0.0, 0.0	1.0, 0.0	2.0, 0.0	3.0, 0.0	4.0, 0.0	5.0, 0.0	6.0, 0.0	7.0, 0.0
		Hall	Work	Work	Work		
		tap: 30.0	hp: 10.0	hp: 10.0	hp: 10.0		
0.0, 1.0	1.0, 1.0	2.0, 1.0	carry: 0.0 3.0, 1.0	carry: 0.0 4.0, 1.0	carry: 0.0 5.0, 1.0	6.0, 1.0	7.0, 1.0
		Work	Work	Work	Work		
		Np: 10.0	hp: 10.0	hp: 10.0	hp: 10.0		
0.0, 2.0	1.0, 2.0	carry: 0.0 2.0, 2.0	carry: 0.0 3.0, 2.0	carry: 0.0 4.0, 2.0	carry: 0.0 5.0, 2.0	6.0, 2.0	7.0, 2.0
		Barr hp: 20,0	Work	Work	Barr Np: 20.0		
0.0, 3.0	1.0, 3.0	2.0, 3.0	carry: 0.0 3.0, 3.0	carry: 0.0 4.0, 3.0	5.0, 3.0	6.0, 3.0	7.0, 3.0
0.0, 3.0							7.0, 3.0
	Barr hp: 20,0	Work	Hall hp: 30,0	Hall (Hall)	Work	Barr)	
		carry: 0.0			carry: 1.0		
0.0, 4.0	1.0, 4.0	2.0, 4.0	3.0, 4.0	4.0, 4.0	5.0, 4.0	6.0, 4.0	7.0, 4.0
		Work	Gold	Gold			
		hp: 10,0 carry: 1.0					
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
					(Work)	(Hall)	
					hp: 10.0 carry: 0.0	Np: 30.0	
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: 75.0 Gold Player -1: 16.0 Remaining 5.0