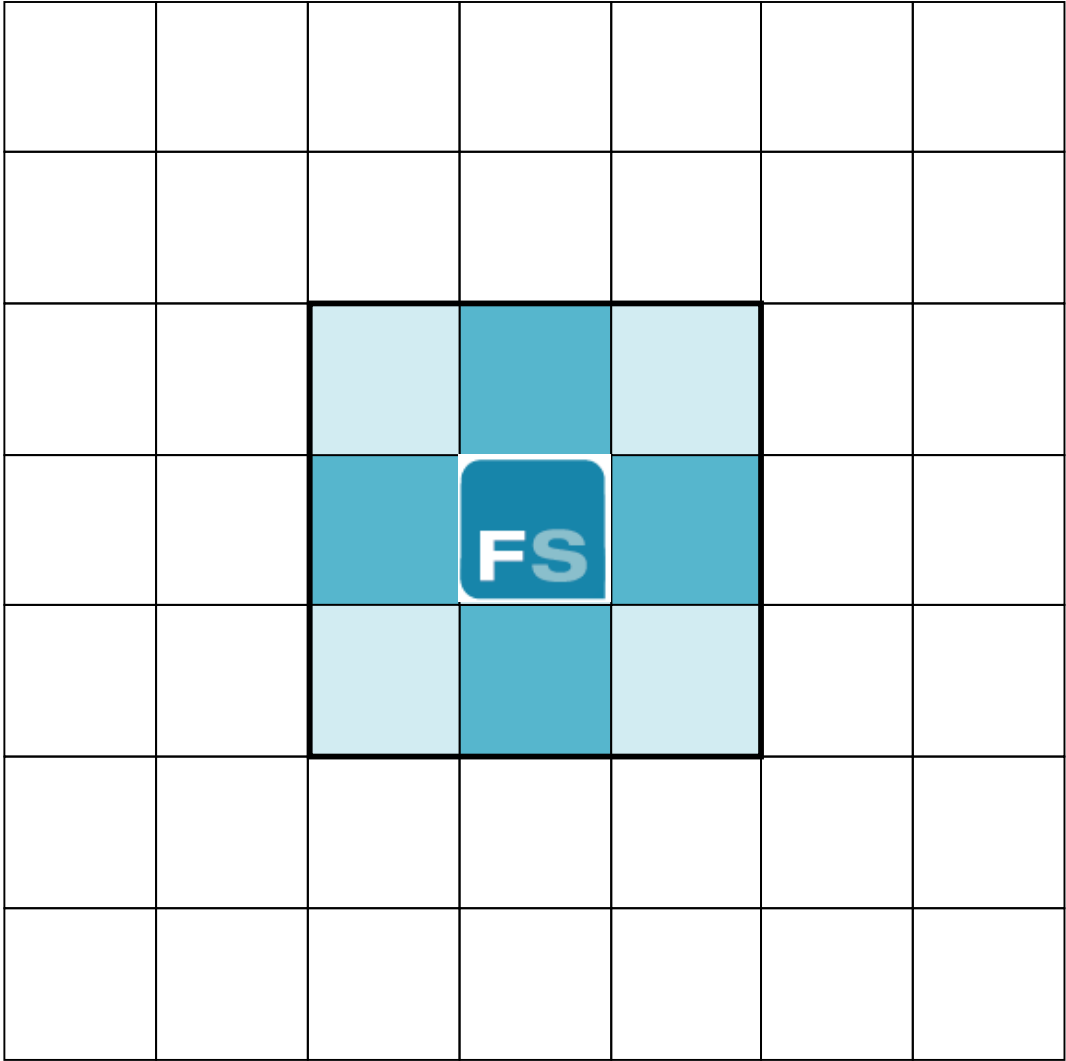
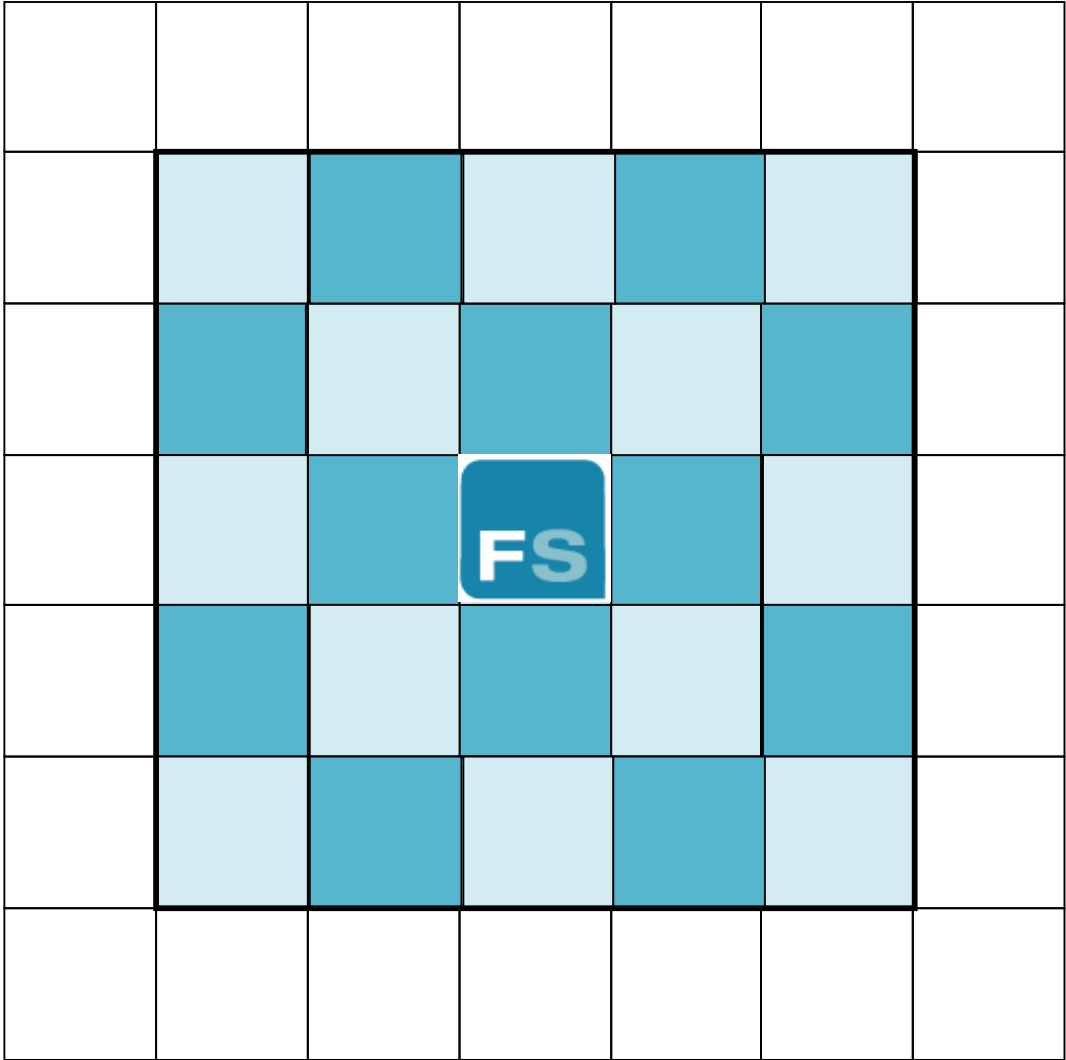
