9.3

pages for 4 players

levin eric zimmermann

(player	number of events	event sequence duration range)
i	0	5s − 35s

(player	number of events	event sequence duration range)
ii	0	10s − 25s

(player	number of events	event sequence duration range)
iii	0	15s − 40s

(player	number of events	event sequence duration range)
iv	0	5s − 15s

(player	number of events	event sequence duration range)
i	2	15s − 20s

(player	number of events	event sequence duration range)
ii	0	10s − 50s

(player	number of events	event sequence duration range)
iii	0	15s − 20s

(player	number of events	event sequence duration range)
iv	0	5s − 15s

(player	number of events	event sequence duration range)
i	0	5s − 65s

(player	number of events	event sequence duration range)
ii	1	15s − 55s

(player	number of events	event sequence duration range)
iii	0	5s − 35s

(player	number of events	event sequence duration range)
iv	2	5s − 40s

(player	number of events	event sequence duration range)
i	2	10s − 40s

(player	number of events	event sequence duration range)
ii	0	10s − 65s

(player	number of events	event sequence duration range)
iii	1	0s − 50s

(player	number of events	event sequence duration range)
iv	1	15s − 25s

(player	number of events	event sequence duration range)
i	3	10s − 25s

(player	number of events	event sequence duration range)
ii	0	5s − 40s

(player	number of events	event sequence duration range)
iii	2	15s − 55s

(player	number of events	event sequence duration range)
iv	0	0s − 20s

(player	number of events	event sequence duration range)
i	0	10s − 25s

(player	number of events	event sequence duration range)
ii	3	10s − 30s

(player	number of events	event sequence duration range)
iii	0	20s − 35s

(player	number of events	event sequence duration range)
iv	2	5s − 45s

(player	number of events	event sequence duration range)
i	0	5s − 40s

(player	number of events	event sequence duration range)
ii	4	10s − 45s

(player	number of events	event sequence duration range)
iii	3	10s − 40s

(player	number of events	event sequence duration range)
iv	0	10s − 20s

(player	number of events	event sequence duration range)
i	4	5s − 30s

(player	number of events	event sequence duration range)
ii	0	10s − 40s

(player	number of events	event sequence duration range)
iii	1	15s − 60s

(player	number of events	event sequence duration range)
iv	1	20s − 35s

(player	number of events	event sequence duration range)
i	1	5s − 35s

(player	number of events	event sequence duration range)
ii	1	10s − 45s

(player	number of events	event sequence duration range)
iii	0	5s − 45s

(player	number of events	event sequence duration range)
iv	1	10s − 20s

(player	number of events	event sequence duration range)
i	0	5s − 50s

(player	number of events	event sequence duration range)
ii	0	10s − 30s

(player	number of events	event sequence duration range)
iii	2	10s − 40s

(player	number of events	event sequence duration range)
iv	0	10s − 20s

(player	number of events	event sequence duration range)
i	0	10s − 35s

(player	number of events	event sequence duration range)
ii	0	10s − 15s

(player	number of events	event sequence duration range)
iii	1	15s − 30s

(player	number of events	event sequence duration range)
iv	2	10s − 15s

(player	number of events	event sequence duration range)
i	0	5s − 60s

(player	number of events	event sequence duration range)
ii	0	15s − 30s

(player	number of events	event sequence duration range)
iii	2	10s − 25s

(player	number of events	event sequence duration range)
iv	0	15s − 35s

(player	number of events	event sequence duration range)
i	0	15s − 65s

(player	number of events	event sequence duration range)
ii	1	15s − 30s

(player	number of events	event sequence duration range)
iii	0	15s − 45s

(player	number of events	event sequence duration range)
iv	0	5s − 40s

(player	number of events	event sequence duration range)
i	0	15s − 40s

(player	number of events	event sequence duration range)
ii	0	10s − 20s

(player	number of events	event sequence duration range)
iii	0	10s − 30s

(player	number of events	event sequence duration range)
iv	2	10s − 35s

(player	number of events	event sequence duration range)
i	1	20s − 30s

(player	number of events	event sequence duration range)
ii	1	15s − 45s

(player	number of events	event sequence duration range)
iii	1	15s − 20s

(player	number of events	event sequence duration range)
iv	0	5s − 10s

(player	number of events	event sequence duration range)
i	1	5s − 15s

(player	number of events	event sequence duration range)
ii	1	0s − 65s

