

WILL IT RUN

DOOM?

SYNC. ED

2020

WILL IT RUN DOOM?



50

AMMO

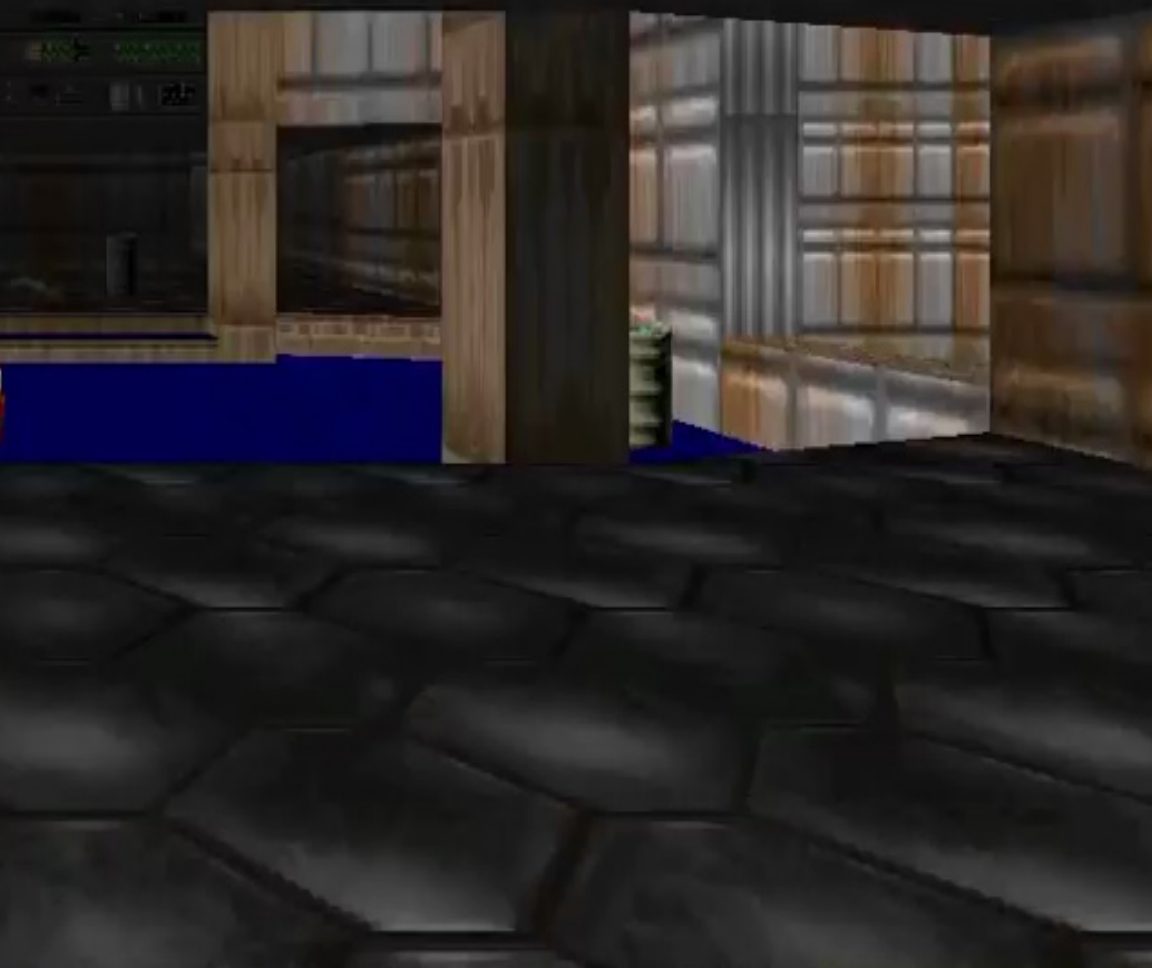
100%

HEALTH

2	3	9
5	6	7

ARMS

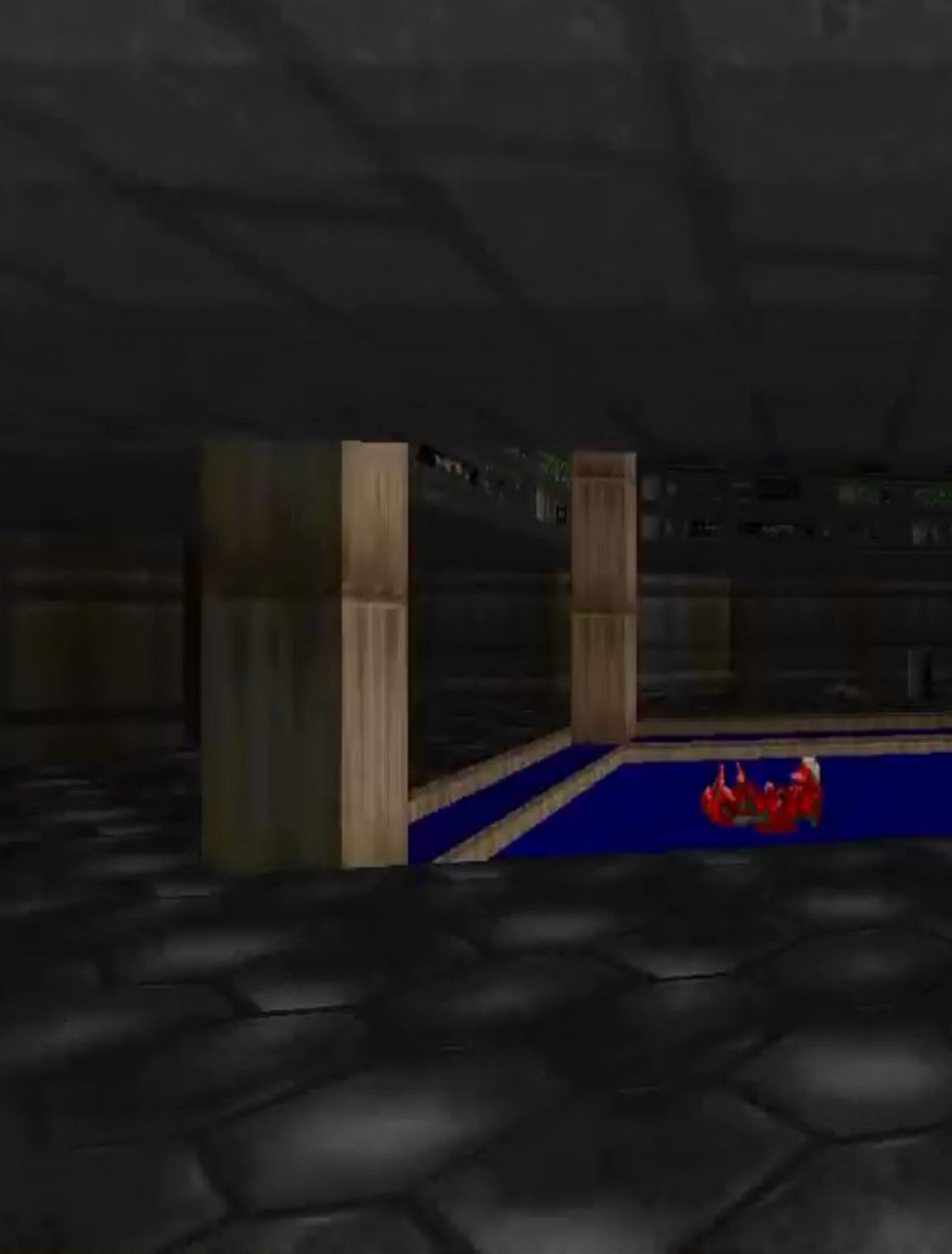




 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

AMMO

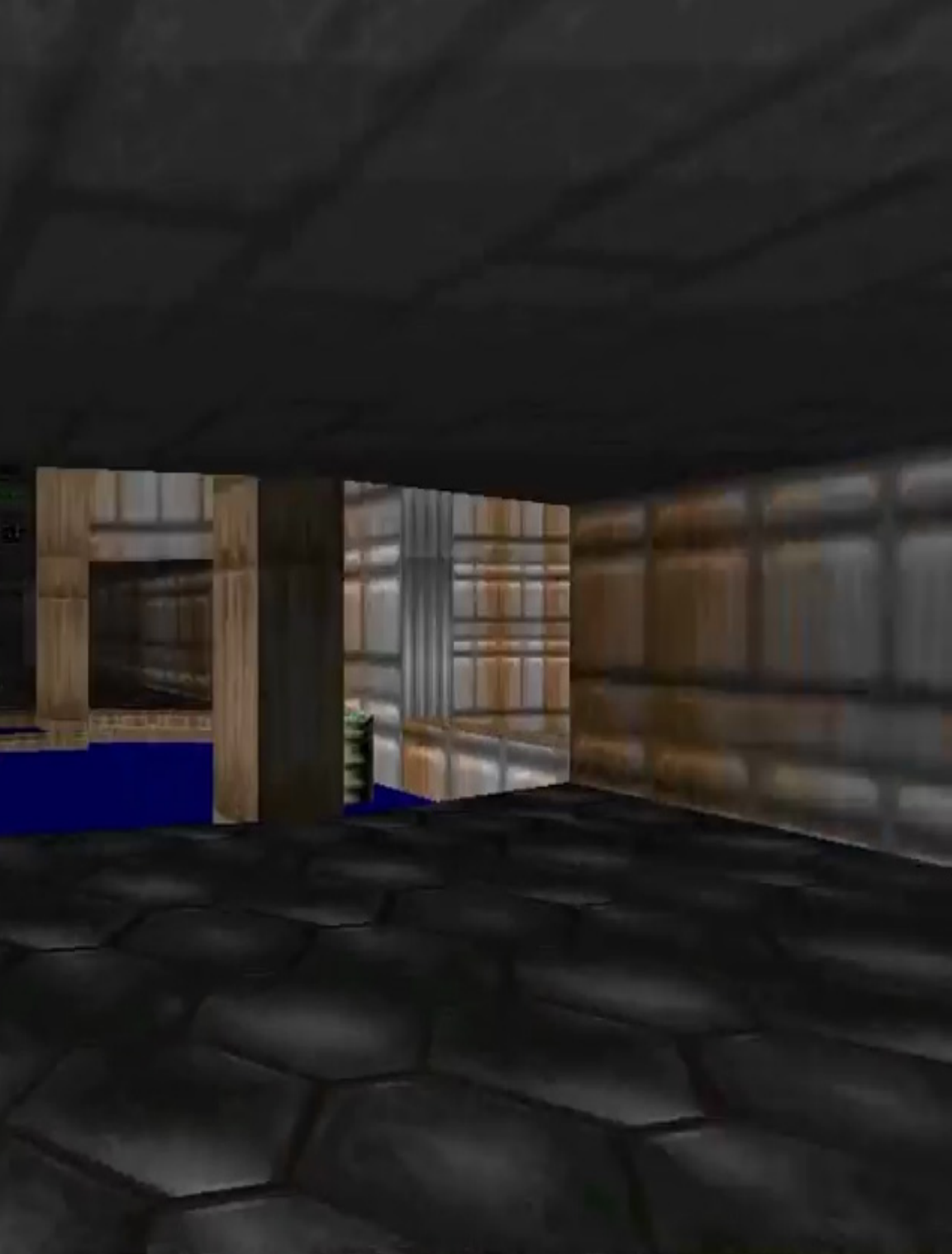
100%

HEALTH

2	3	9
5	6	7

ARMS

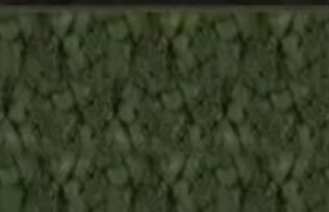
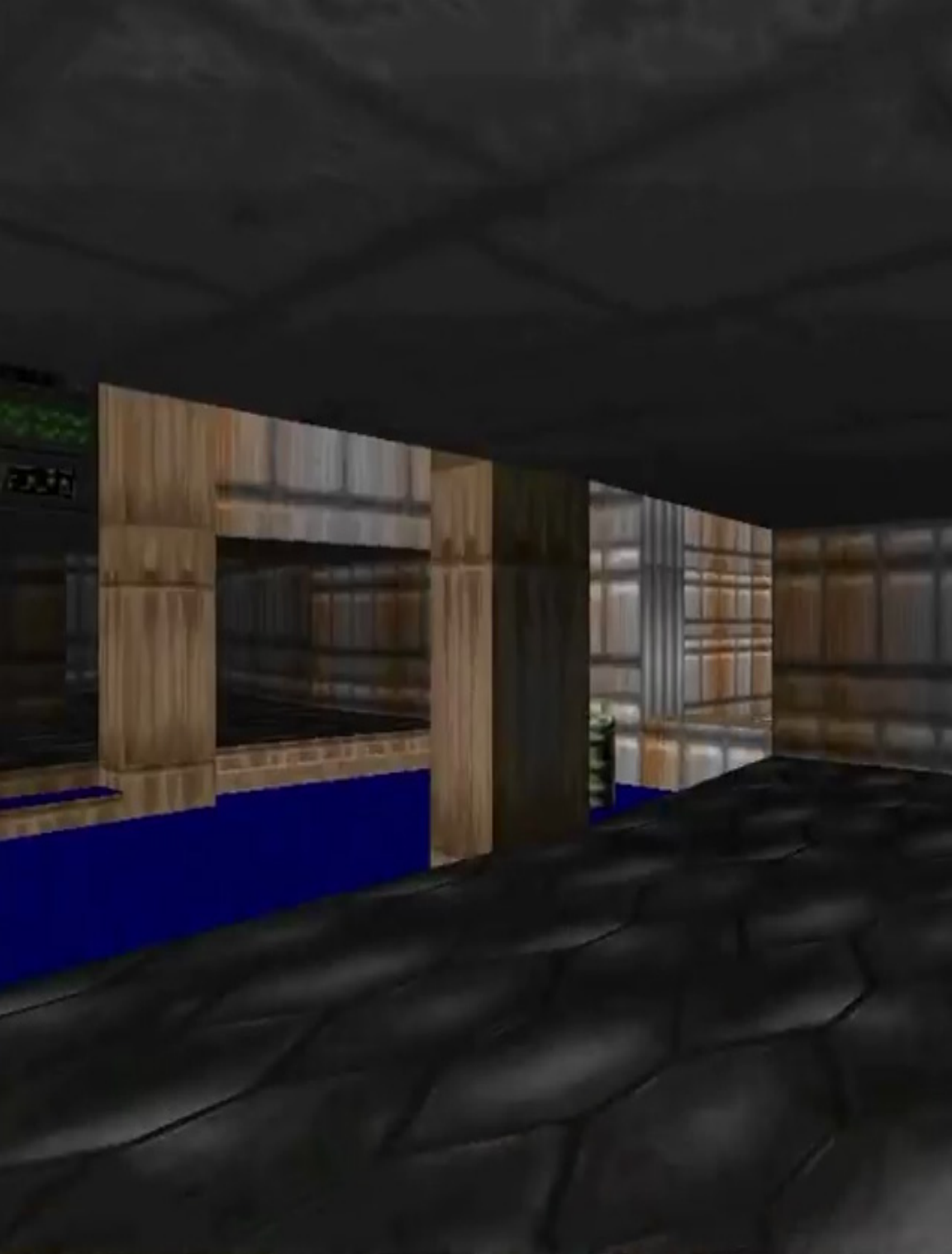




 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

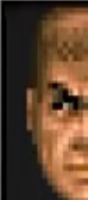


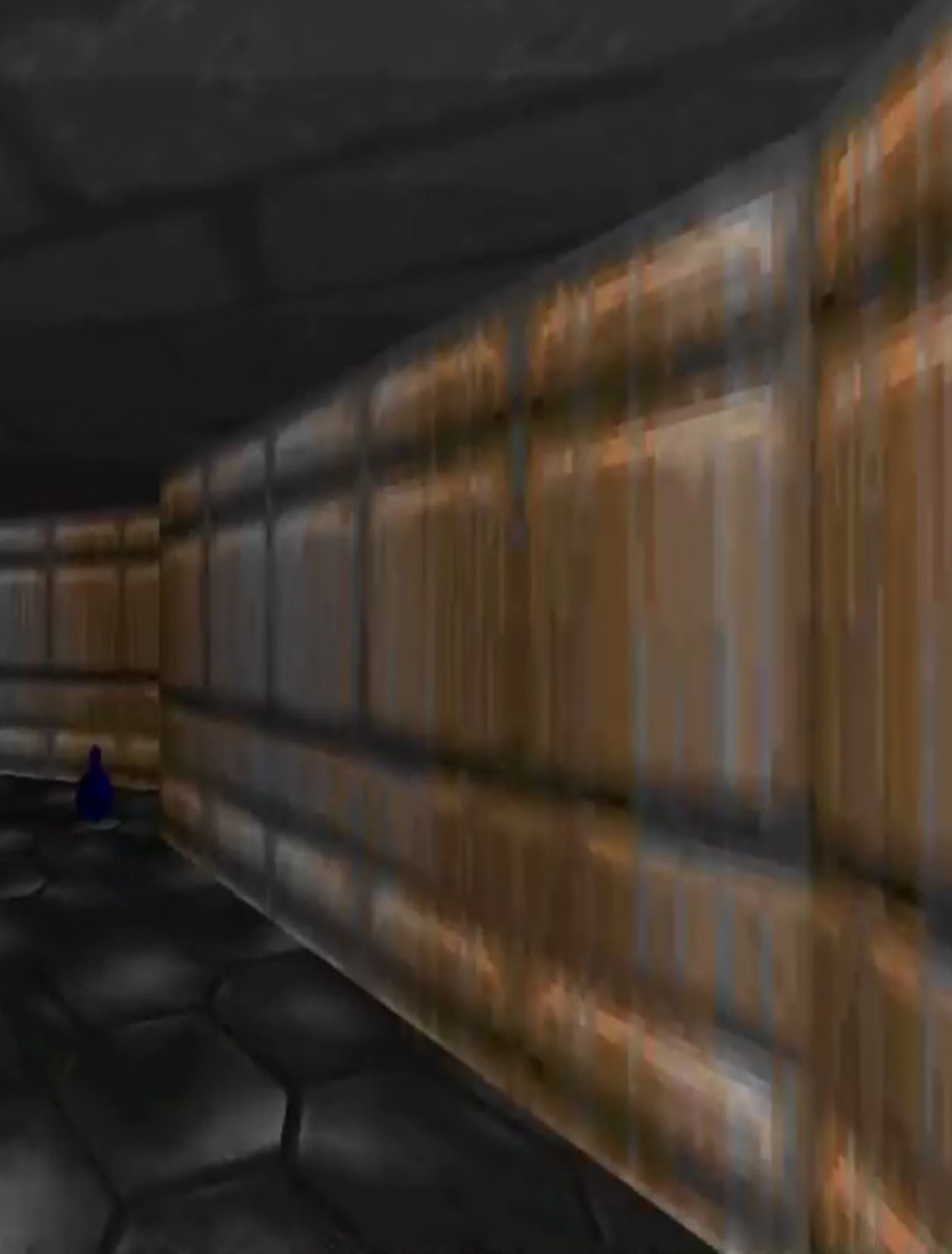


50
AMMO

100%
HEALTH

2 3 4
5 6 7
ARMS

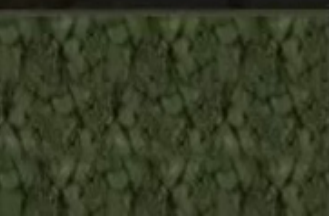
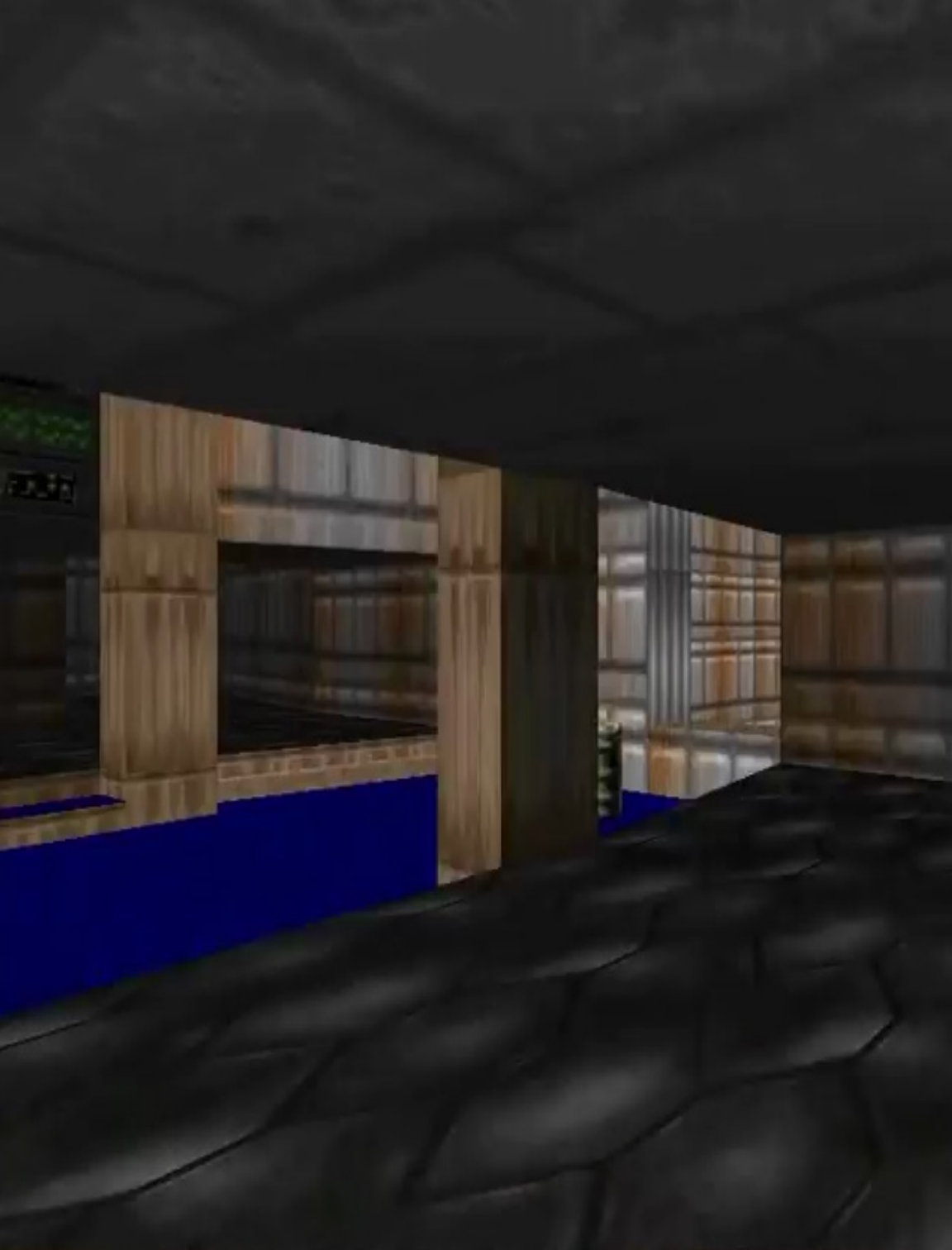




 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

AMMO

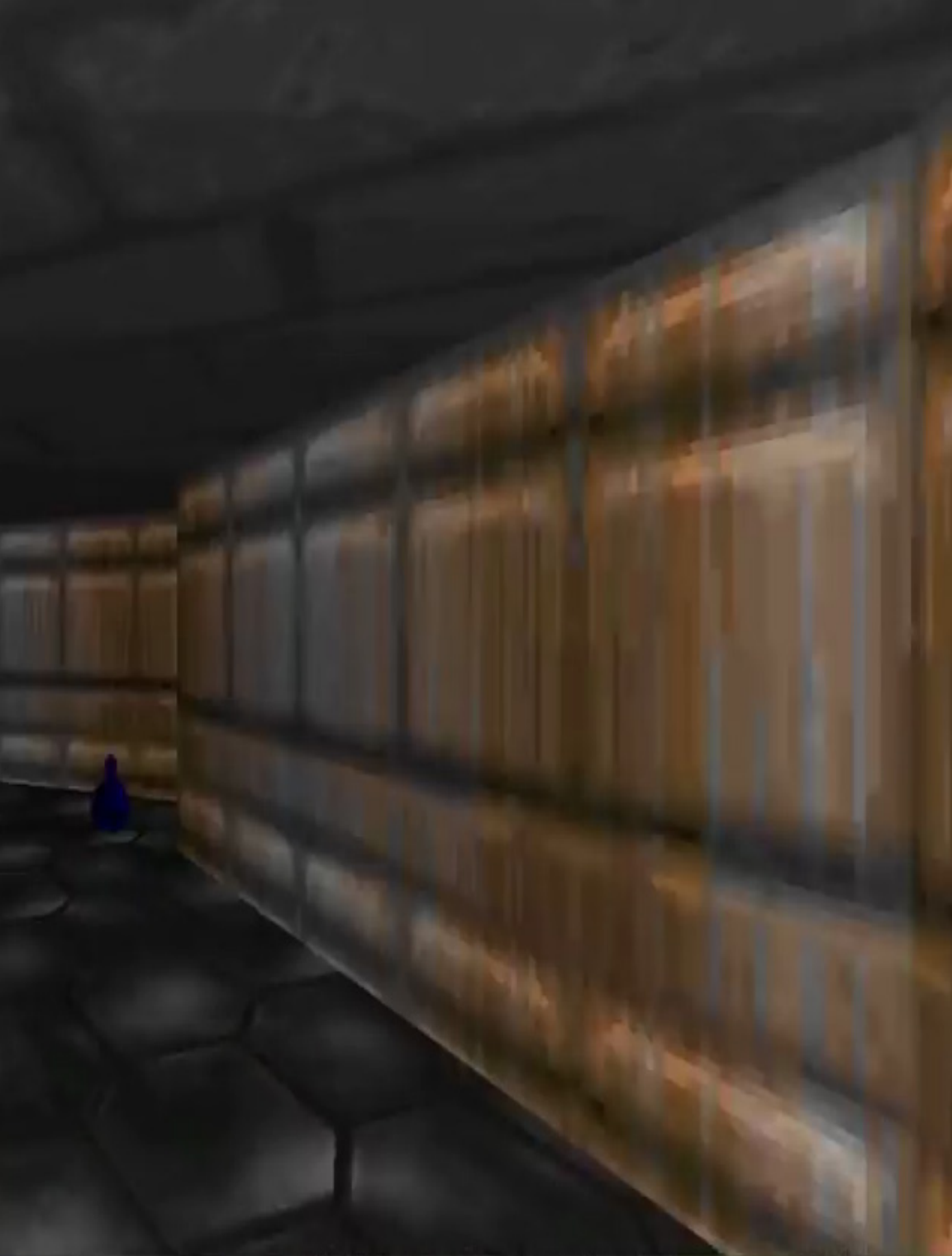
100%

HEALTH

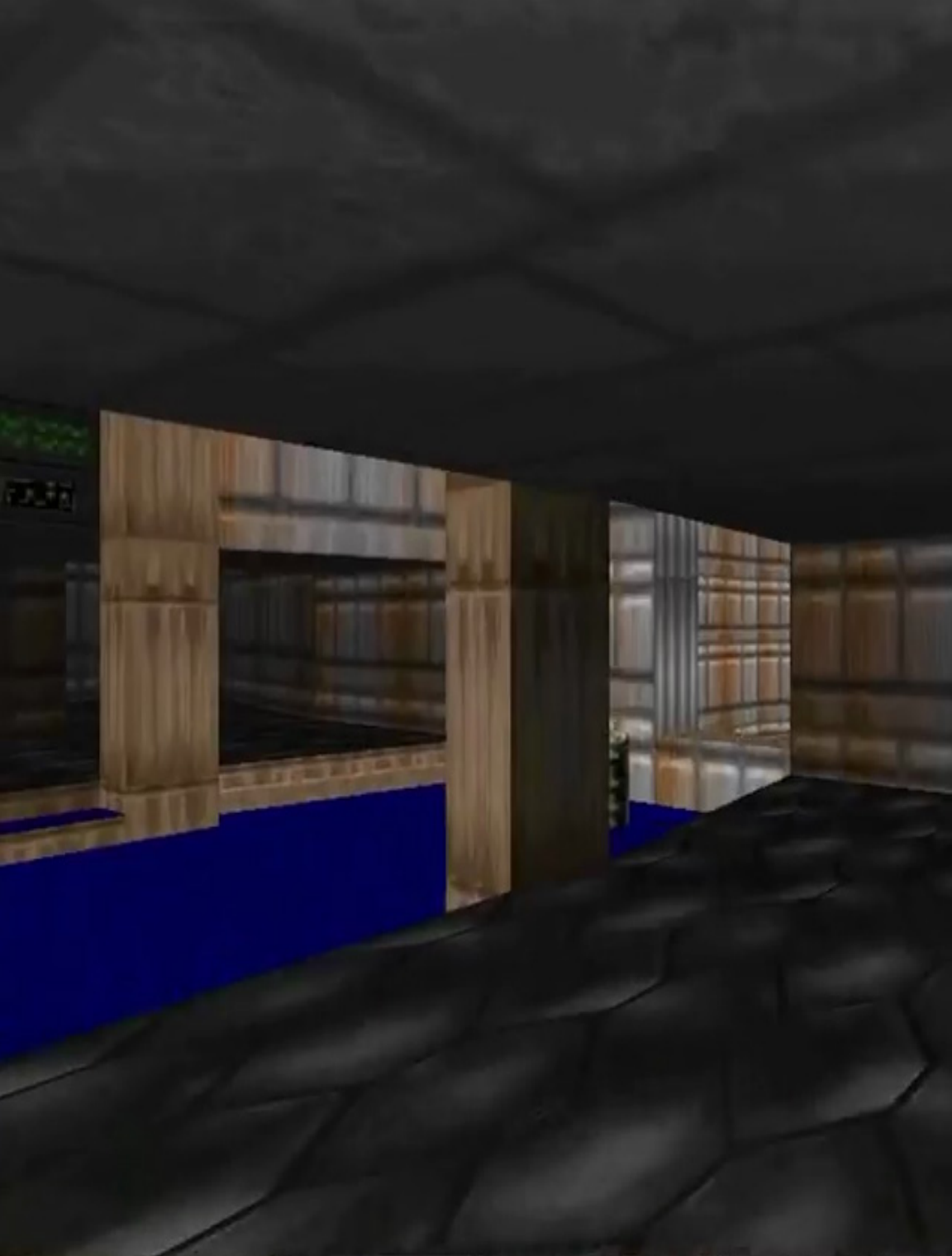
2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>50</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	50	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	50	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