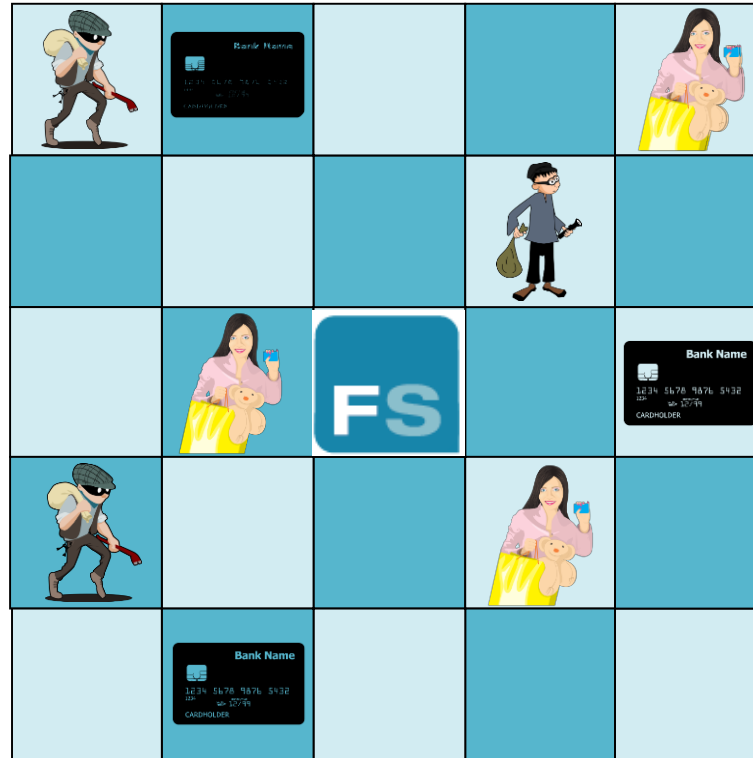
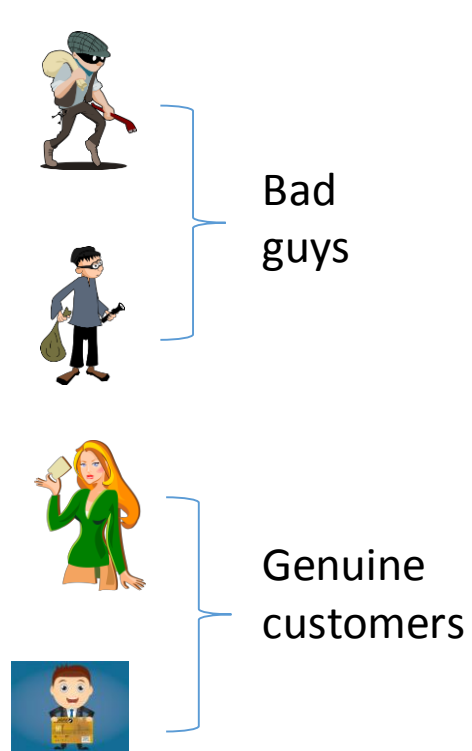