(player	number of events	event sequence duration range)
iii	0	15s − 45s

(player	number of events	event sequence duration range)
iv	2	5s − 25s

(player	number of events	event sequence duration range)
i	0	10s − 30s

(player	number of events	event sequence duration range)
ii	3	10s − 35s

(player	number of events	event sequence duration range)
iii	2	10s − 25s

(player	number of events	event sequence duration range)
iv	0	15s − 45s

(player	number of events	event sequence duration range)
i	1	15s − 40s

(player	number of events	event sequence duration range)
ii	1	15s − 60s

(player	number of events	event sequence duration range)
iii	4	10s − 55s

(player	number of events	event sequence duration range)
iv	1	5s − 30s

(player	number of events	event sequence duration range)
i	0	15s − 50s

(player	number of events	event sequence duration range)
ii	4	5s − 45s

(player	number of events	event sequence duration range)
iii	3	10s − 20s

(player	number of events	event sequence duration range)
iv	0	5s − 30s

(player	number of events	event sequence duration range)
i	0	15s − 20s

(player	number of events	event sequence duration range)
ii	1	10s − 25s

(player	number of events	event sequence duration range)
iii	3	10s − 50s

(player	number of events	event sequence duration range)
iv	2	5s − 35s

(player	number of events	event sequence duration range)
i	2	5s − 50s

(player	number of events	event sequence duration range)
ii	1	5s − 35s

(player	number of events	event sequence duration range)
iii	0	15s − 35s

(player	number of events	event sequence duration range)
iv	1	0s − 20s

(player	number of events	event sequence duration range)
i	2	15s − 40s

(player	number of events	event sequence duration range)
ii	0	5s − 30s

(player	number of events	event sequence duration range)
iii	0	10s − 65s

(player	number of events	event sequence duration range)
iv	1	10s − 45s

(player	number of events	event sequence duration range)
i	1	10s − 15s

(player	number of events	event sequence duration range)
ii	0	15s − 20s

(player	number of events	event sequence duration range)
iii	0	15s − 20s

(player	number of events	event sequence duration range)
iv	1	20s − 55s

(player	number of events	event sequence duration range)
i	0	5s − 20s

(player	number of events	event sequence duration range)
ii	0	5s − 20s

(player	number of events	event sequence duration range)
iii	1	15s − 55s

(player	number of events	event sequence duration range)
iv	0	5s − 25s

(player	number of events	event sequence duration range)
i	0	5s − 30s

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iii	1	10s − 60s

(player	number of events	event sequence duration range)
iv	0	5s − 40s

(player	number of events	event sequence duration range)
i	0	15s − 30s

(player	number of events	event sequence duration range)
ii	0	10s − 35s

(player	number of events	event sequence duration range)
iii	0	5s − 65s

(player	number of events	event sequence duration range)
iv	2	15s − 20s

(player	number of events	event sequence duration range)
i	1	15s − 55s

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iv	0	5s − 30s

(player	number of events	event sequence duration range)
i	2	10s − 35s

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ii	1	10s − 30s

(player	number of events	event sequence duration range)
iii	3	5s − 50s

(player	number of events	event sequence duration range)
iv	0	15s − 40s

(player	number of events	event sequence duration range)
i	2	0s − 45s

(player	number of events	event sequence duration range)
ii	3	5s − 45s

(player	number of events	event sequence duration range)
iii	2	10s − 60s

(player	number of events	event sequence duration range)
iv	2	10s − 50s

(player	number of events	event sequence duration range)
i	3	10s − 35s

(player	number of events	event sequence duration range)
ii	1	15s − 30s

(player	number of events	event sequence duration range)
iii	2	5s − 45s

(player	number of events	event sequence duration range)
iv	4	15s − 40s

(player	number of events	event sequence duration range)
i	1	5s − 70s

(player	number of events	event sequence duration range)
ii	3	15s − 60s

(player	number of events	event sequence duration range)
iii	0	10s − 35s

(player	number of events	event sequence duration range)
iv	0	15s − 65s

(player	number of events	event sequence duration range)
i	3	10s − 30s

(player	number of events	event sequence duration range)
ii	1	15s − 65s

(player	number of events	event sequence duration range)
iii	0	5s − 45s

(player	number of events	event sequence duration range)
iv	0	5s − 50s

