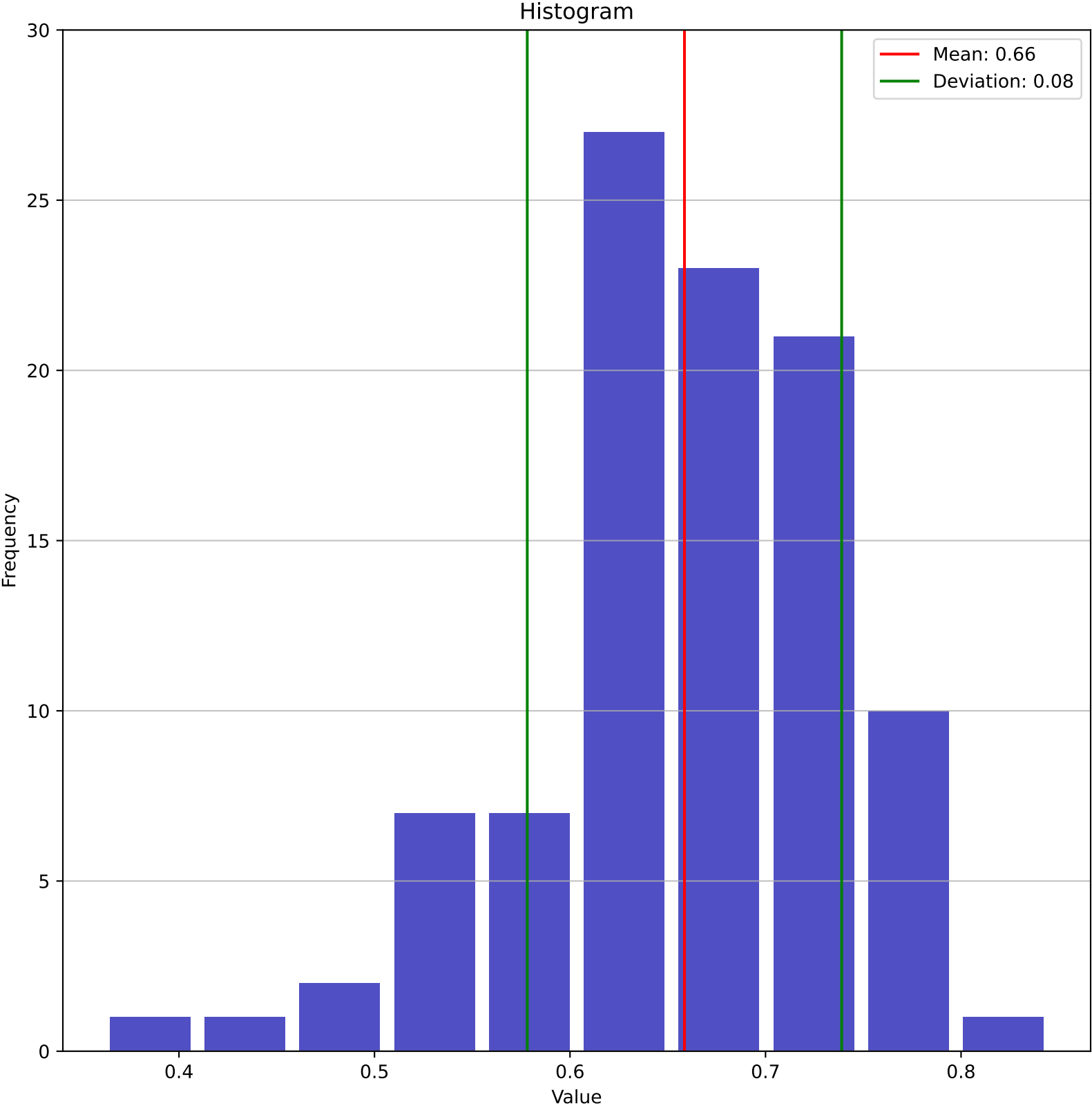
Level 2 - Attacker wait time=0.5



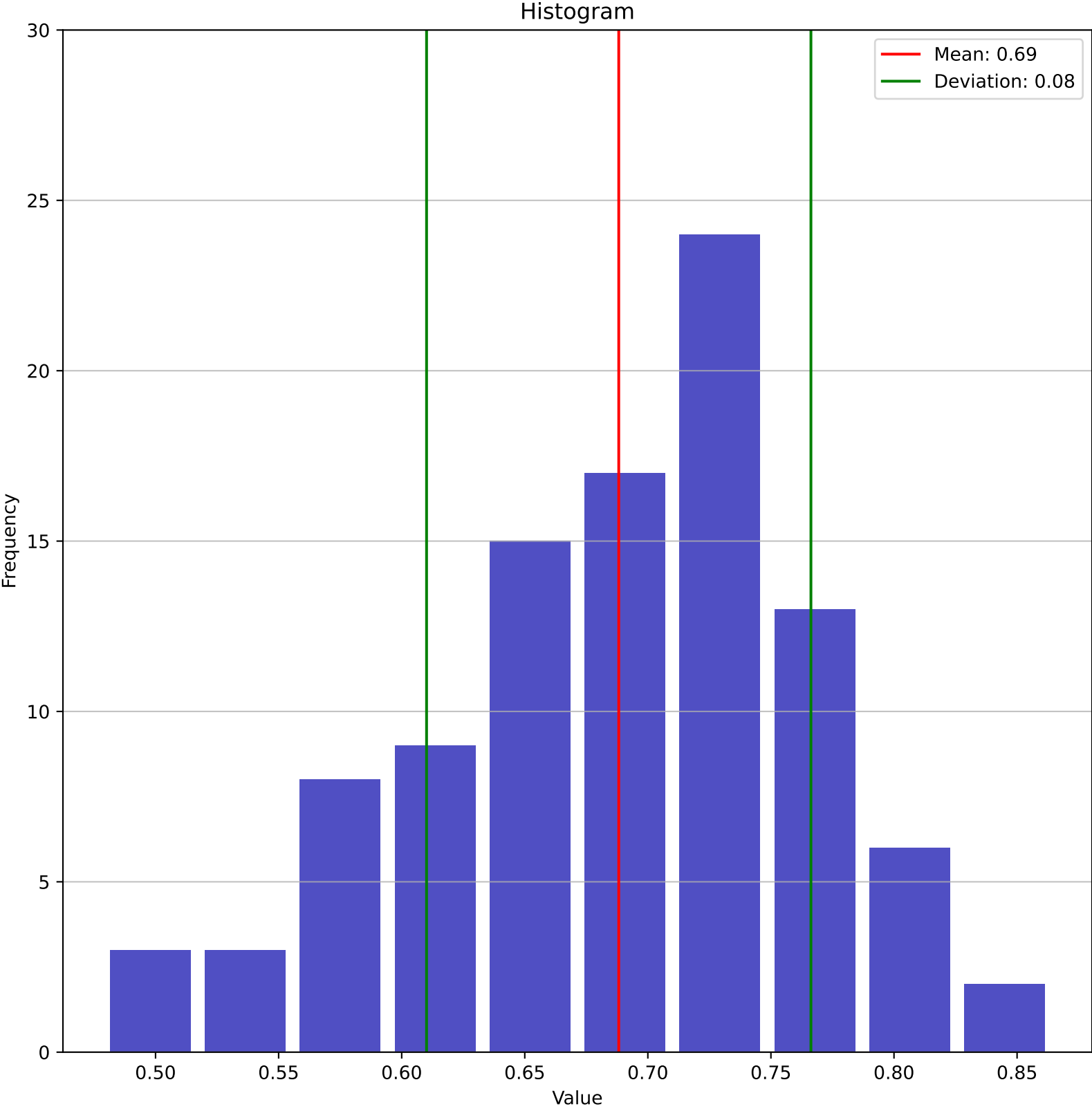
Level 2 - Attacker wait time=10



Level 2 - Attacker wait time=20



Level 2 - Attacker wait time=30



Level 2 - Attacker wait time

