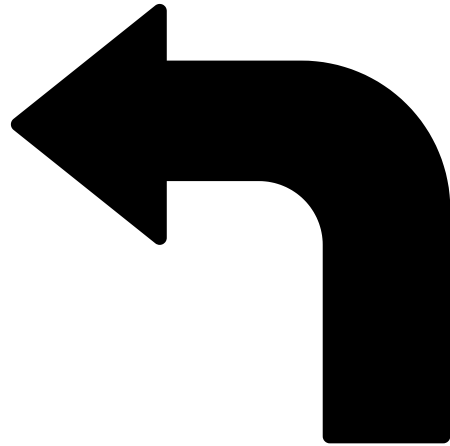


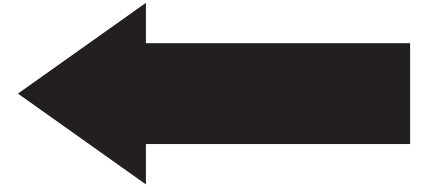
TURN
90 DEGREES TO
THE RIGHT



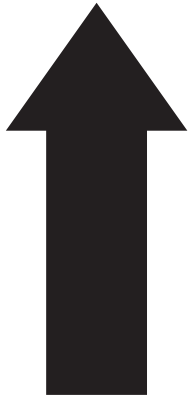
TURN
90 DEGREES TO
THE LEFT



MOVE 1 SPACE
TO THE RIGHT



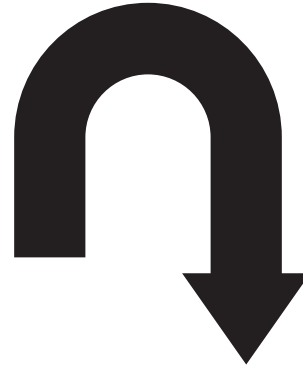
MOVE 1 SPACE
TO THE LEFT



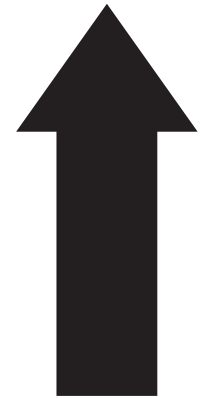
MOVE 1 SPACE
FORWARD



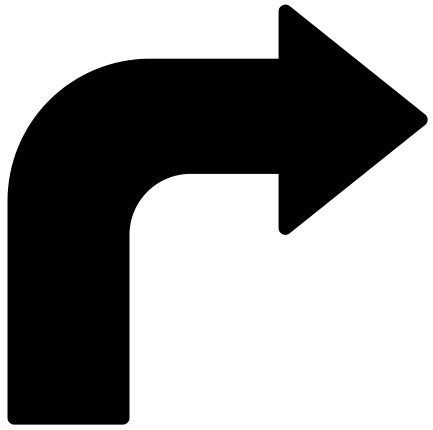
MOVE 1 SPACE
BACKWARD



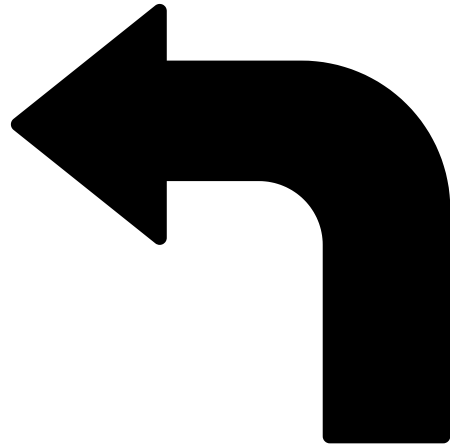
TURN AROUND
(FACE THE OPPOSITE
DIRECTION)