(player	number of events	event sequence duration range)
i	3	10s − 45s

(player	number of events	event sequence duration range)
ii	1	5s − 70s

(player	number of events	event sequence duration range)
iii	0	10s − 45s

(player	number of events	event sequence duration range)
iv	1	10s − 15s

(player	number of events	event sequence duration range)
i	1	5s − 55s

(player	number of events	event sequence duration range)
ii	0	20s − 25s

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iii	0	5s − 20s

(player	number of events	event sequence duration range)
iv	0	20s − 50s

(player	number of events	event sequence duration range)
i	2	10s − 60s

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i	0	15s − 30s

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iv	0	15s − 35s

(player	number of events	event sequence duration range)
i	1	5s − 45s

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ii	0	15s − 35s

(player	number of events	event sequence duration range)
iii	0	10s − 40s

(player	number of events	event sequence duration range)
iv	0	10s − 40s

(player	number of events	event sequence duration range)
i	0	10s − 25s

(player	number of events	event sequence duration range)
ii	1	5s − 15s

(player	number of events	event sequence duration range)
iii	2	15s − 20s

(player	number of events	event sequence duration range)
iv	0	5s − 20s

(player	number of events	event sequence duration range)
i	0	5s − 45s

(player	number of events	event sequence duration range)
ii	3	10s − 30s

(player	number of events	event sequence duration range)
iii	1	5s − 50s

(player	number of events	event sequence duration range)
iv	0	20s − 35s

(player	number of events	event sequence duration range)
i	3	10s − 50s

(player	number of events	event sequence duration range)
ii	2	15s − 50s

(player	number of events	event sequence duration range)
iii	0	10s − 50s

(player	number of events	event sequence duration range)
iv	1	10s − 35s

(player	number of events	event sequence duration range)
i	4	10s − 20s

(player	number of events	event sequence duration range)
ii	0	10s − 55s

(player	number of events	event sequence duration range)
iii	0	10s − 35s

(player	number of events	event sequence duration range)
iv	2	15s − 55s

(player	number of events	event sequence duration range)
i	1	10s − 50s

(player	number of events	event sequence duration range)
ii	4	10s − 30s

(player	number of events	event sequence duration range)
iii	2	10s − 35s

(player	number of events	event sequence duration range)
iv	0	10s − 50s

(player	number of events	event sequence duration range)
i	2	10s − 45s

(player	number of events	event sequence duration range)
ii	1	5s − 40s

(player	number of events	event sequence duration range)
iii	1	15s − 25s

(player	number of events	event sequence duration range)
iv	0	10s − 45s

(player	number of events	event sequence duration range)
i	0	10s − 25s

(player	number of events	event sequence duration range)
ii	0	0s − 50s

(player	number of events	event sequence duration range)
iii	1	5s − 30s

(player	number of events	event sequence duration range)
iv	0	10s − 35s

(player	number of events	event sequence duration range)
i	0	15s − 50s

(player	number of events	event sequence duration range)
ii	1	10s − 40s

(player	number of events	event sequence duration range)
iii	0	5s − 60s

(player	number of events	event sequence duration range)
iv	0	15s − 55s

(player	number of events	event sequence duration range)
i	0	$10s - 20s$

(player	number of events	event sequence duration range)
ii	0	$15s - 20s$

(player	number of events	event sequence duration range)
iii	0	$15s - 45s$

(player	number of events	event sequence duration range)
iv	1	$15s - 35s$

(player	number of events	event sequence duration range)
i	0	15s − 20s

(player	number of events	event sequence duration range)
ii	0	15s − 35s

(player	number of events	event sequence duration range)
iii	0	15s − 40s

(player	number of events	event sequence duration range)
iv	0	10s − 25s

(player	number of events	event sequence duration range)
i	0	5s − 65s

(player	number of events	event sequence duration range)
ii	0	5s − 45s

(player	number of events	event sequence duration range)
iii	0	10s − 55s

(player	number of events	event sequence duration range)
iv	0	5s − 15s

(player	number of events	event sequence duration range)
i	1	15s − 50s

(player	number of events	event sequence duration range)
ii	0	5s − 60s

(player	number of events	event sequence duration range)
iii	0	5s − 15s

(player	number of events	event sequence duration range)
iv	0	10s − 40s

