

Link health:  $\gamma, T_1$   $T_1 T_2 T_3 T_4 / T_1 T_2 T_3 T_4, \leftrightarrow \leftrightarrow \leftrightarrow \leftrightarrow$   
 Enemy health:  $\gamma, T_3$   $\gamma =$  tape not moving  $- =$  any char except  $\gamma$  or  $G$   
 Link turn:  $\gamma, T_2$  Enemies are indistinguishable!  
 Enemy turn:  $\gamma, T_4$  Enemies must be in same order on  $T_3$  &  $T_4$

