Player #7

Glider

|  |  |  |
| --- | --- | --- |
| .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . |
| 1(16%) #: 0%, #+: 0% !/-: 100%, =: 0% | 4(66%) #: 25%, #+: 50% !/-: 50%, =: 0% | 1(16%) #: 100%, #+: 100% !/-: 0%, =: 0% |

Jump

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

Player #8

Glider

|  |  |  |
| --- | --- | --- |
| .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . |
| .(0%) #: ., #+: . !/-: ., =: . | 11(84%) #: 27%, #+: 54% !/-: 36%, =: 9% | 2(15%) #: 0%, #+: 0% !/-: 100%, =: 0% |

Jump

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

Player #12

Glider

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

Jump

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

Player #13

Glider

|  |  |  |
| --- | --- | --- |
| .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . |
| 14(53%) #: 7%, #+: 21% !/-: 78%, =: 0% | 10(38%) #: 0%, #+: 10% !/-: 90%, =: 0% | 2(7%) #: 0%, #+: 0% !/-: 50%, =: 50% |

Jump

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

Player #16

Glider

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

Jump

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

Player #17

Glider

|  |  |  |
| --- | --- | --- |
| .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . |
| .(0%) #: ., #+: . !/-: ., =: . | 14(38%) #: 14%, #+: 28% !/-: 57%, =: 14% | 22(61%) #: 31%, #+: 40% !/-: 54%, =: 4% |

Jump

|  |  |  |
| --- | --- | --- |
| .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . |
| .(0%) #: ., #+: . !/-: ., =: . | 2(100%) #: 50%, #+: 50% !/-: 50%, =: 0% | .(0%) #: ., #+: . !/-: ., =: . |