(player	number of events	event sequence duration range)
i	1	$15s - 20s$

(player	number of events	event sequence duration range)
ii	0	$15s - 40s$

(player	number of events	event sequence duration range)
iii	0	$15s - 35s$

(player	number of events	event sequence duration range)
iv	0	$15s - 35s$

(player	number of events	event sequence duration range)
i	1	15s − 65s

(player	number of events	event sequence duration range)
ii	1	5s − 40s

(player	number of events	event sequence duration range)
iii	0	5s − 35s

(player	number of events	event sequence duration range)
iv	1	5s − 15s

(player	number of events	event sequence duration range)
i	4	10s − 40s

(player	number of events	event sequence duration range)
ii	1	5s − 45s

(player	number of events	event sequence duration range)
iii	0	5s − 50s

(player	number of events	event sequence duration range)
iv	0	5s − 20s

(player	number of events	event sequence duration range)
i	2	5s − 45s

(player	number of events	event sequence duration range)
ii	2	10s − 30s

(player	number of events	event sequence duration range)
iii	0	10s − 40s

(player	number of events	event sequence duration range)
iv	3	10s − 30s

(player	number of events	event sequence duration range)
i	4	10s − 35s

(player	number of events	event sequence duration range)
ii	4	5s − 45s

(player	number of events	event sequence duration range)
iii	1	0s − 20s

(player	number of events	event sequence duration range)
iv	1	5s − 45s

(player	number of events	event sequence duration range)
i	1	5s − 20s

(player	number of events	event sequence duration range)
ii	3	15s − 40s

(player	number of events	event sequence duration range)
iii	1	5s − 20s

(player	number of events	event sequence duration range)
iv	1	5s − 10s

(player	number of events	event sequence duration range)
i	3	5s − 35s

(player	number of events	event sequence duration range)
ii	2	10s − 45s

(player	number of events	event sequence duration range)
iii	0	10s − 25s

(player	number of events	event sequence duration range)
iv	0	5s − 30s

(player	number of events	event sequence duration range)
i	1	15s − 40s

(player	number of events	event sequence duration range)
ii	0	10s − 35s

(player	number of events	event sequence duration range)
iii	1	5s − 45s

(player	number of events	event sequence duration range)
iv	3	15s − 35s

(player	number of events	event sequence duration range)
i	0	10s − 35s

(player	number of events	event sequence duration range)
ii	0	0s − 45s

(player	number of events	event sequence duration range)
iii	0	15s − 25s

(player	number of events	event sequence duration range)
iv	3	5s − 50s

(player	number of events	event sequence duration range)
i	1	20s − 25s

(player	number of events	event sequence duration range)
ii	0	10s − 25s

(player	number of events	event sequence duration range)
iii	1	0s − 25s

(player	number of events	event sequence duration range)
iv	0	15s − 70s

(player	number of events	event sequence duration range)
i	0	0s − 70s

(player	number of events	event sequence duration range)
ii	0	5s − 60s

(player	number of events	event sequence duration range)
iii	0	10s − 55s

(player	number of events	event sequence duration range)
iv	2	10s − 25s

(player	number of events	event sequence duration range)
i	0	10s − 25s

(player	number of events	event sequence duration range)
ii	0	15s − 30s

(player	number of events	event sequence duration range)
iii	0	5s − 40s

(player	number of events	event sequence duration range)
iv	1	15s − 40s

(player	number of events	event sequence duration range)
i	0	5s − 45s

(player	number of events	event sequence duration range)
ii	2	5s − 30s

(player	number of events	event sequence duration range)
iii	1	15s − 35s

(player	number of events	event sequence duration range)
iv	0	15s − 40s

(player	number of events	event sequence duration range)
i	1	5s − 35s

(player	number of events	event sequence duration range)
ii	1	20s − 55s

(player	number of events	event sequence duration range)
iii	0	15s − 20s

(player	number of events	event sequence duration range)
iv	0	10s − 50s

(player	number of events	event sequence duration range)
i	0	5s − 50s

(player	number of events	event sequence duration range)
ii	1	15s − 40s

(player	number of events	event sequence duration range)
iii	2	15s − 50s

(player	number of events	event sequence duration range)
iv	3	10s − 40s

(player	number of events	event sequence duration range)
i	4	10s − 30s

(player	number of events	event sequence duration range)
ii	1	10s − 65s

(player	number of events	event sequence duration range)
