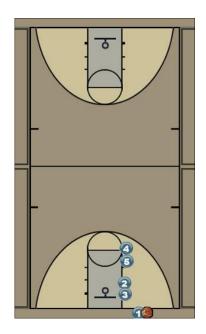
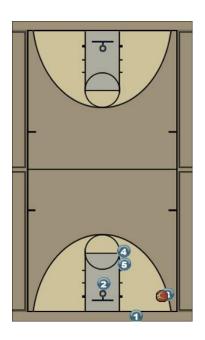


## Strike (man or zone)

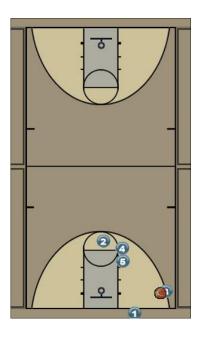
## **Initial Set**



1



2



3

