












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

Remaining 0.0