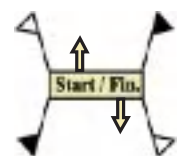
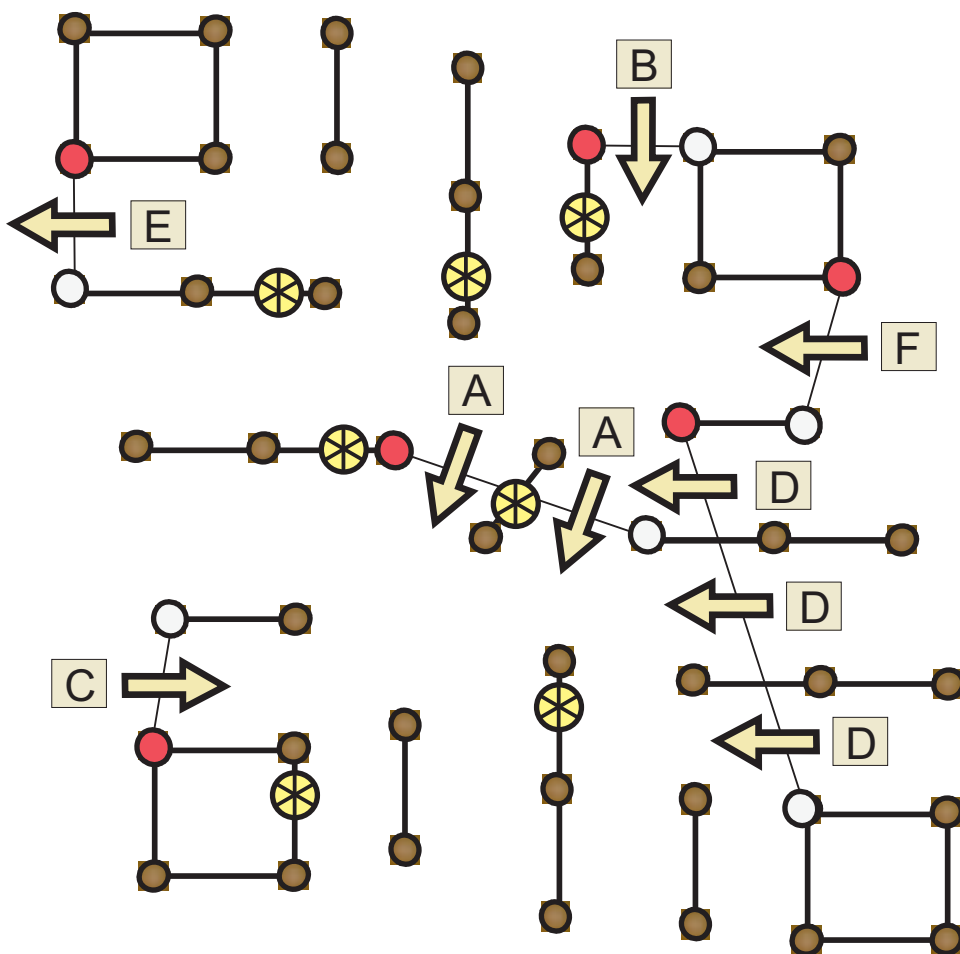
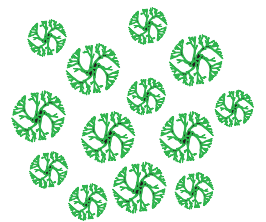