50

AMMO

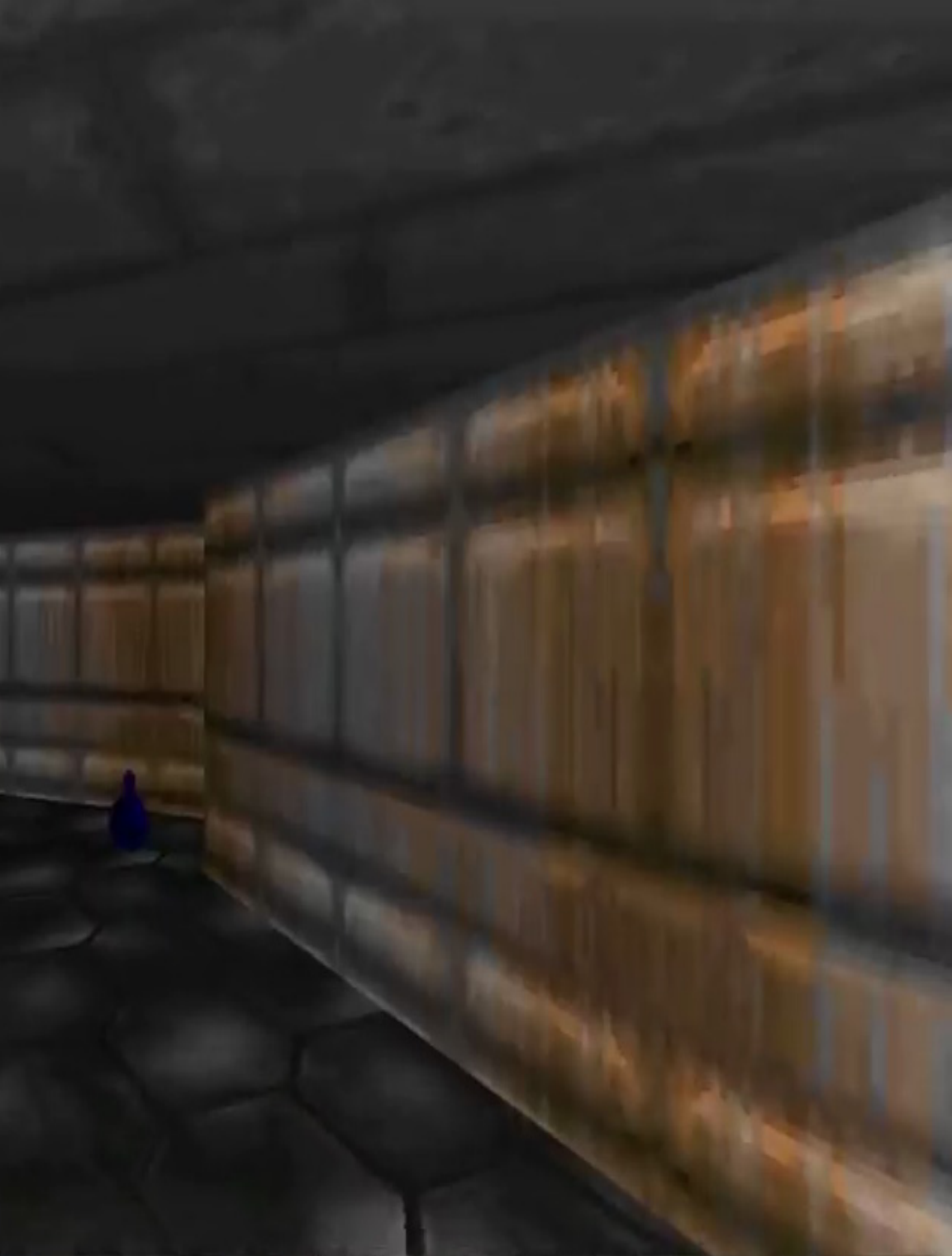
100%

HEALTH

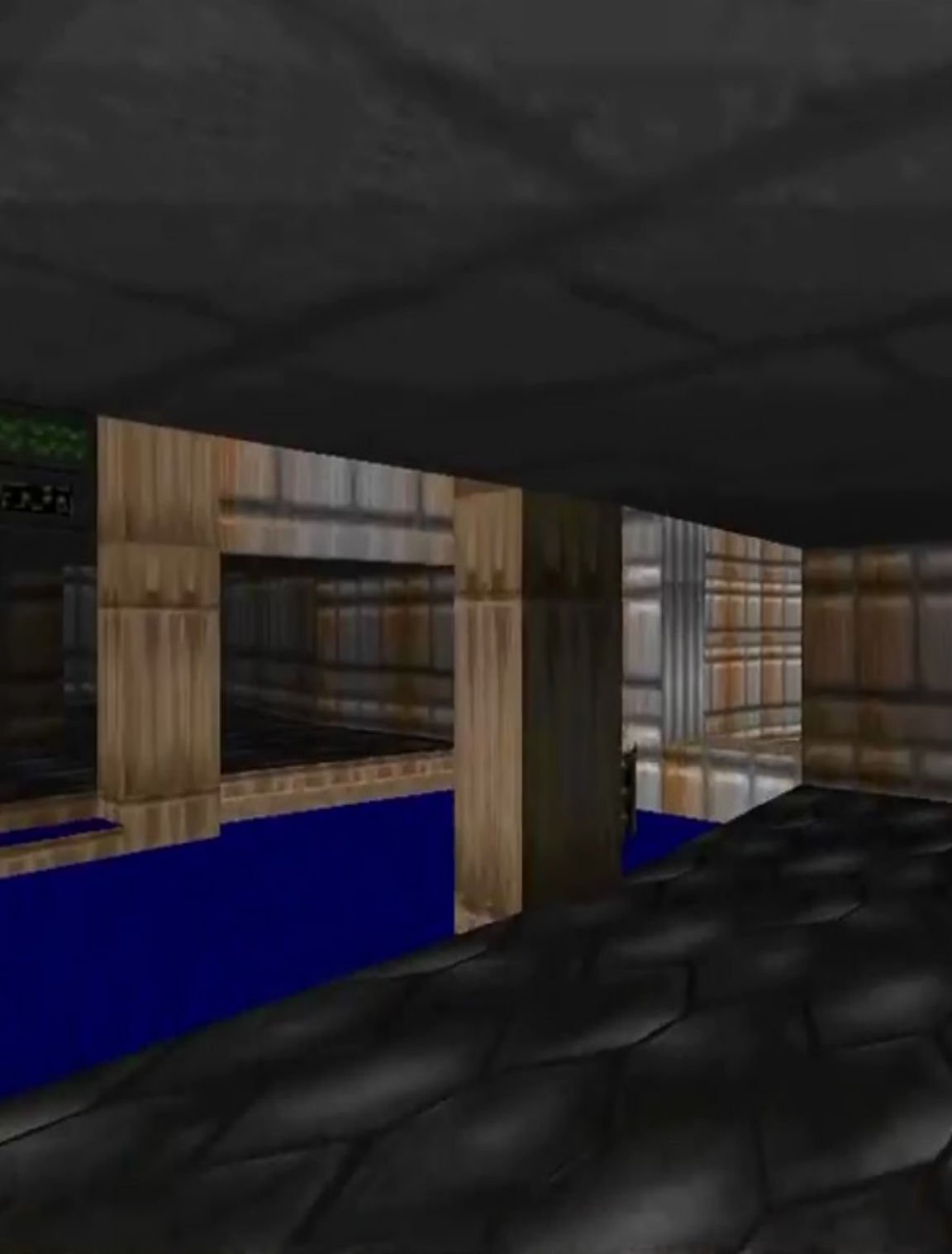
2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>50</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	50	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	50	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



50

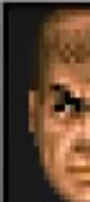
AMMO

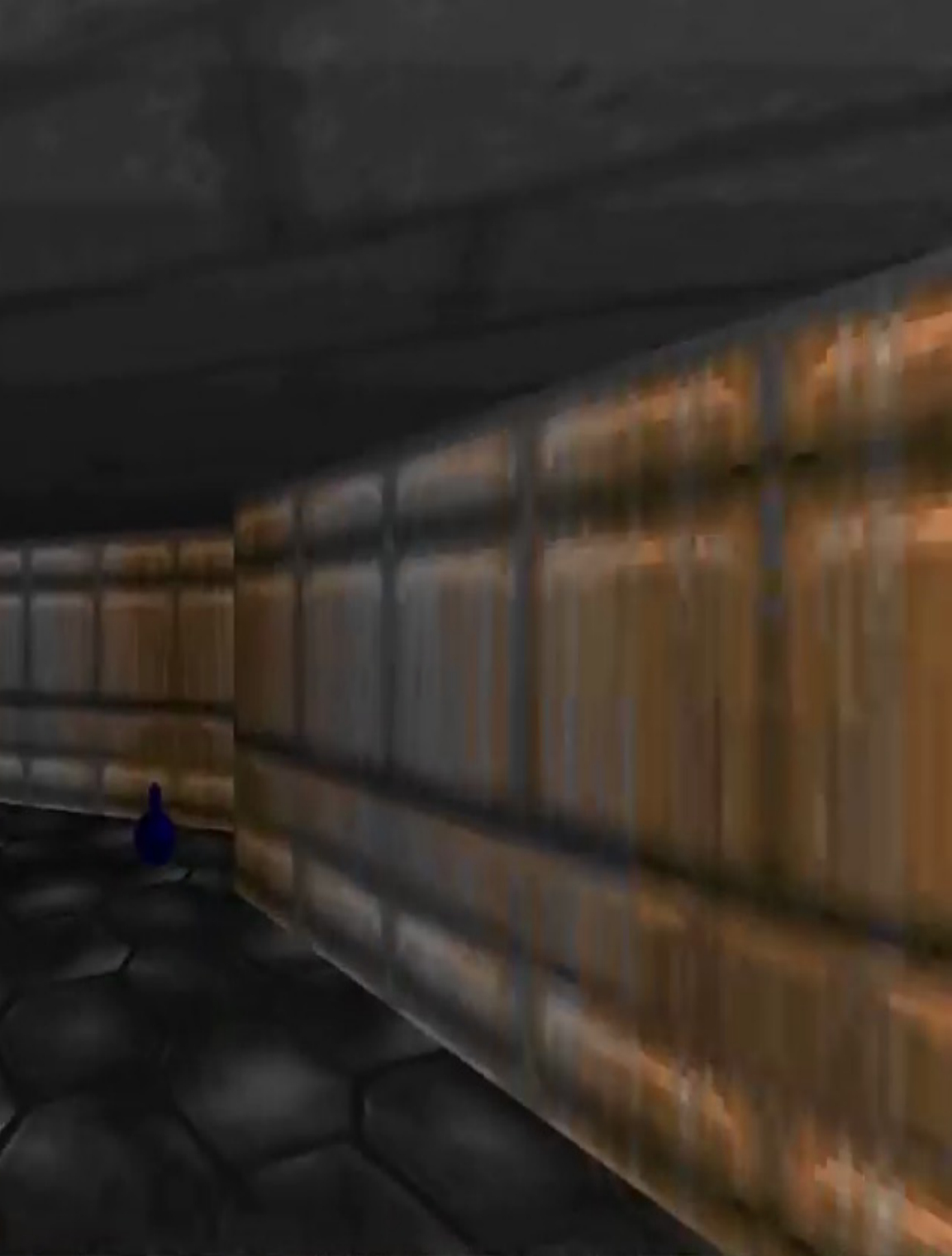
100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

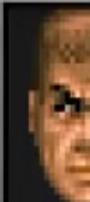
AMMO

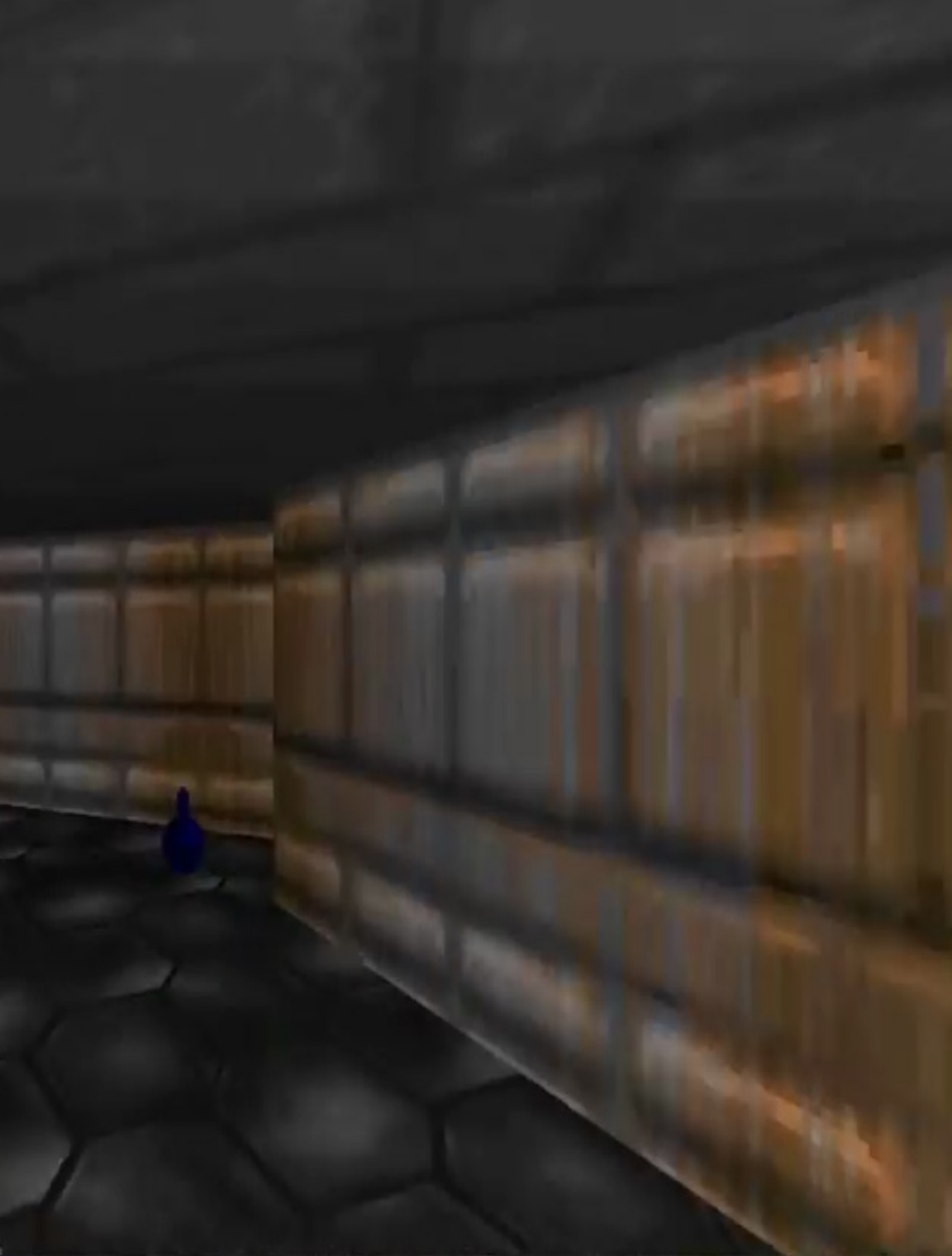
100%

HEALTH

2	3	4
5	6	7

ARMS

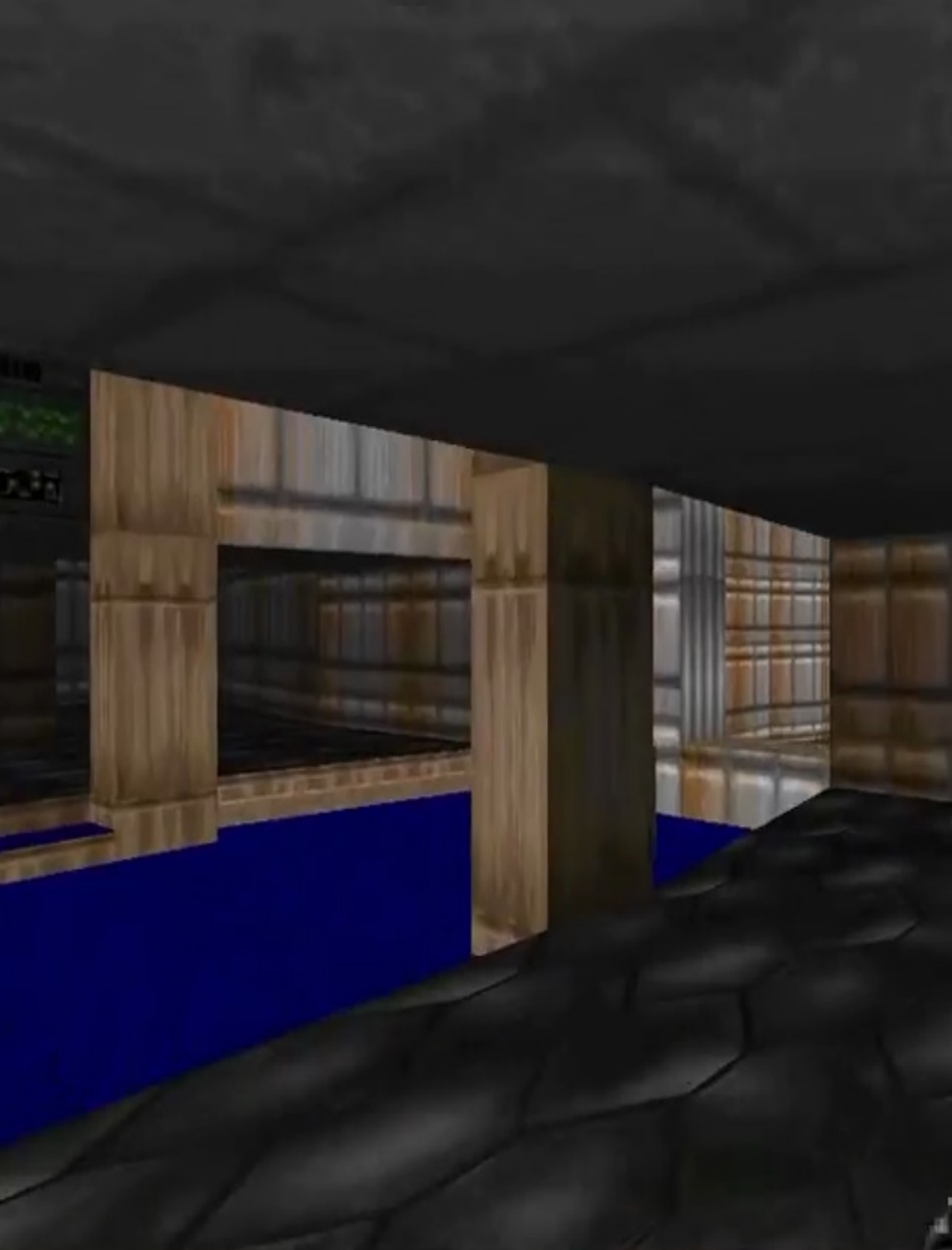




 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

AMMO

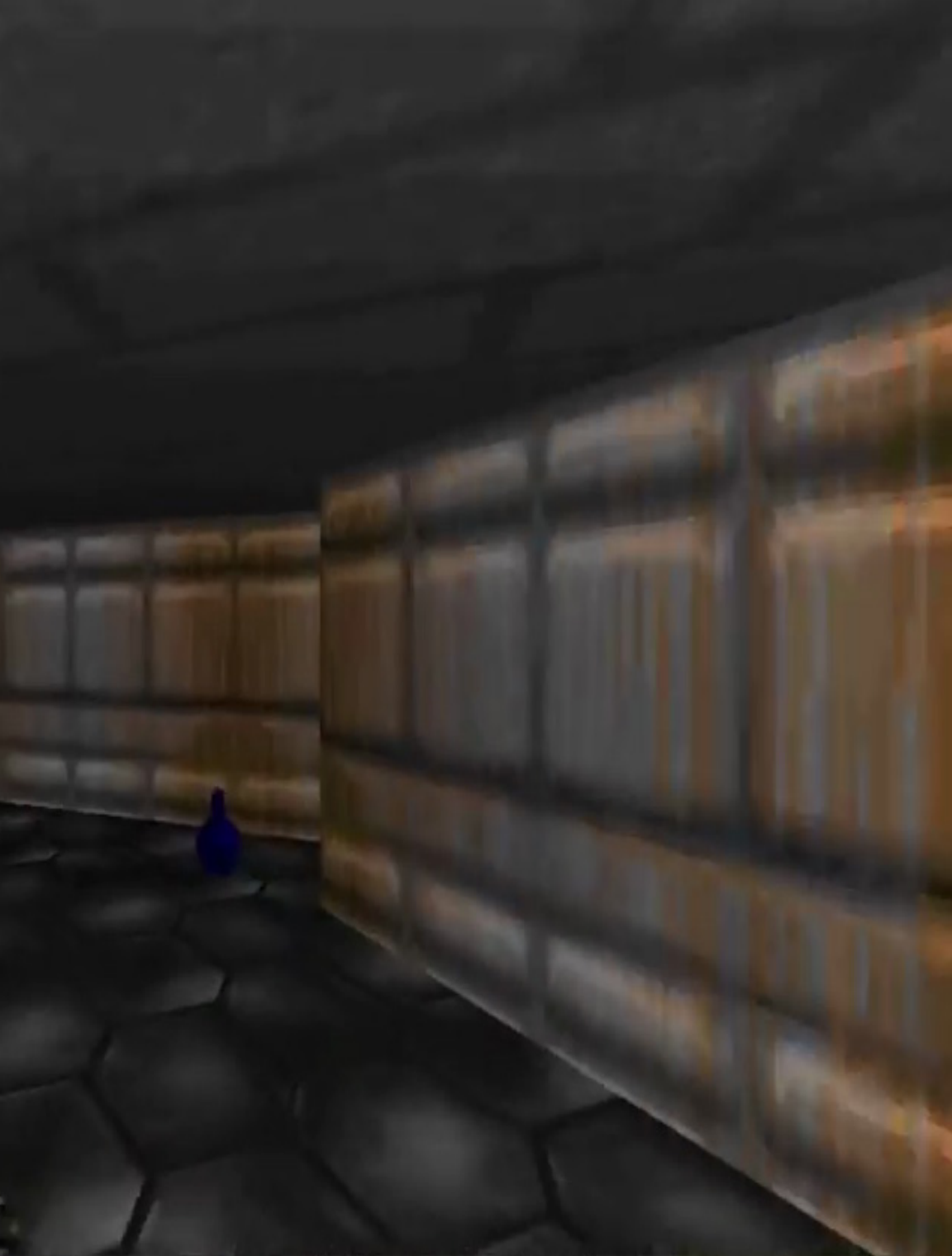
100%

HEALTH

2	3	9
5	6	7

ARMS

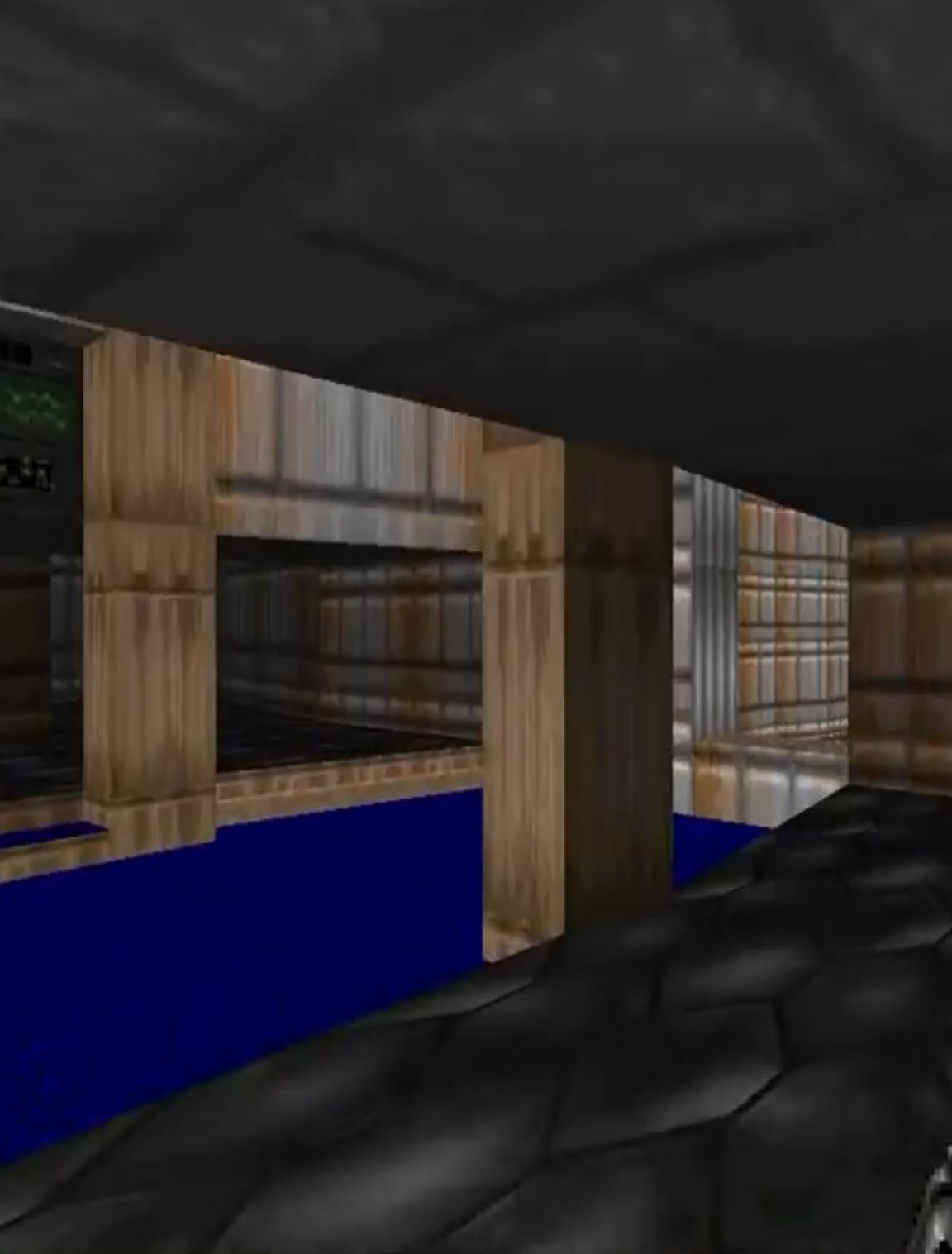




 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

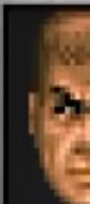
AMMO

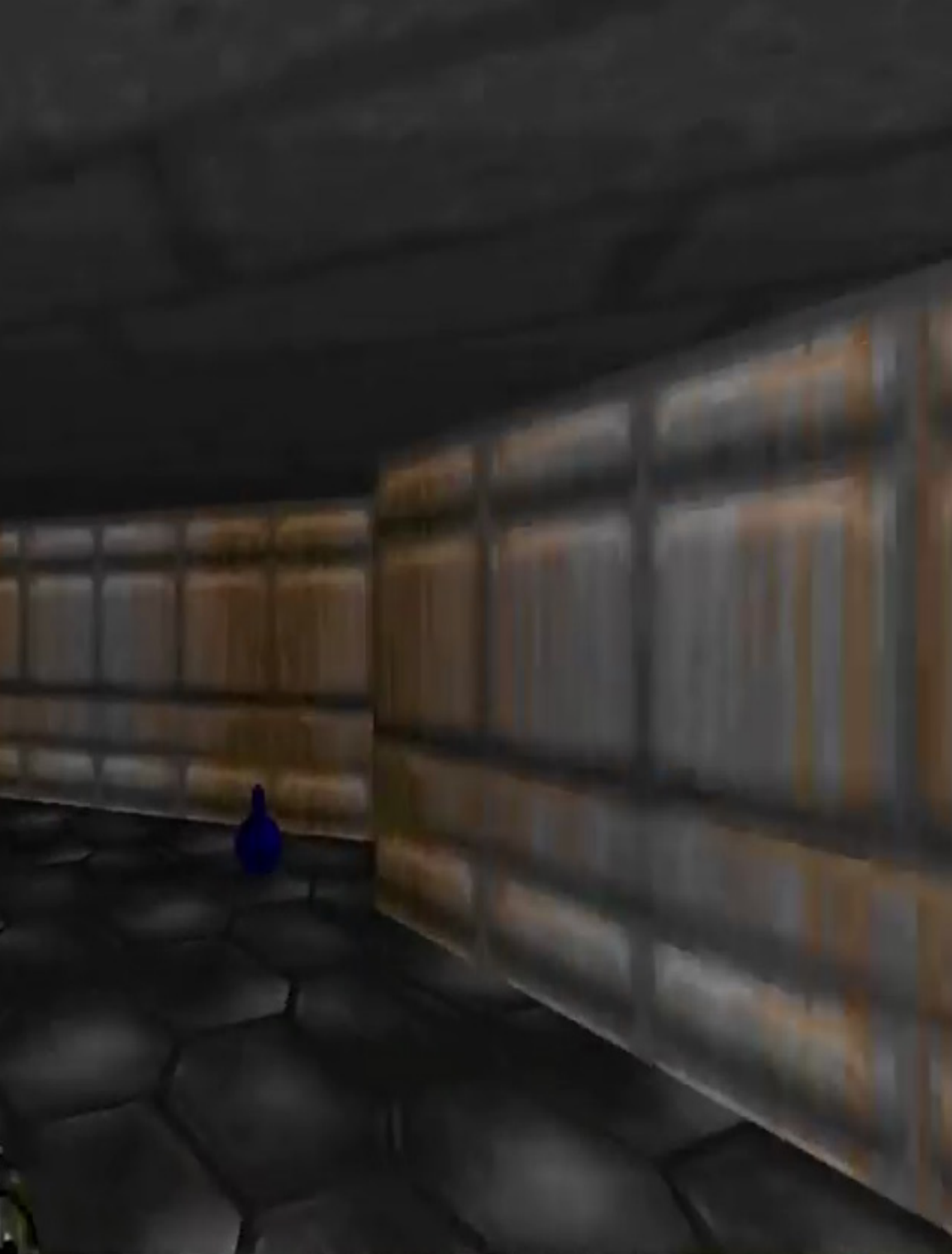
100%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

