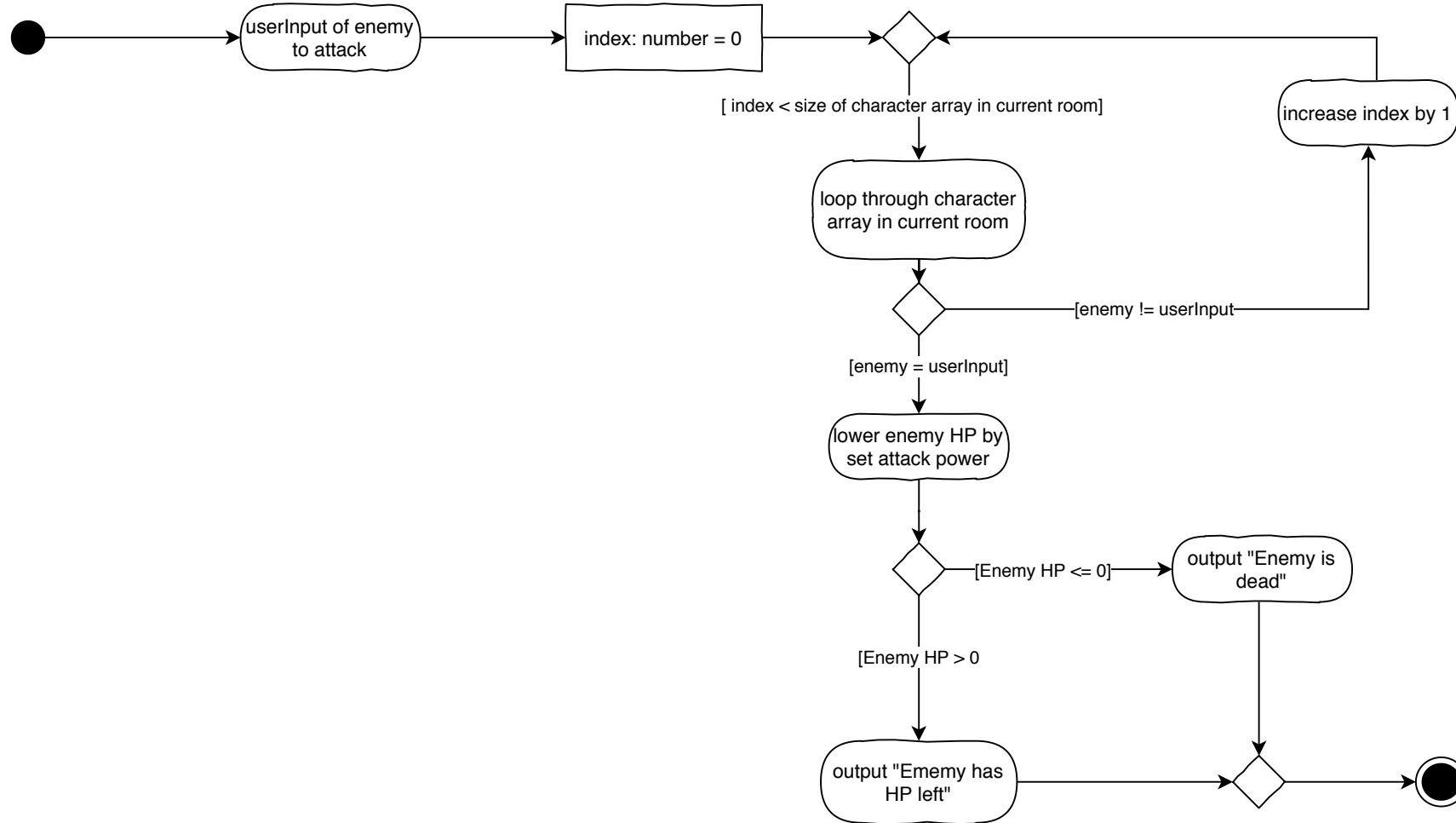
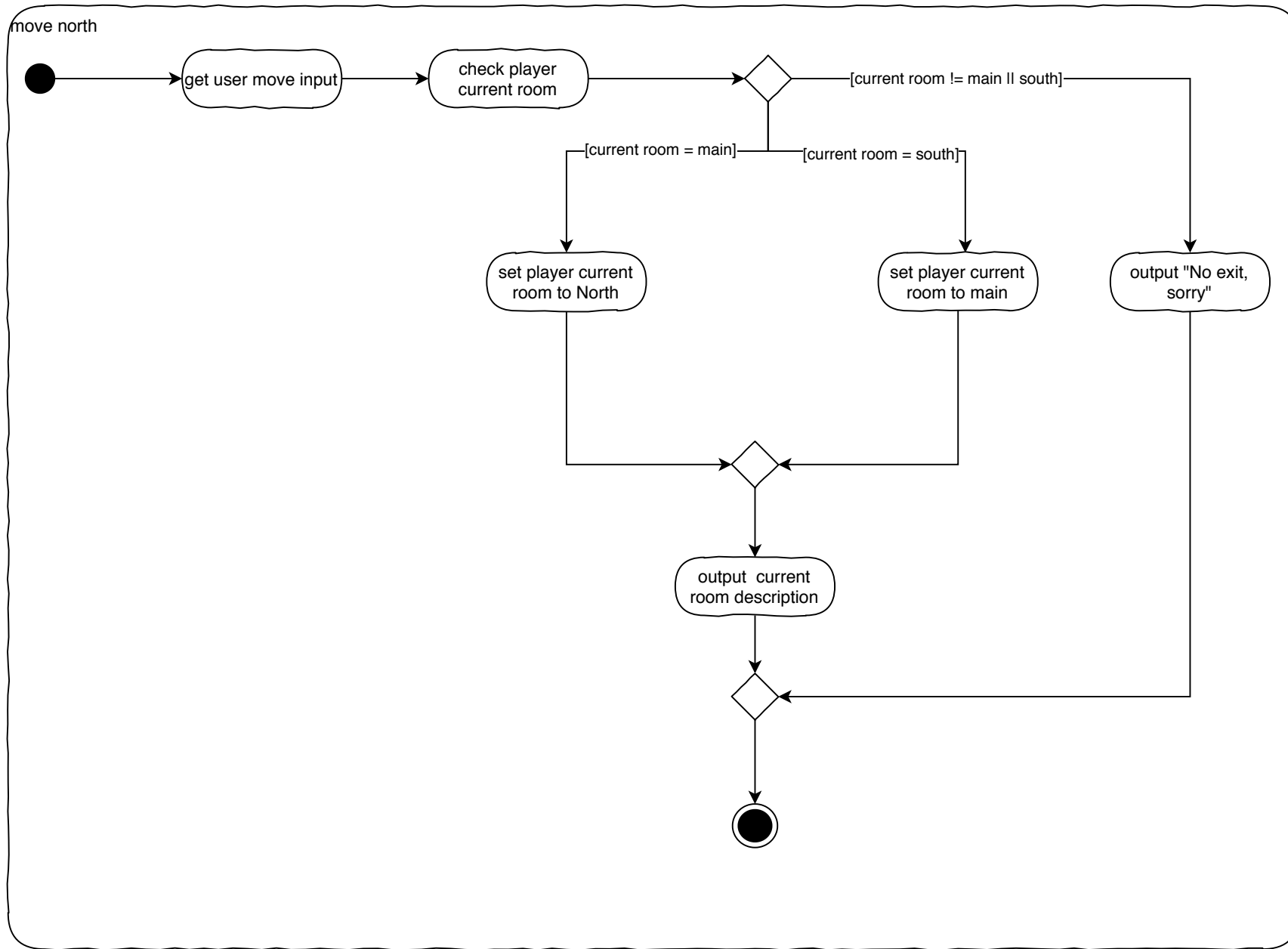


attack





Same logic goes for all
movements