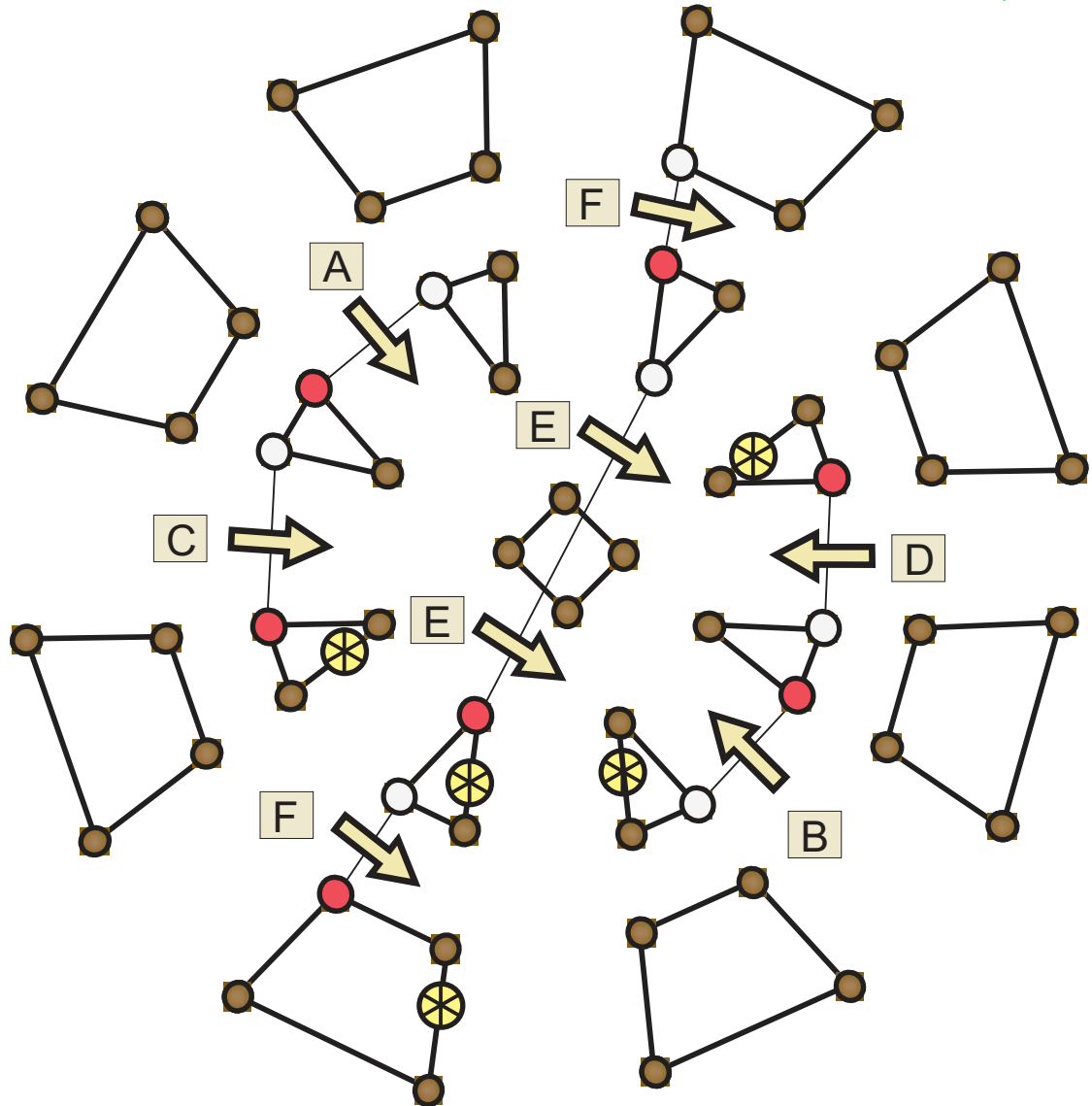
Obstacle 1



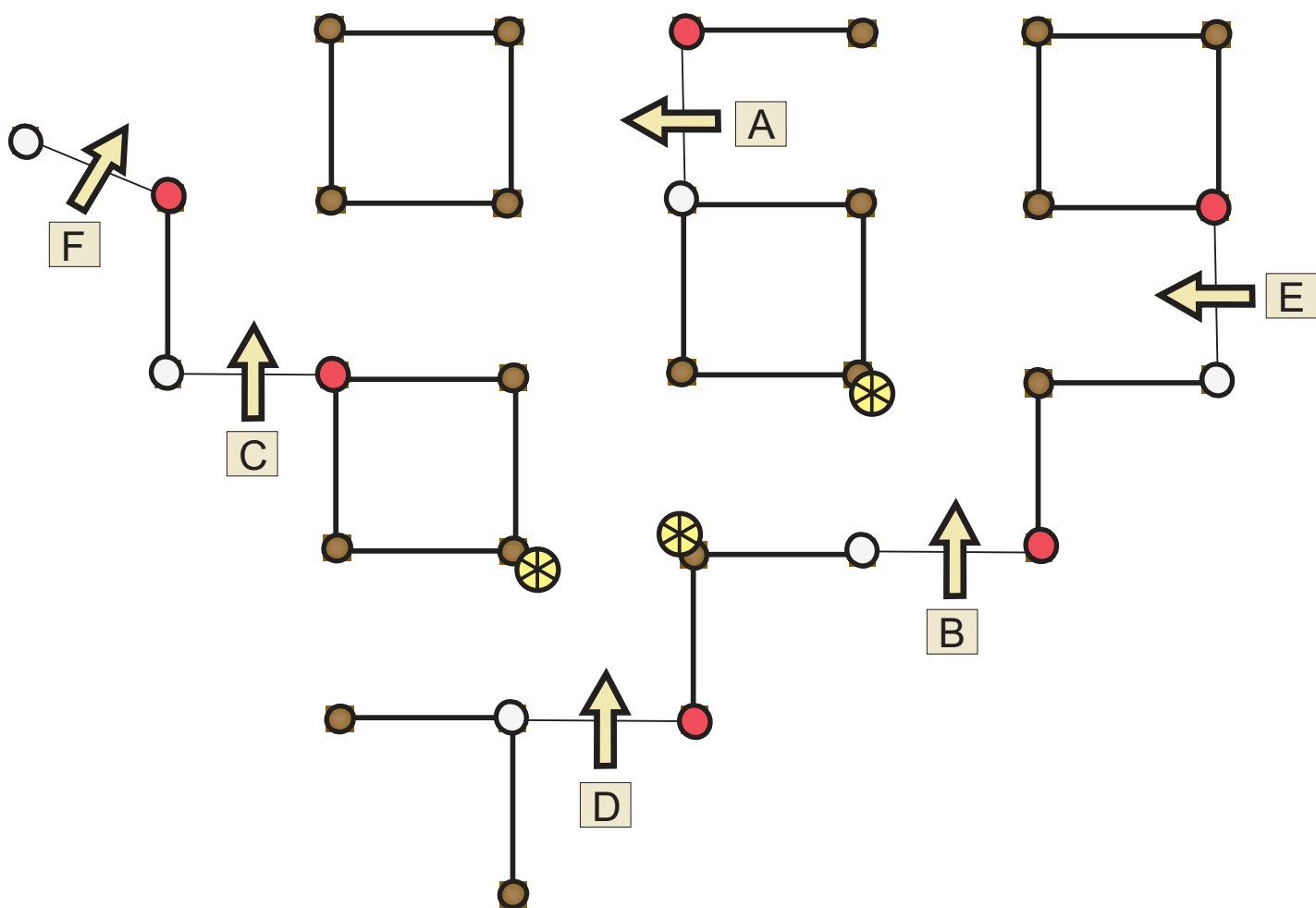
⊗ = Knock down (7x)



