

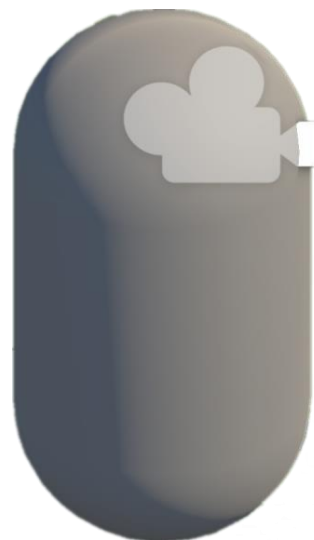
1

Move to  
Approach  
The Gun



2

Try to Grab  
the Gun



3

Move Around  
Randomly; Try to  
Fire the Gun