Starts with a
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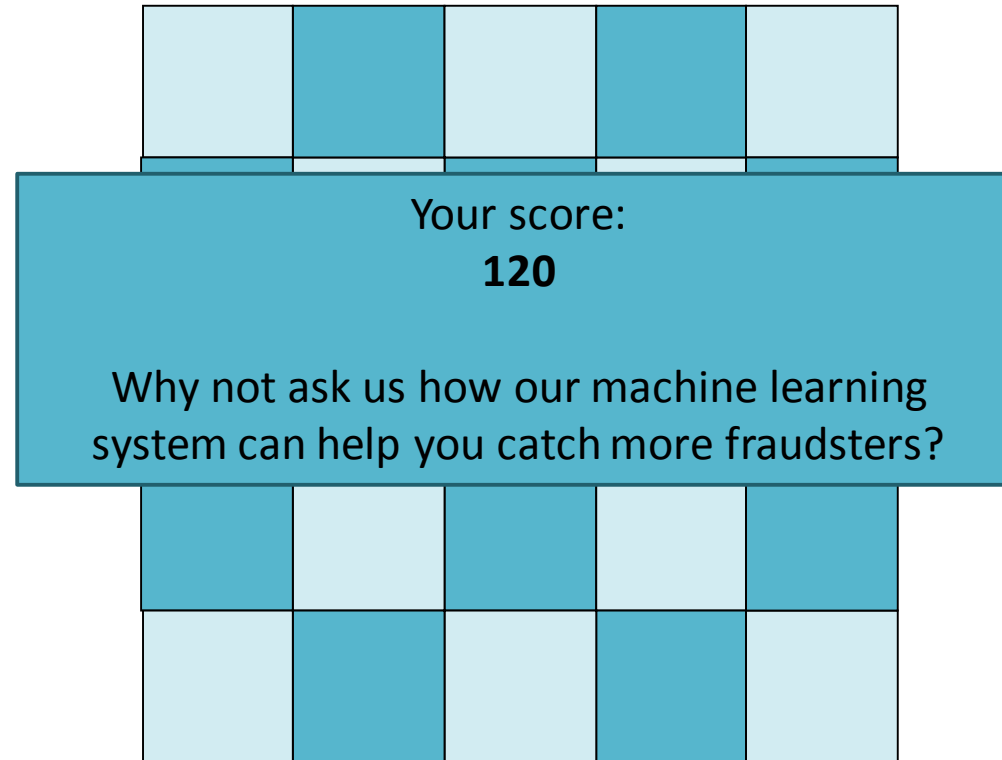




A mix of bad guys and genuine customers appear in flashes. If they “whack” a bad guy they get 10 points, if they “whack” a genuine customer they lose 5 points

This should get harder as the game goes on, and it should be impossible to get them all.

At the end of the game it should have a pop up with the score.



It needs to be fairly easy to reset the game for the next person, but this can be done by stand reps.

It would be good to have a database of scores eventually, but for now we could easily make a note of the scores as we go.