iii	1	10s − 15s

(player	number of events	event sequence duration range)
iv	0	15s − 55s

(player	number of events	event sequence duration range)
i	1	5s − 60s

(player	number of events	event sequence duration range)
ii	0	15s − 35s

(player	number of events	event sequence duration range)
iii	1	15s − 45s

(player	number of events	event sequence duration range)
iv	4	10s − 35s

(player	number of events	event sequence duration range)
i	3	10s − 30s

(player	number of events	event sequence duration range)
ii	4	15s − 30s

(player	number of events	event sequence duration range)
iii	1	10s − 55s

(player	number of events	event sequence duration range)
iv	3	10s − 30s

(player	number of events	event sequence duration range)
i	0	15s − 20s

(player	number of events	event sequence duration range)
ii	1	5s − 40s

(player	number of events	event sequence duration range)
iii	4	10s − 50s

(player	number of events	event sequence duration range)
iv	3	5s − 35s

(player	number of events	event sequence duration range)
i	4	10s − 40s

(player	number of events	event sequence duration range)
ii	0	15s − 45s

(player	number of events	event sequence duration range)
iii	4	10s − 40s

(player	number of events	event sequence duration range)
iv	0	10s − 40s

(player	number of events	event sequence duration range)
i	0	5s − 35s

(player	number of events	event sequence duration range)
ii	1	5s − 35s

(player	number of events	event sequence duration range)
iii	3	15s − 25s

(player	number of events	event sequence duration range)
iv	1	5s − 40s

(player	number of events	event sequence duration range)
i	0	10s − 30s

(player	number of events	event sequence duration range)
ii	3	5s − 45s

(player	number of events	event sequence duration range)
iii	0	20s − 30s

(player	number of events	event sequence duration range)
iv	3	15s − 35s

(player	number of events	event sequence duration range)
i	0	10s − 40s

(player	number of events	event sequence duration range)
ii	0	10s − 15s

(player	number of events	event sequence duration range)
iii	0	5s − 50s

(player	number of events	event sequence duration range)
iv	4	15s − 50s

(player	number of events	event sequence duration range)
i	4	10s − 30s

(player	number of events	event sequence duration range)
ii	0	10s − 45s

(player	number of events	event sequence duration range)
iii	0	10s − 25s

(player	number of events	event sequence duration range)
iv	0	15s − 20s

(player	number of events	event sequence duration range)
i	0	$10s - 50s$

(player	number of events	event sequence duration range)
ii	3	$10s - 35s$

(player	number of events	event sequence duration range)
iii	0	$10s - 25s$

(player	number of events	event sequence duration range)
iv	0	$5s - 10s$

(player	number of events	event sequence duration range)
i	0	5s − 40s

(player	number of events	event sequence duration range)
ii	3	10s − 35s

(player	number of events	event sequence duration range)
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(player	number of events	event sequence duration range)
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(player	number of events	event sequence duration range)
i	0	10s − 50s

(player	number of events	event sequence duration range)
ii	0	5s − 20s

(player	number of events	event sequence duration range)
iii	3	10s − 40s

(player	number of events	event sequence duration range)
iv	0	10s − 20s

(player	number of events	event sequence duration range)
i	0	$5s - 60s$

(player	number of events	event sequence duration range)
ii	1	$10s - 40s$

(player	number of events	event sequence duration range)
iii	4	$10s - 25s$

(player	number of events	event sequence duration range)
iv	0	$5s - 45s$

(player	number of events	event sequence duration range)
i	1	15s − 45s

(player	number of events	event sequence duration range)
ii	2	15s − 25s

(player	number of events	event sequence duration range)
iii	1	10s − 40s

(player	number of events	event sequence duration range)
iv	1	10s − 20s

(player	number of events	event sequence duration range)
i	2	10s − 25s

(player	number of events	event sequence duration range)
ii	1	10s − 70s

(player	number of events	event sequence duration range)
iii	2	10s − 20s

(player	number of events	event sequence duration range)
iv	3	10s − 45s

(player	number of events	event sequence duration range)
i	0	15s − 30s

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(player	number of events	event sequence duration range)
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(player	number of events	event sequence duration range)
iv	1	5s − 15s