MOVE 1 SPACE
FORWARD



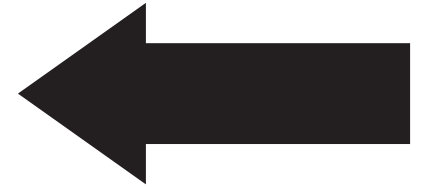
TURN
90 DEGREES TO
THE RIGHT



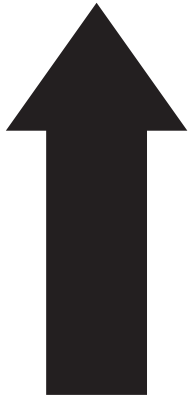
TURN
90 DEGREES TO
THE LEFT



MOVE 1 SPACE
TO THE RIGHT



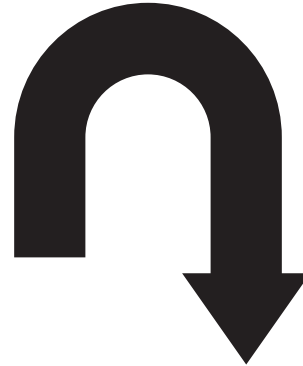
MOVE 1 SPACE
TO THE LEFT



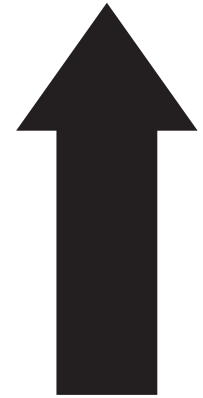
MOVE 1 SPACE
FORWARD



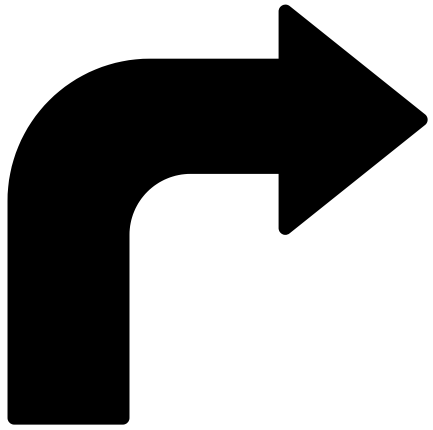
MOVE 1 SPACE
BACKWARD



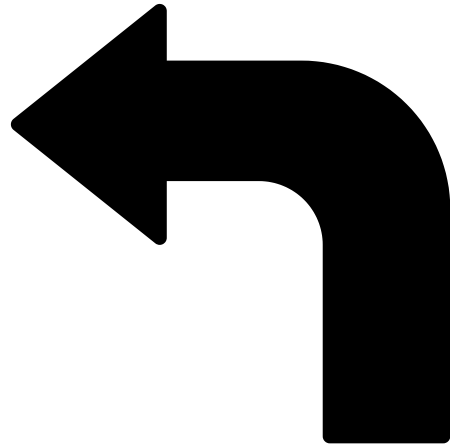
TURN AROUND
(FACE THE OPPOSITE
DIRECTION)



