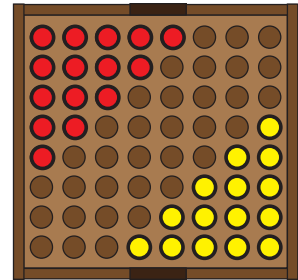


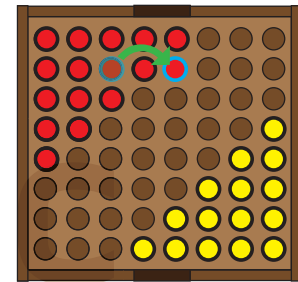
 x16  
 x16

**Components**



**START**

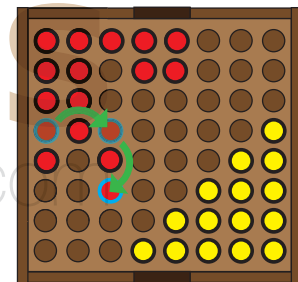
Player 1 



**MOVE**

 Player 2

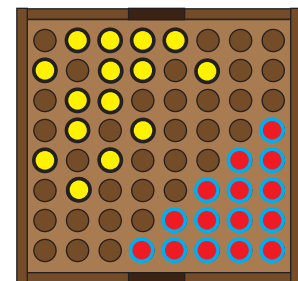
Player 1 



**MOVE**

 Player 2

Player 2 



**WIN!**

 Player 1