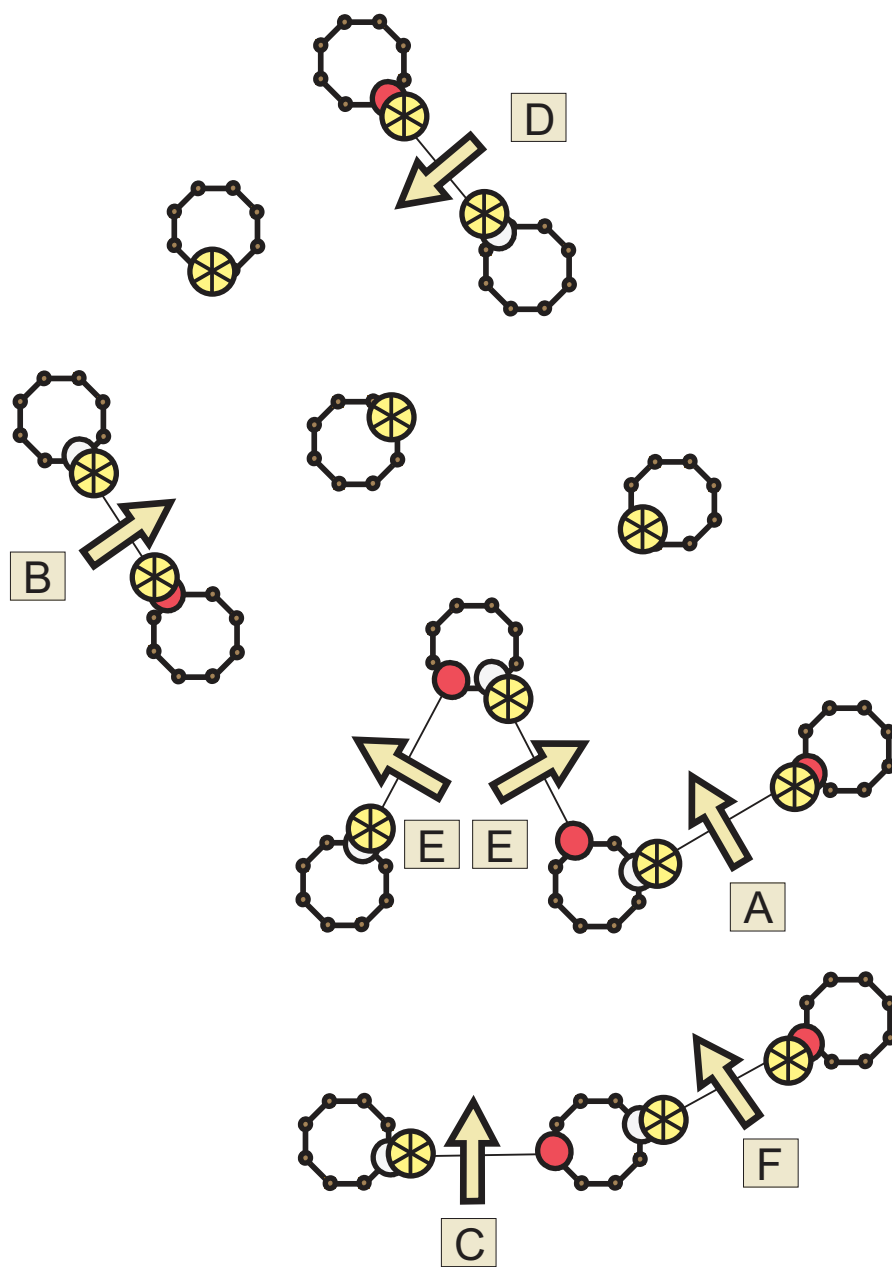
Obstacle 2



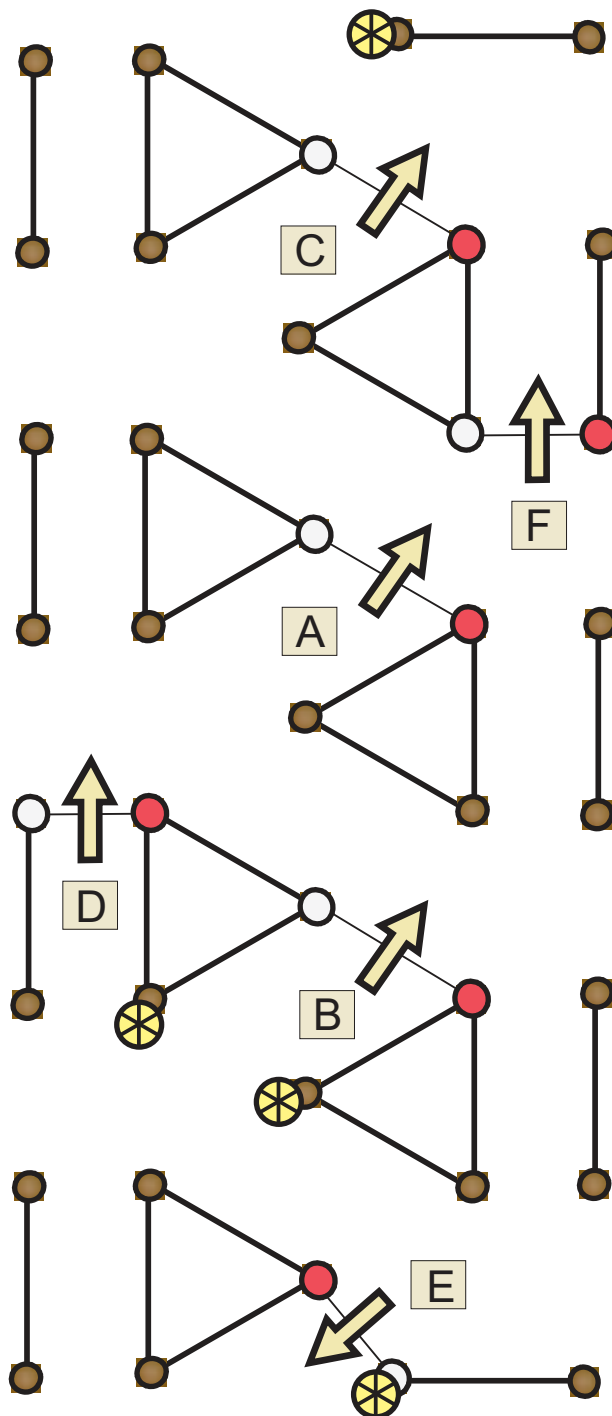
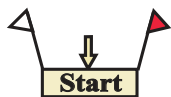
