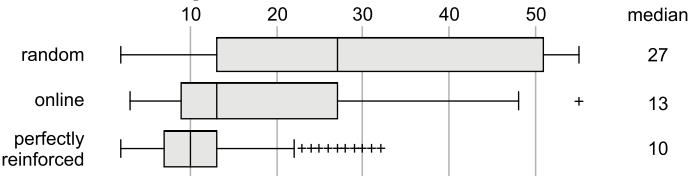


a. 4x4 grid # movements per target hit



b. 6x6 grid # movements per target hit