MOVE 1 SPACE
FORWARD



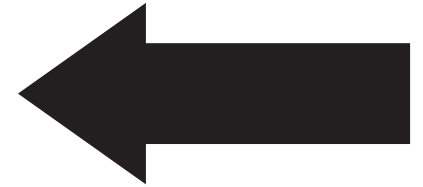
TURN
90 DEGREES TO
THE RIGHT



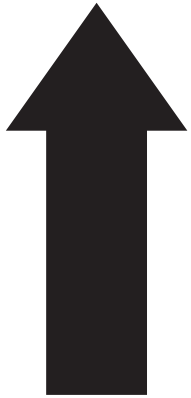
TURN
90 DEGREES TO
THE LEFT



MOVE 1 SPACE
TO THE RIGHT



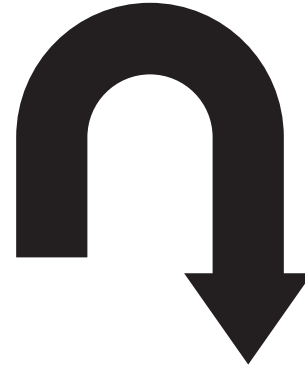
MOVE 1 SPACE
TO THE LEFT



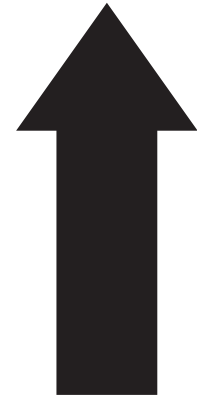
MOVE 1 SPACE
FORWARD



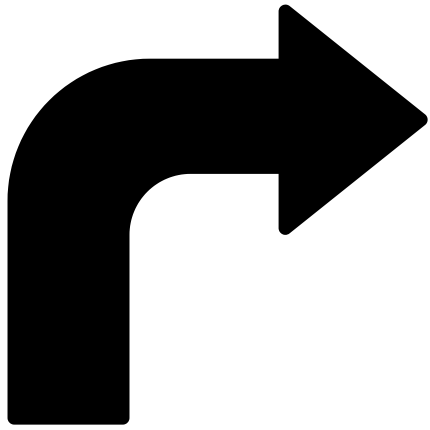
MOVE 1 SPACE
BACKWARD



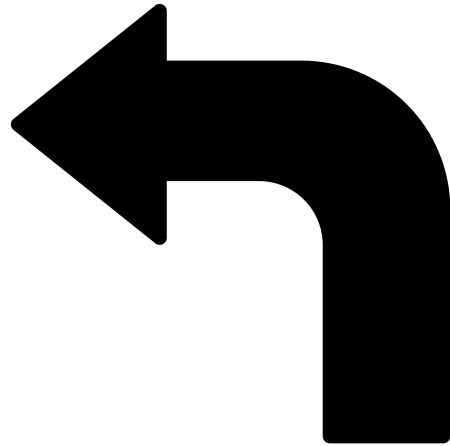
TURN AROUND
(FACE THE OPPOSITE
DIRECTION)



