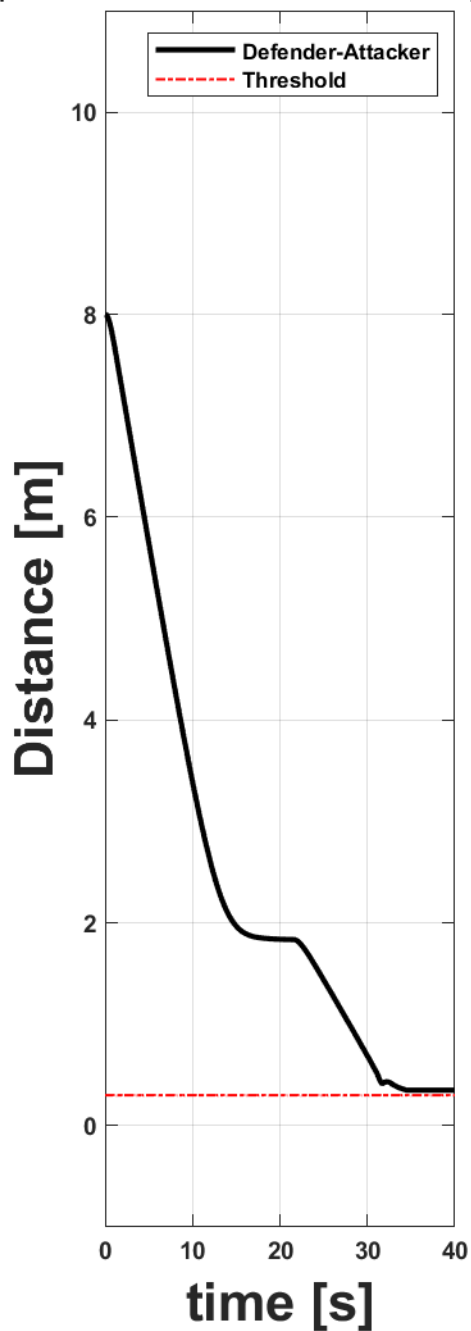


Game Termination Condition ( $C_1$ )



Game Termination Condition ( $C_2$ )



Game Termination Condition ( $C_3$ )

