

Player #10

Glider

1(100%) #: 0%, #+: 0% !/:- 100%, =: 0%	.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .
.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .

Jump

.(.) #: ., #+: . !/:- ., =: .	.(.) #: ., #+: . !/:- ., =: .	.(.) #: ., #+: . !/:- ., =: .
.(.) #: ., #+: . !/:- ., =: .	.(.) #: ., #+: . !/:- ., =: .	.(.) #: ., #+: . !/:- ., =: .

Player #13

Glider

.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .
5(41%) #: 60%, #+: 80% !/:- 20%, =: 0%	7(58%) #: 28%, #+: 57% !/:- 42%, =: 0%	.(0%) #: ., #+: . !/:- ., =: .

Jump

.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .
2(100%) #: 0%, #+: 0% !/:- 100%, =: 0%	.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .

Player #17

Glider

.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .
.(0%) #: ., #+: . !/:- ., =: .	12(66%) #: 33%, #+: 58% !/:- : 41%, =: 0%	6(33%) #: 66%, #+: 83% !/:- 16%, =: 0%

Jump

.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .
.(0%) #: ., #+: . !/:- ., =: .	4(100%) #: 0%, #+: 0% !/:- 100%, =: 0%	.(0%) #: ., #+: . !/:- ., =: .

Player #18

Glider

.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .	.(0%) #: ., #+: . !/:- ., =: .
1(50%) #: 0%, #+: 0% !/:- 100%, =: 0%	1(50%) #: 0%, #+: 0% !/:- 100%, =: 0%	.(0%) #: ., #+: . !/:- ., =: .

Jump

.(.) #: ., #+: . !/-: ., =: .	.(.) #: ., #+: . !/-: ., =: .	.(.) #: ., #+: . !/-: ., =: .
.(.) #: ., #+: . !/-: ., =: .	.(.) #: ., #+: . !/-: ., =: .	.(.) #: ., #+: . !/-: ., =: .

Player #24

Glider

.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
3(21%) #: 100%, #+: 100% !/-: 0%, =: 0%	8(57%) #: 37%, #+: 62% !/-: 25%, =: 12%	3(21%) #: 33%, #+: 66% !/-: 33%, =: 0%

Jump

.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .
.(0%) #: ., #+: . !/-: ., =: .	.(0%) #: ., #+: . !/-: ., =: .	4(100%) #: 0%, #+: 0% !/-: 100%, =: 0%