Obstacle 3




Obstacle 4



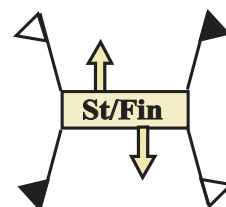
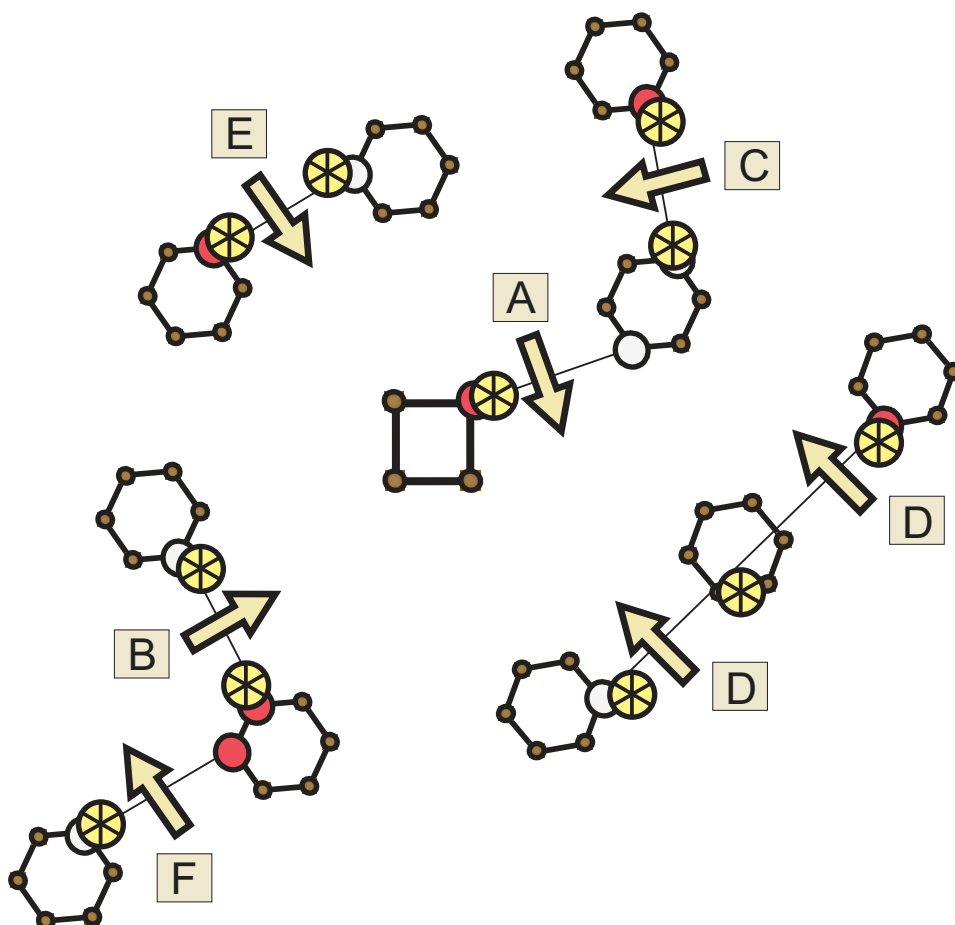