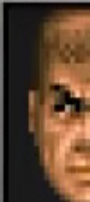
AMMO

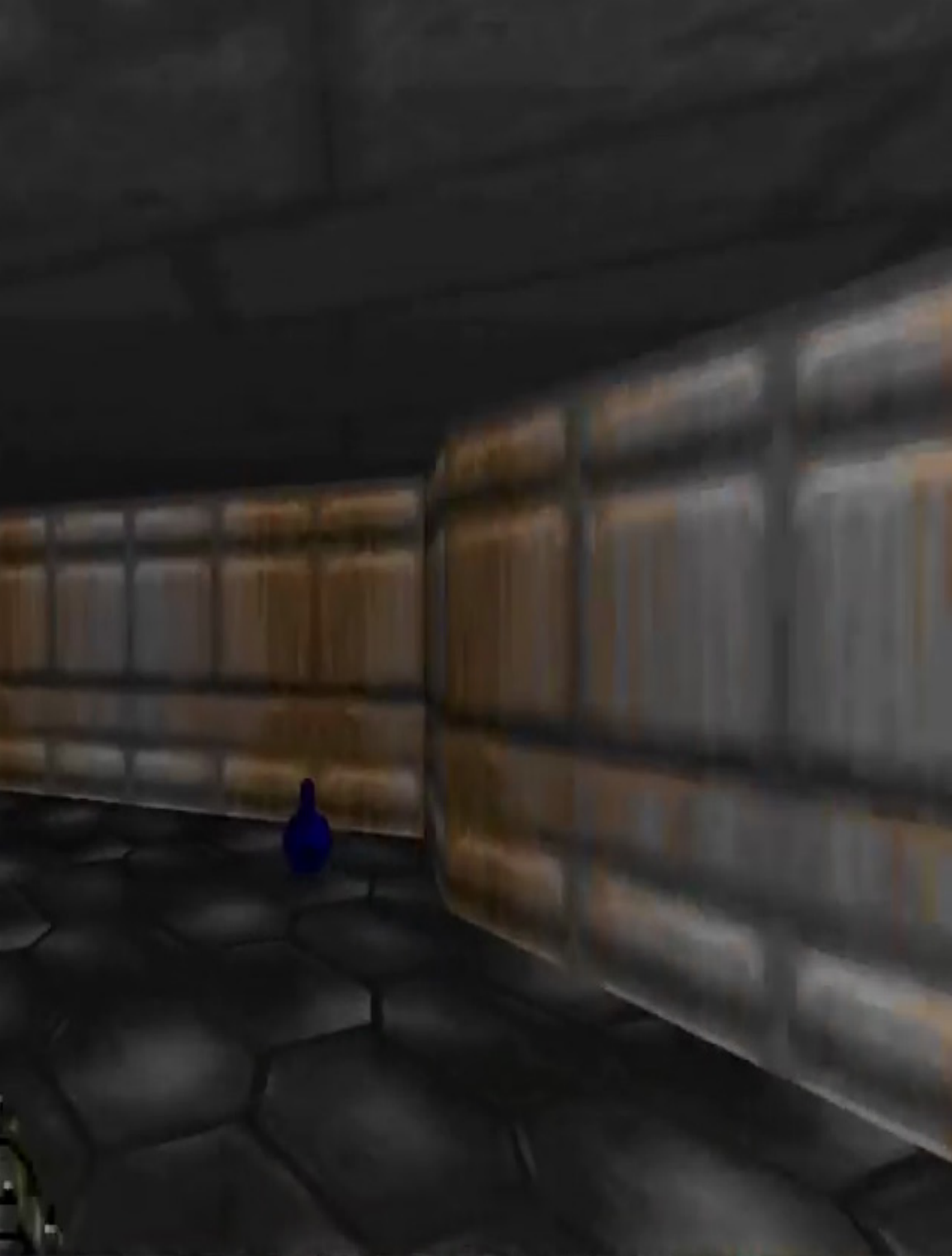
100%

HEALTH

2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>50</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	50	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	50	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



50

AMMO

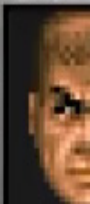
100%

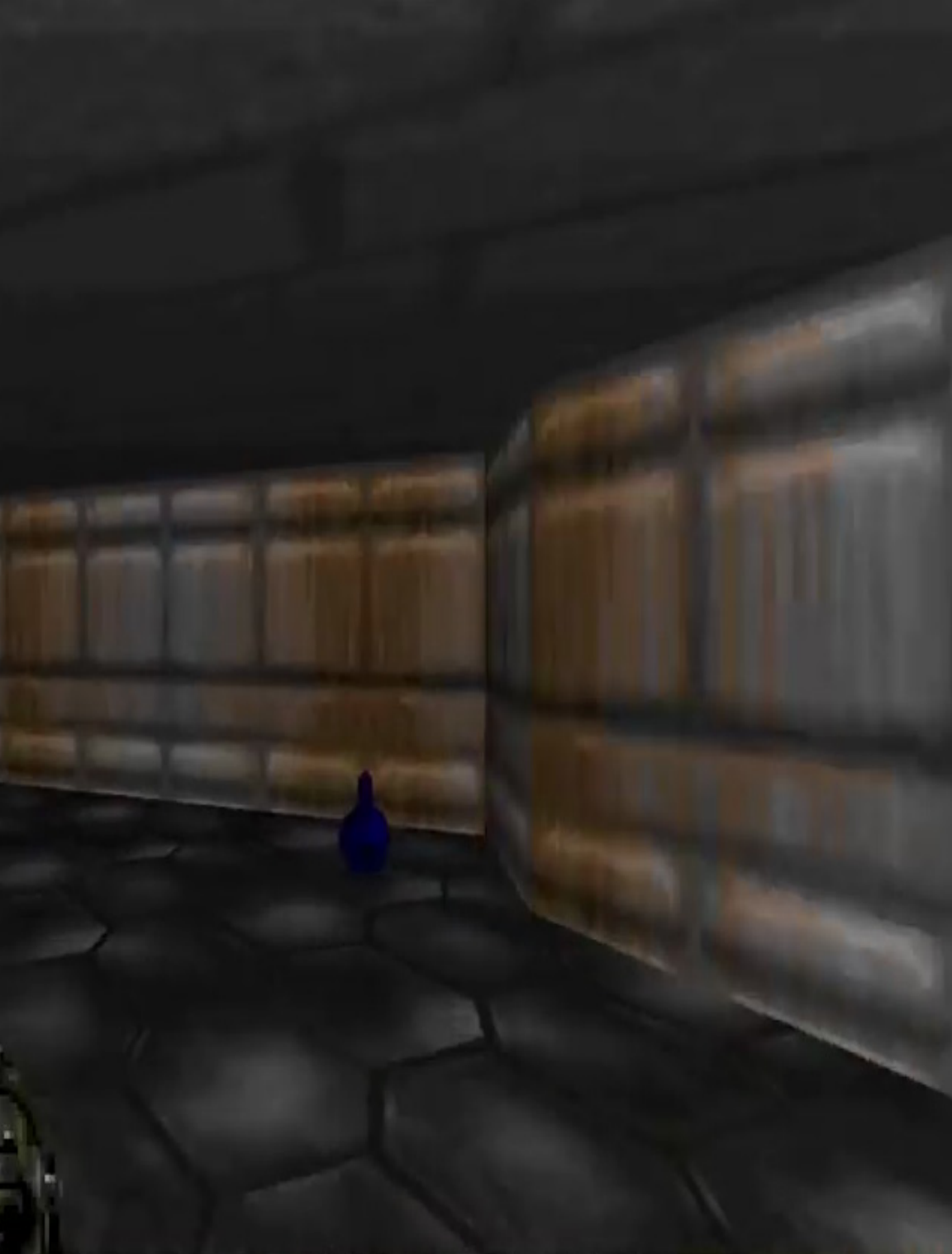
HEALTH

2 3 4

5 6 7

ARMS

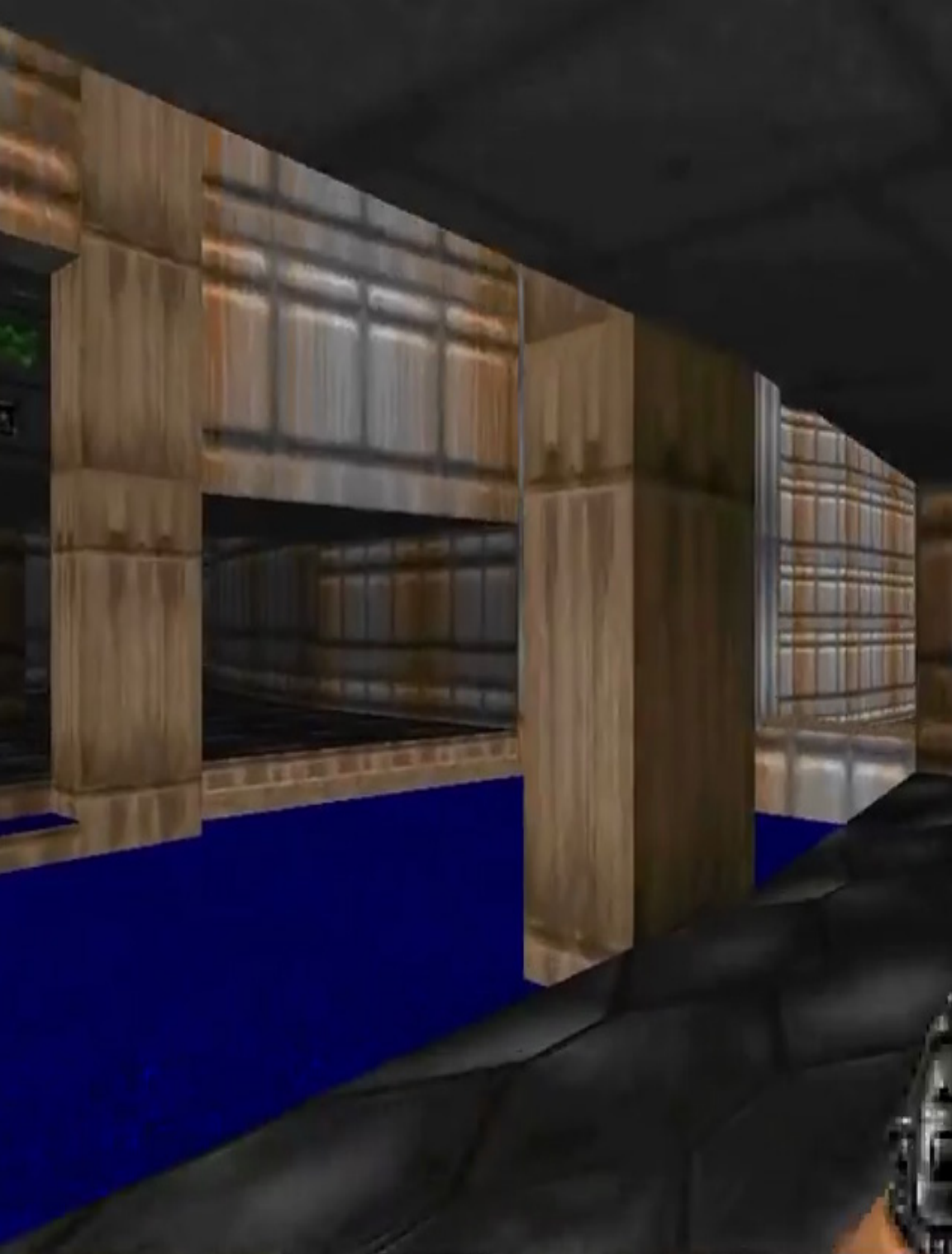




 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

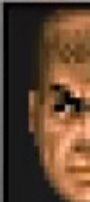
AMMO

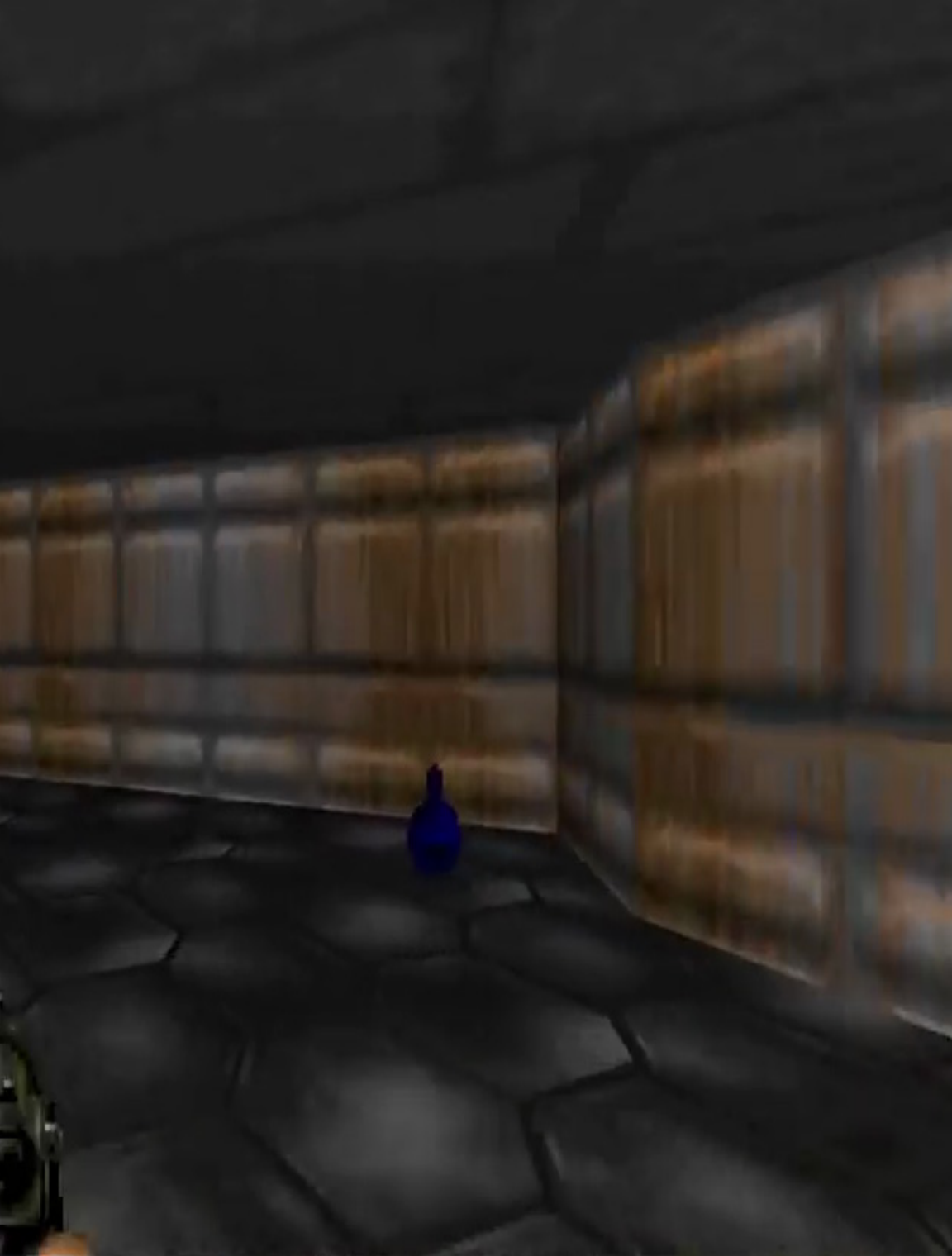
100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

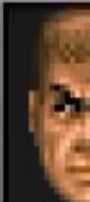
AMMO

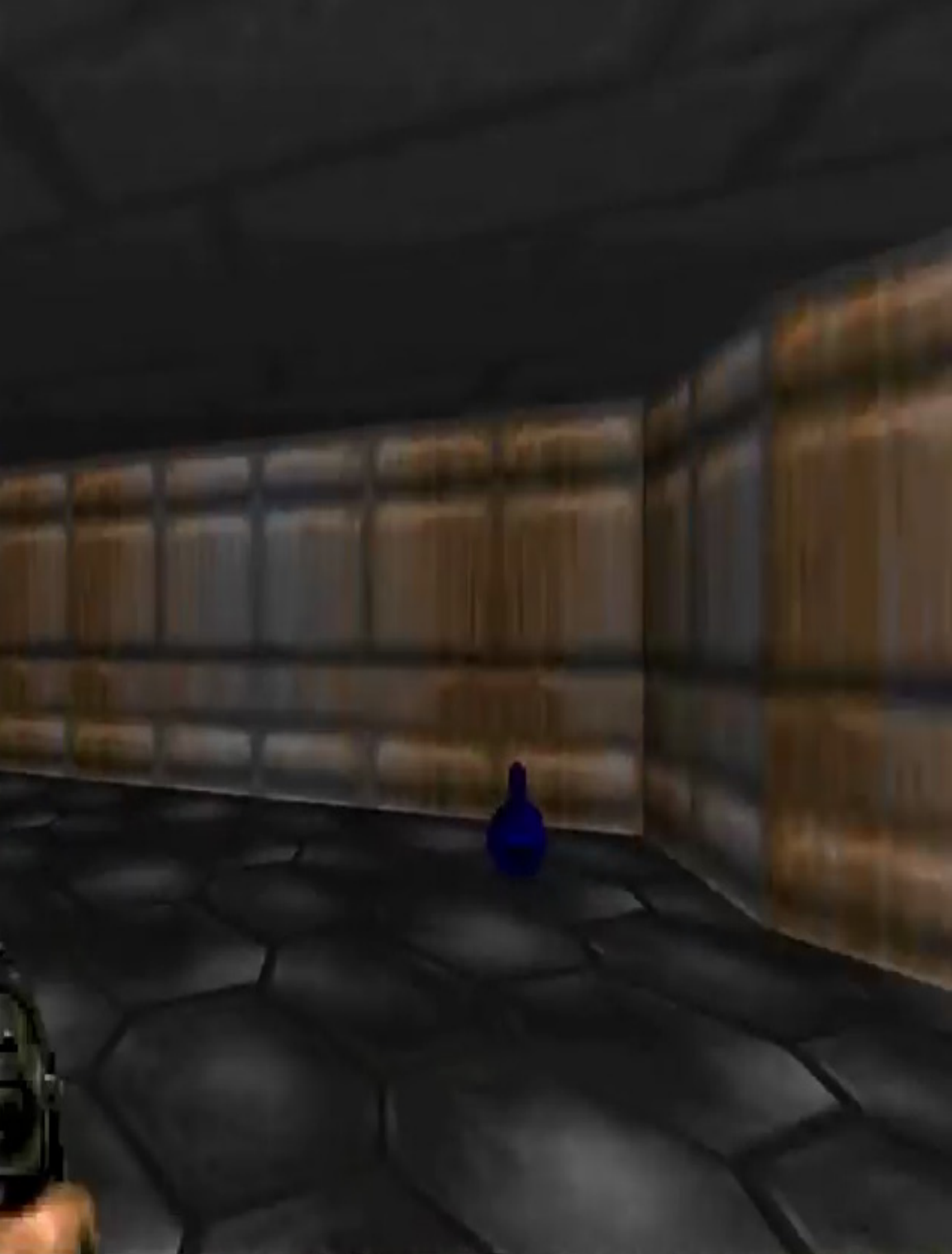
100%

HEALTH

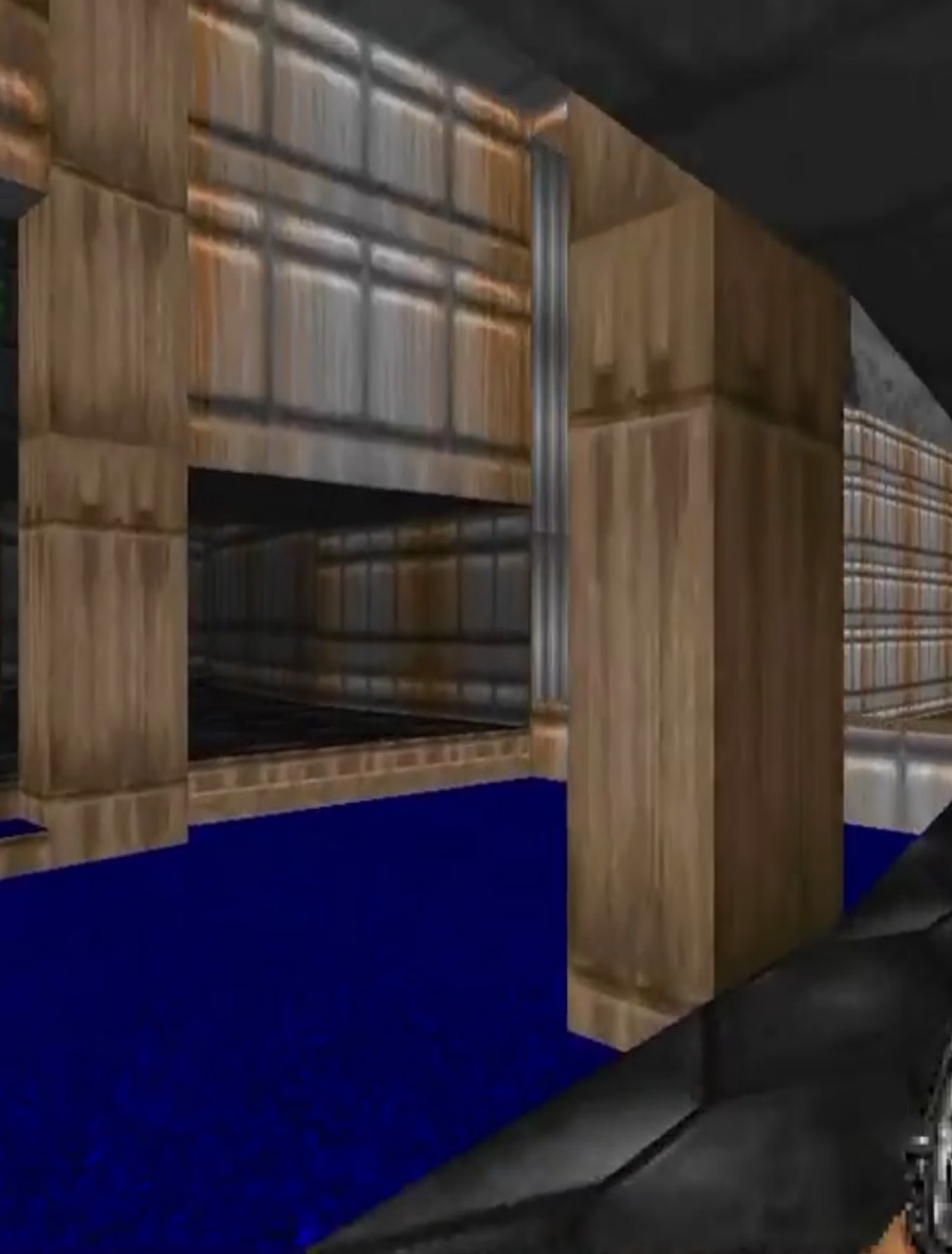
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>50</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	50	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	50	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



50

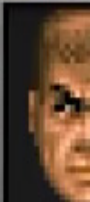
AMMO

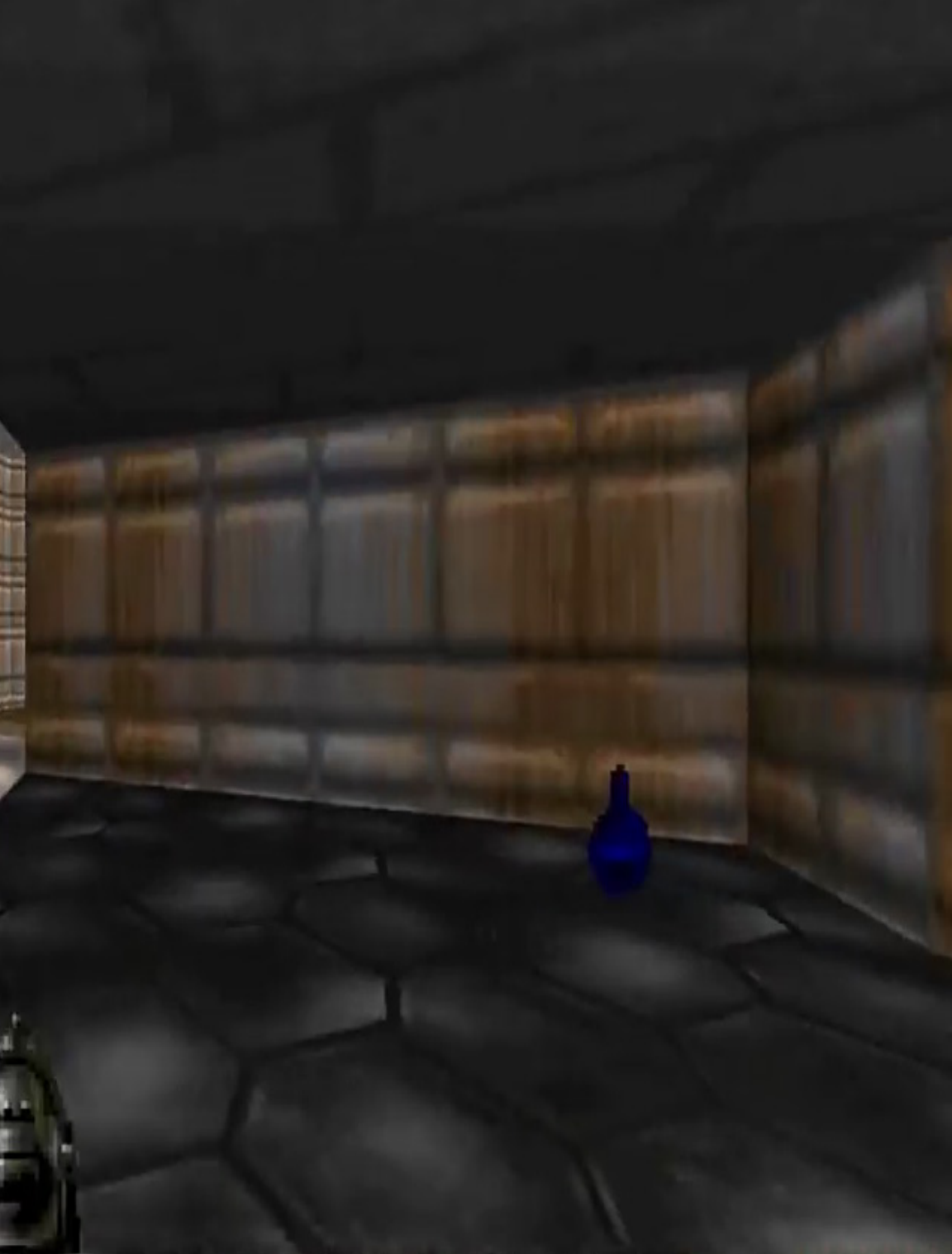
100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