MOVE 1 SPACE
FORWARD



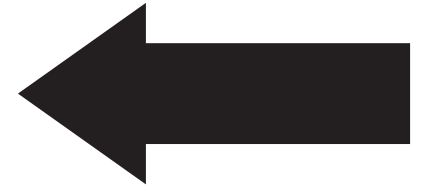
TURN
90 DEGREES TO
THE RIGHT



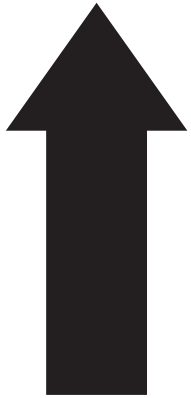
TURN
90 DEGREES TO
THE LEFT



MOVE 1 SPACE
TO THE RIGHT



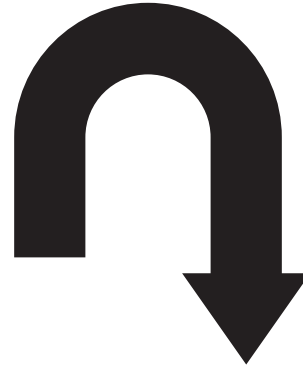
MOVE 1 SPACE
TO THE LEFT



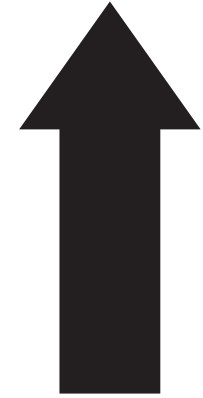
MOVE 1 SPACE
FORWARD



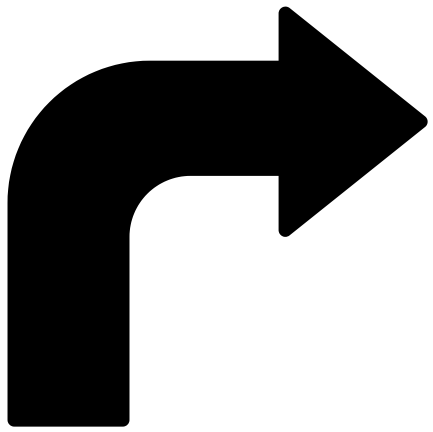
MOVE 1 SPACE
BACKWARD



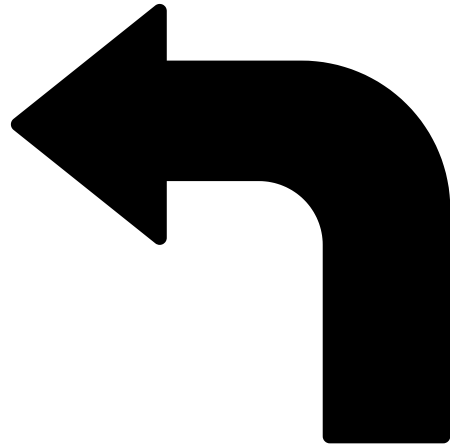
TURN AROUND
(FACE THE OPPOSITE
DIRECTION)



MOVE 1 SPACE
FORWARD



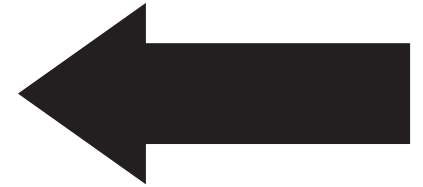
TURN
90 DEGREES TO
THE RIGHT



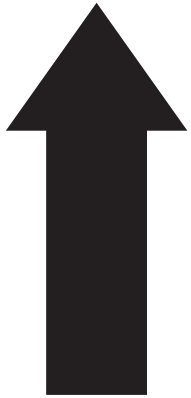
TURN
90 DEGREES TO
THE LEFT



MOVE 1 SPACE
TO THE RIGHT



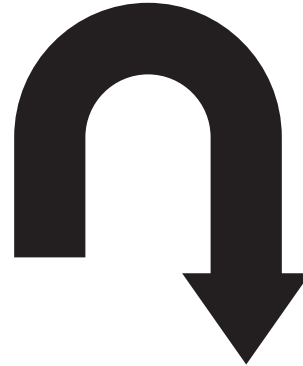
MOVE 1 SPACE
TO THE LEFT



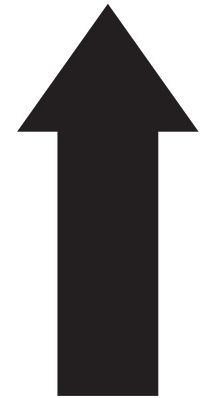
MOVE 1 SPACE
FORWARD



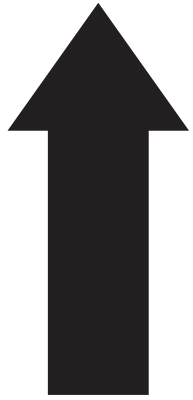
MOVE 1 SPACE
BACKWARD



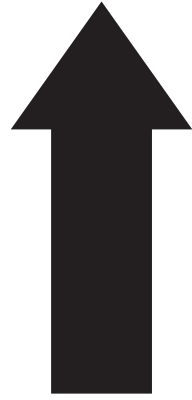
TURN AROUND
(FACE THE OPPOSITE
DIRECTION)