Obstacle 5



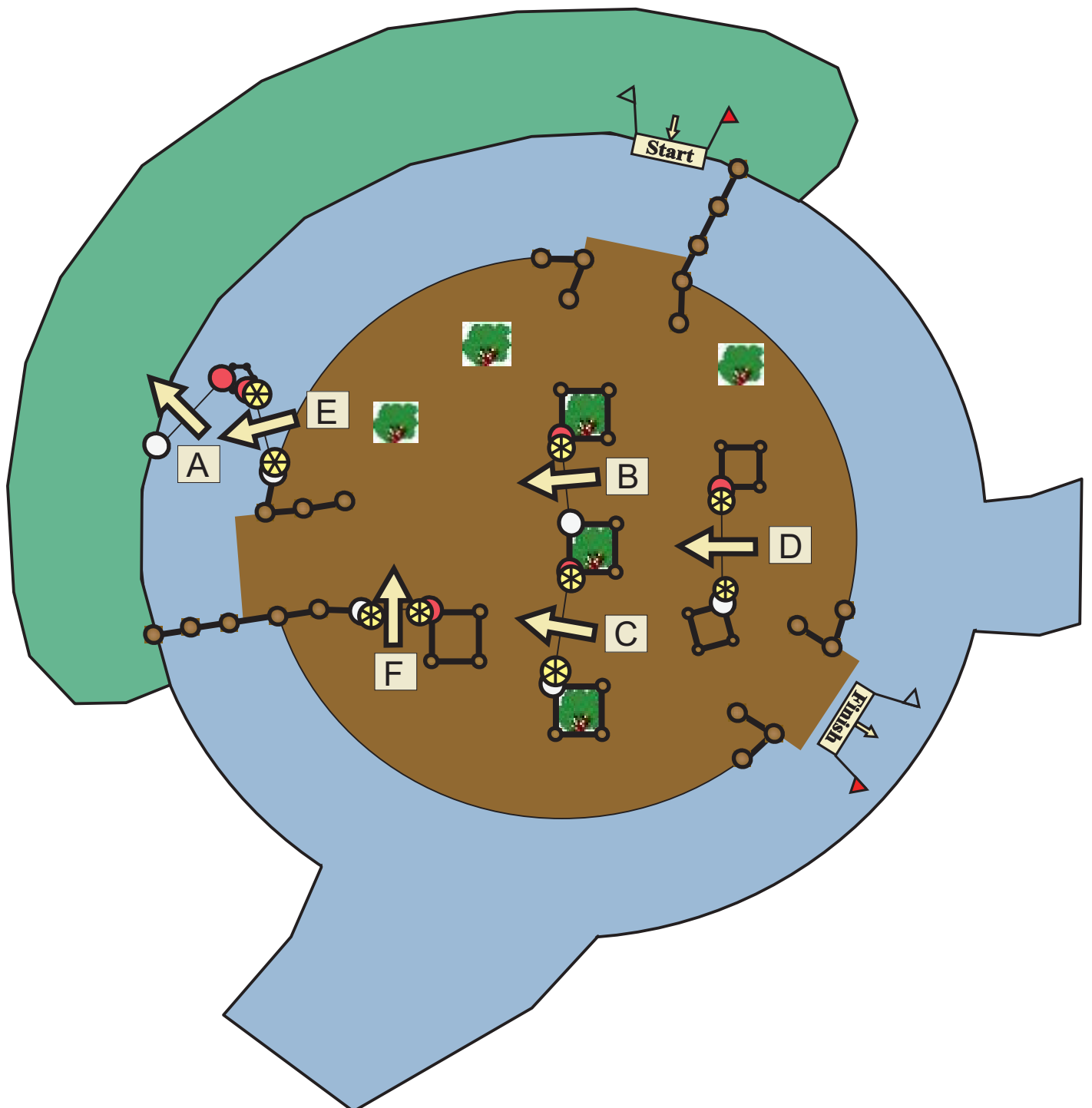
 = Knock down (4x)



Obstacle 6



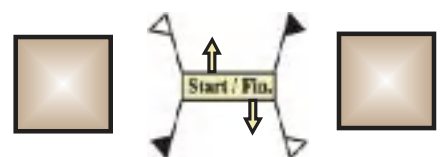