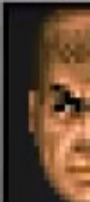
AMMO

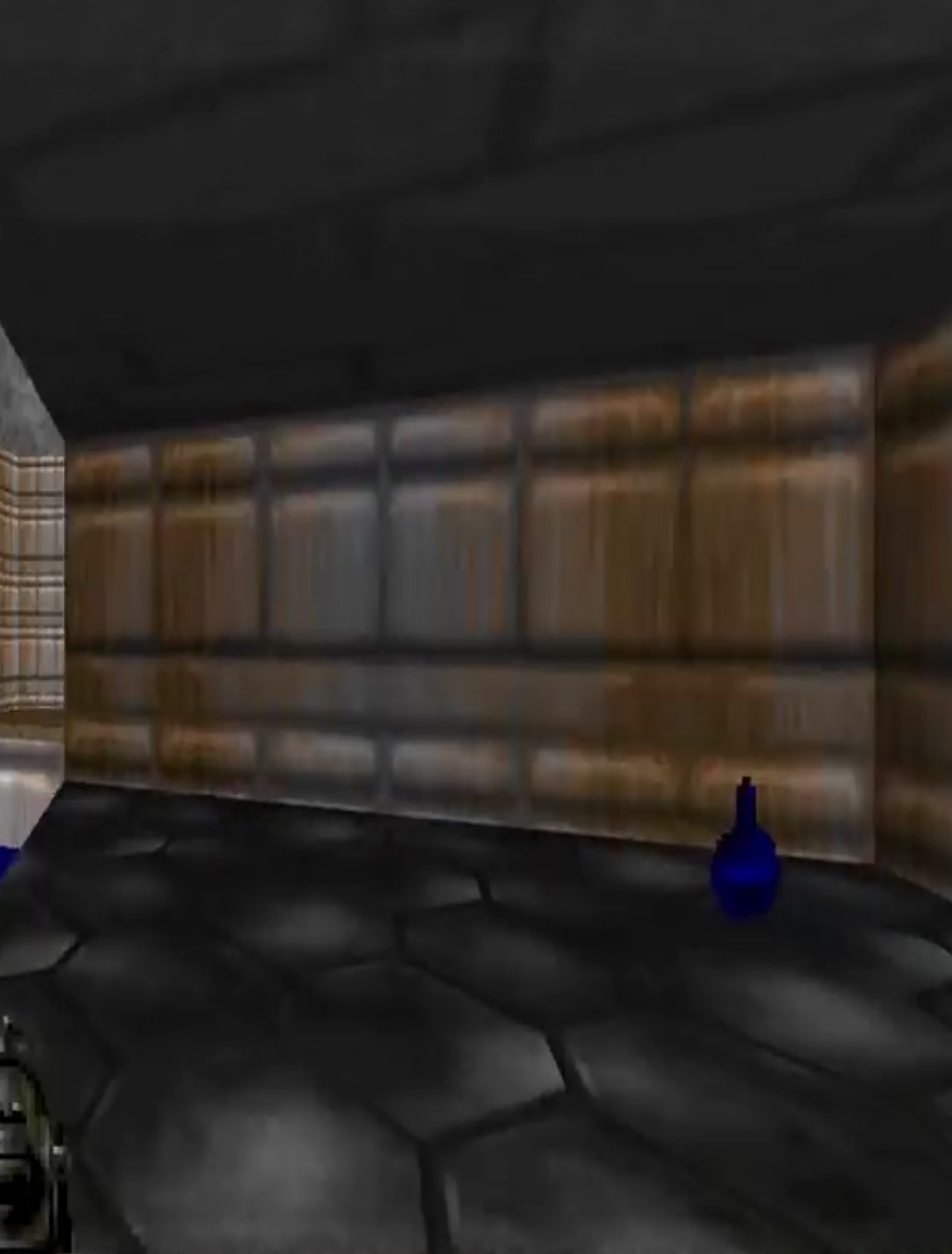
100%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





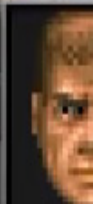
50 **100%**

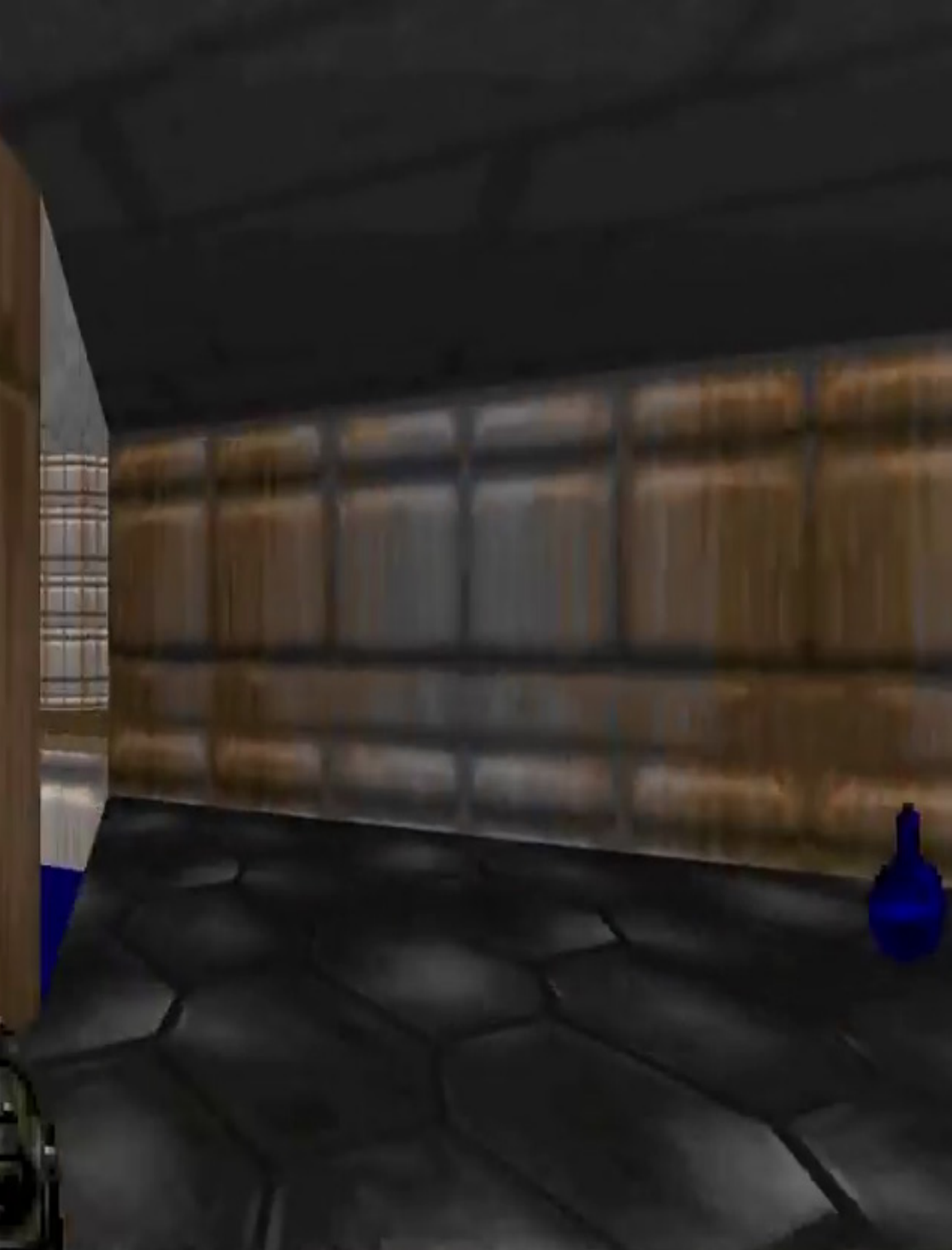
AMMO

HEALTH

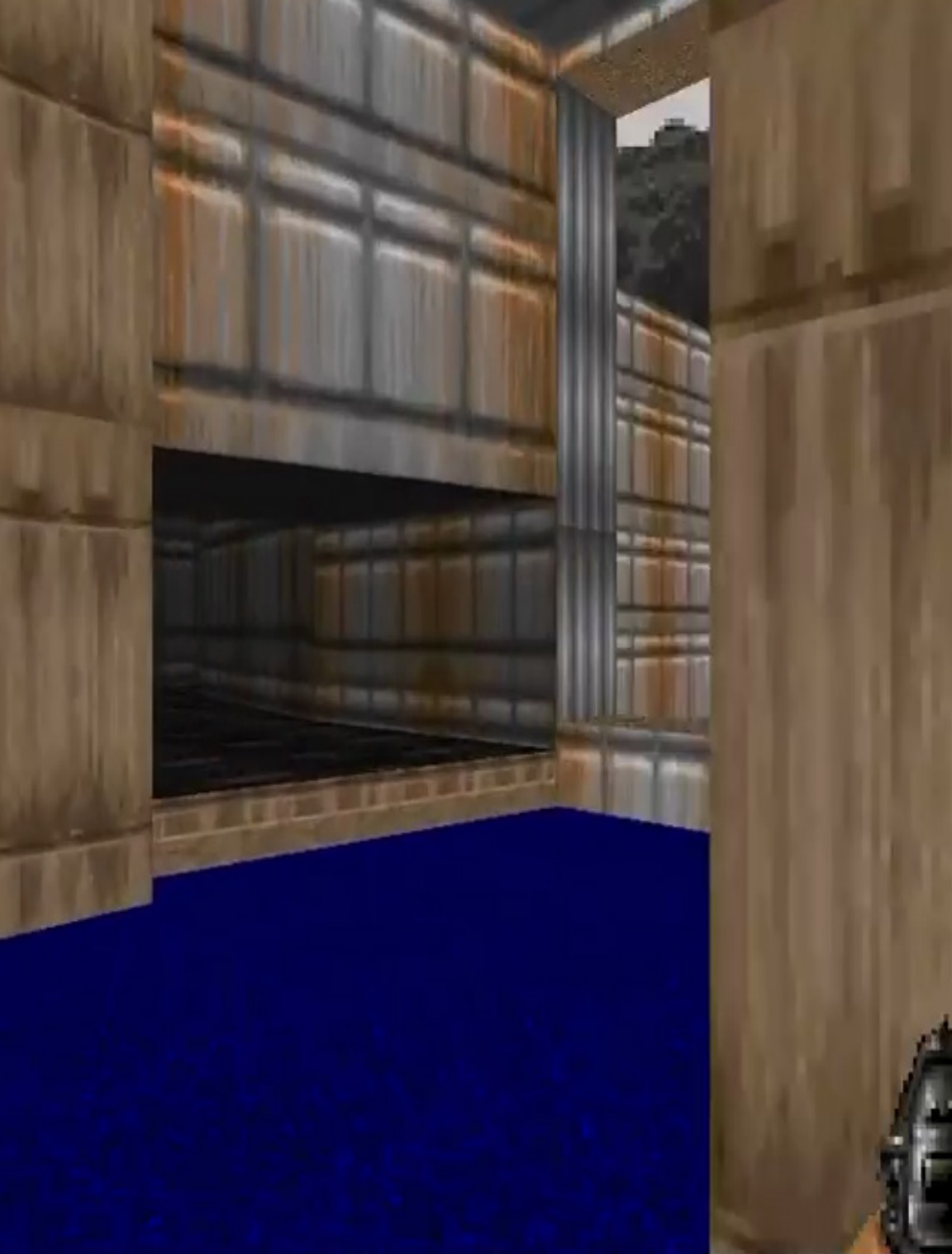
2	3	9
5	6	7

ARMS





	0%		BULL	50	/	200
			SHEL	0	/	50
			ROKT	0	/	50
			CELL	0	/	300
ARMOR						



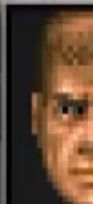
50 **100%**

AMMO

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

AMMO

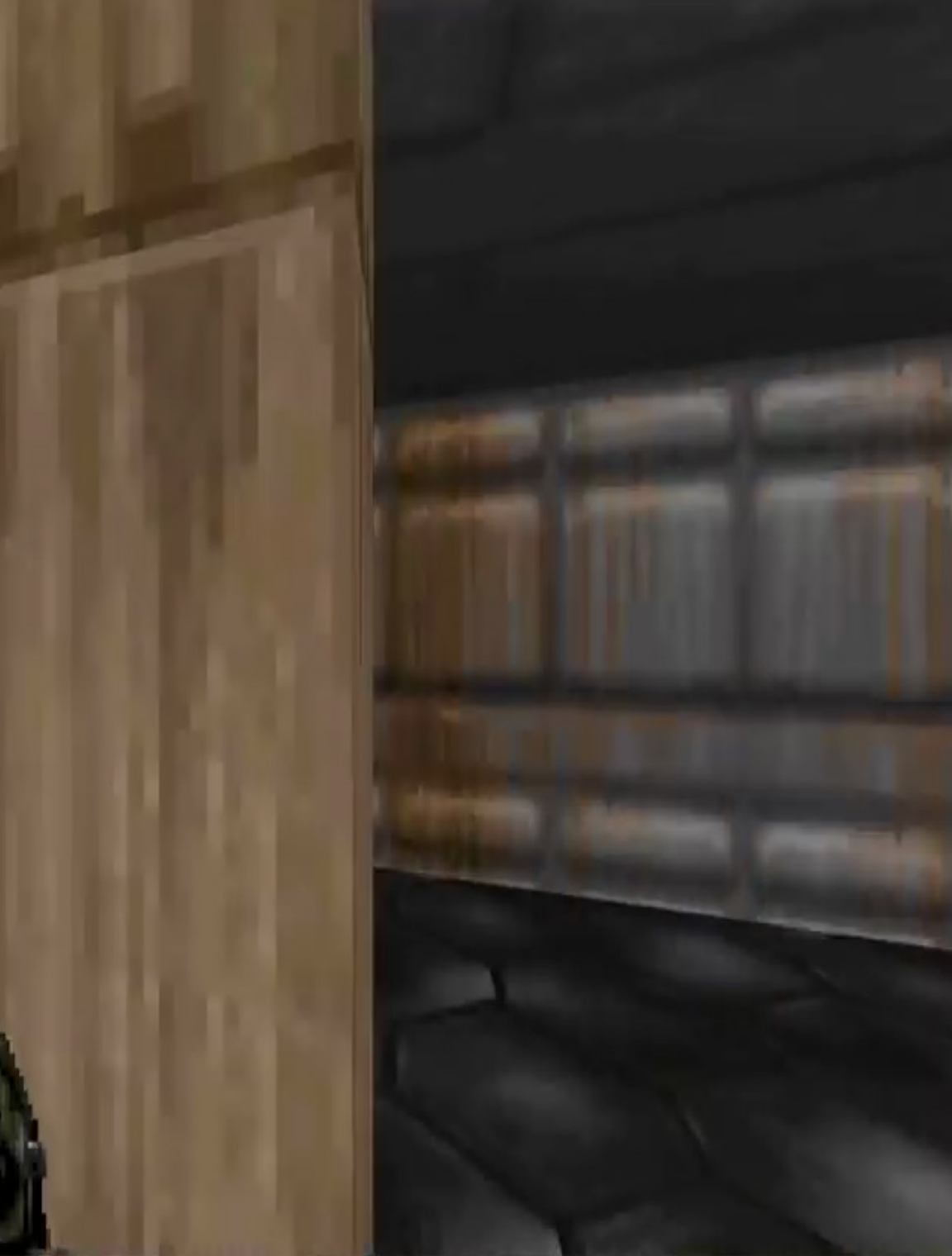
100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

