

Start With :
26~54 Pistol
3~5 Medkit

Collect :
New Weapon (Rifle) (lose Pistol)
12 Pistol
1 Shotgun
0~1 Medkit
1 Food
3 Rags

Fight :
5 Pistol (Rifle) (Explosive)
2 Pistol (Rifle) (Exploder)

Average
18 : Classified

