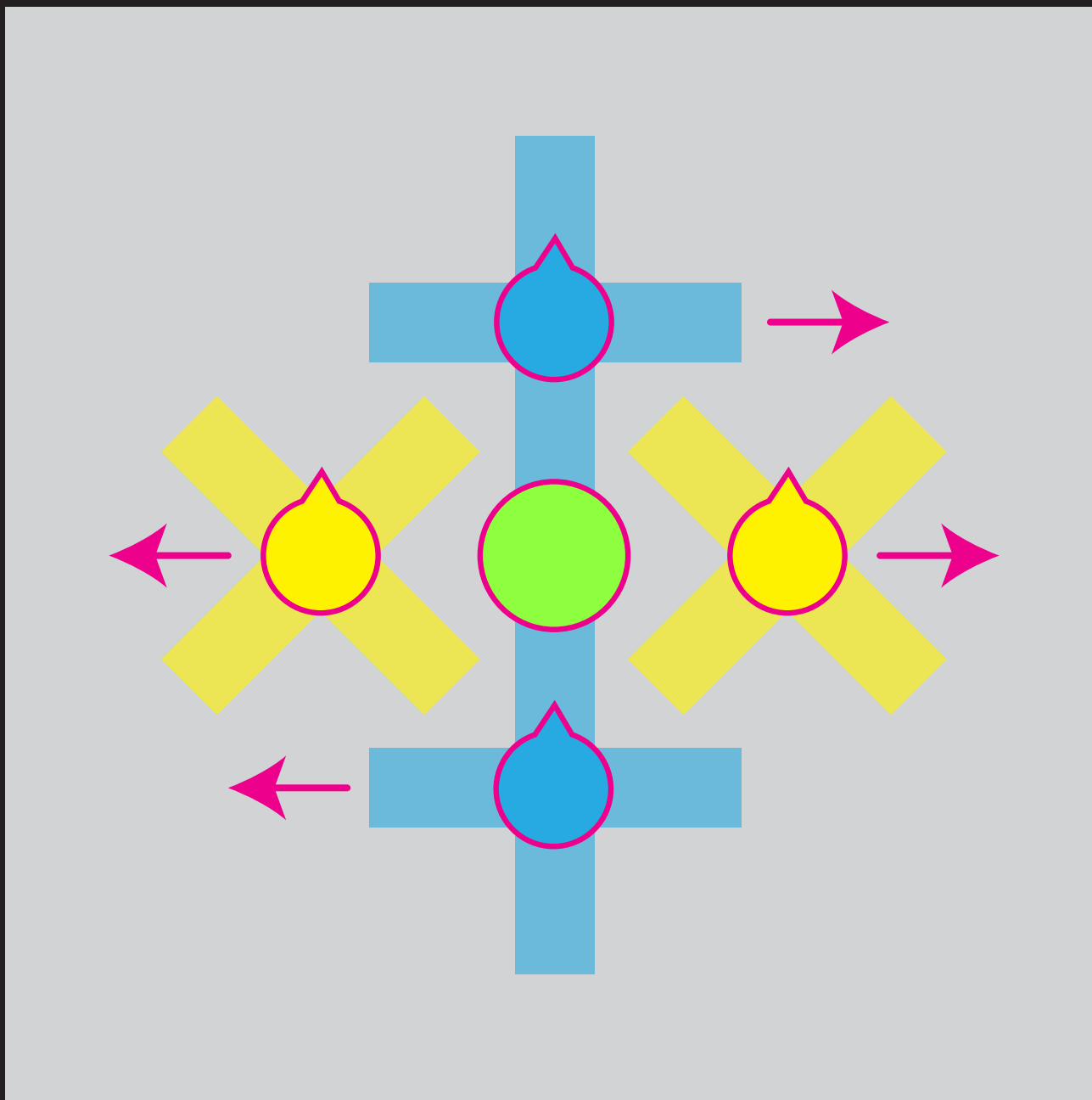


1

If tail green and you have blue: BAIT STRAIGHT CLOCKWISE
If tail green and you have yellow: BAIT STRAIGHT OUT

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



Graphic by The
Bard (Behemoth)



Broom



AOE



AOE



Where
You go



Evil

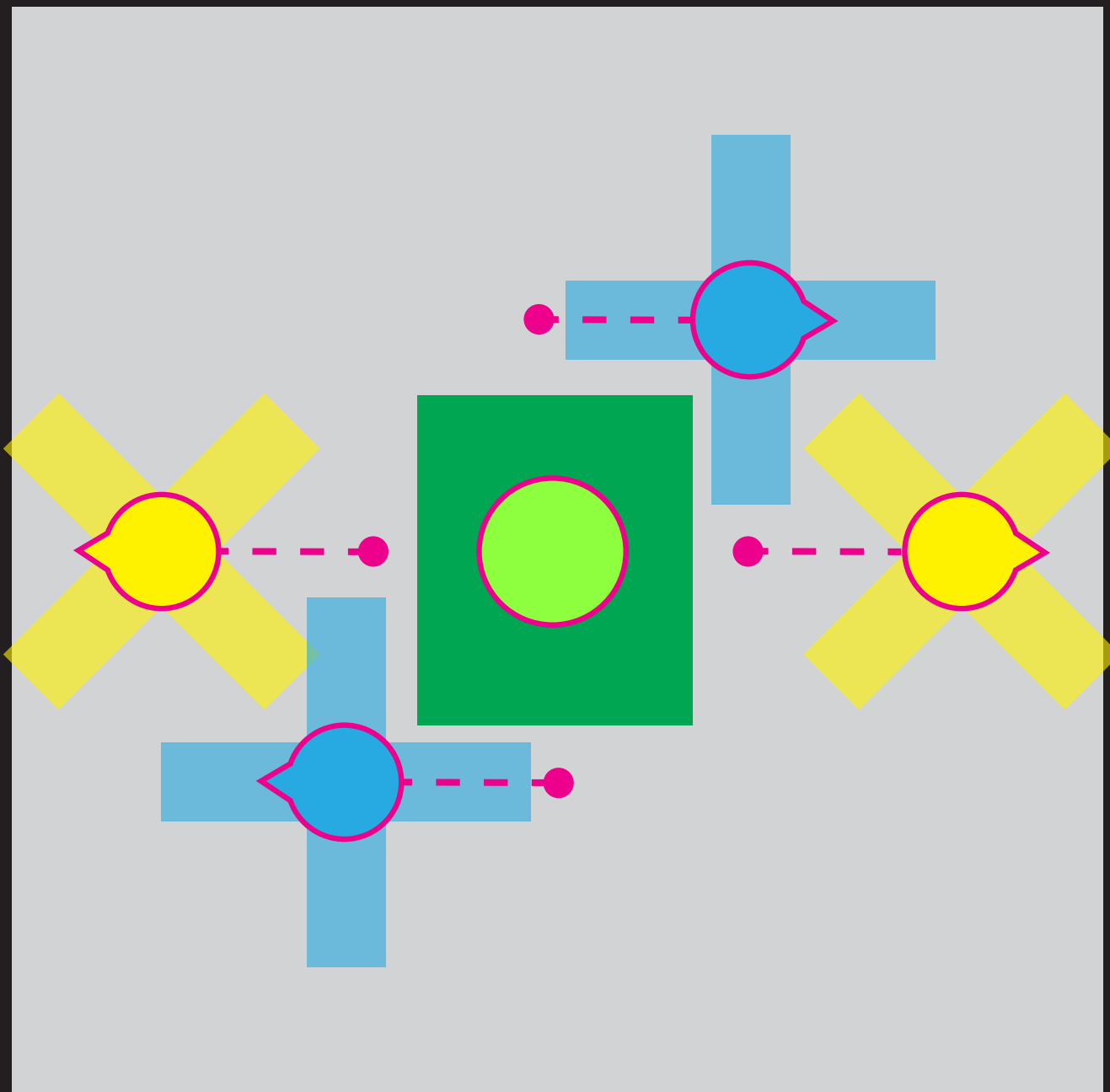


Movement

1

If tail green and you have blue: BAIT STRAIGHT CLOCKWISE
If tail green and you have yellow: BAIT STRAIGHT OUT