AMMO

100%

HEALTH

2 3 4
5 6 7

ARMS

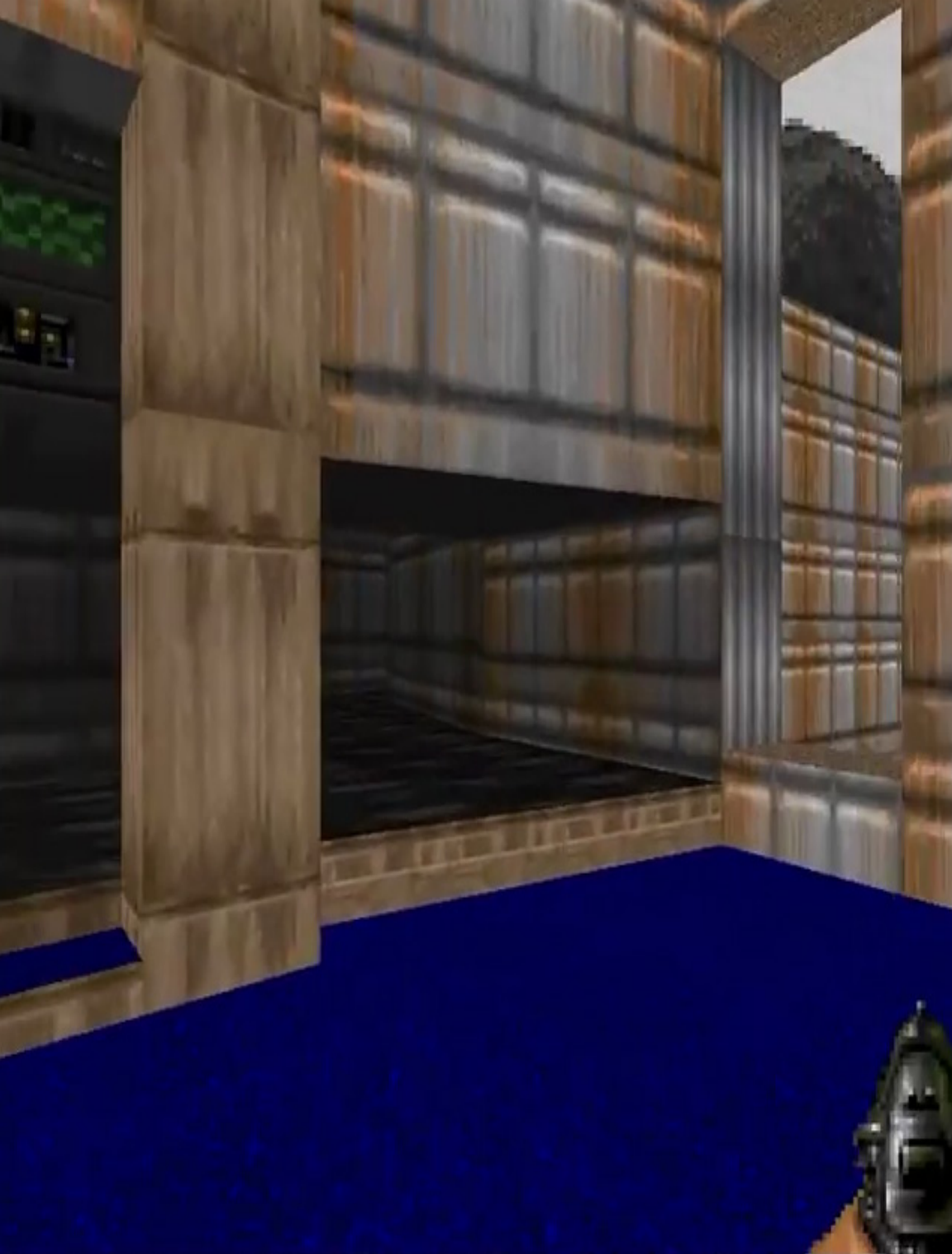




 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

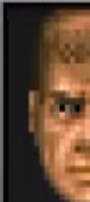
AMMO

100%

HEALTH

2 3 4
5 6 7

ARMS





 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50 **100%**

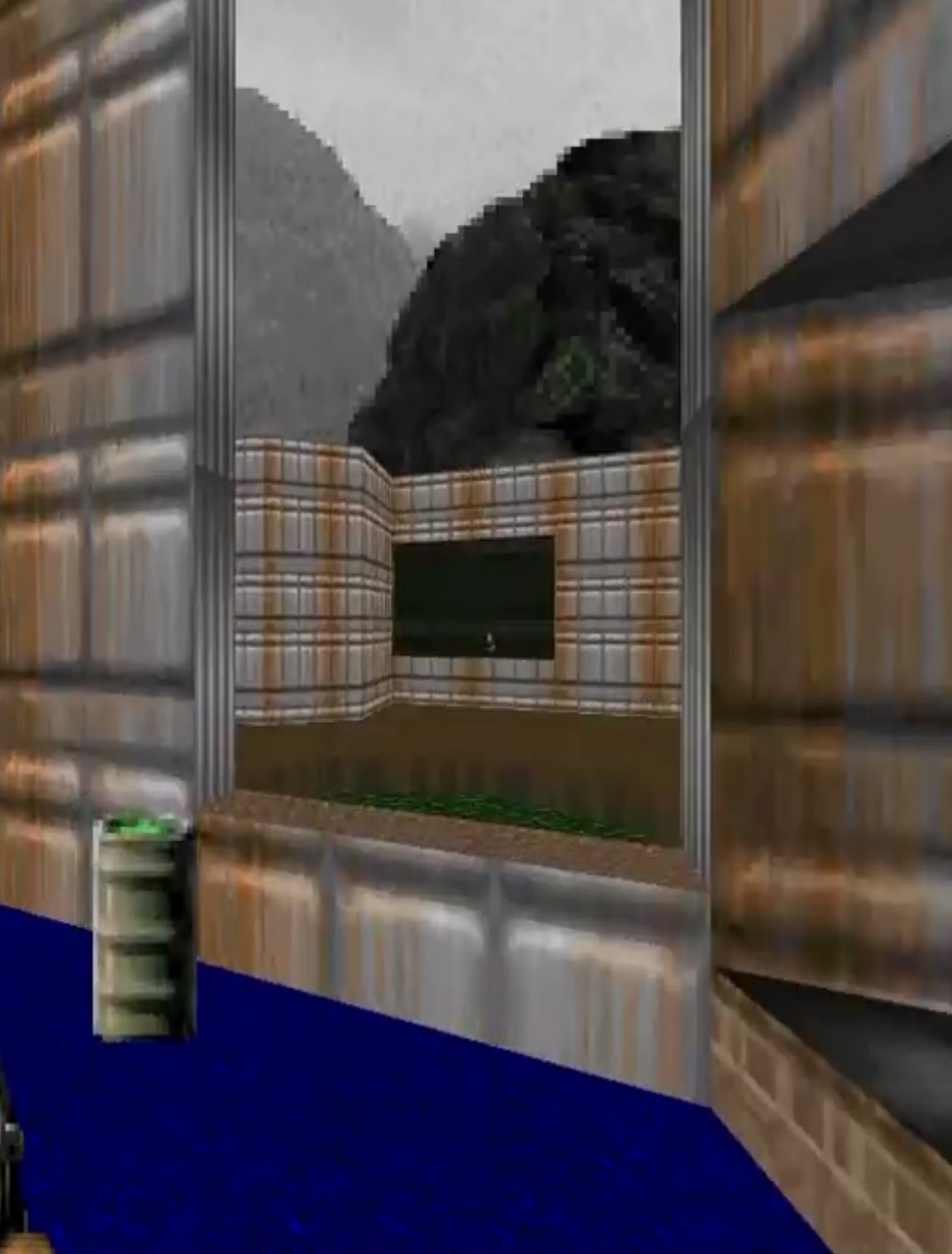
AMMO

HEALTH

2	3	9
5	6	7

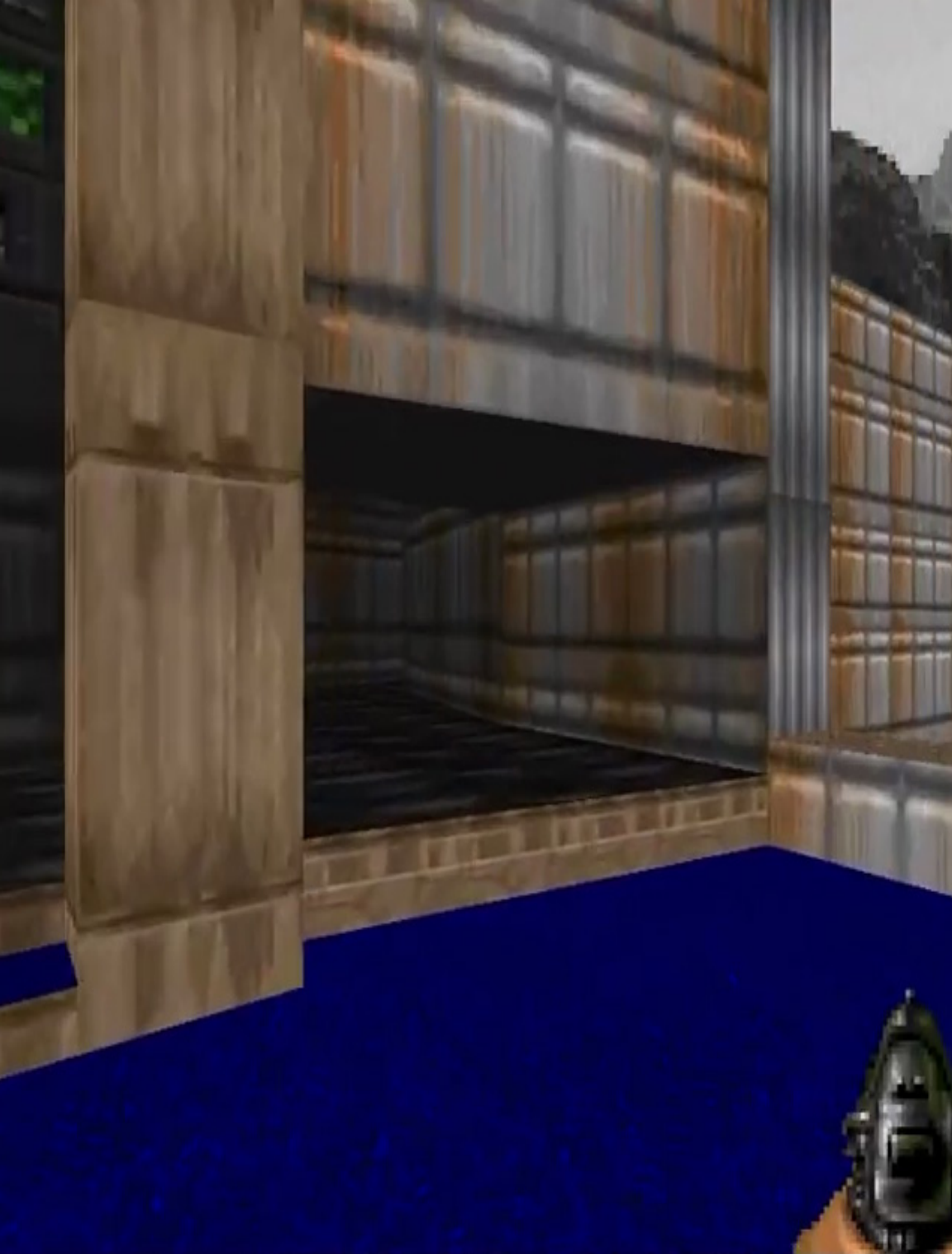
ARMS





0%
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



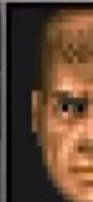
50 **100%**

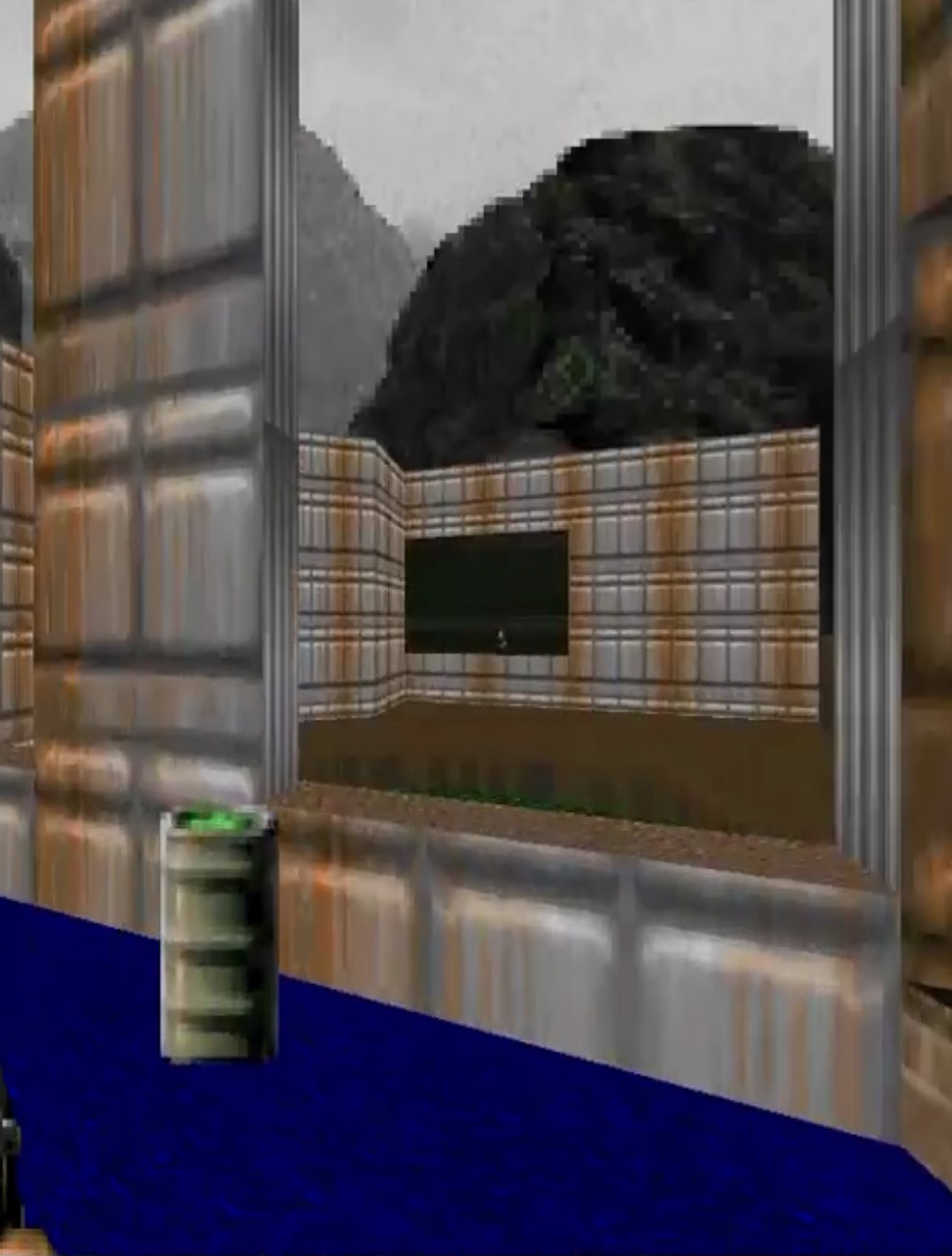
AMMO

HEALTH

2	3	9
5	6	7

ARMS

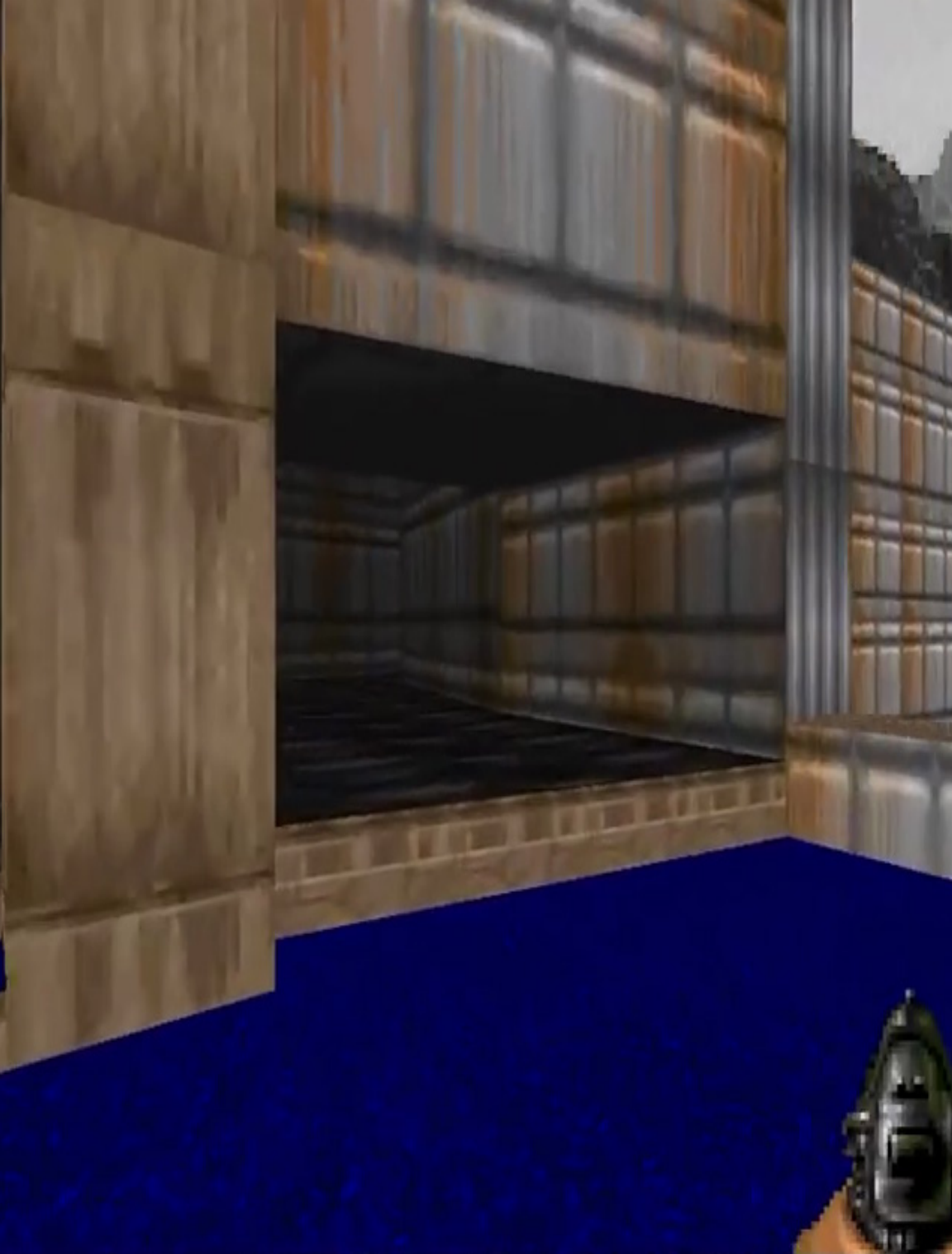




 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





50

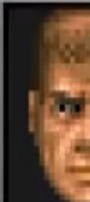
AMMO

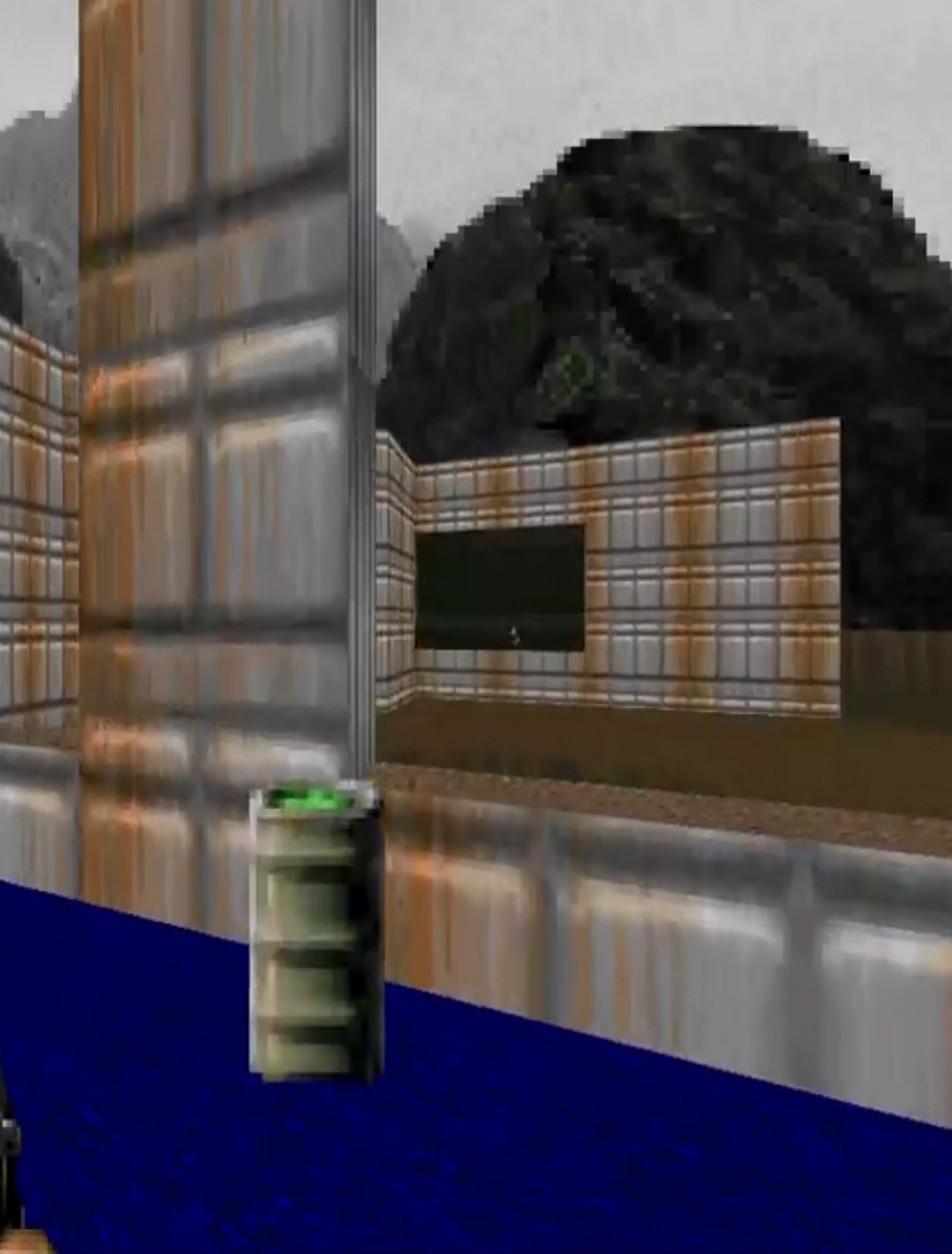
100%

HEALTH

2	3	4
5	6	7

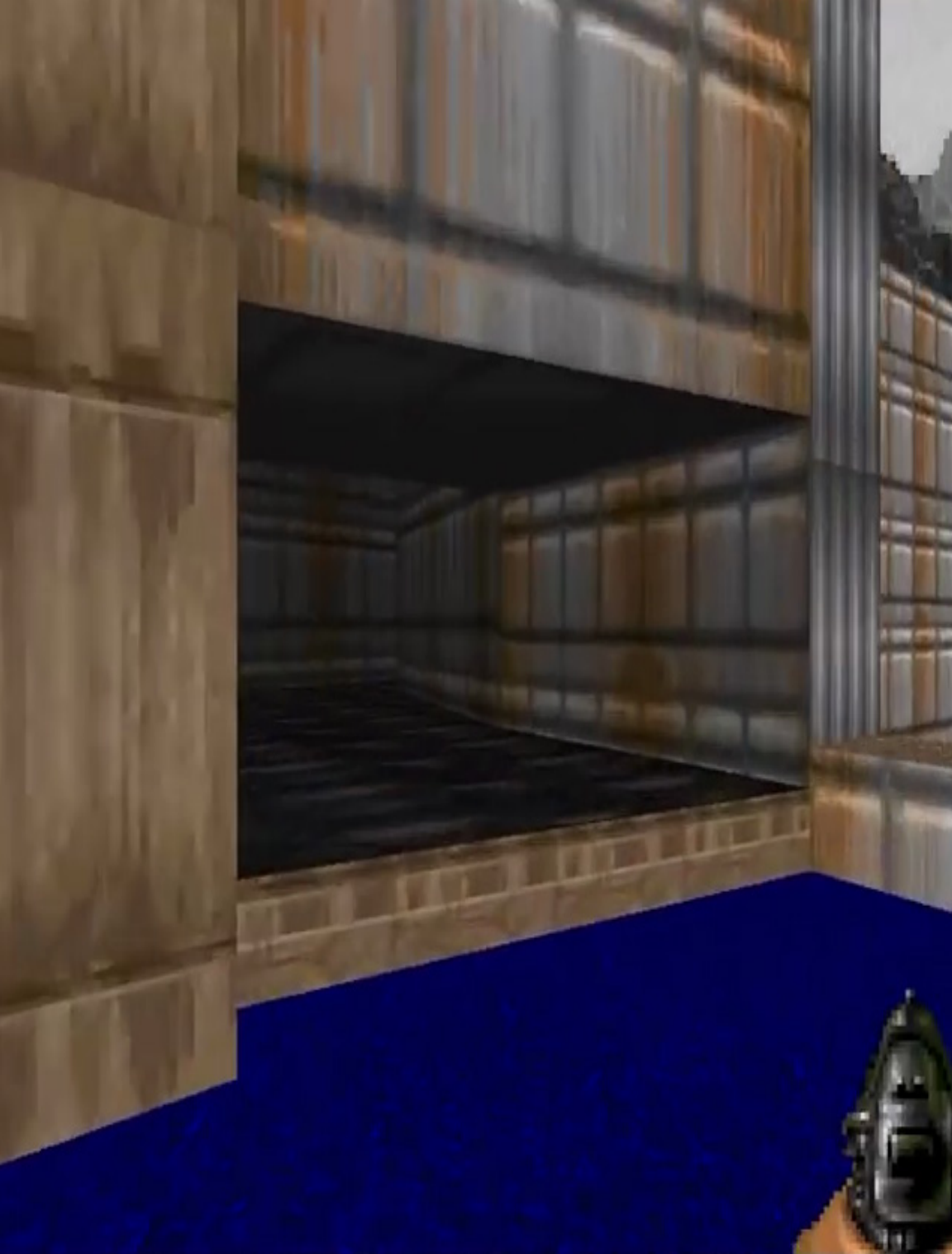
ARMS





0%
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



50

AMMO

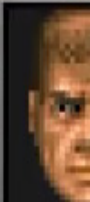
100%

HEALTH

2 3 4

5 6 7

ARMS





0%
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



50

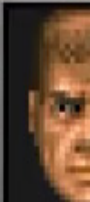
AMMO

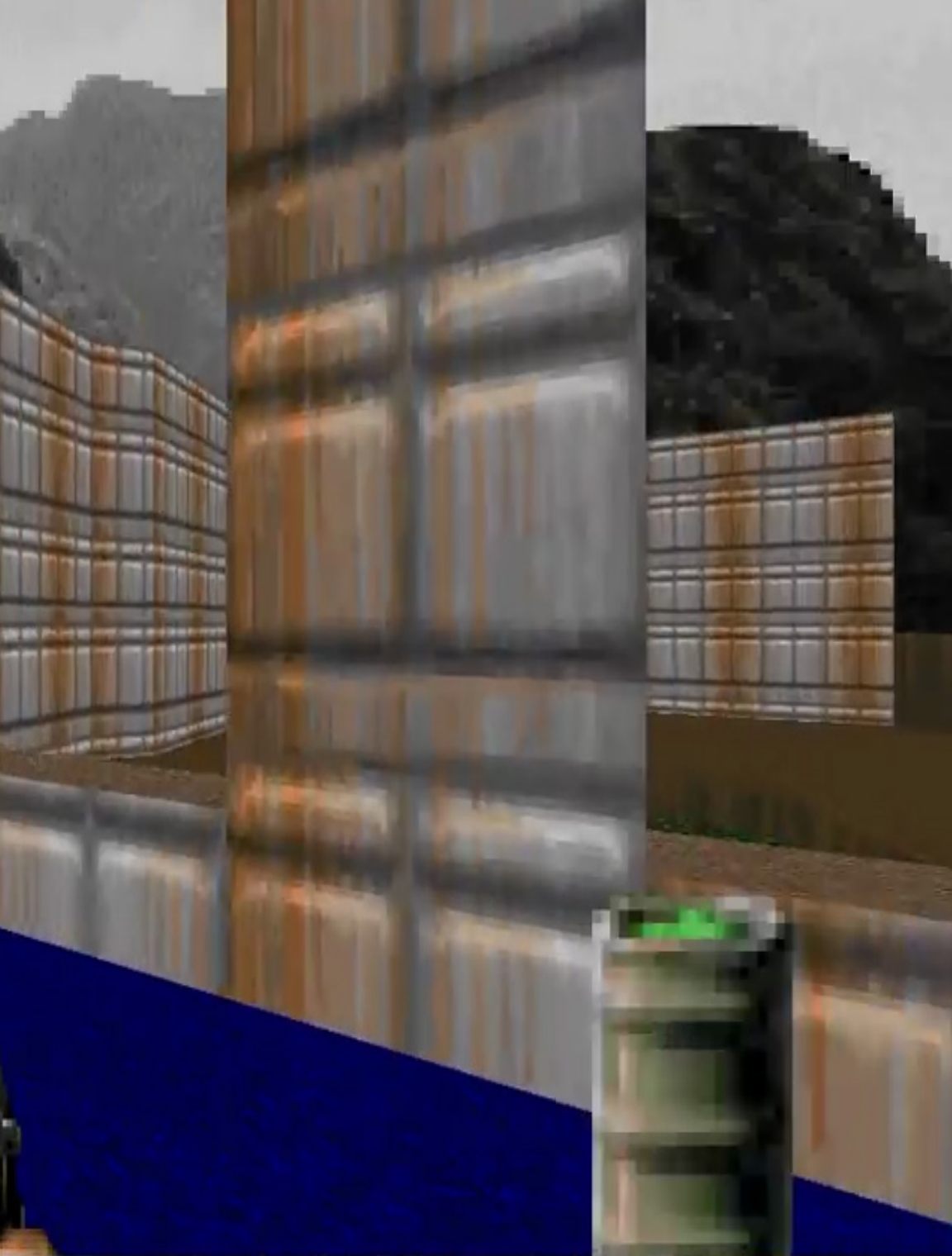
100%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	50	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

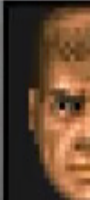
AMMO

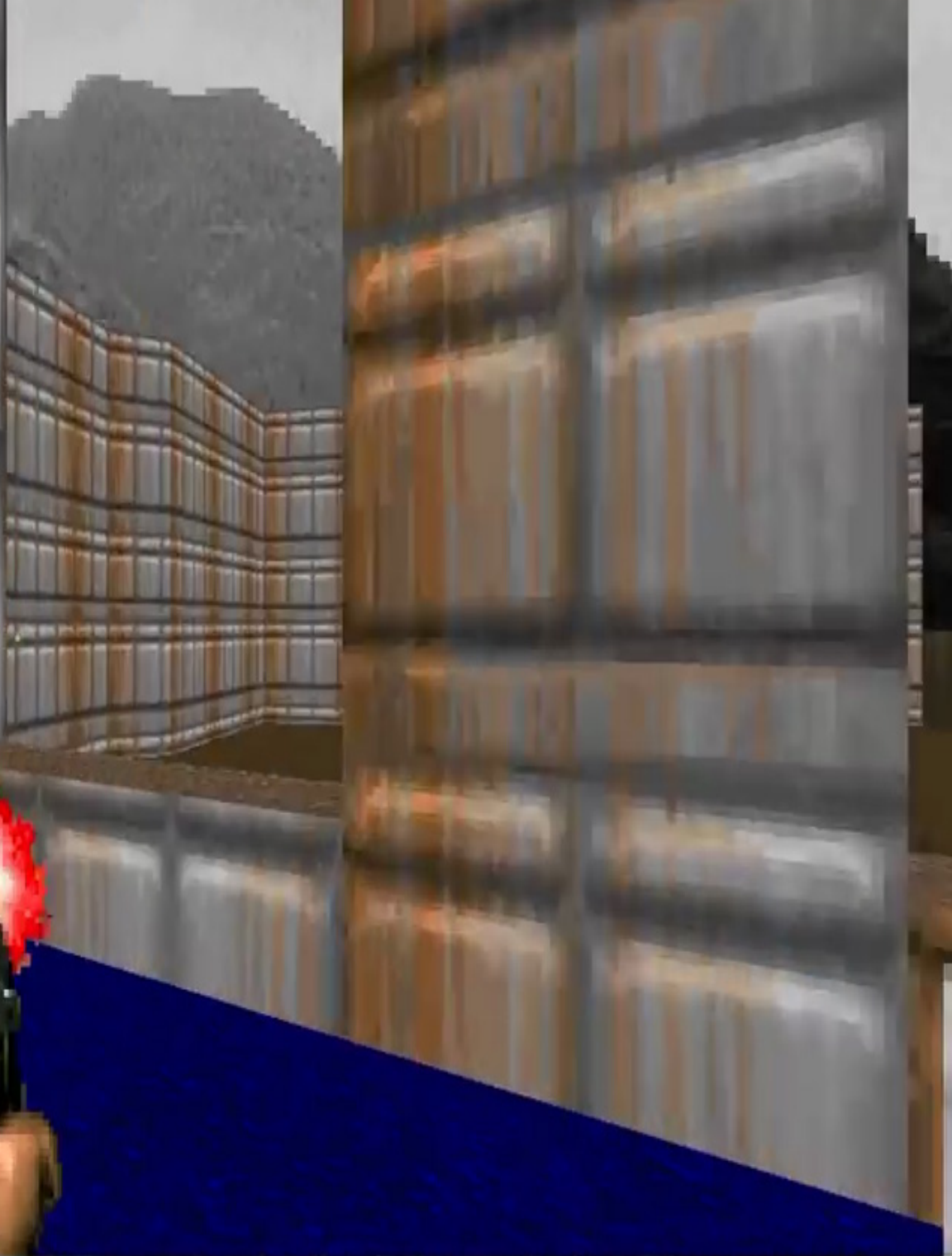
100%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

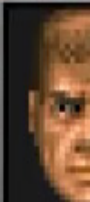
AMMO

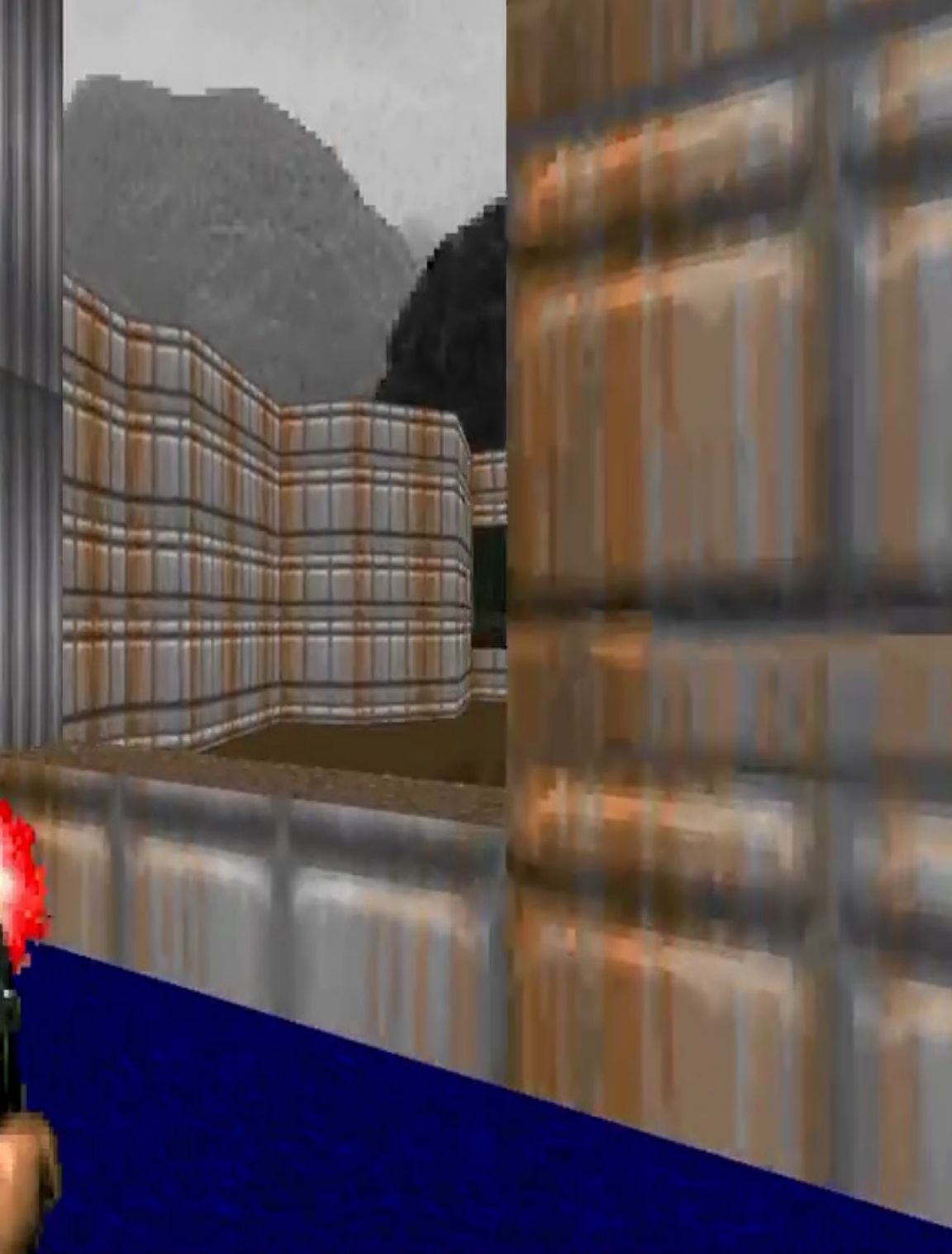
100%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

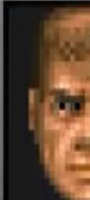
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS