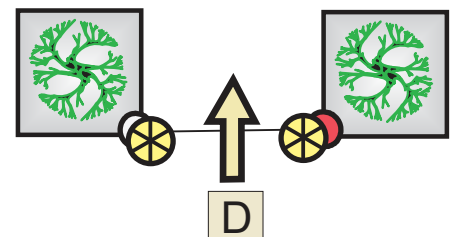
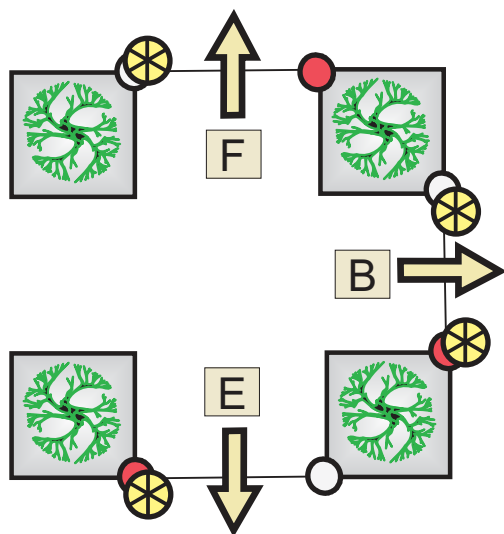
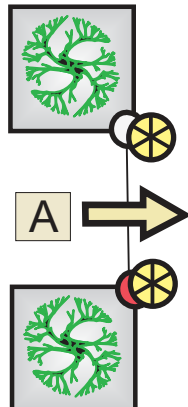
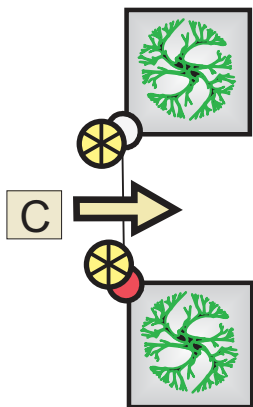
Obstacle 7



 = Knock down (9x)



Obstacle 8



 = Knock down (13x)