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Graphic by The
Bard (Behemoth)



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Where
You go



Evil



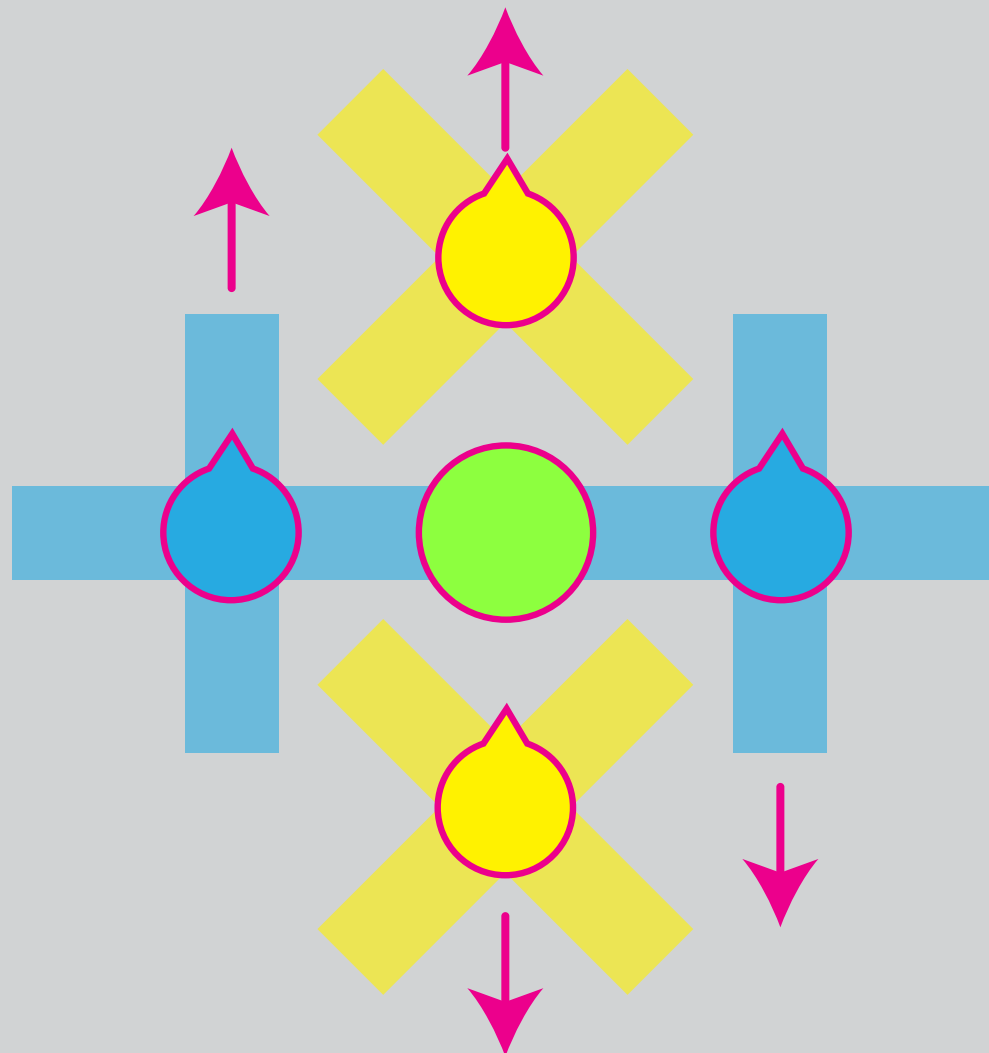
Movement

2

If tail **green** and you have **blue**: BAIT STRAIGHT CLOCKWISE

If tail **green** and you have **yellow**: BAIT STRAIGHT OUT

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



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Where
You go



Evil

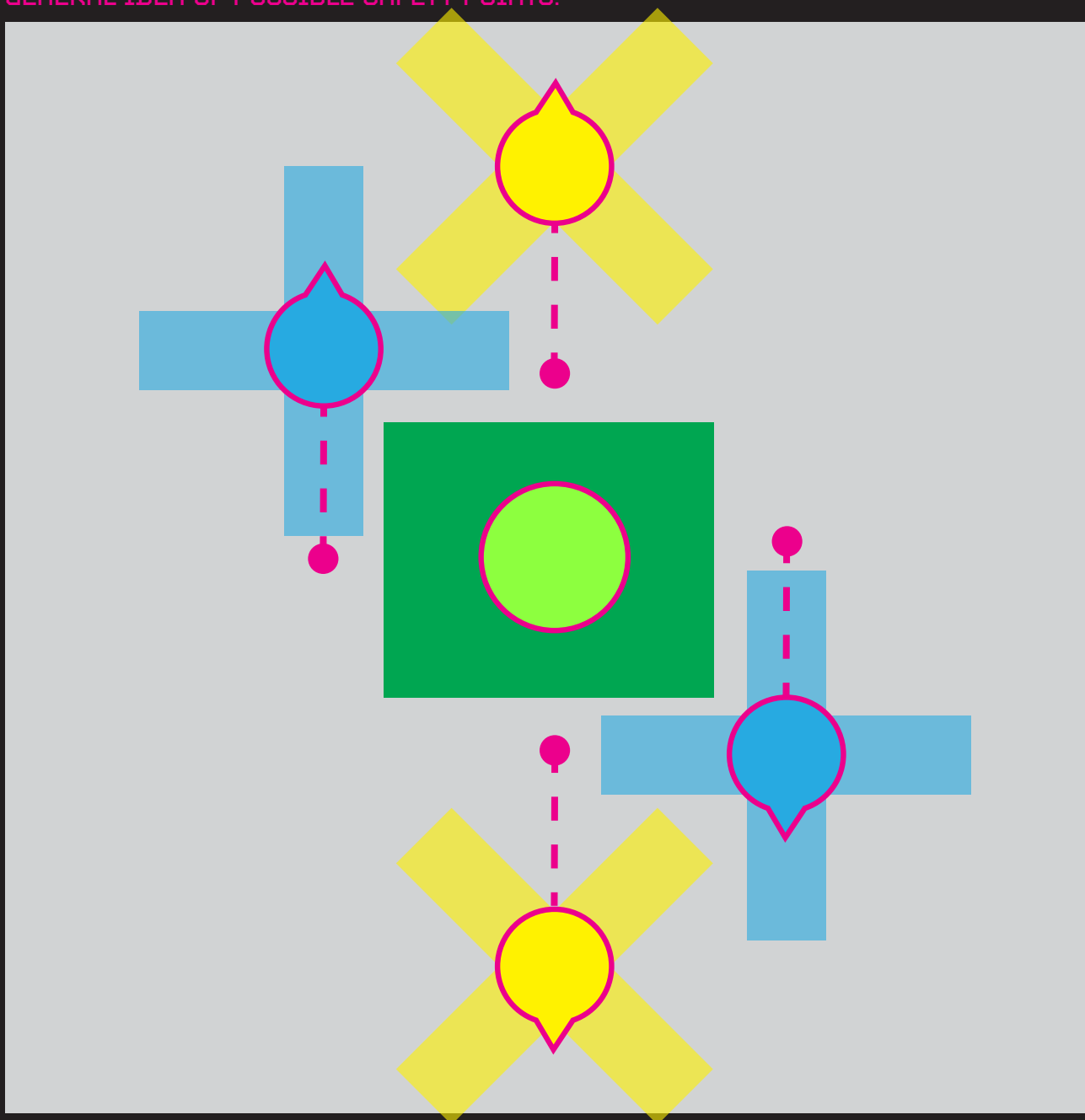


Movement

2

If tail **green** and you have **blue**: BAIT STRAIGHT CLOCKWISE
If tail **green** and you have **yellow**: BAIT STRAIGHT OUT

