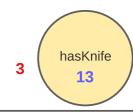


- visibility = 10 • hp = 100 • weapon = "none"
- targetLocation = false • money = 201 • guardsAmount = 20 • studyLocations = 0



- visibility = 10 • hp = 100 • targetLocation = false • weapon = "knife" • money = 1
- guardsAmount = 20 • studyLocations = 0