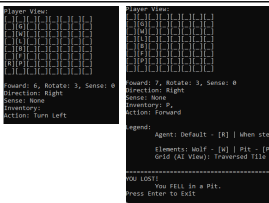

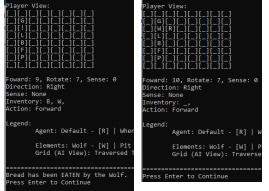
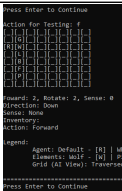
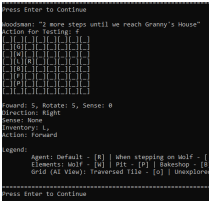
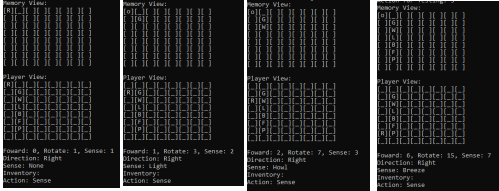
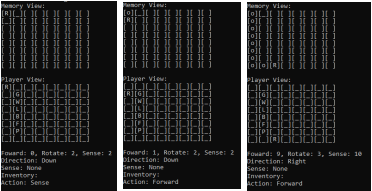


Win - Lose conditions	Going to a Pit	Game concludes as lost	
	Going to the Wolf without Bread	Game concludes as lost	
	Going to the Wolf with Bread	Bread gets taken from inventory and game carries on	
Woodman Ability	Woodman is not present in the Inventory	Do Nothing	
	Woodman is present in the Inventory	Say distance between LRMW and Grany	
Little Red Riding Hood's Memory	Using Sense	Input the sensed element into its appropriate location	
	Going Forward	Put an 'x' on previous position	
	Create route towards specified object	A path of 'x's leading to the desired position using the 'x's	