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



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Where
You go



Evil

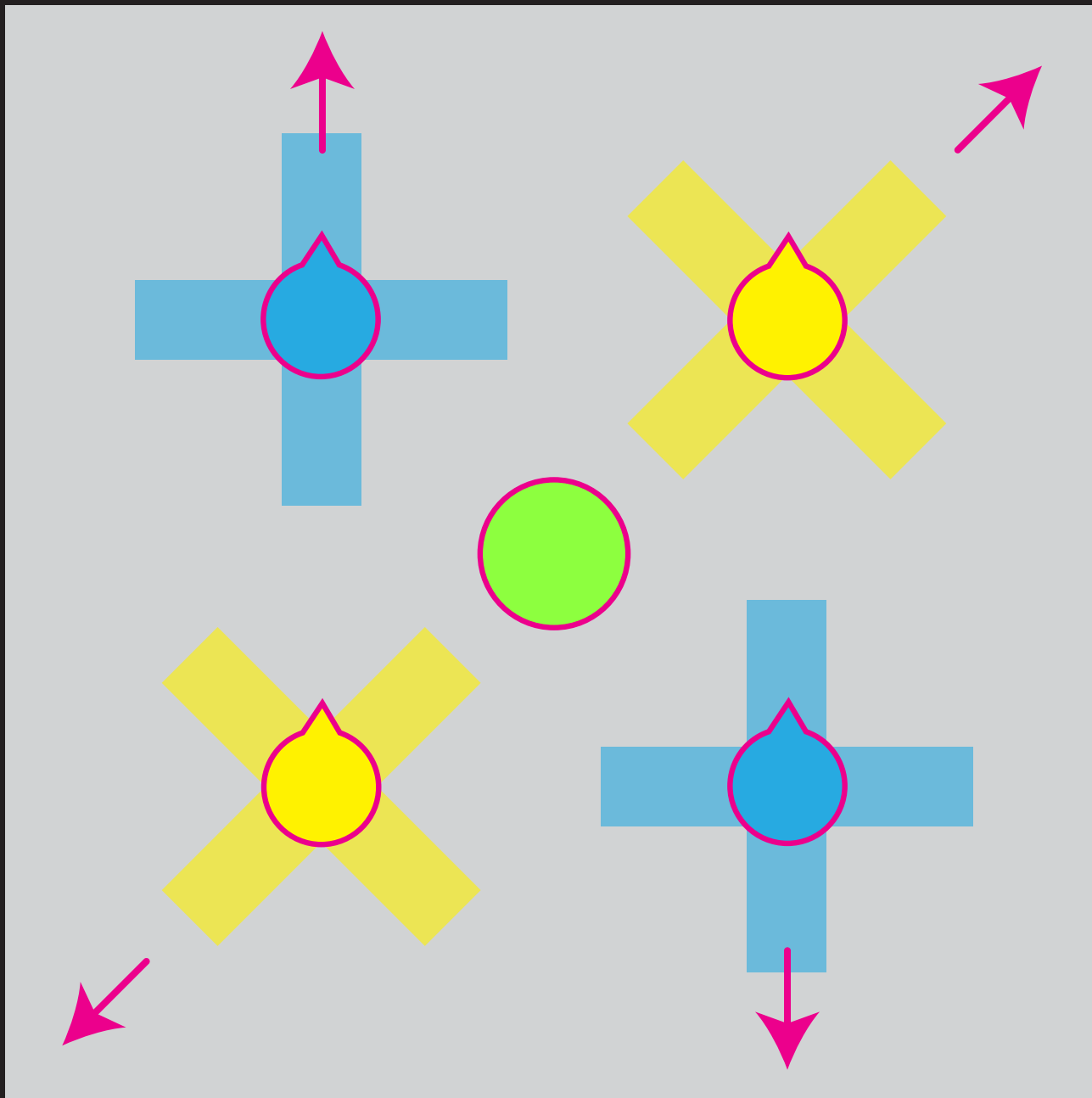


Movement

3

If tail green and you have blue: BAIT STRAIGHT OUT
If tail green and you have yellow: BAIT TO CLOSEST CORNER

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



Graphic by The
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Where
You go



Evil

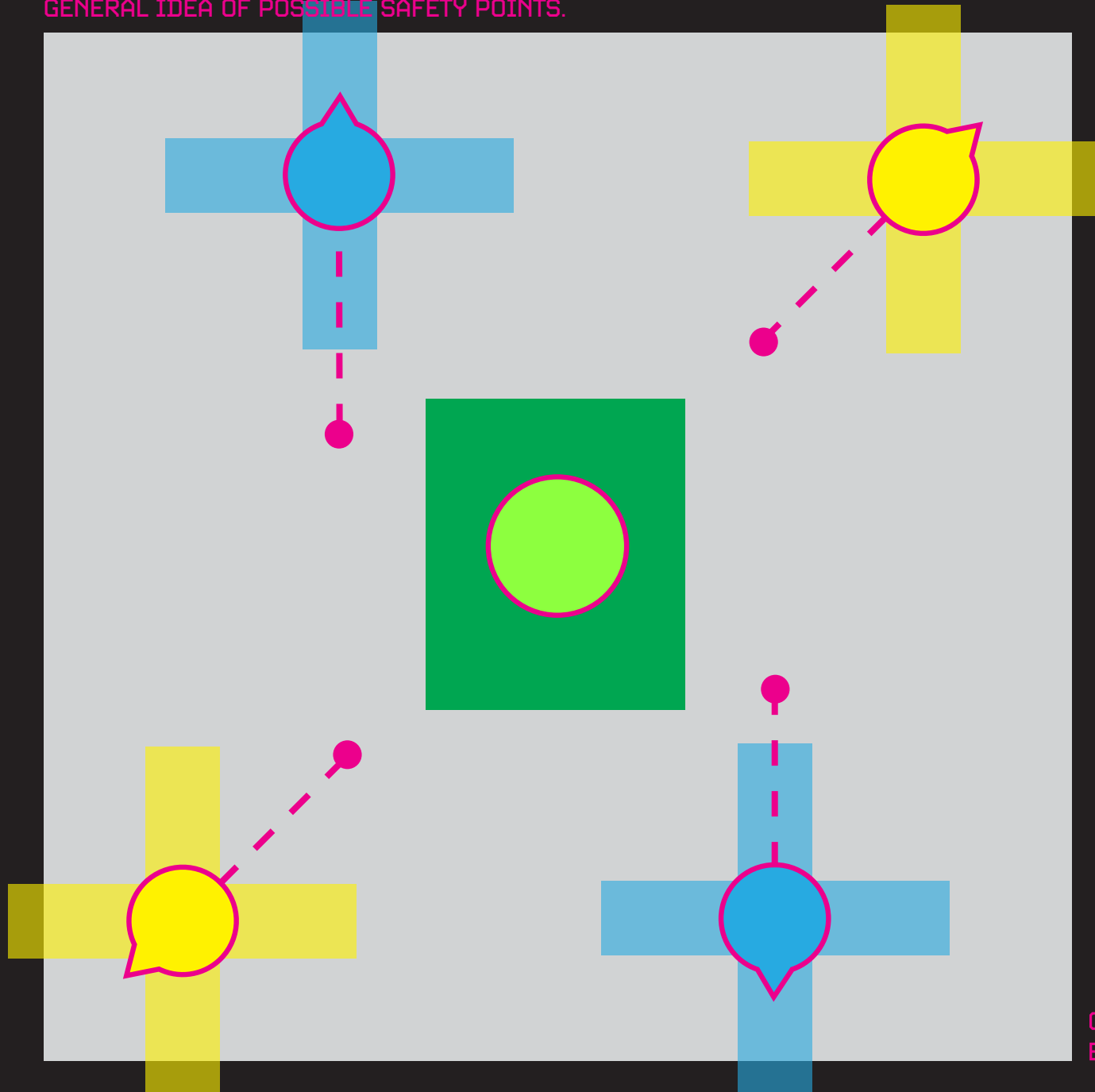


Movement

3

If tail green and you have blue: BAIT STRAIGHT OUT
If tail green and you have yellow: BAIT TO CLOSEST CORNER

