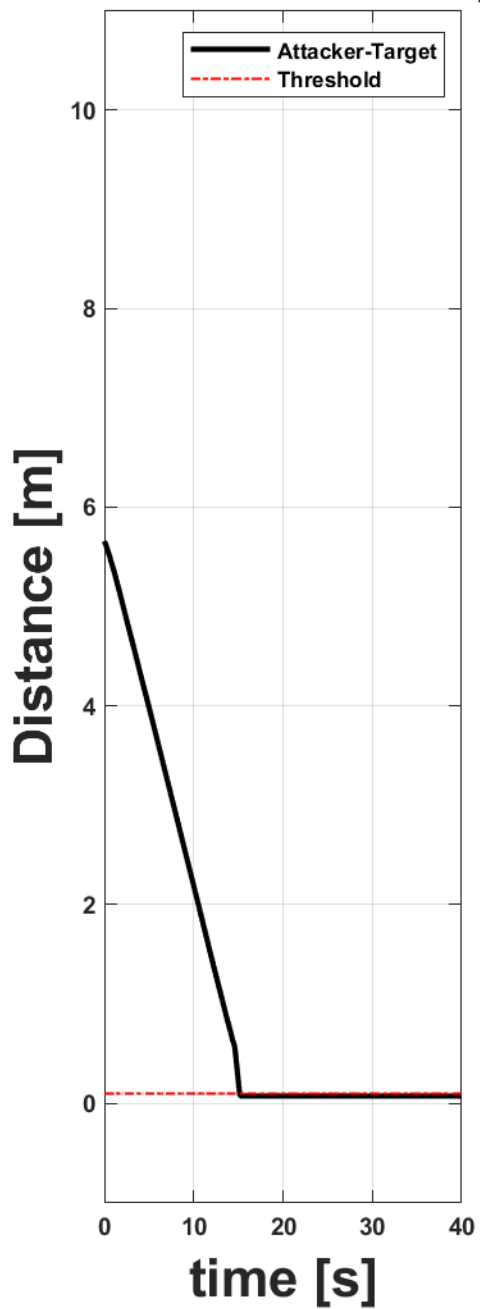


Game Termination Condition (C_1)



Game Termination Condition (C_2)



Game Termination Condition (C_3)

