

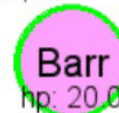













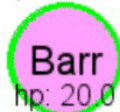




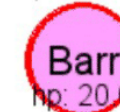

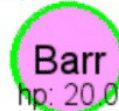






0.0, 0.0  Work hp: 10.0 carry: 0.0	1.0, 0.0	2.0, 0.0  Work hp: 10.0 carry: 0.0	3.0, 0.0  Barr hp: 20.0	4.0, 0.0	5.0, 0.0	6.0, 0.0	7.0, 0.0
0.0, 1.0	1.0, 1.0  Rifl hp: 20.0	2.0, 1.0  Work hp: 10.0 carry: 0.0	3.0, 1.0  Work hp: 10.0 carry: 0.0	4.0, 1.0  Work hp: 10.0 carry: 0.0	5.0, 1.0  Work hp: 10.0 carry: 0.0	6.0, 1.0  Work hp: 10.0 carry: 0.0	7.0, 1.0  Work hp: 10.0 carry: 0.0
0.0, 2.0	1.0, 2.0	2.0, 2.0  Hall hp: 30.0	3.0, 2.0  Work hp: 10.0 carry: 0.0	4.0, 2.0  Work hp: 10.0 carry: 0.0	5.0, 2.0  Hall hp: 30.0	6.0, 2.0  Rifl hp: 20.0	7.0, 2.0  Work hp: 10.0 carry: 0.0
0.0, 3.0	1.0, 3.0  Barr hp: 20.0	2.0, 3.0  Work hp: 10.0 carry: 0.0	3.0, 3.0  Hall hp: 30.0	4.0, 3.0  Hall hp: 30.0	5.0, 3.0  Work hp: 10.0 carry: 1.0	6.0, 3.0  Barr hp: 20.0	7.0, 3.0
0.0, 4.0	1.0, 4.0  Rifl hp: 20.0	2.0, 4.0  Barr hp: 20.0	3.0, 4.0  Gold	4.0, 4.0  Gold	5.0, 4.0  Barr hp: 20.0	6.0, 4.0  Rifl hp: 20.0	7.0, 4.0
0.0, 5.0	1.0, 5.0	2.0, 5.0	3.0, 5.0	4.0, 5.0	5.0, 5.0	6.0, 5.0	7.0, 5.0
0.0, 6.0	1.0, 6.0	2.0, 6.0	3.0, 6.0	4.0, 6.0	5.0, 6.0	6.0, 6.0	7.0, 6.0
0.0, 7.0	1.0, 7.0	2.0, 7.0	3.0, 7.0	4.0, 7.0	5.0, 7.0	6.0, 7.0	7.0, 7.0

Gold Player +1: 0.0

Gold Player -1: 5.0

Remaining 0.0