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



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Where
You go



Evil

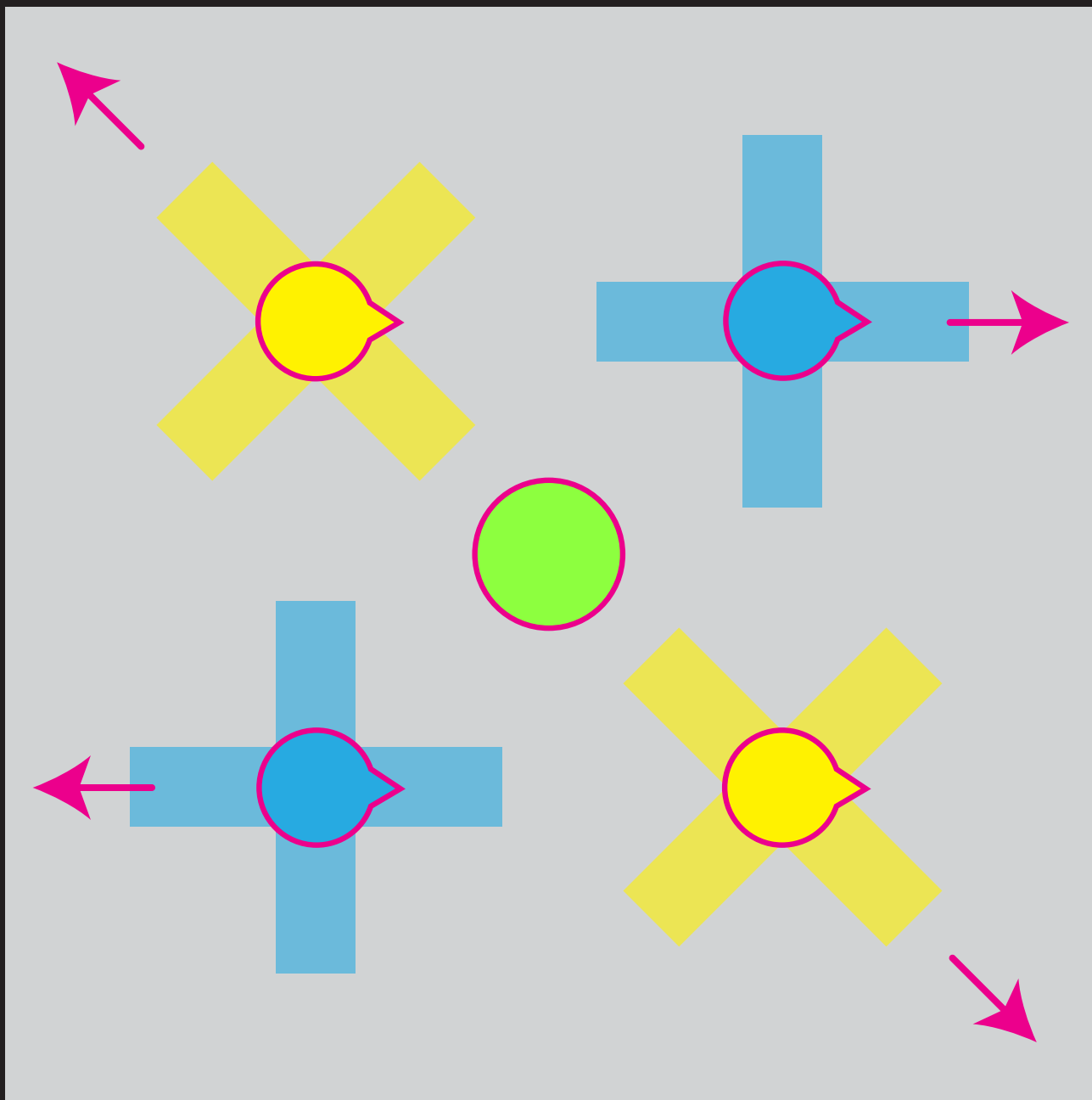


Movement

4

If tail green and you have blue: BAIT STRAIGHT OUT
If tail green and you have yellow: BAIT TO CLOSEST CORNER

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



Graphic by The
Bard (Behemoth)



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Where
You go



Evil

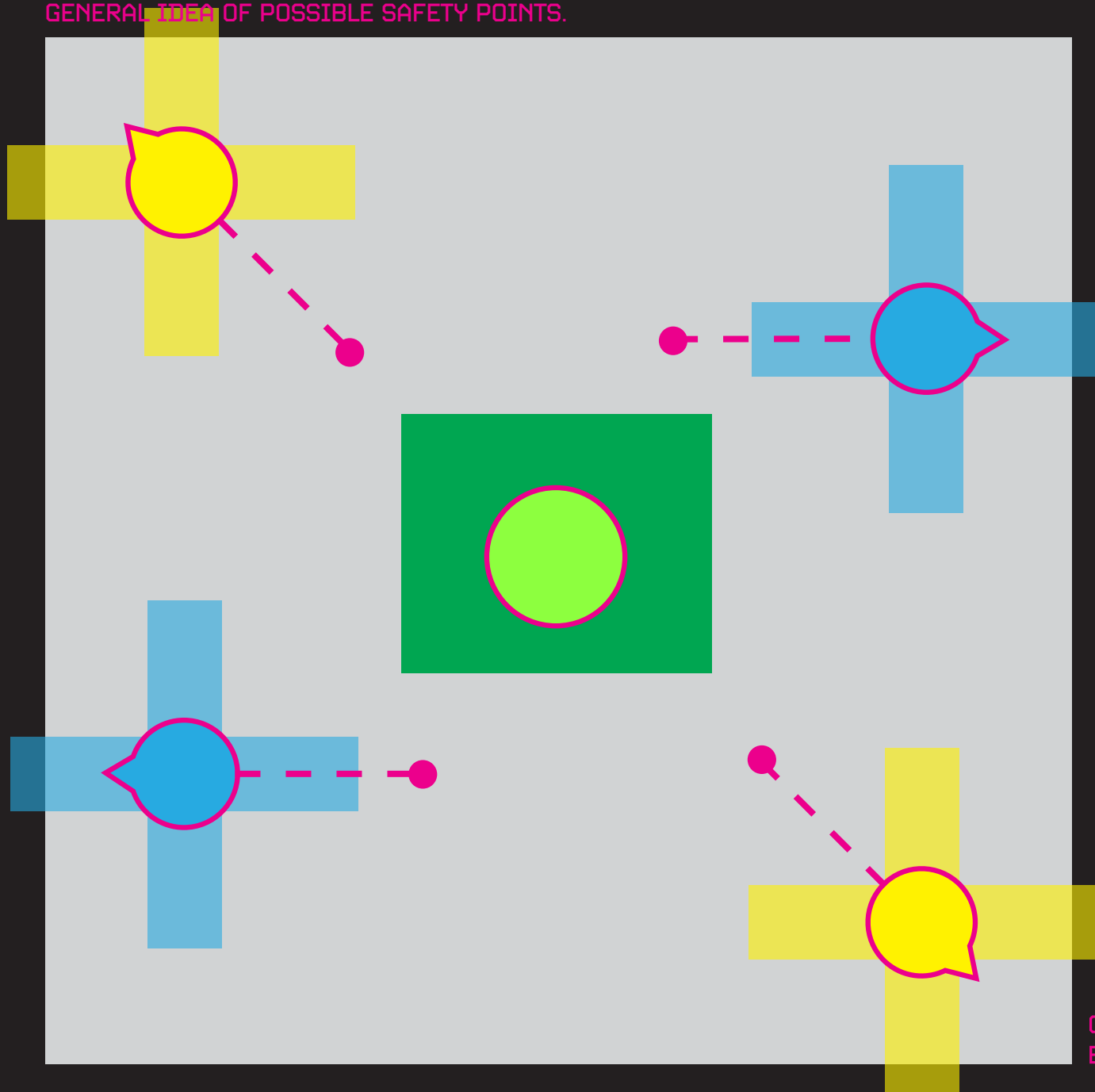


Movement

4

If tail green and you have blue: BAIT STRAIGHT OUT
If tail green and you have yellow: BAIT TO CLOSEST CORNER