MOVE 1 SPACE
FORWARD



MOVE 1 SPACE
FORWARD



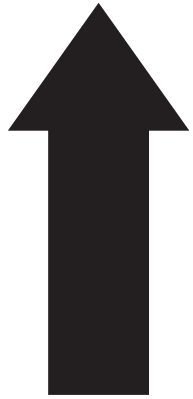
MOVE 1 SPACE
FORWARD



MOVE 1 SPACE
FORWARD



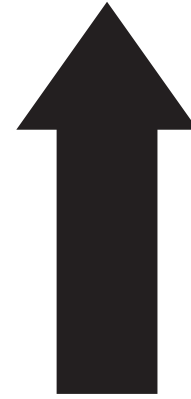
MOVE 1 SPACE
FORWARD



MOVE 1 SPACE
FORWARD



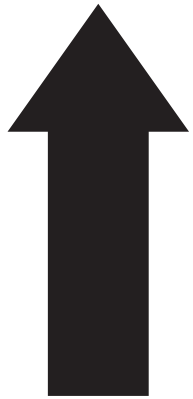
MOVE 1 SPACE
FORWARD



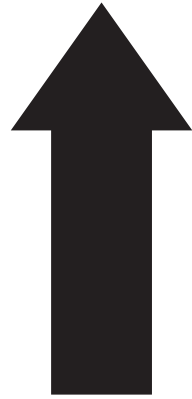
MOVE 1 SPACE
FORWARD



MOVE 1 SPACE
FORWARD



MOVE 1 SPACE
FORWARD



MOVE 1 SPACE
FORWARD



MOVE 1 SPACE
FORWARD



MOVE 1 SPACE
FORWARD



MOVE YOURSELF OR YOUR
OPPONENT 1 SPACE
FORWARD



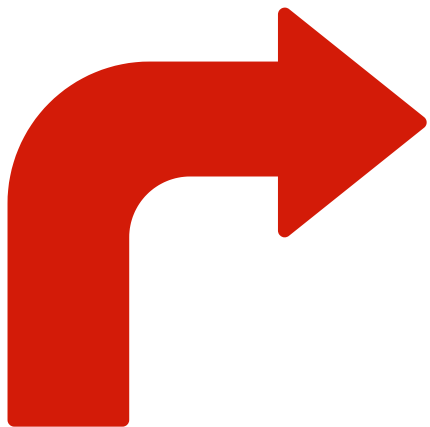
MOVE YOURSELF OR YOUR
OPPONENT 1 SPACE
FORWARD



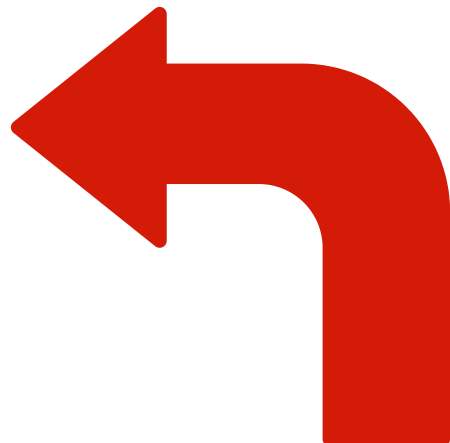
MOVE YOURSELF OR YOUR
OPPONENT 1 SPACE
FORWARD



MOVE YOURSELF OR YOUR
OPPONENT 1 SPACE
FORWARD



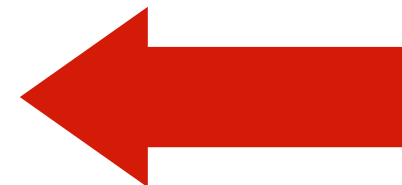
TURN YOURSELF OR
YOUR OPPONENT
90 DEGREES TO
THE RIGHT



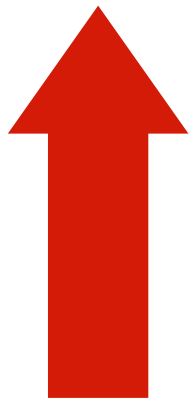
TURN YOURSELF OR
YOUR OPPONENT 90
DEGREES TO
THE LEFT



MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE TO THE RIGHT



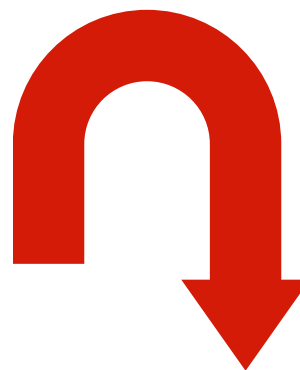
MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE TO THE LEFT



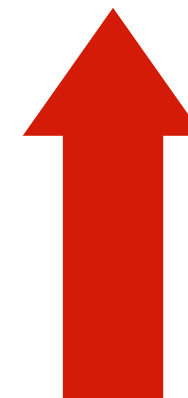
MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE FORWARD



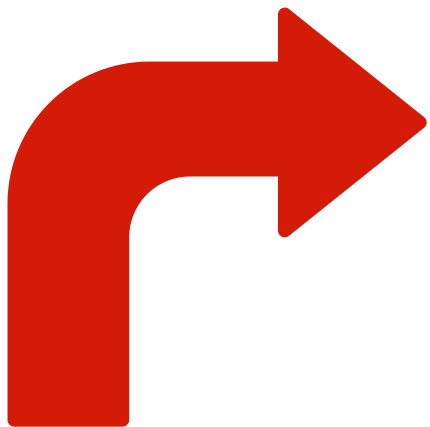
MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE BACKWARD



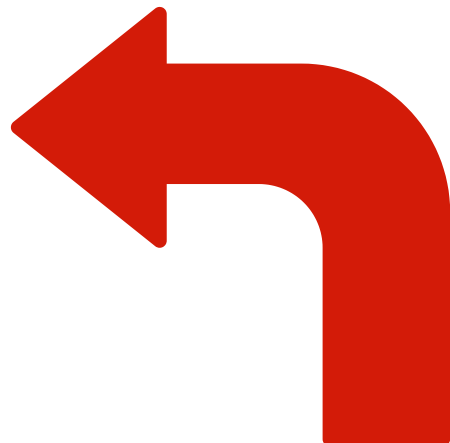
TURN YOURSELF OR
YOUR OPPONENT
AROUND
(FACE THE OPPOSITE
DIRECTION)



MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE FORWARD



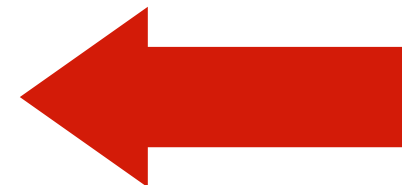
TURN YOURSELF OR
YOUR OPPONENT
90 DEGREES TO
THE RIGHT



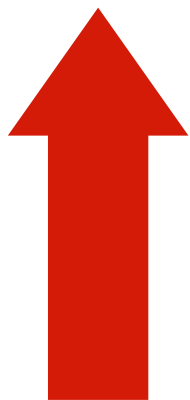
TURN YOURSELF OR
YOUR OPPONENT 90
DEGREES TO
THE LEFT



MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE TO THE RIGHT



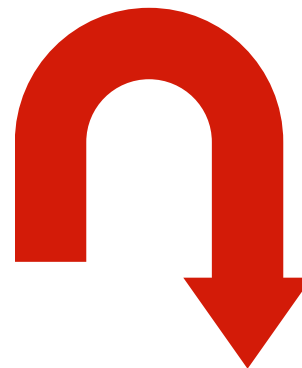
MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE TO THE LEFT



MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE FORWARD



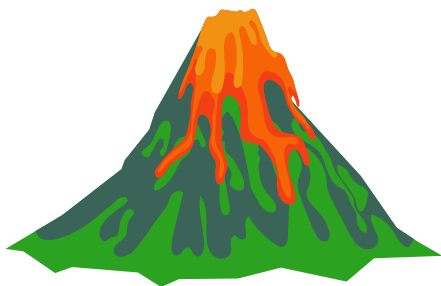
MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE BACKWARD