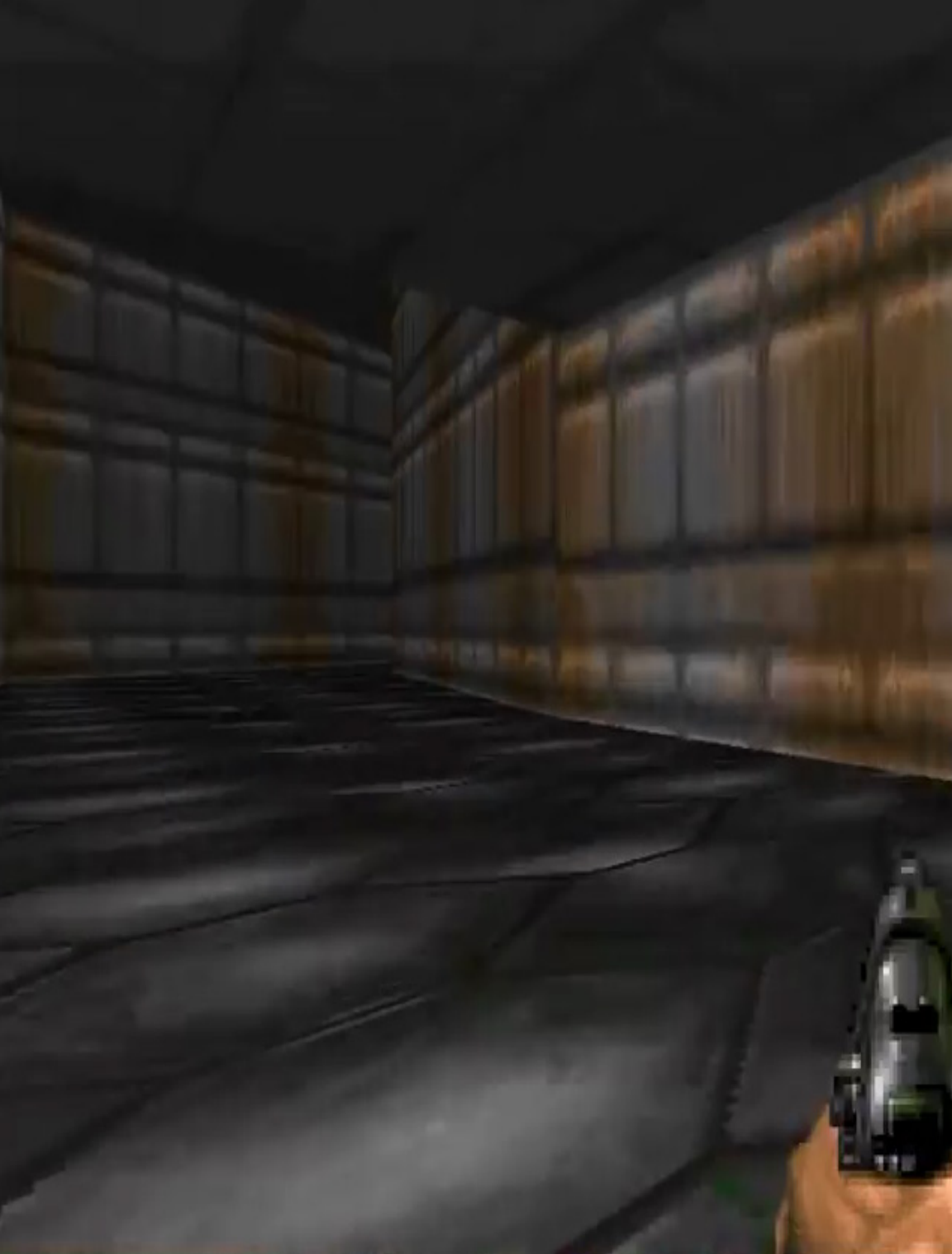




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

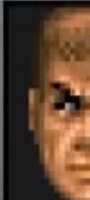
AMMO

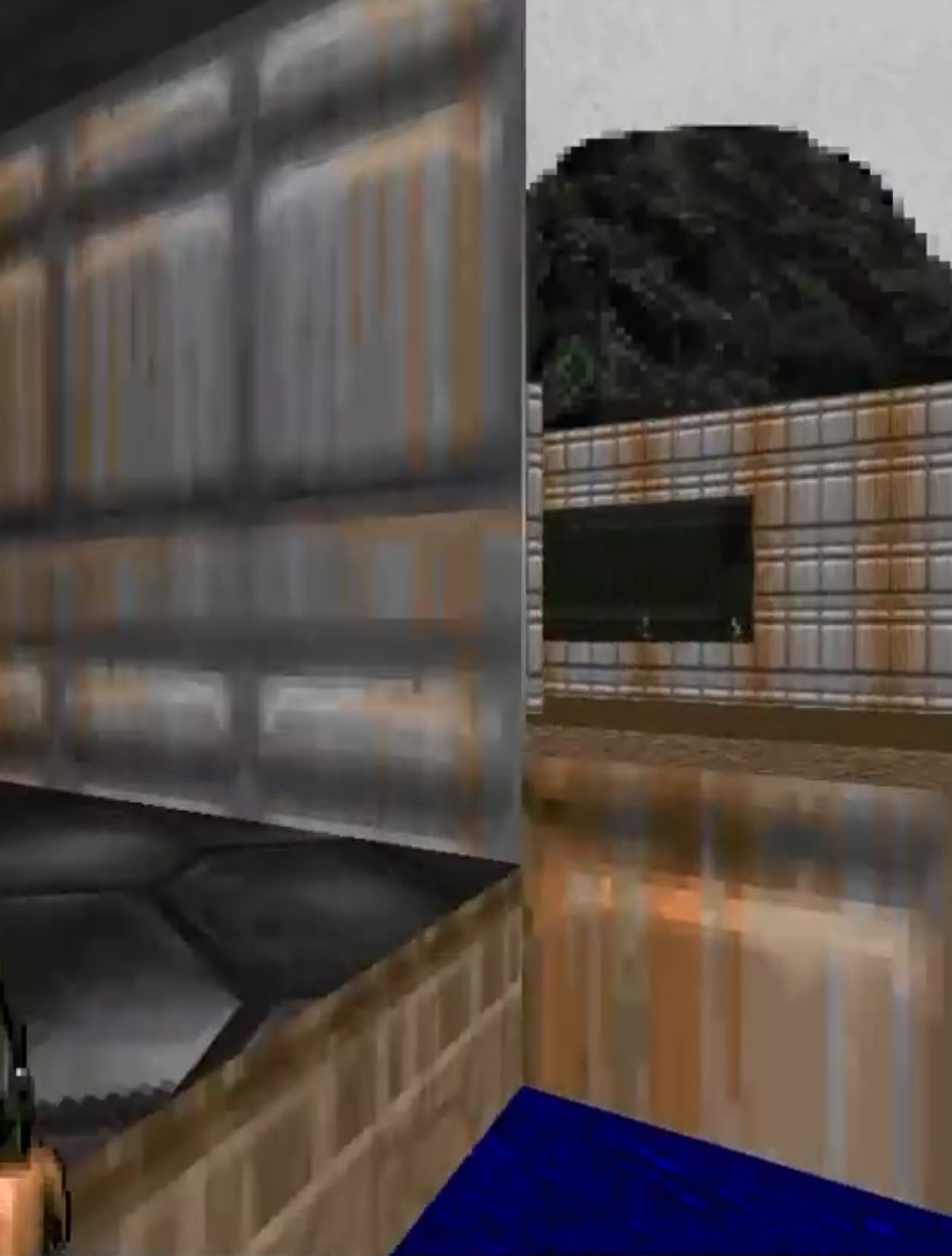
100%

HEALTH

2	3	9
5	6	7

ARMS

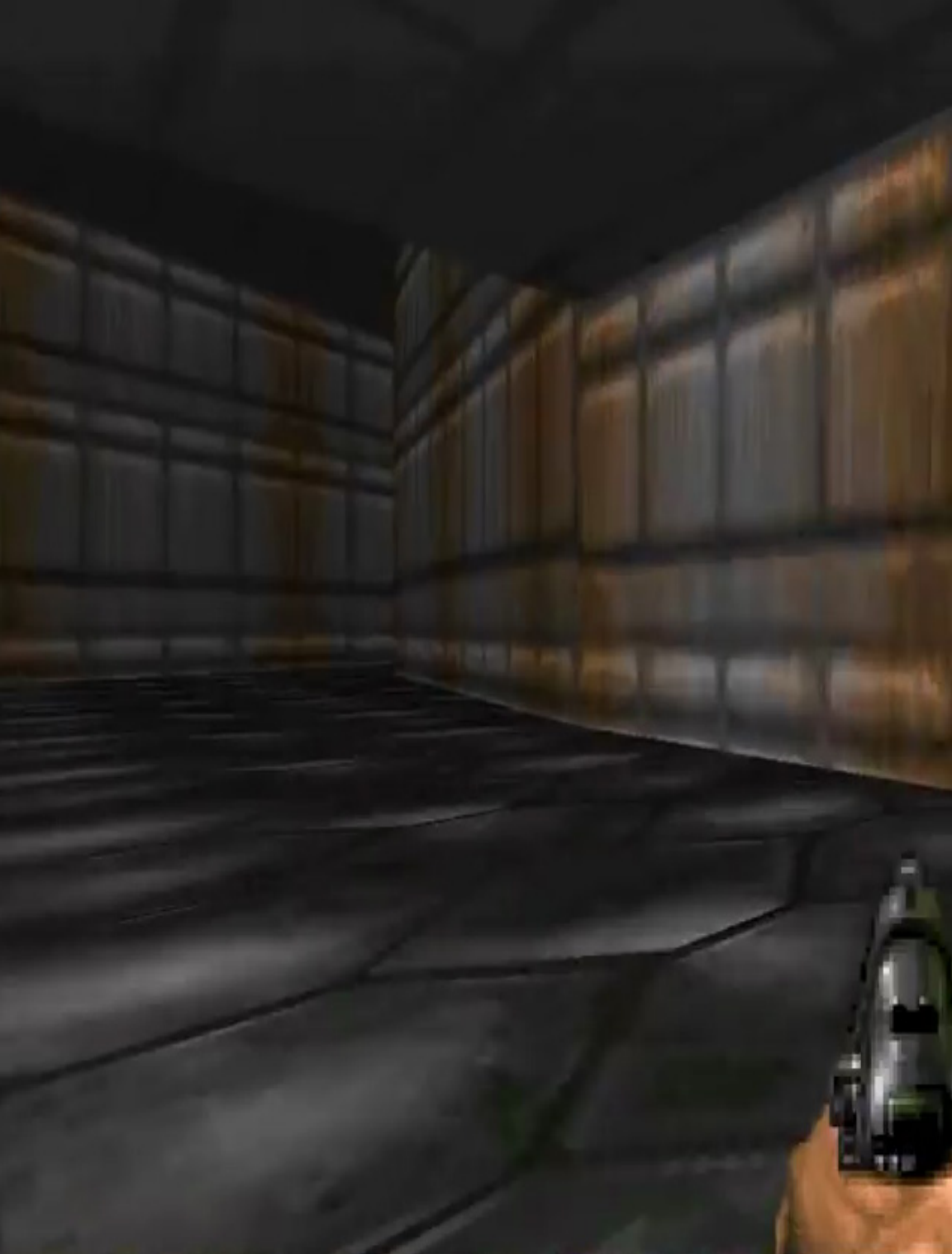




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

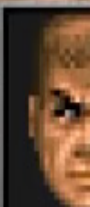
AMMO

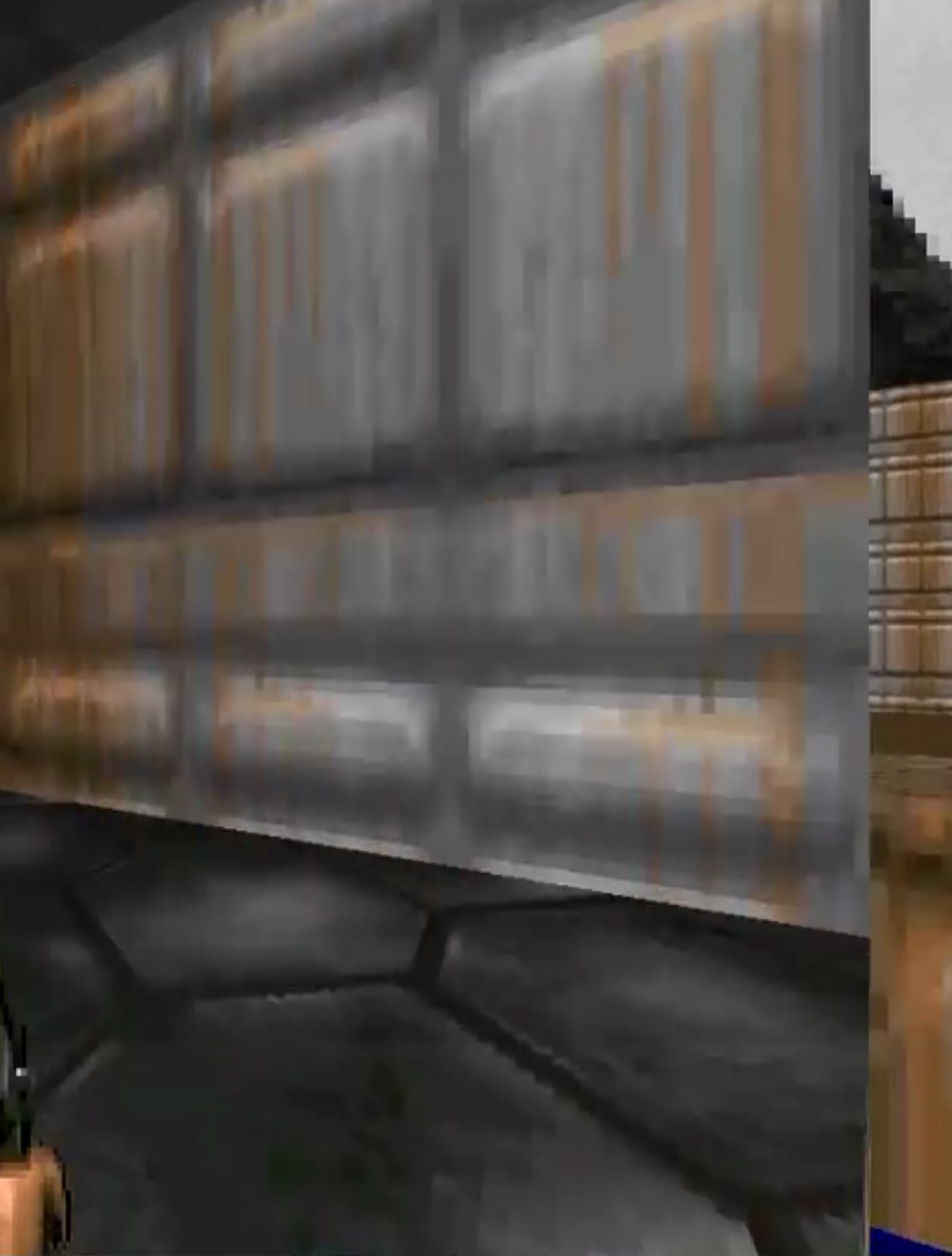
100%

HEALTH

2	3	4
5	6	7

ARMS

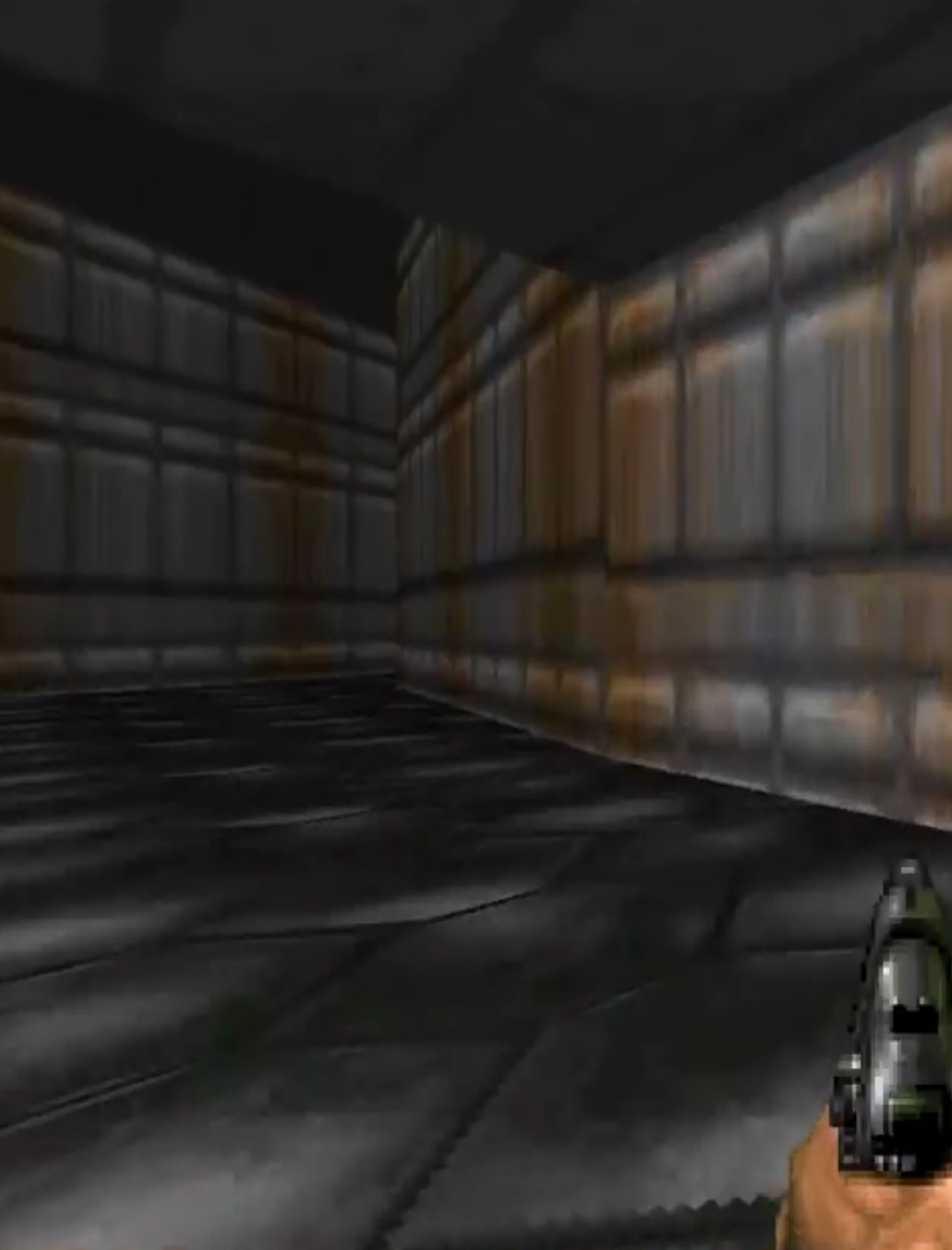




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

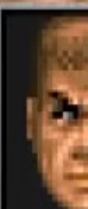
AMMO

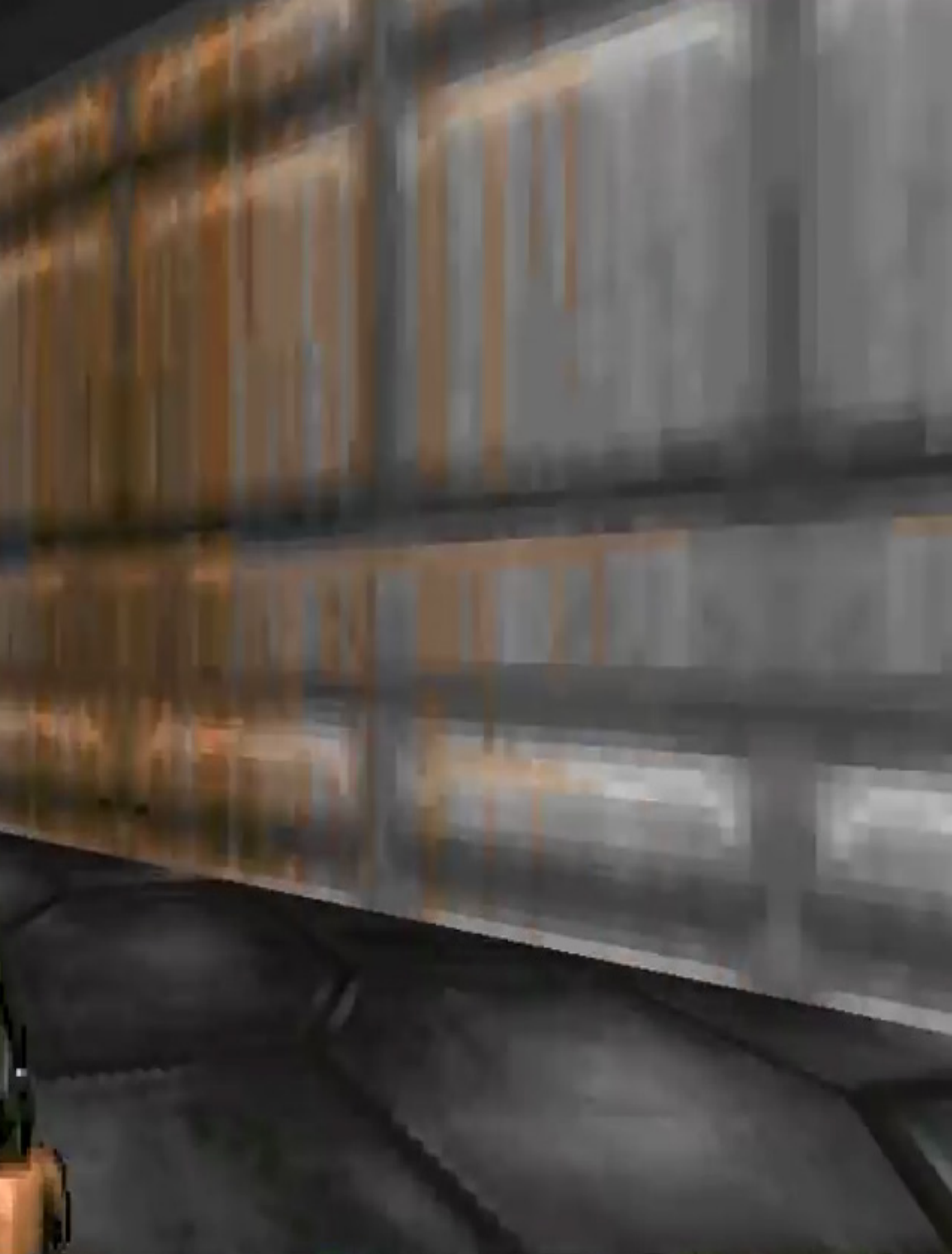
100%

HEALTH

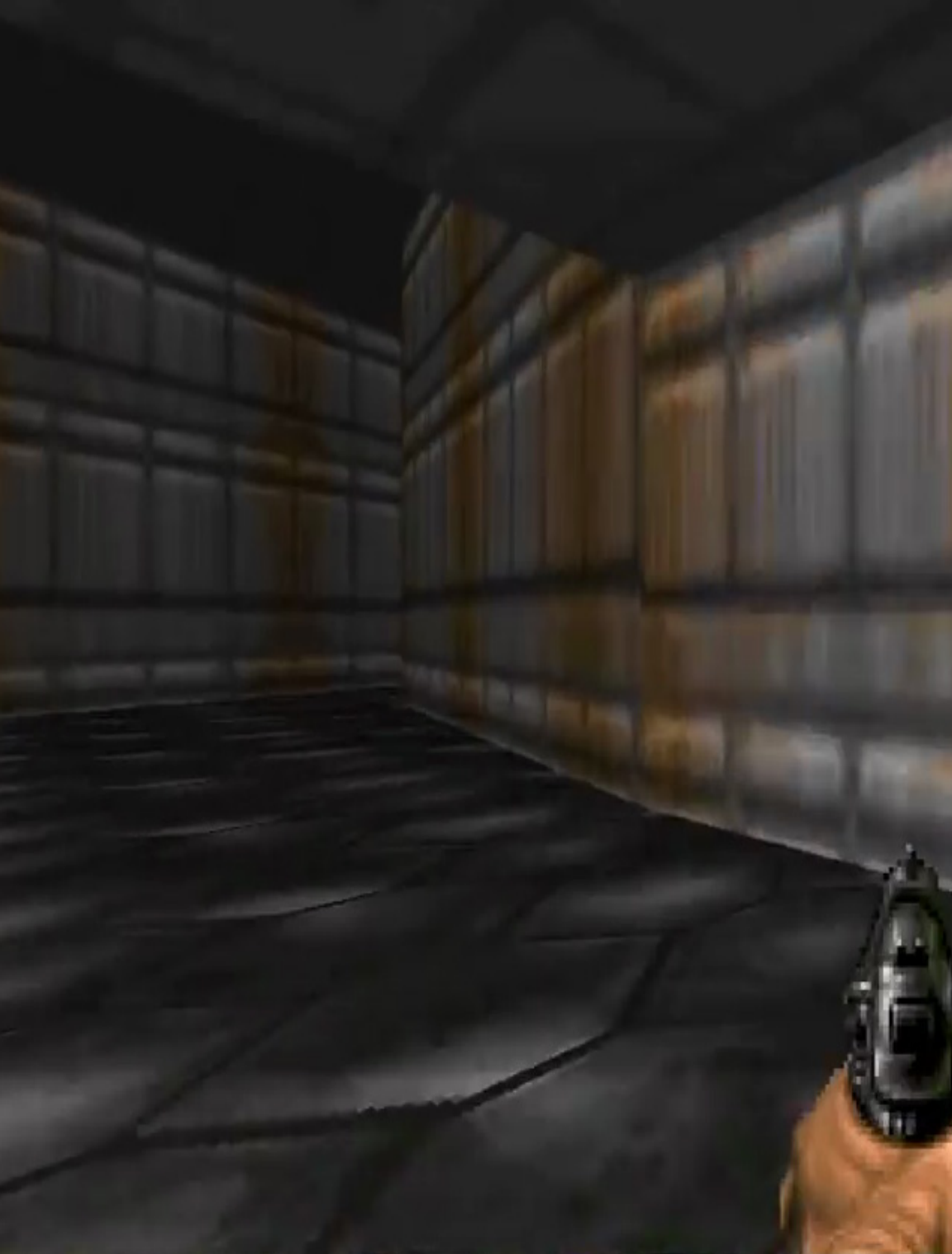
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	BULL SHEL ROKT CELL	49 0 0 0	/ / / /	200 50 50 300	
--	----------------------------	--	------------------------------	-------------------	------------------	------------------------	--



49

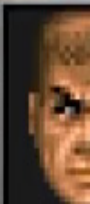
AMMO

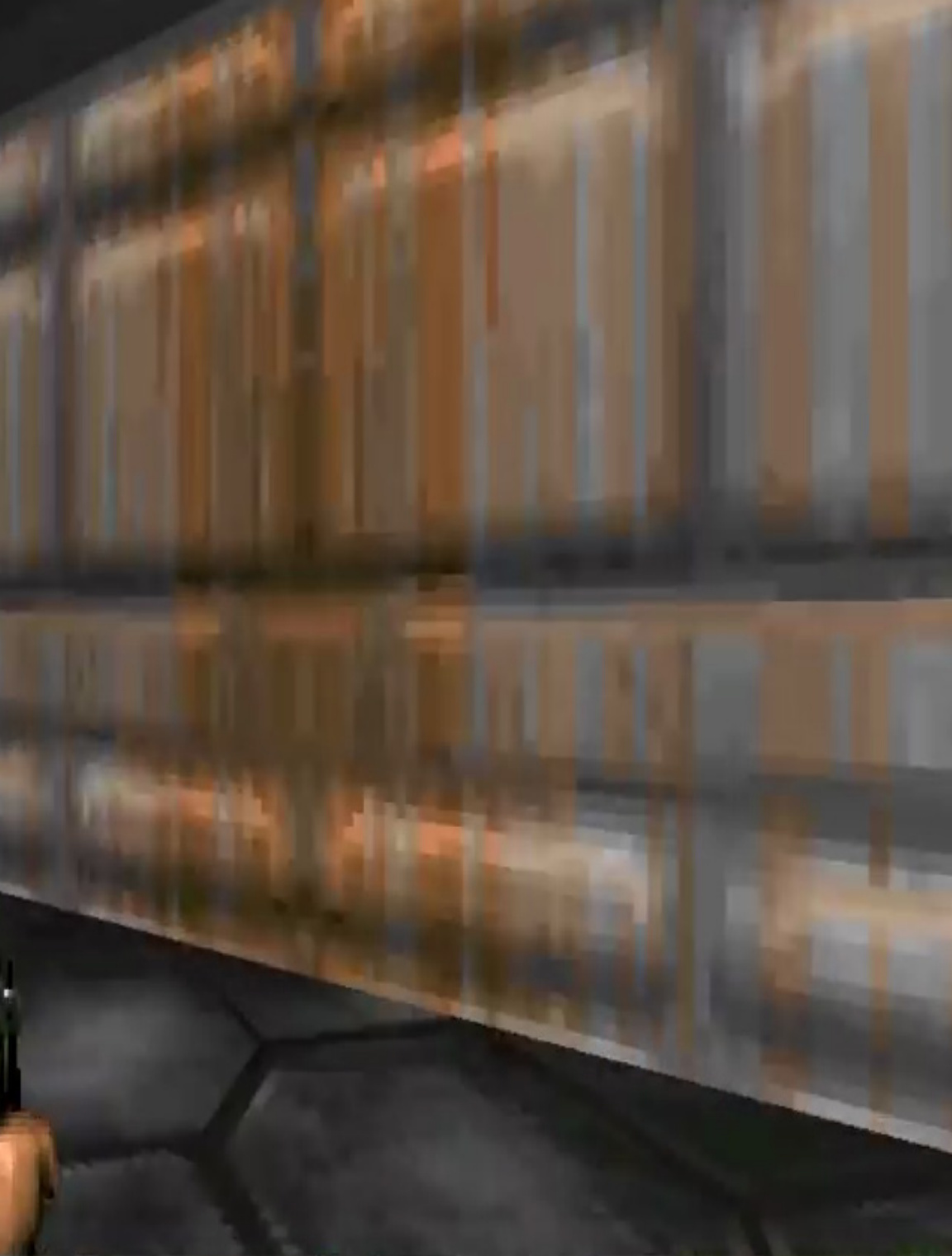
100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

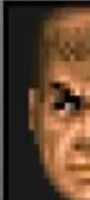
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

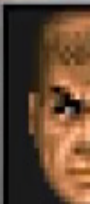
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

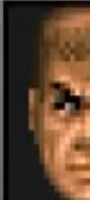
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS

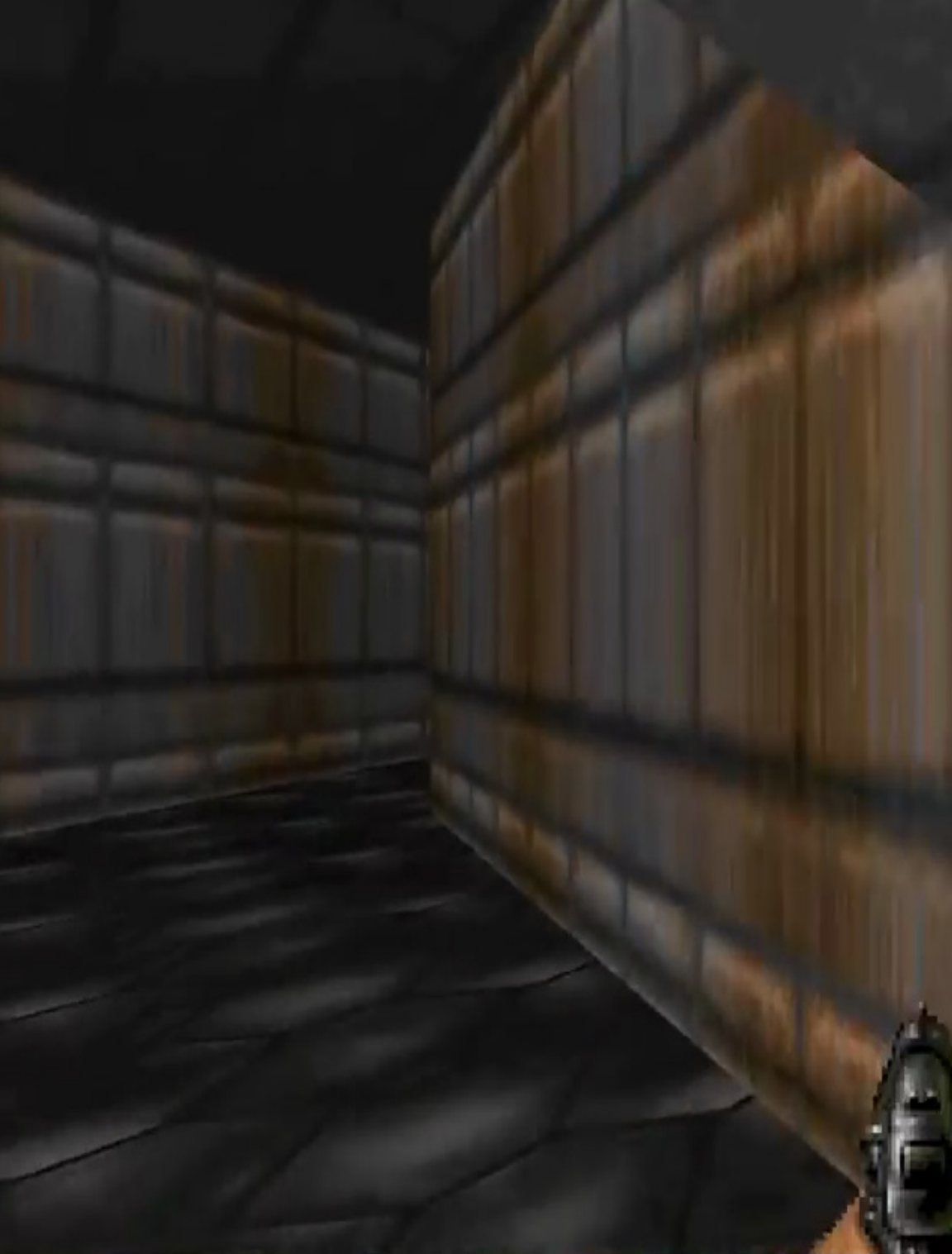




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

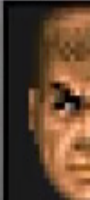
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS

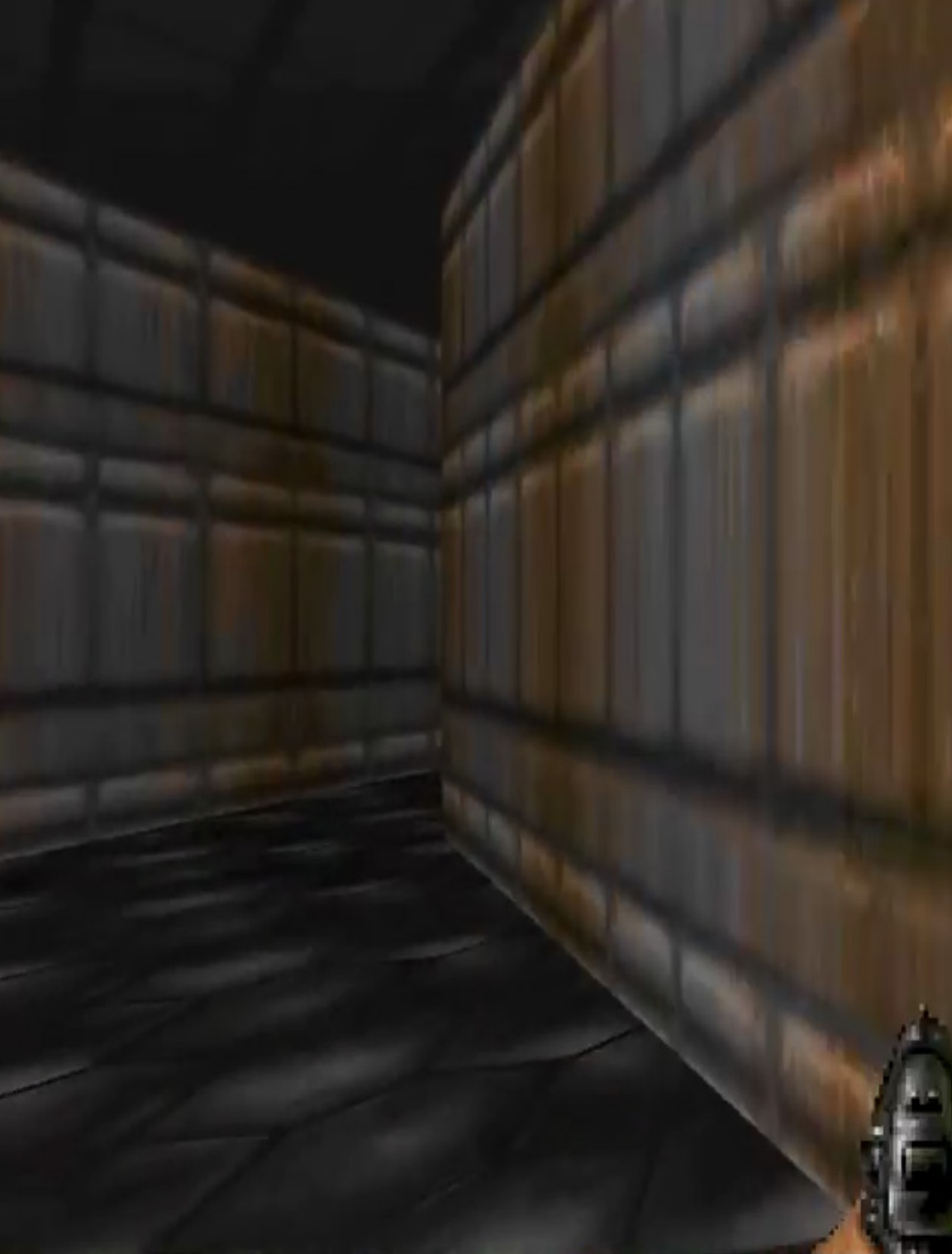




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

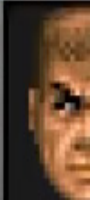
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

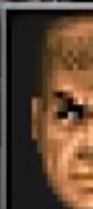
AMMO

100%

HEALTH

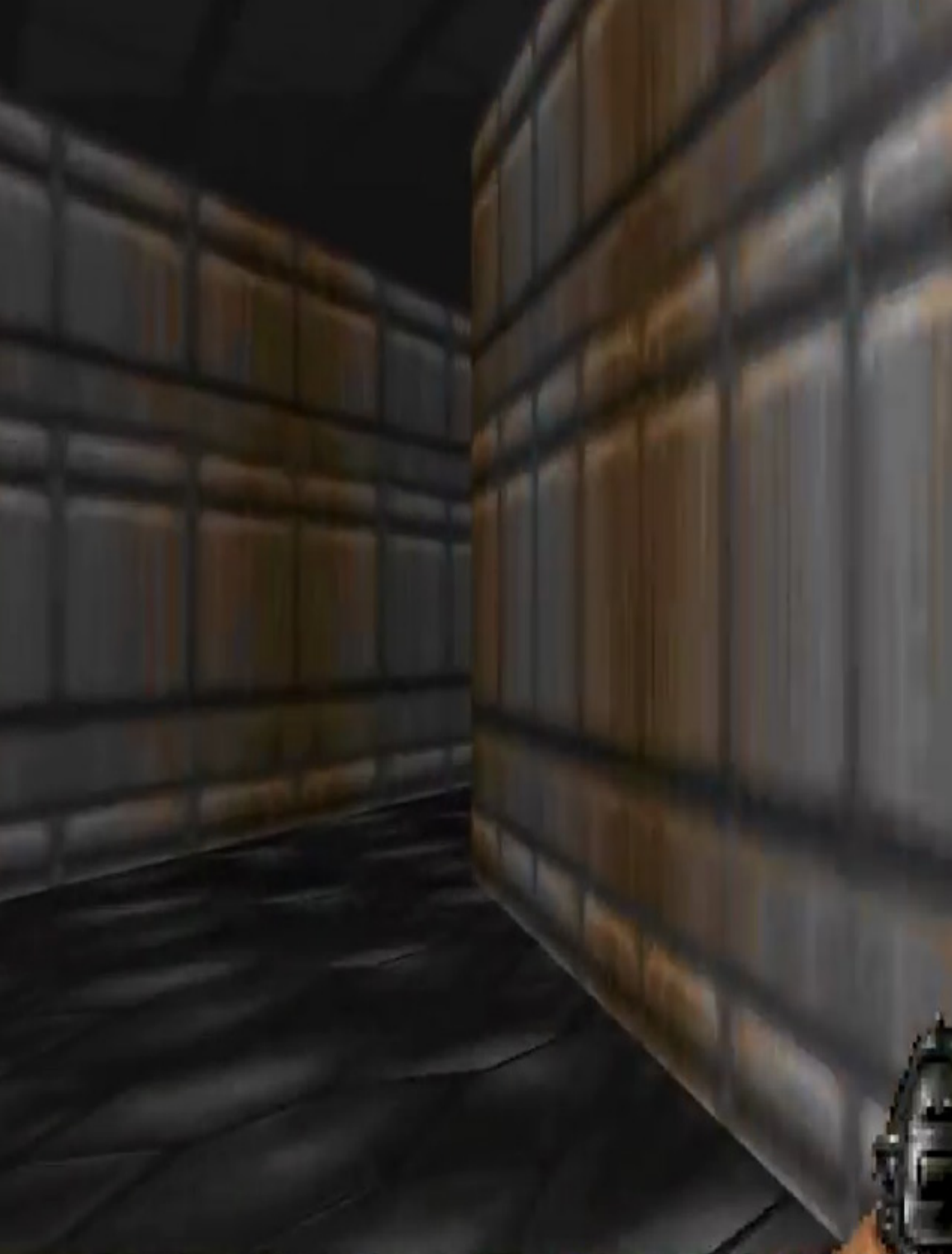
2	3	4
5	6	7

ARMS





	0%	<input type="checkbox"/>	BULL	49	/	200
			SHEL	0	/	50
			ROKT	0	/	50
			CELL	0	/	300
ARMOR		<input type="checkbox"/>				



49

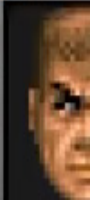
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS

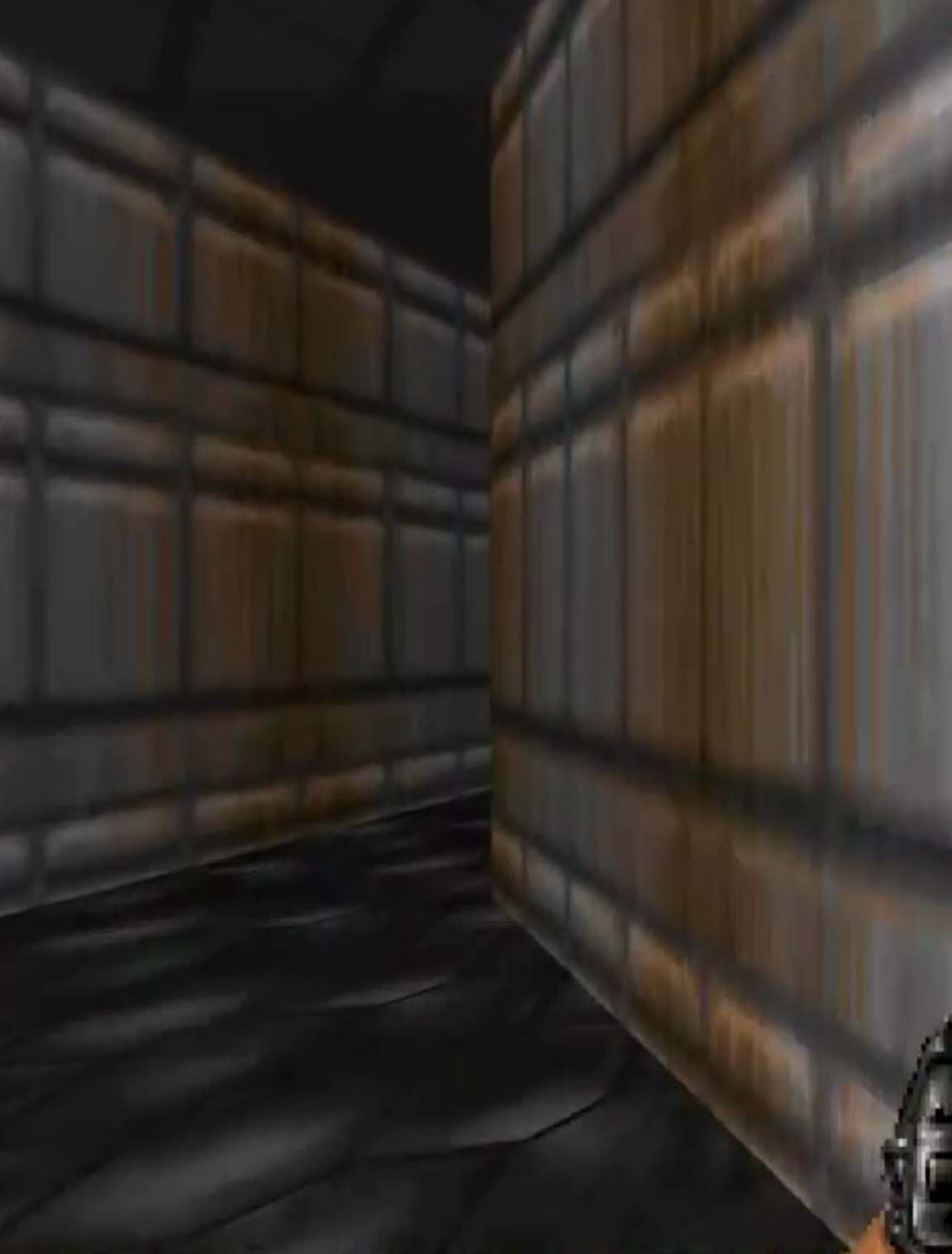




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

A HUD overlay at the bottom of the screen. On the left is a small portrait of a man with a beard. To its right is a large red '0%' and the word 'ARMOR' in white. Further right is a list of items with their counts and maximums, separated by slashes. On the far right is a green camouflage pattern.



49

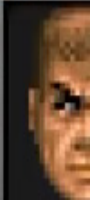
AMMO

100%

HEALTH

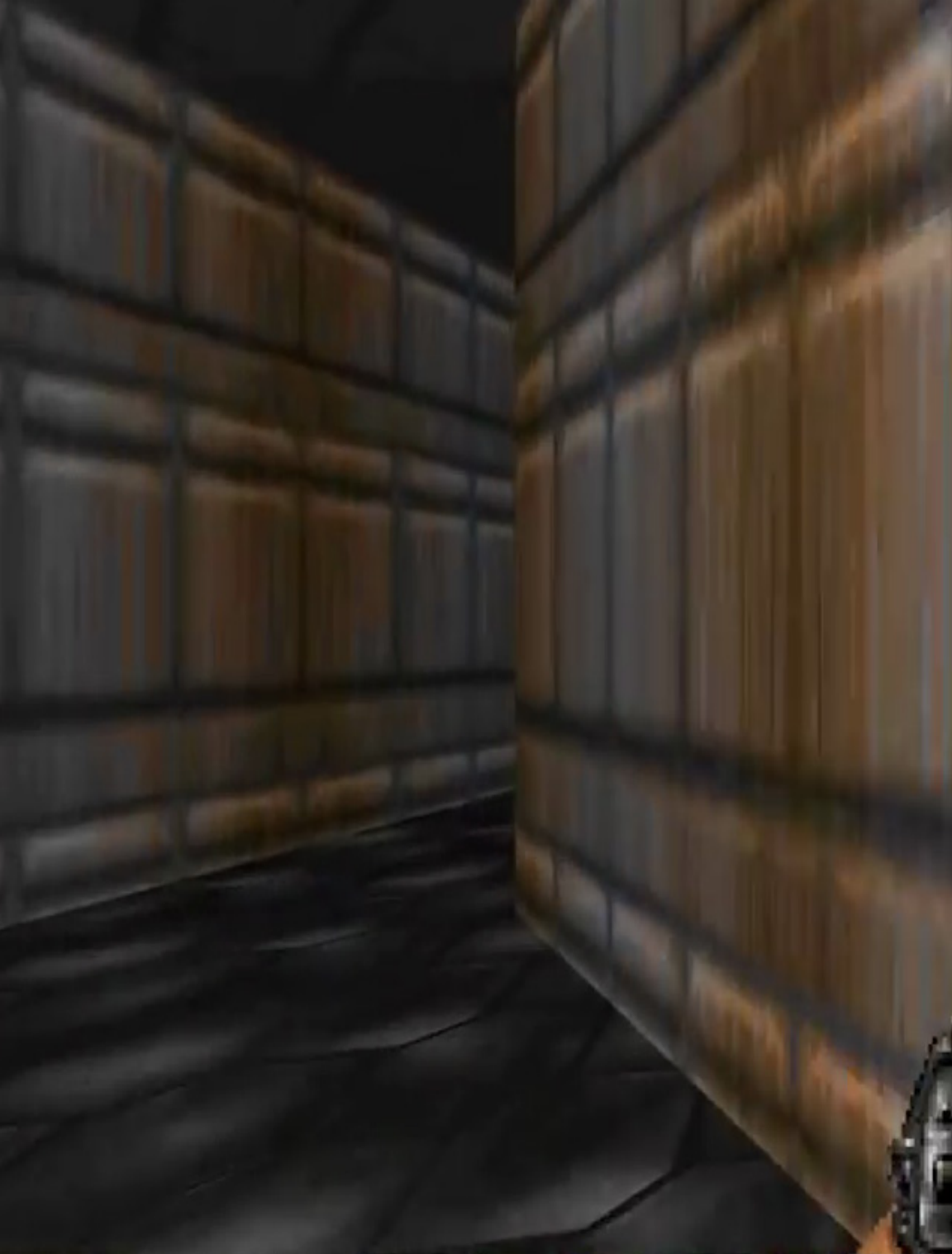
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>✓ ✓ ✓ ✓</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------	----------------------------------	--



49

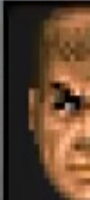
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS

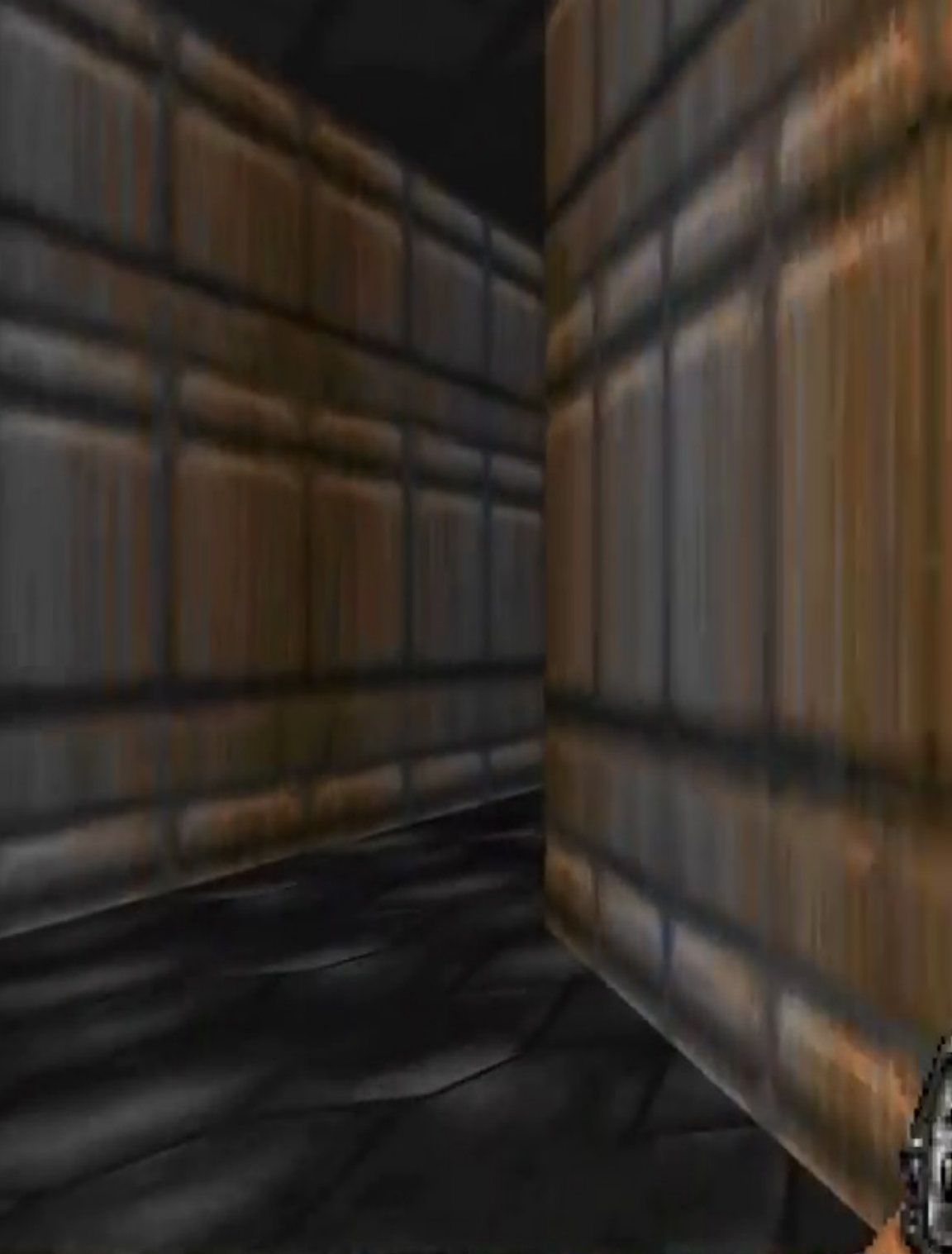




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

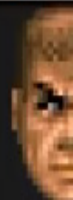
AMMO

100%

HEALTH

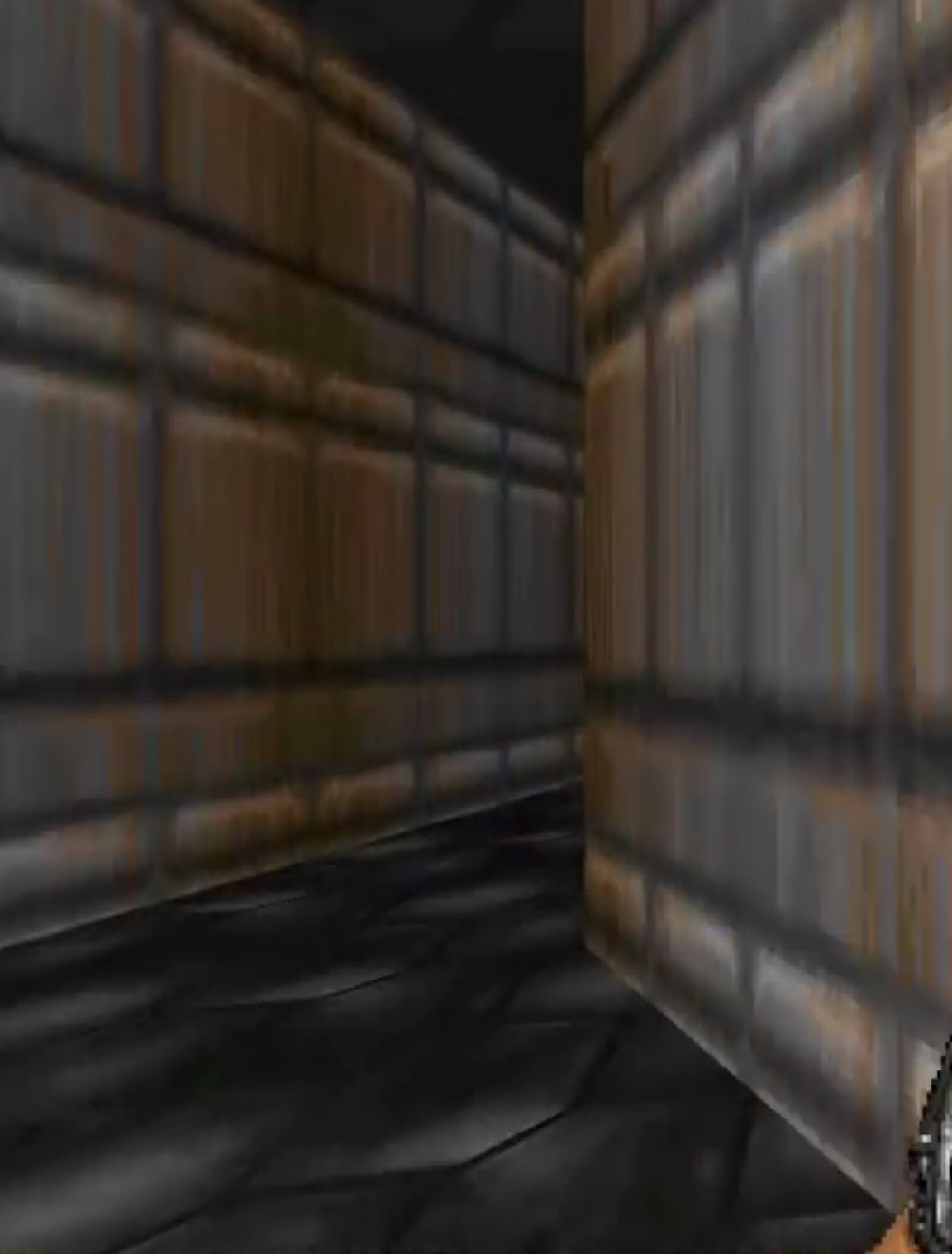
2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>/</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------	----------------------------------	--



49

AMMO

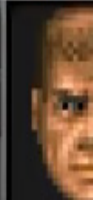
100%

HEALTH

2 3 4

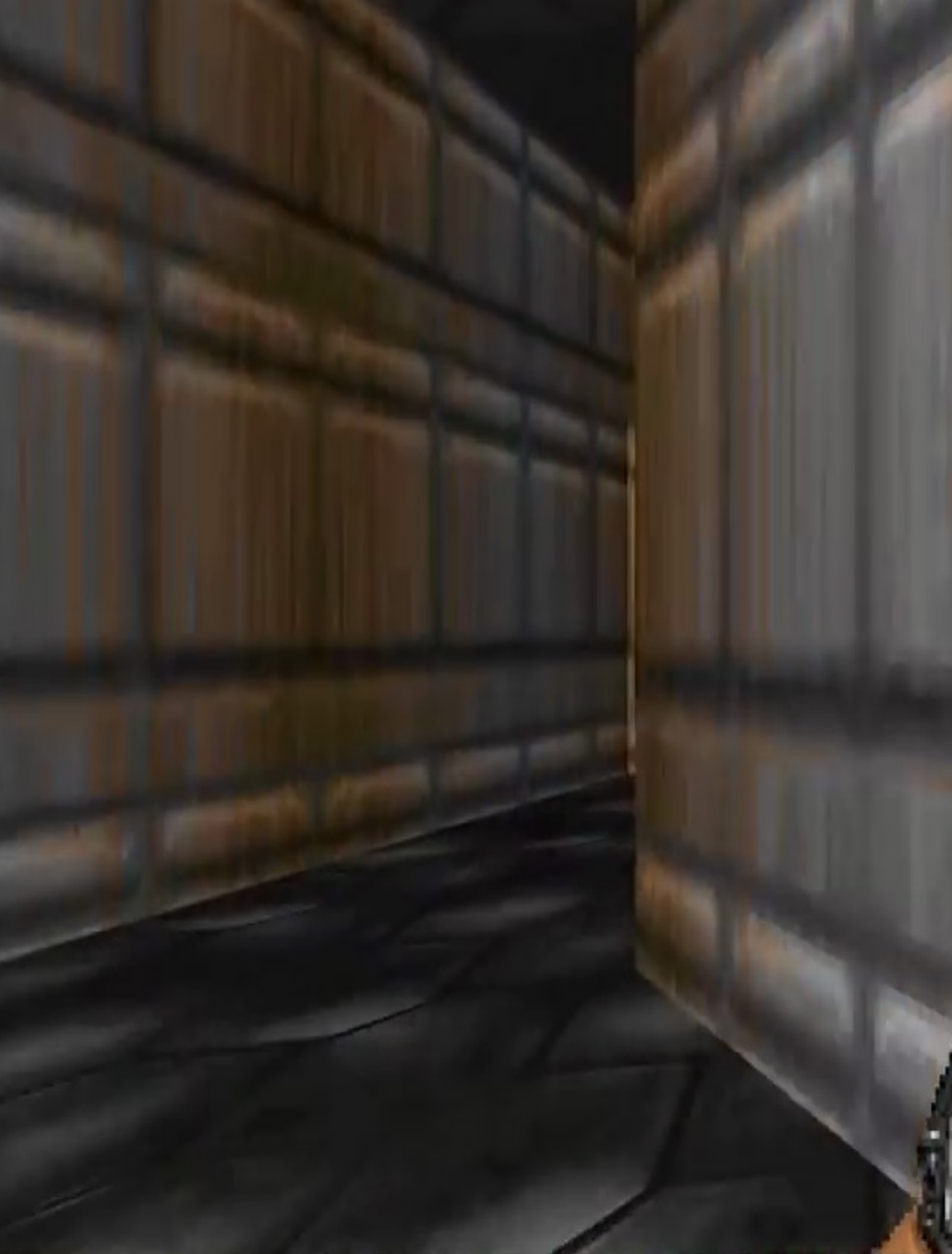
5 6 7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	BULL SHEL ROKT CELL	49 0 0 0	/ / / /	200 50 50 300	
--	----------------------------	--	------------------------------	-------------------	------------------	------------------------	--



49

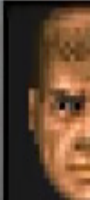
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS