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



Graphic by The
Bard (Behemoth)



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Where
You go



Evil

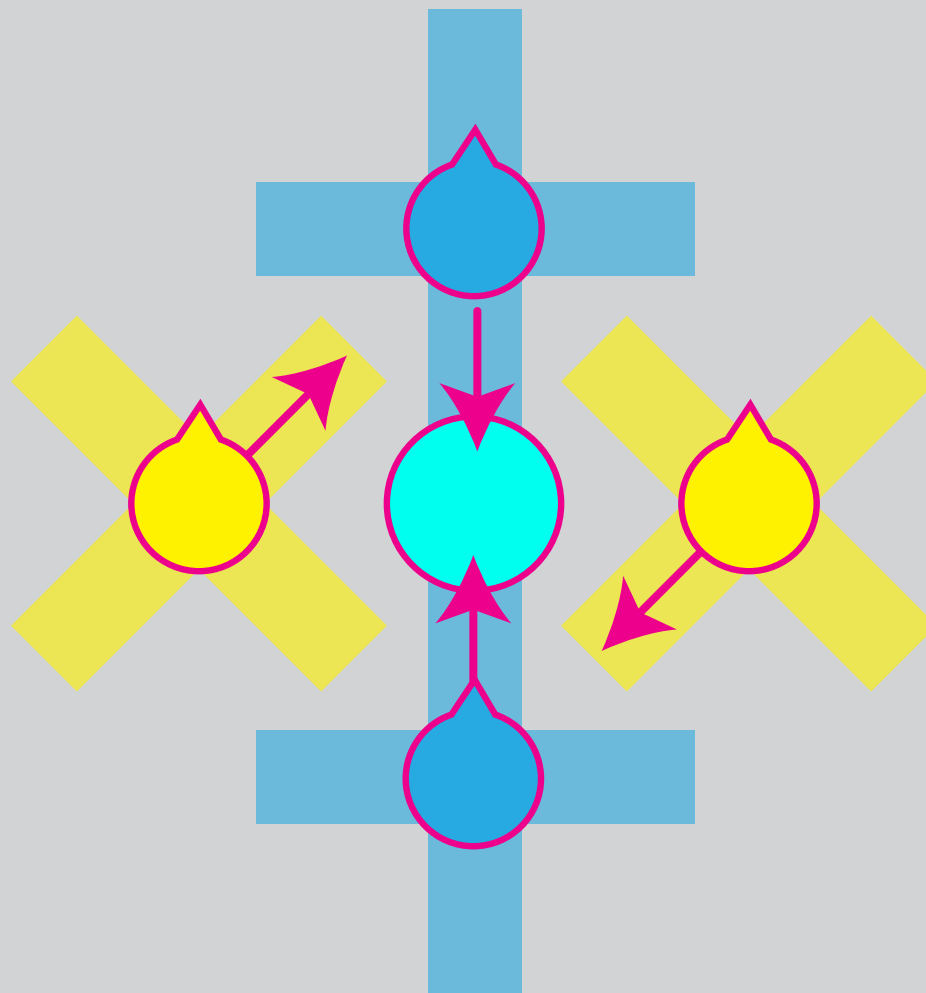


Movement

1

If tail blue and you have blue: BAIT STRAIGHT IN
If tail blue and you have yellow: BAIT CLOCKWISE (INSIDE TOWARD BLUE)

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



Graphic by The
Bard (Behemoth)



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Where
You go



Evil



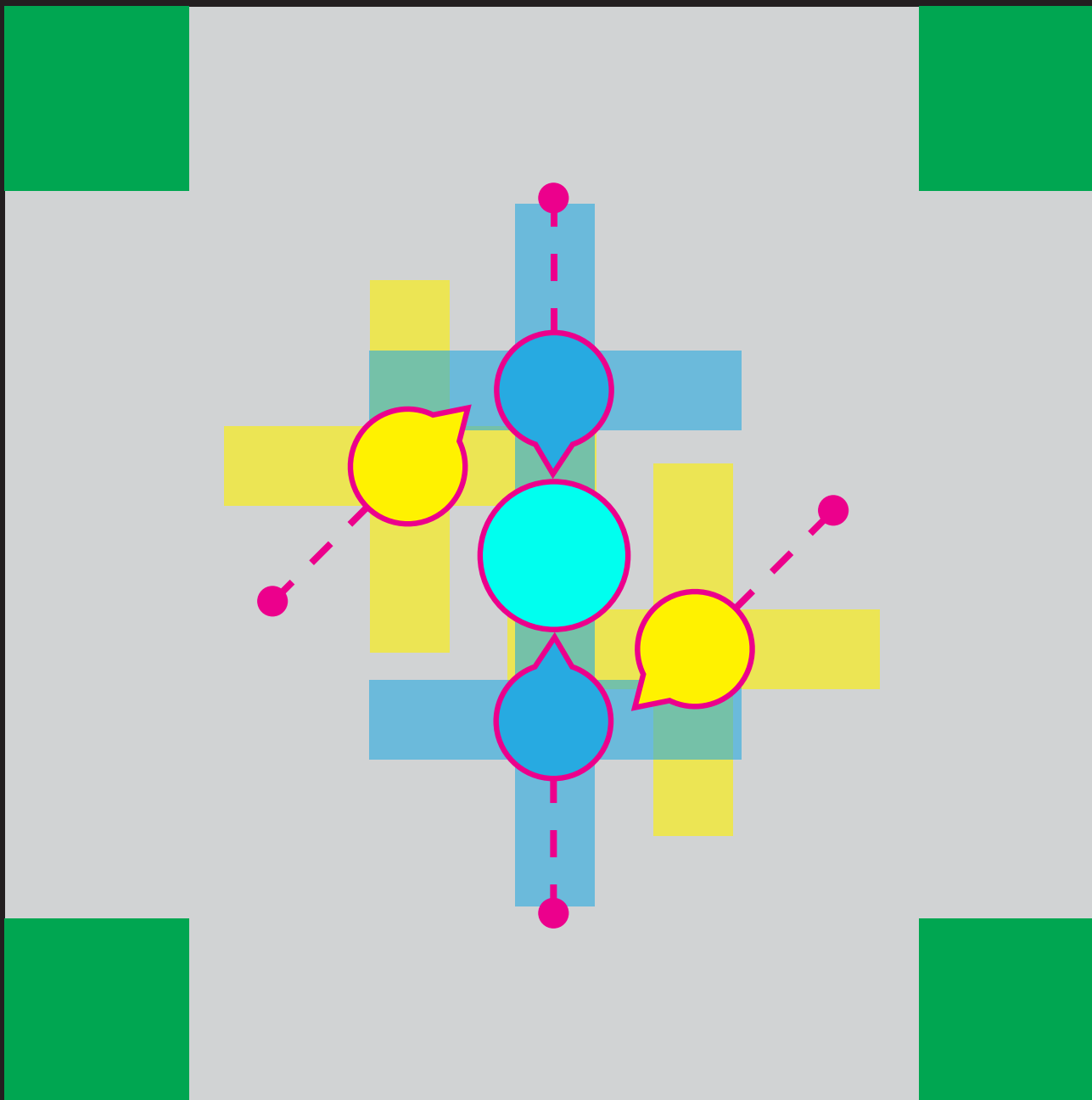
Movement

1

If tail blue and you have blue: BAIT STRAIGHT IN

If tail blue and you have yellow: BAIT CLOCKWISE (INSIDE TOWARD BLUE)

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GENERAL IDEA OF POSSIBLE SAFETY POINTS.



