Player #7

Glider

|  |  |  |
| --- | --- | --- |
| .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . |
| 2(33%) #: 50%, #+: 50% !/-: 50%, =: 0% | 3(50%) #: 0%, #+: 33% !/-: 66%, =: 0% | 1(16%) #: 100%, #+: 100% !/-: 0%, =: 0% |

Jump

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

Player #8

Glider

|  |  |  |
| --- | --- | --- |
| .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . |
| 9(69%) #: 22%, #+: 44% !/-: 44%, =: 11% | 2(15%) #: 50%, #+: 100% !/-: 0%, =: 0% | 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

|  |  |  |
| --- | --- | --- |
| 1(3%) #: 0%, #+: 0% !/-: 100%, =: 0% | .(0%) #: ., #+: . !/-: ., =: . | 1(3%) #: 0%, #+: 0% !/-: 100%, =: 0% |
| 12(46%) #: 8%, #+: 25% !/-: 75%, =: 0% | 10(38%) #: 0%, #+: 10% !/-: 90%, =: 0% | 2(7%) #: 0%, #+: 0% !/-: 50%, =: 50% |

Jump

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

Player #16

Glider

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

Jump

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

Player #17

Glider

|  |  |  |
| --- | --- | --- |
| .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . | .(0%) #: ., #+: . !/-: ., =: . |
| 10(27%) #: 20%, #+: 40% !/-: 50%, =: 10% | 11(30%) #: 36%, #+: 36% !/-: 54%, =: 9% | 15(41%) #: 20%, #+: 33% !/-: 60%, =: 6% |

Jump

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