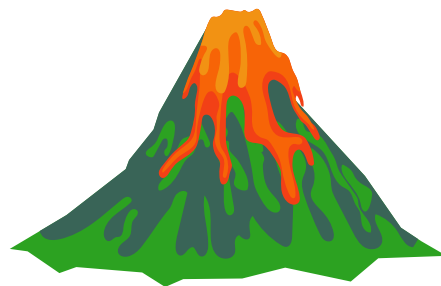
TURN YOURSELF OR
YOUR OPPONENT
AROUND
(FACE THE OPPOSITE
DIRECTION)



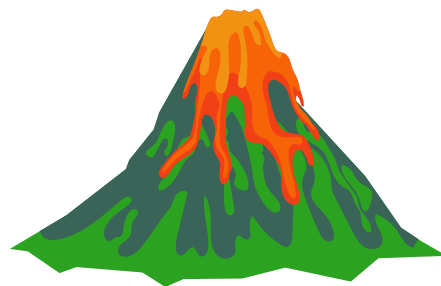
MOVE YOURSELF OR
YOUR OPPONENT 1
SPACE FORWARD



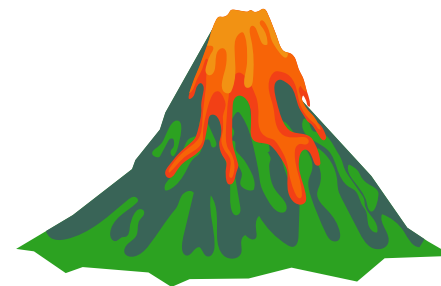
**PLACE AN OBSTACLE
ON ANY BROWN SPACE
(NO MORE THAT 2 PER
QUADRANT)**



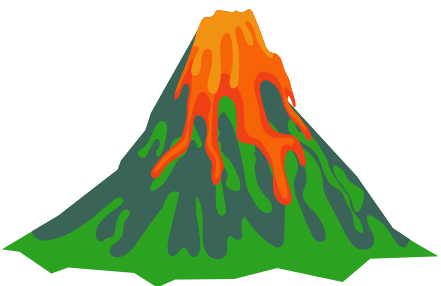
**PLACE AN OBSTACLE
ON ANY BROWN SPACE
(NO MORE THAT 2 PER
QUADRANT)**



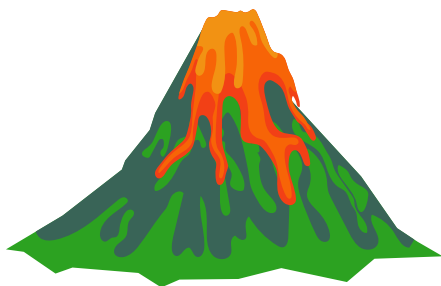
**PLACE AN OBSTACLE
ON ANY BROWN SPACE
(NO MORE THAT 2 PER
QUADRANT)**



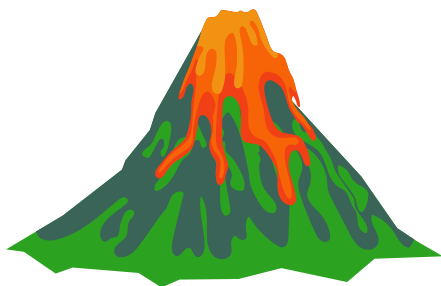
**PLACE AN OBSTACLE
ON ANY BROWN SPACE
(NO MORE THAT 2 PER
QUADRANT)**



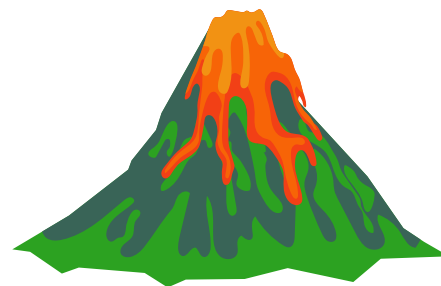
**PLACE AN OBSTACLE
ON ANY BROWN SPACE
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