(player	number of events	event sequence duration range)
i	1	5s − 55s

(player	number of events	event sequence duration range)
ii	1	5s − 40s

(player	number of events	event sequence duration range)
iii	0	10s − 35s

(player	number of events	event sequence duration range)
iv	0	0s − 15s

(player	number of events	event sequence duration range)
i	0	10s − 45s

(player	number of events	event sequence duration range)
ii	1	15s − 20s

(player	number of events	event sequence duration range)
iii	1	5s − 50s

(player	number of events	event sequence duration range)
iv	0	15s − 30s

(player	number of events	event sequence duration range)
i	0	5s − 40s

(player	number of events	event sequence duration range)
ii	0	10s − 30s

(player	number of events	event sequence duration range)
iii	0	5s − 50s

(player	number of events	event sequence duration range)
iv	1	10s − 65s

(player	number of events	event sequence duration range)
i	1	10s − 15s

(player	number of events	event sequence duration range)
ii	0	15s − 35s

(player	number of events	event sequence duration range)
iii	0	0s − 20s

(player	number of events	event sequence duration range)
iv	0	10s − 35s

(player	number of events	event sequence duration range)
i	0	$5s - 15s$

(player	number of events	event sequence duration range)
ii	0	$10s - 20s$

(player	number of events	event sequence duration range)
iii	0	$5s - 15s$

(player	number of events	event sequence duration range)
iv	0	$10s - 25s$

(player	number of events	event sequence duration range)
i	0	5s − 40s

(player	number of events	event sequence duration range)
ii	0	15s − 60s

(player	number of events	event sequence duration range)
iii	0	10s − 30s

(player	number of events	event sequence duration range)
iv	0	15s − 50s

(player	number of events	event sequence duration range)
i	0	5s − 20s

(player	number of events	event sequence duration range)
ii	0	20s − 25s

(player	number of events	event sequence duration range)
iii	1	20s − 55s

(player	number of events	event sequence duration range)
iv	0	10s − 45s

(player	number of events	event sequence duration range)
i	1	5s − 60s

(player	number of events	event sequence duration range)
ii	0	10s − 40s

(player	number of events	event sequence duration range)
iii	0	15s − 30s

(player	number of events	event sequence duration range)
iv	0	15s − 60s

(player	number of events	event sequence duration range)
i	2	10s − 35s

(player	number of events	event sequence duration range)
ii	0	5s − 55s

(player	number of events	event sequence duration range)
iii	2	10s − 55s

(player	number of events	event sequence duration range)
iv	0	5s − 50s

90

(player	number of events	event sequence duration range)
i	0	5s − 35s

(player	number of events	event sequence duration range)
ii	3	5s − 35s

(player	number of events	event sequence duration range)
iii	0	5s − 55s

(player	number of events	event sequence duration range)
iv	1	10s − 20s

(player	number of events	event sequence duration range)
i	4	10s − 35s

(player	number of events	event sequence duration range)
ii	1	0s − 35s

(player	number of events	event sequence duration range)
iii	2	5s − 55s

(player	number of events	event sequence duration range)
iv	1	5s − 40s

(player	number of events	event sequence duration range)
i	1	5s − 40s

(player	number of events	event sequence duration range)
ii	0	10s − 15s

(player	number of events	event sequence duration range)
iii	4	15s − 50s

(player	number of events	event sequence duration range)
iv	3	10s − 25s

(player	number of events	event sequence duration range)
i	3	10s − 35s

(player	number of events	event sequence duration range)
ii	1	15s − 45s

(player	number of events	event sequence duration range)
iii	0	5s − 10s

(player	number of events	event sequence duration range)
iv	0	10s − 60s

(player	number of events	event sequence duration range)
i	1	10s − 30s

(player	number of events	event sequence duration range)
ii	2	10s − 50s

(player	number of events	event sequence duration range)
iii	2	10s − 55s

(player	number of events	event sequence duration range)
iv	1	10s − 15s

(player	number of events	event sequence duration range)
i	0	15s − 30s

(player	number of events	event sequence duration range)
ii	2	10s − 20s

(player	number of events	event sequence duration range)
iii	0	15s − 20s

(player	number of events	event sequence duration range)
iv	0	10s − 30s

(player	number of events	event sequence duration range)
i	4	10s − 25s

(player	number of events	event sequence duration range)
ii	0	15s − 30s

(player	number of events	event sequence duration range)
iii	0	5s − 15s

(player	number of events	event sequence duration range)
iv	0	15s − 45s

(player	number of events	event sequence duration range)
i	0	10s − 30s

(player	number of events	event sequence duration range)
ii	1	5s − 40s

(player	number of events	event sequence duration range)
iii	0	15s − 40s

(player	number of events	event sequence duration range)
iv	2	5s − 65s

(player	number of events	event sequence duration range)
i	2	10s − 40s

(player	number of events	event sequence duration range)
ii	2	5s − 40s

(player	number of events	event sequence duration range)
iii	1	10s − 25s

(player	number of events	event sequence duration range)
iv	0	10s − 30s

(player	number of events	event sequence duration range)
i	4	15s − 25s

(player	number of events	event sequence duration range)
ii	1	10s − 35s

(player	number of events	event sequence duration range)
iii	0	15s − 60s

(player	number of events	event sequence duration range)
iv	0	10s − 50s