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Where
You go



Evil



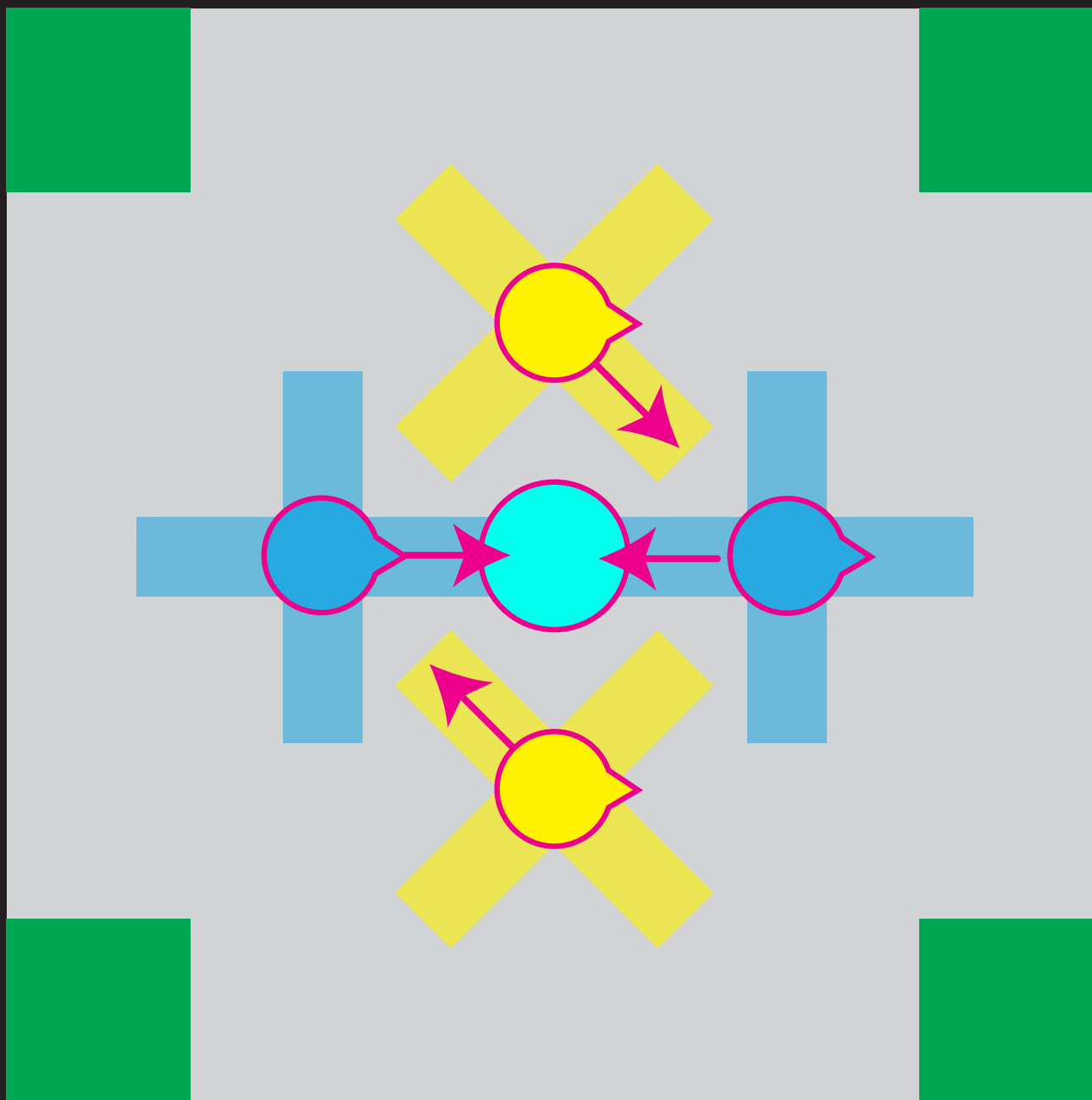
Movement

2

If tail blue and you have blue: BAIT STRAIGHT IN

If tail blue and you have yellow: BAIT CLOCKWISE (INSIDE TOWARD BLUE)

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



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Where
You go



Evil



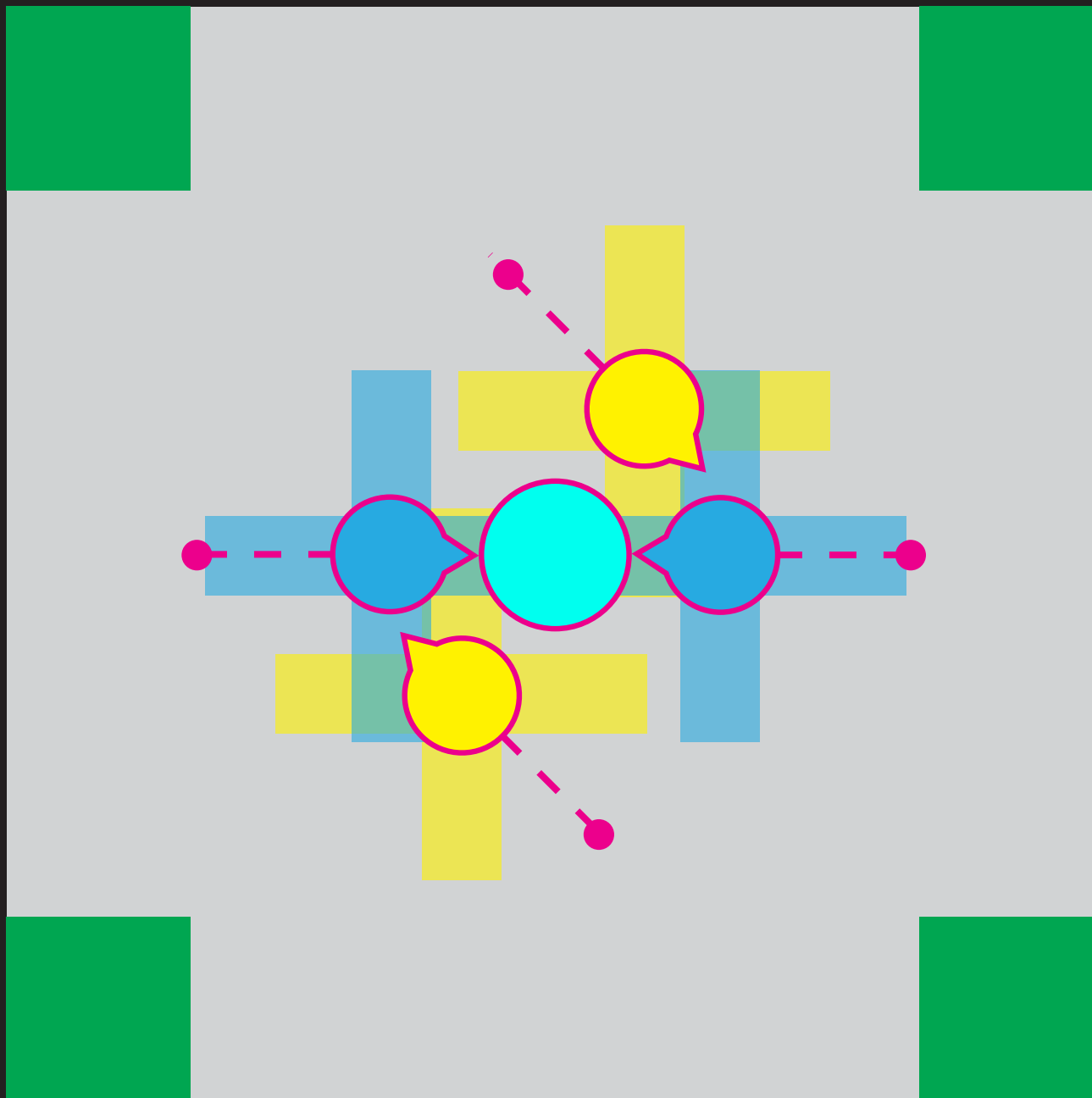
Movement

2

If tail blue and you have blue: BAIT STRAIGHT IN

If tail blue and you have yellow: BAIT CLOCKWISE (INSIDE TOWARD BLUE)

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Where
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Evil



