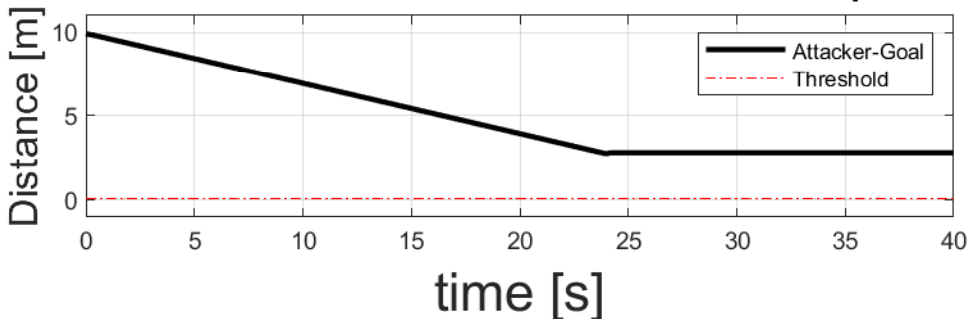


## Game Termination Condition ( $C_1$ )



## Game Termination Condition ( $C_2$ )