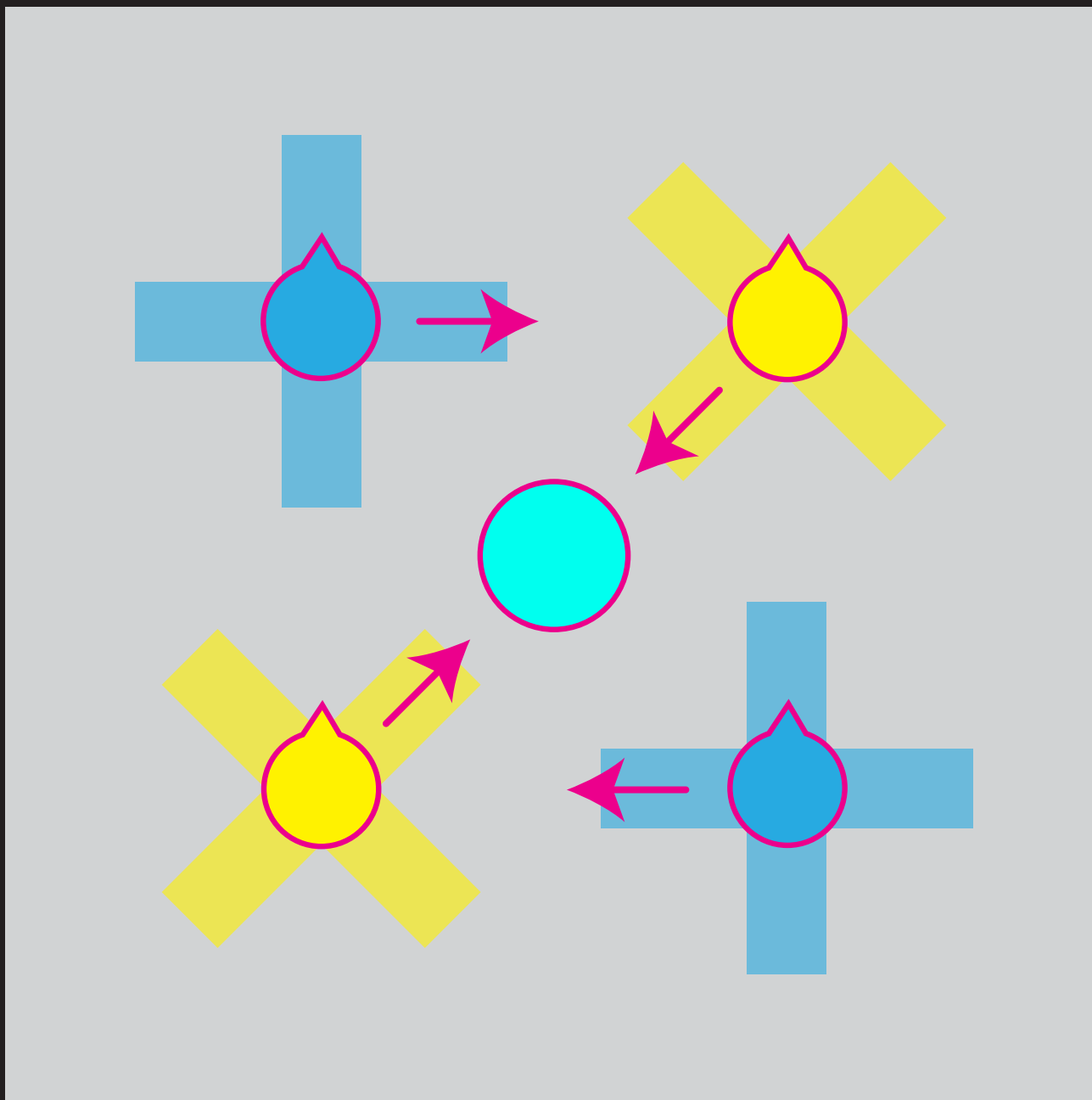
Movement

3

If tail blue and you have blue: BAIT STRAIGHT CLOCKWISE

If tail blue and you have yellow: BAIT STRAIGHT IN

NOT TO SCALE! THIS GRAPHIC GIVES A
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Where
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Evil



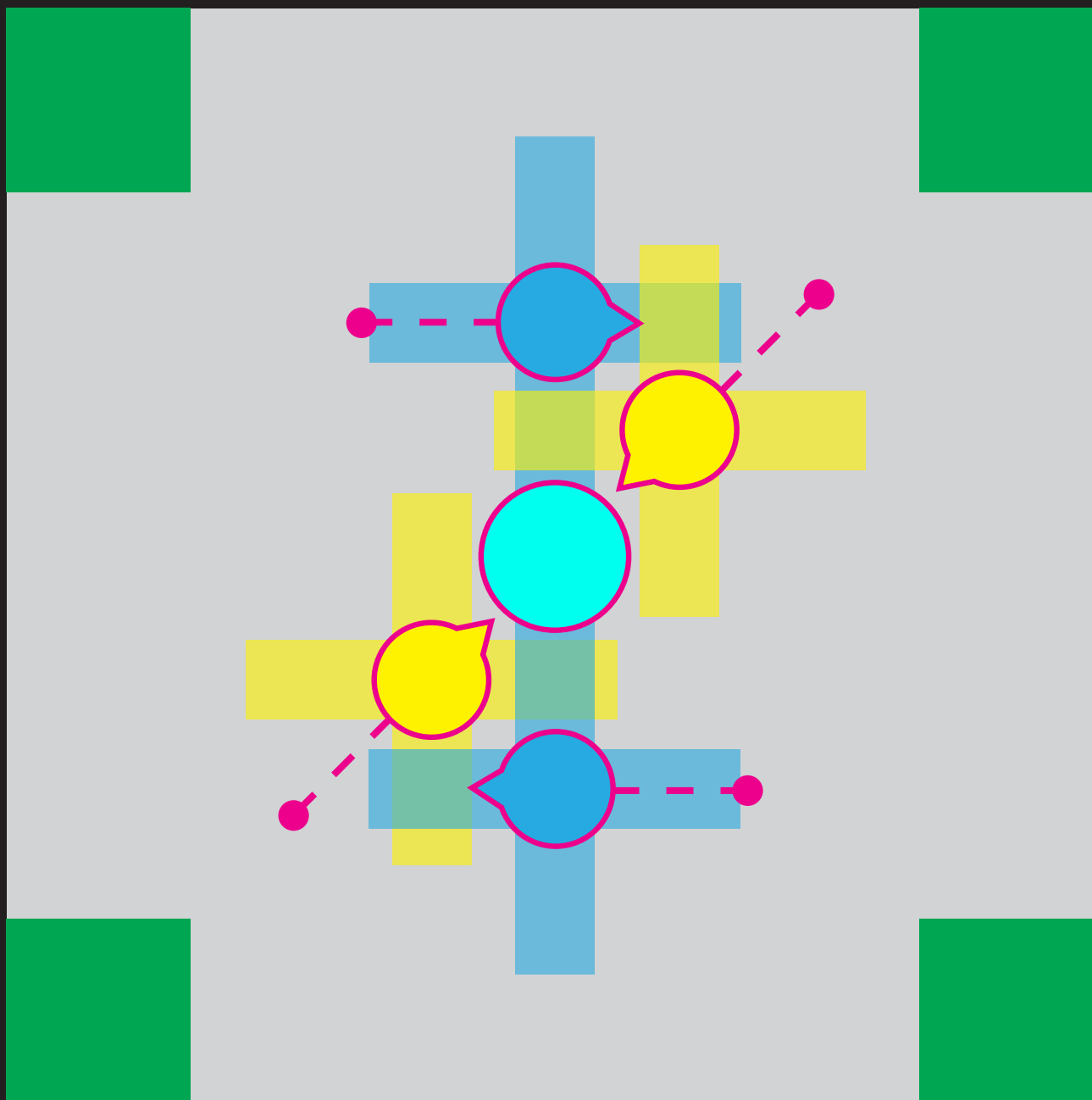
Movement

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If tail blue and you have blue: BAIT STRAIGHT CLOCKWISE

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Where
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Evil



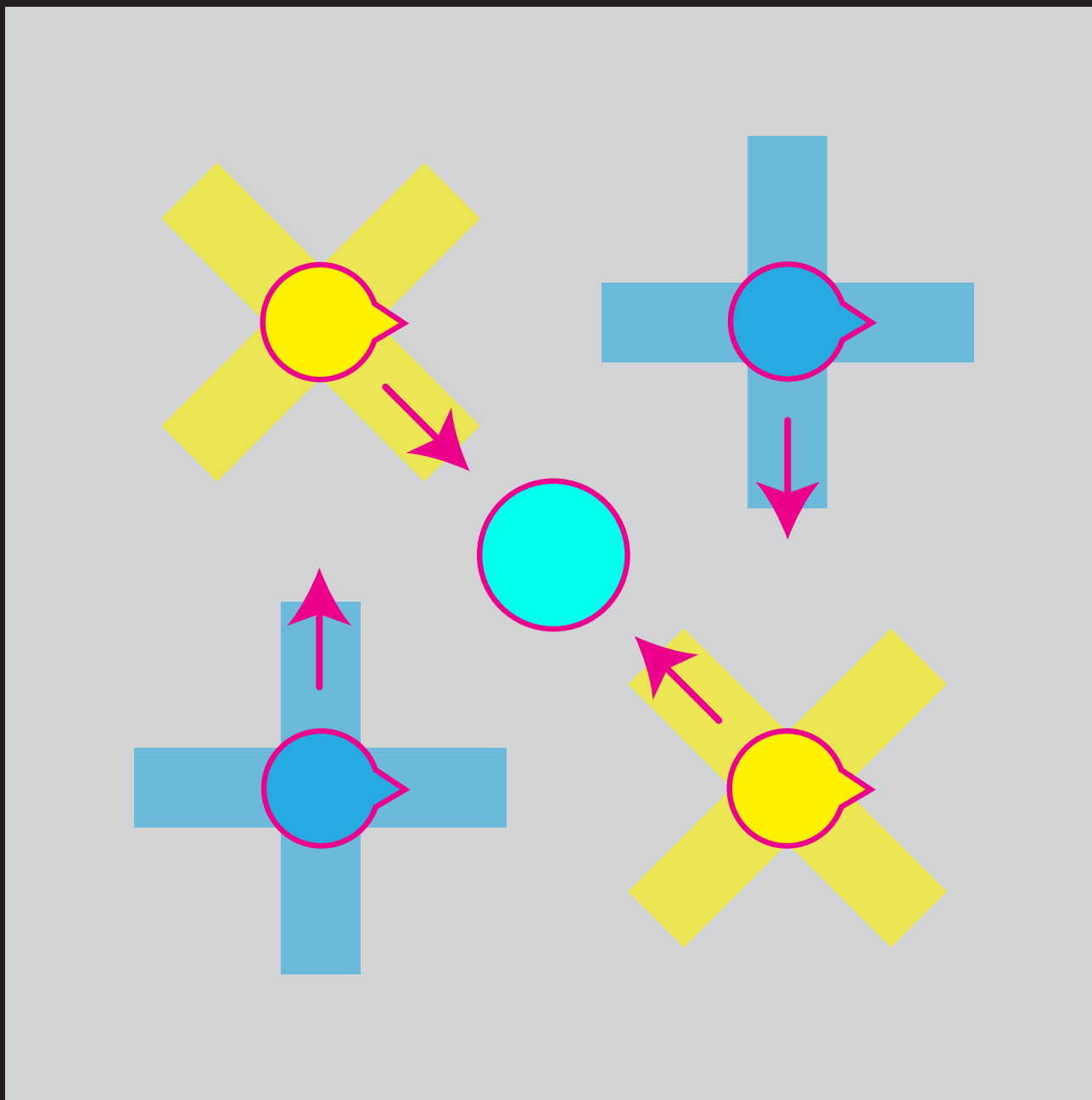
Movement

4

If tail blue and you have blue: BAIT STRAIGHT CLOCKWISE

If tail blue and you have yellow: BAIT STRAIGHT IN

NOT TO SCALE! THIS GRAPHIC GIVES A
GENERAL IDEA OF POSSIBLE SAFETY POINTS.



Graphic by The
Bard (Behemoth)



Broom



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Where
You go



Evil



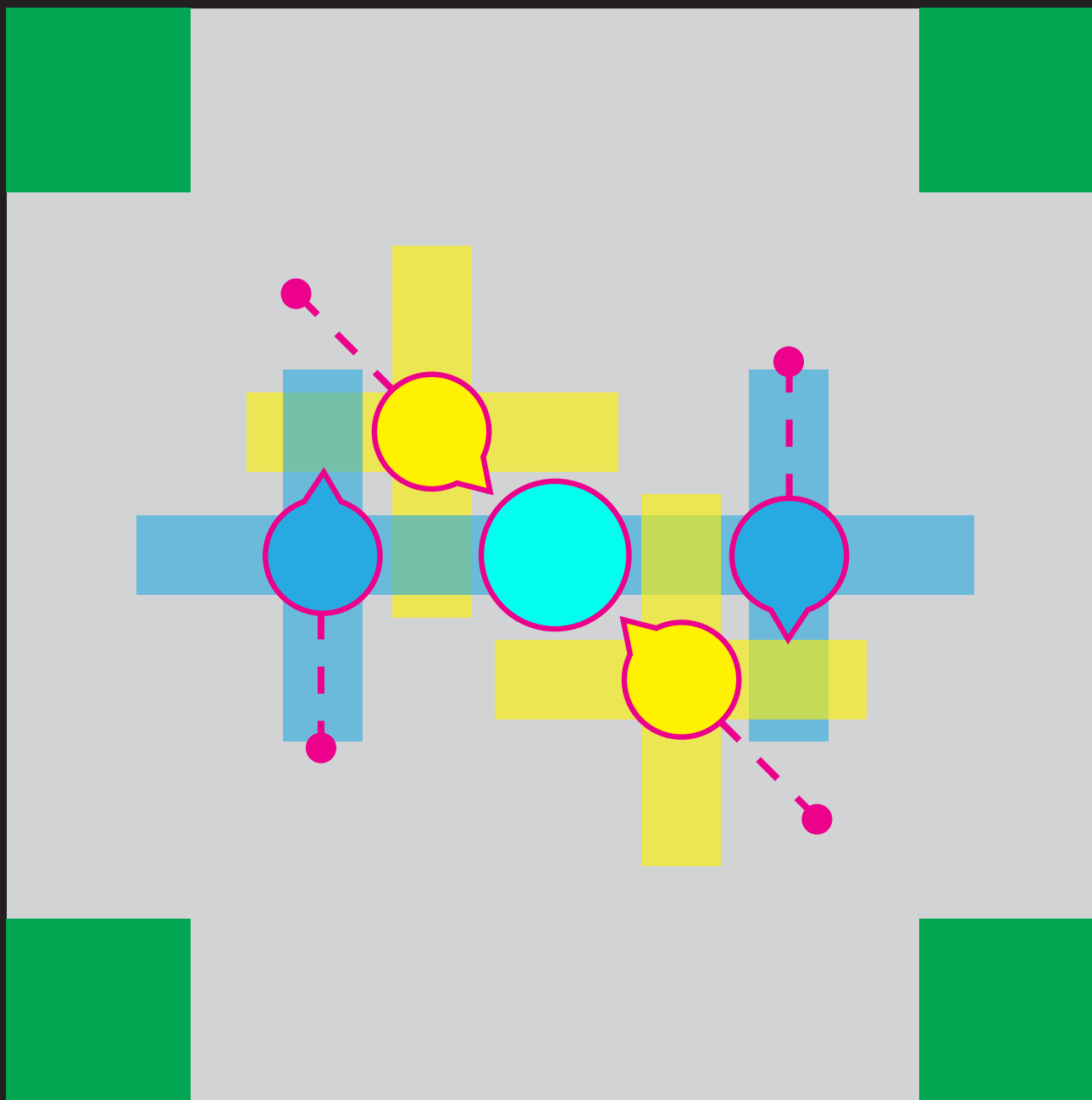
Movement

4

If tail blue and you have blue: BAIT STRAIGHT CLOCKWISE

If tail blue and you have yellow: BAIT STRAIGHT IN

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Where
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Evil



Movement