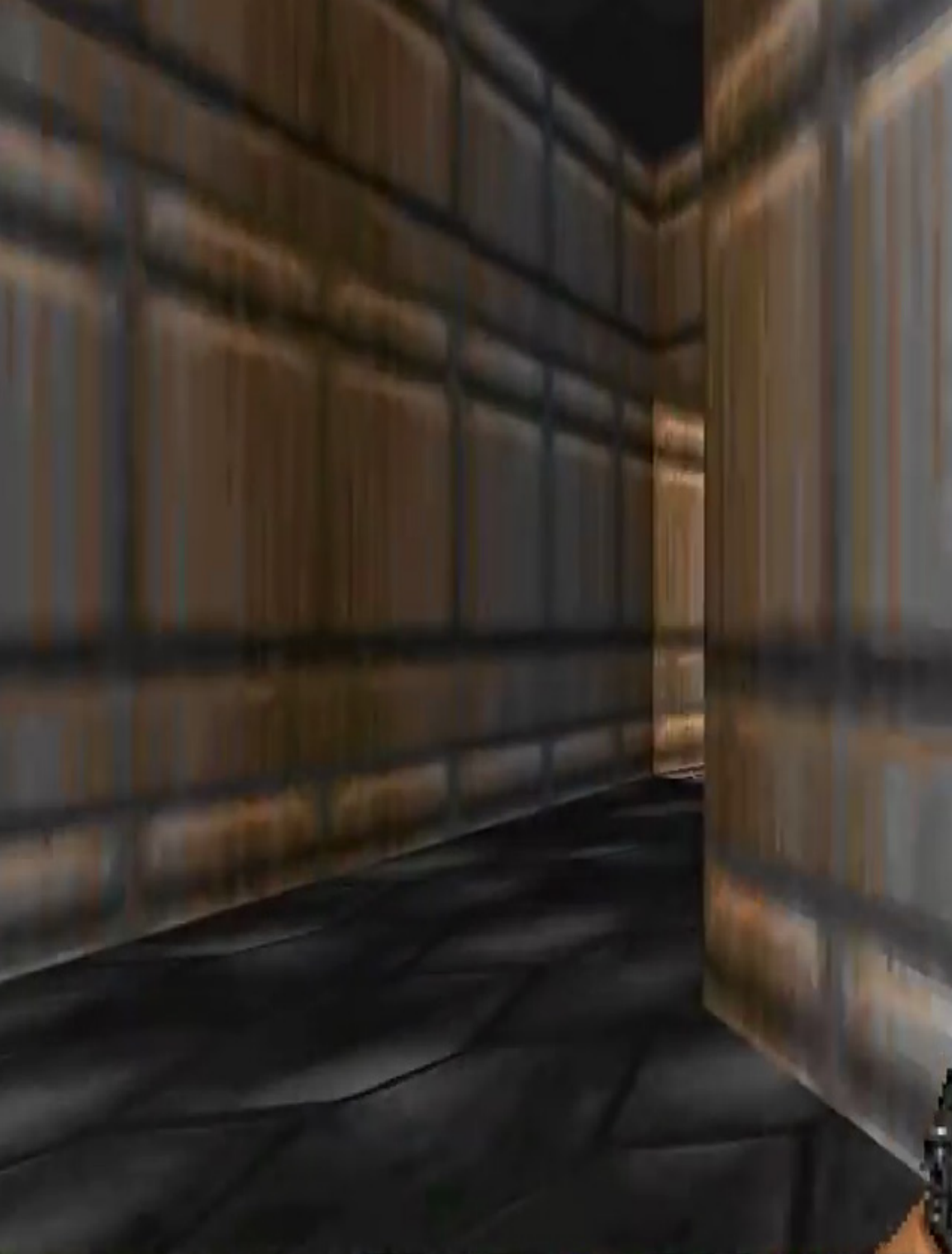




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

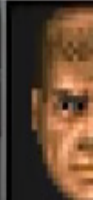
AMMO

100%

HEALTH

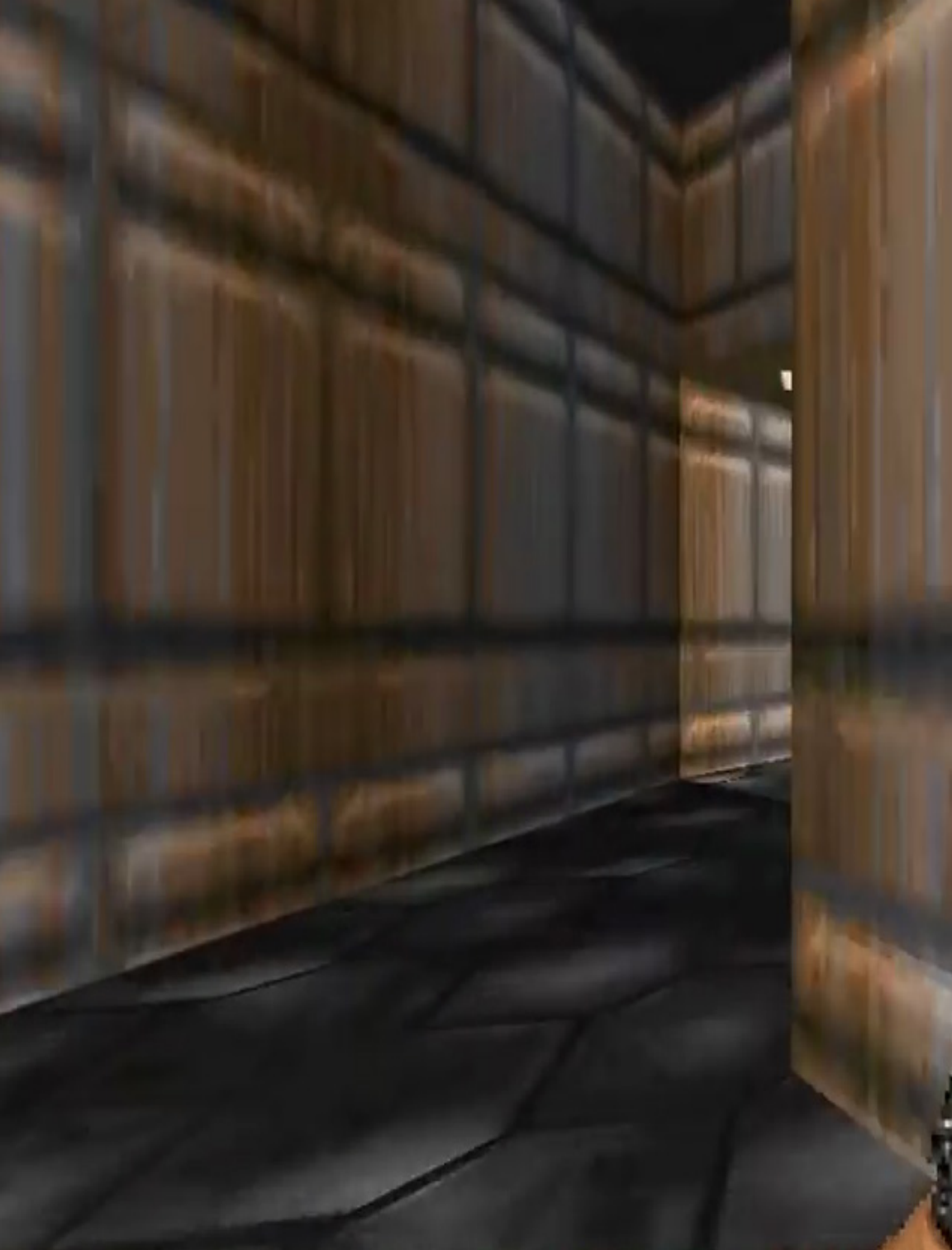
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------------	--



49

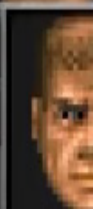
AMMO

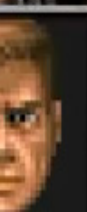
100%

HEALTH

2	3	9
5	6	7

ARMS

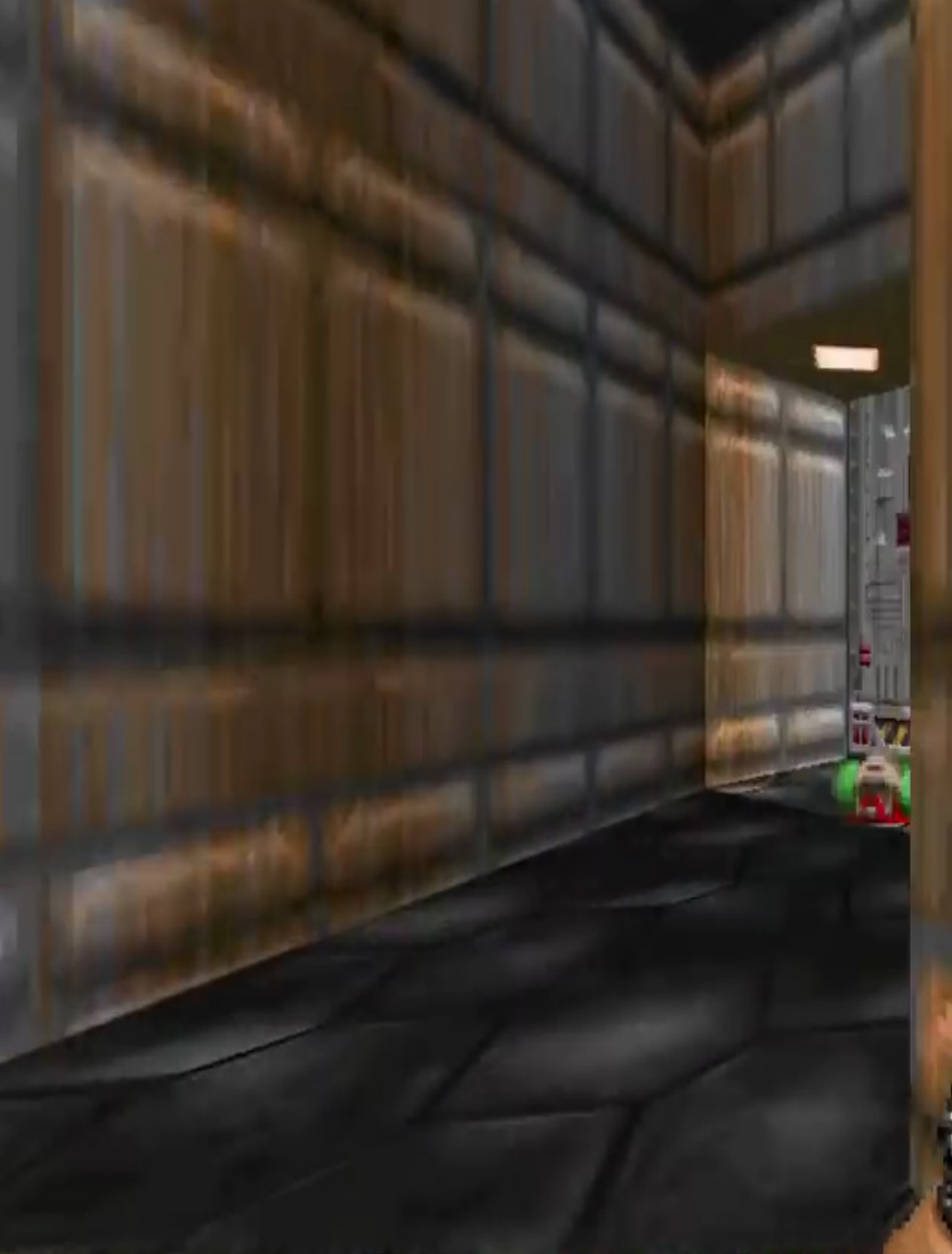




0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

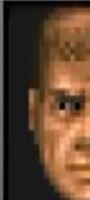
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<p>□ □ □ □</p>	<table border="1"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

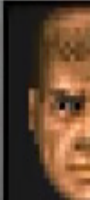
AMMO

100%

HEALTH

2 3 4
5 6 7

ARMS

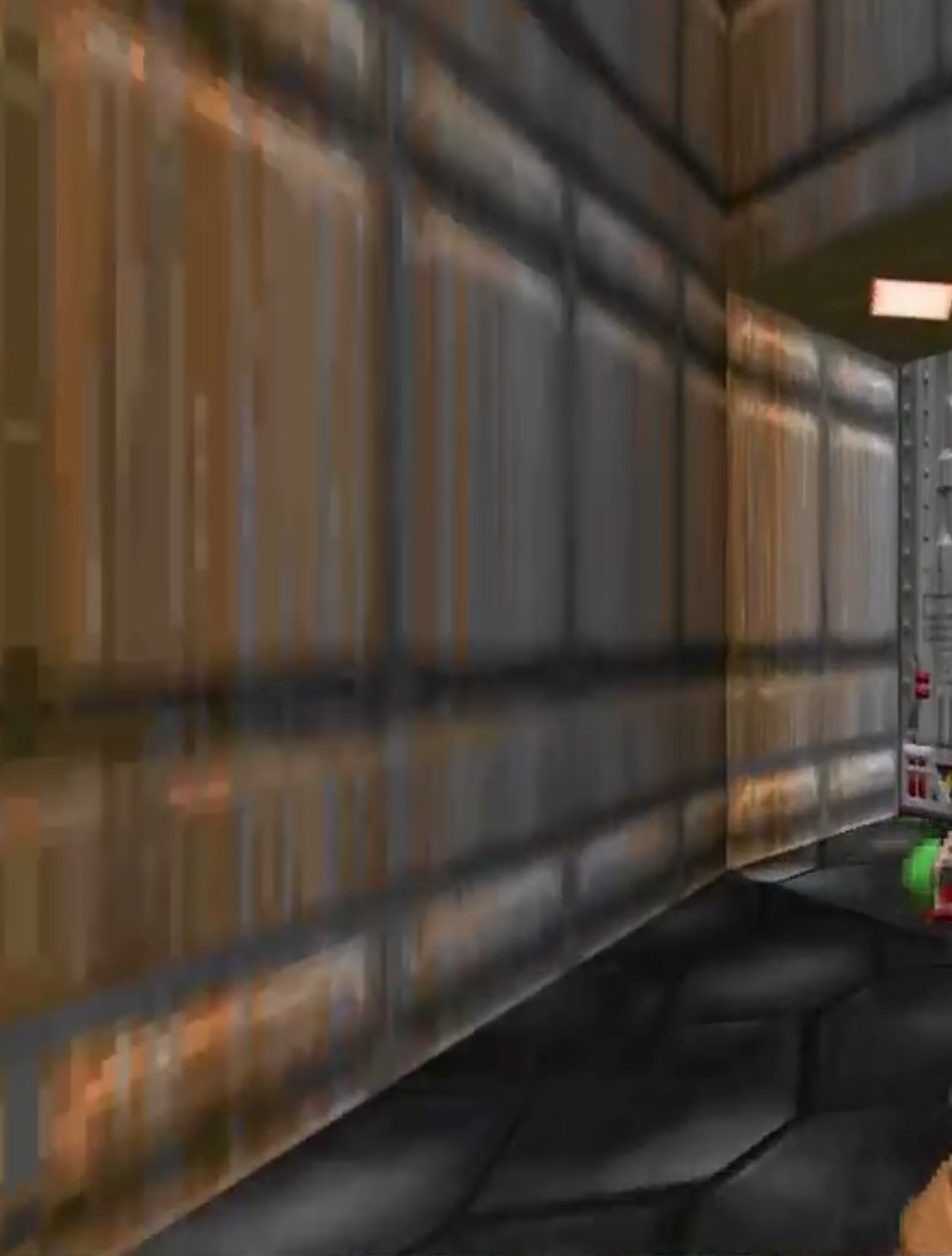




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

100%

HEALTH

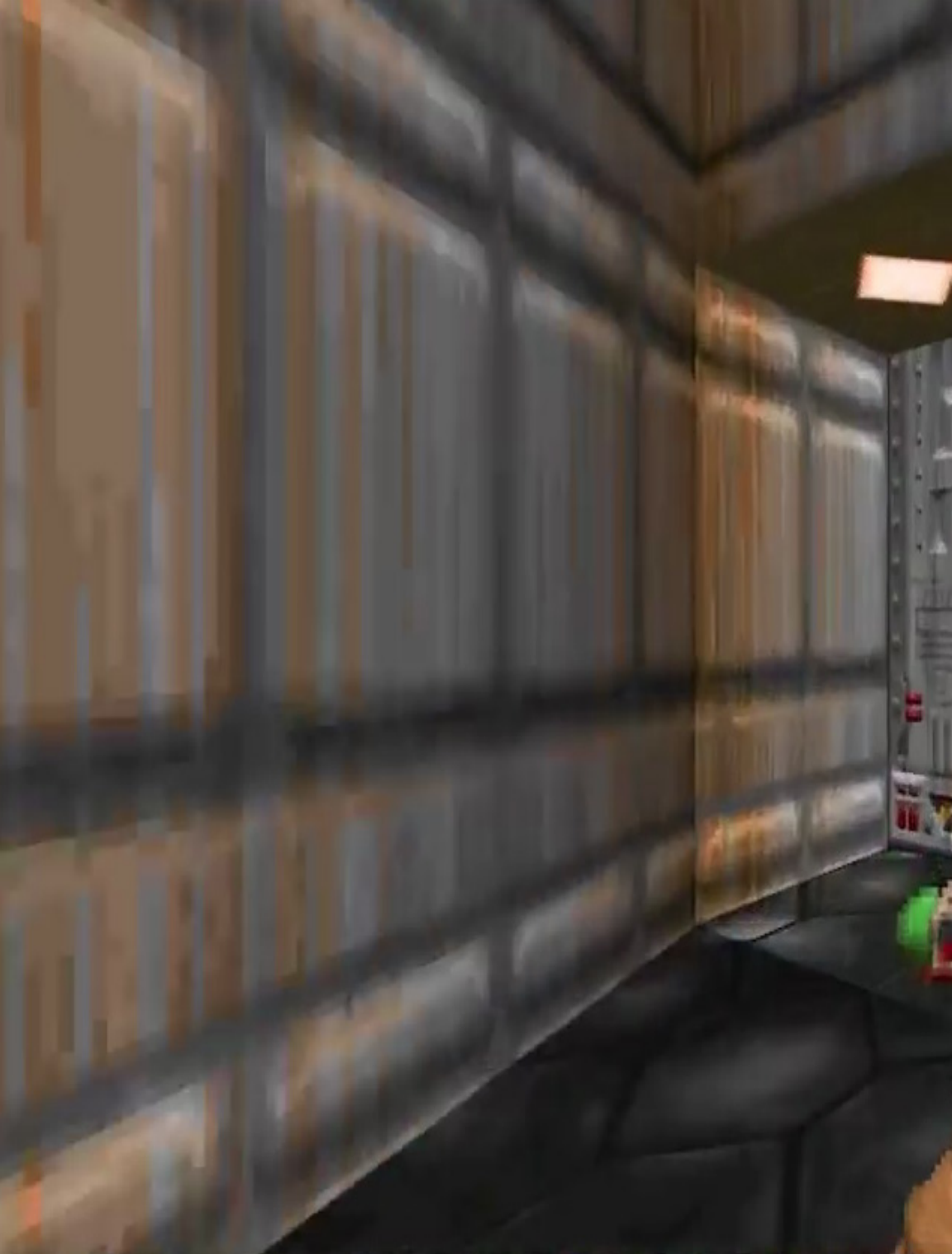
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------------	--



49

AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49	/	200
		<input type="checkbox"/>	SHEL	0	/	50
		<input type="checkbox"/>	ROKT	0	/	50
		<input type="checkbox"/>	CELL	0	/	300



49

AMMO

100%

HEALTH

2 3 4

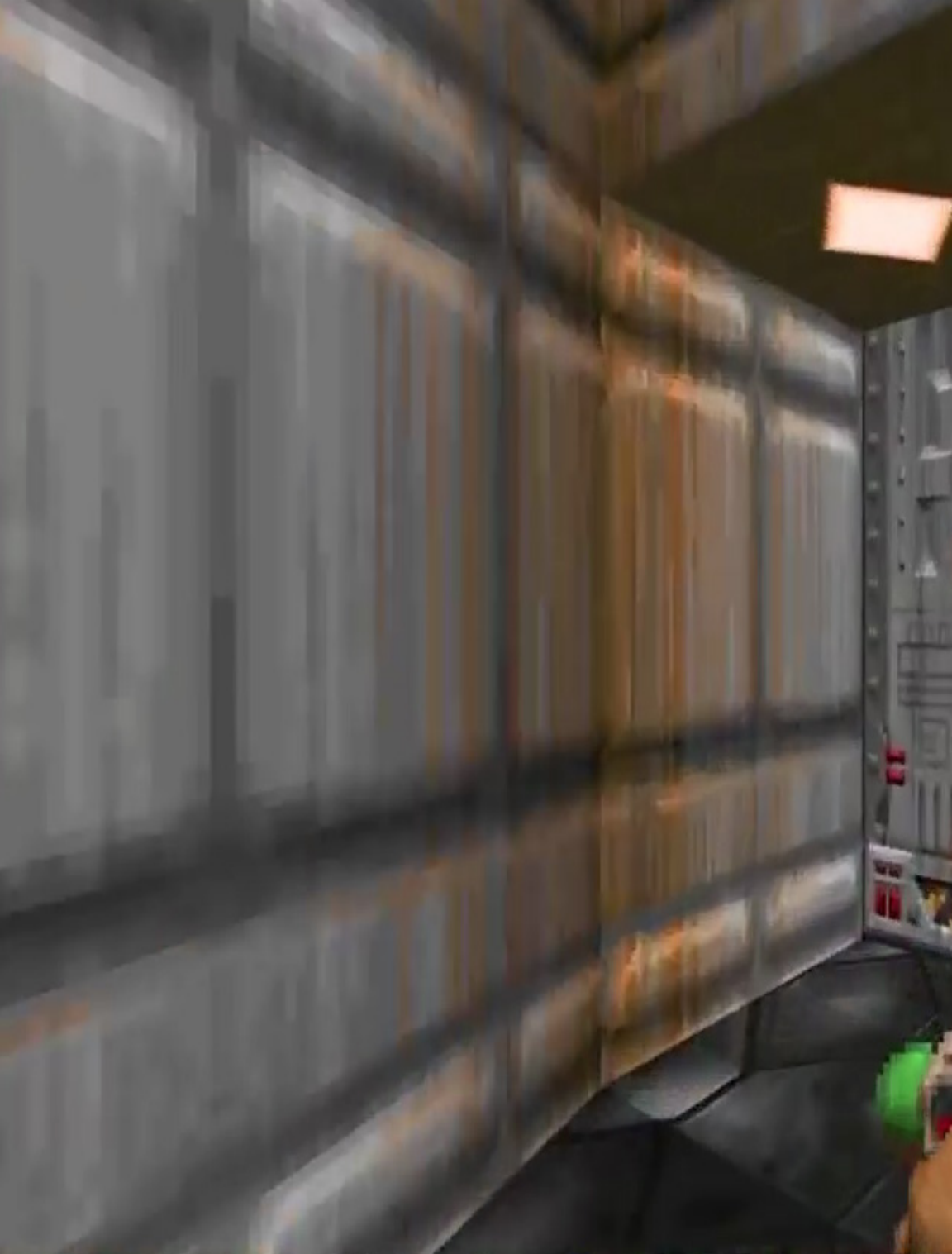
5 6 7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49	/	200
		<input type="checkbox"/>	SHEL	0	/	50
		<input type="checkbox"/>	ROKT	0	/	50
		<input type="checkbox"/>	CELL	0	/	300



49

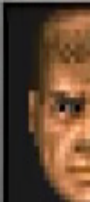
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

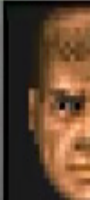
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	0%	  	BULL	49	/	200
			SHEL	0	/	50
			ROKT	0	/	50
			CELL	0	/	300
ARMOR						



49

AMMO

100%

HEALTH

2	3	4
5	6	7
8	9	0

ARMS





	0%		BULL	49	/	200
			SHEL	0	/	50
			ROKT	0	/	50
			CELL	0	/	300
			ARMOR			



49

AMMO

100%

HEALTH

2	3	9
5	6	7

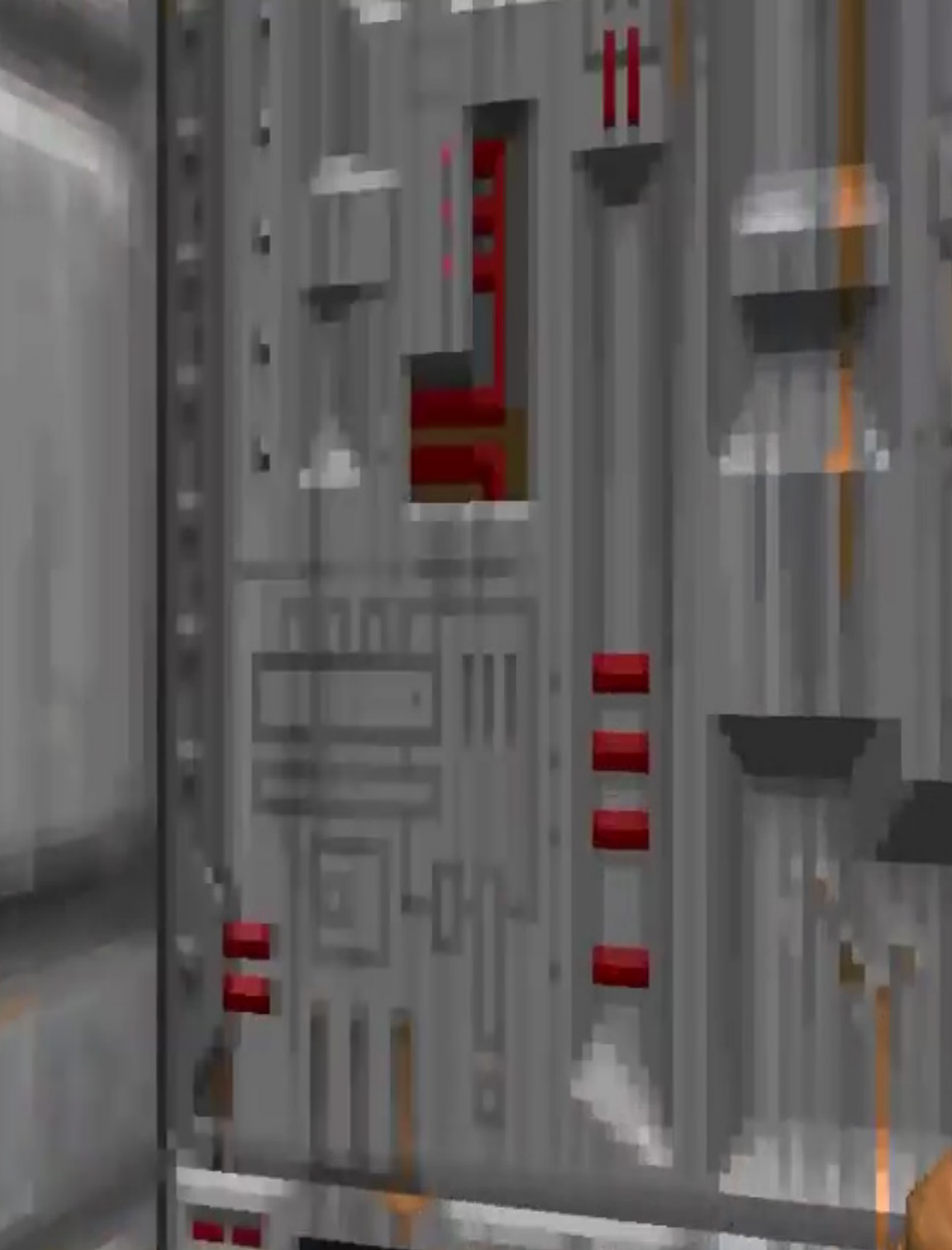
ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

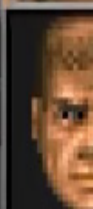
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49	/	200
		<input type="checkbox"/>	SHEL	0	/	50
		<input type="checkbox"/>	ROKT	0	/	50
		<input type="checkbox"/>	CELL	0	/	300
		<input type="checkbox"/>				



49

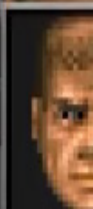
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

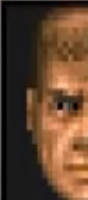
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

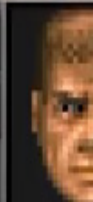
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**    

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



ARMOR



49

AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	BULL	49	/	200	
						SHEL	0	/	50	
						ROKT	0	/	50	
						CELL	0	/	300	



49

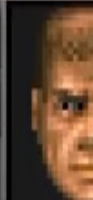
AMMO

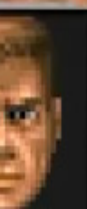
100%

HEALTH

2	3	9
5	6	7

ARMS





0%

ARMOR



BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

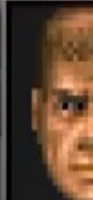
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

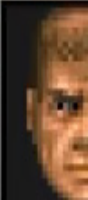
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





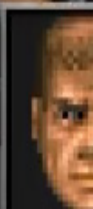
49 **100%**

AMMO

HEALTH

2	3	9
5	6	7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





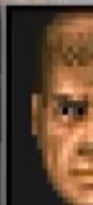
49 100%

AMMO

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

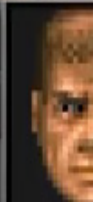
AMMO

100%

HEALTH

2	3	9
5	6	7

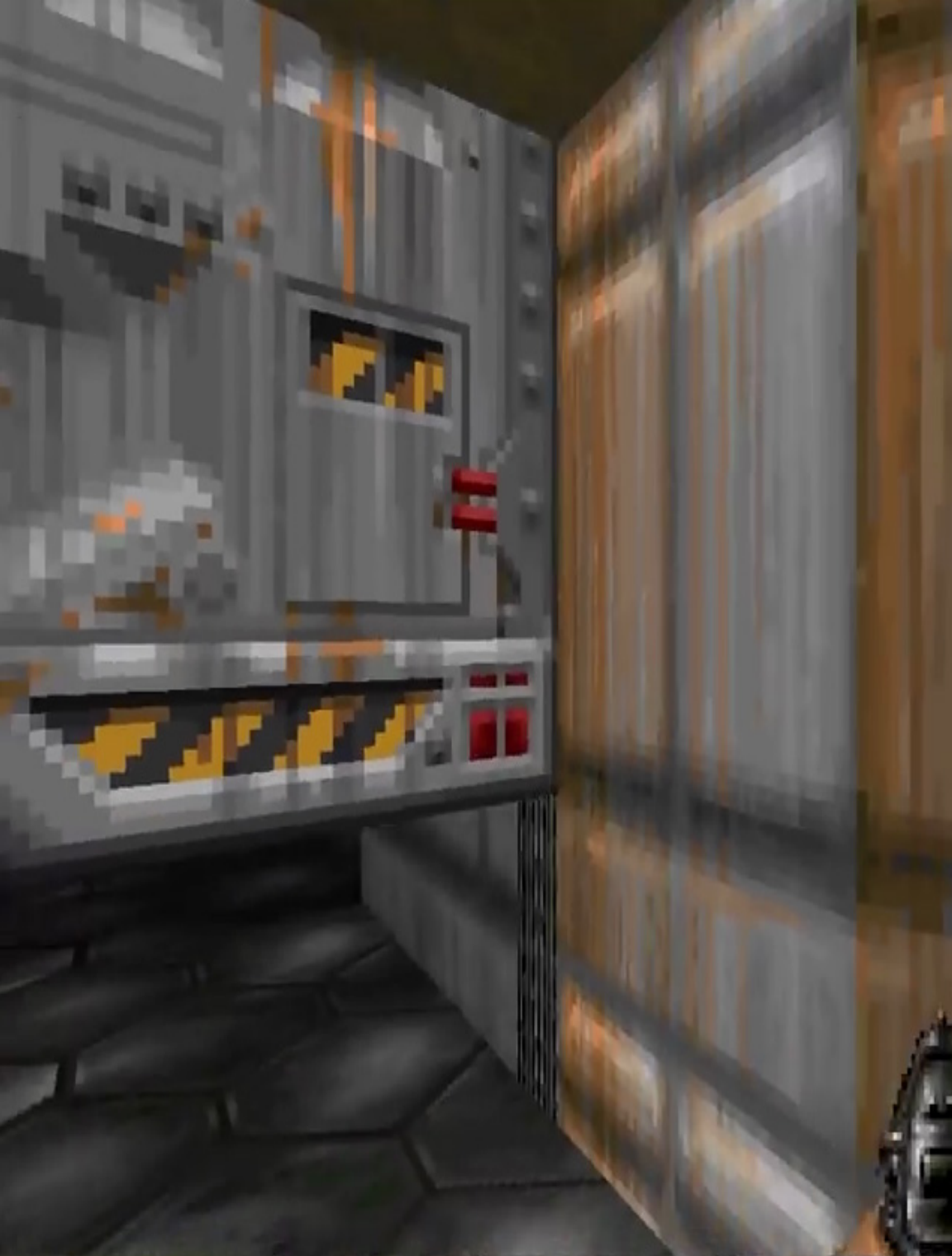
ARMS





0%			
ARMOR			
BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

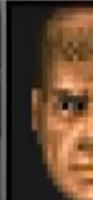
AMMO

100%

HEALTH

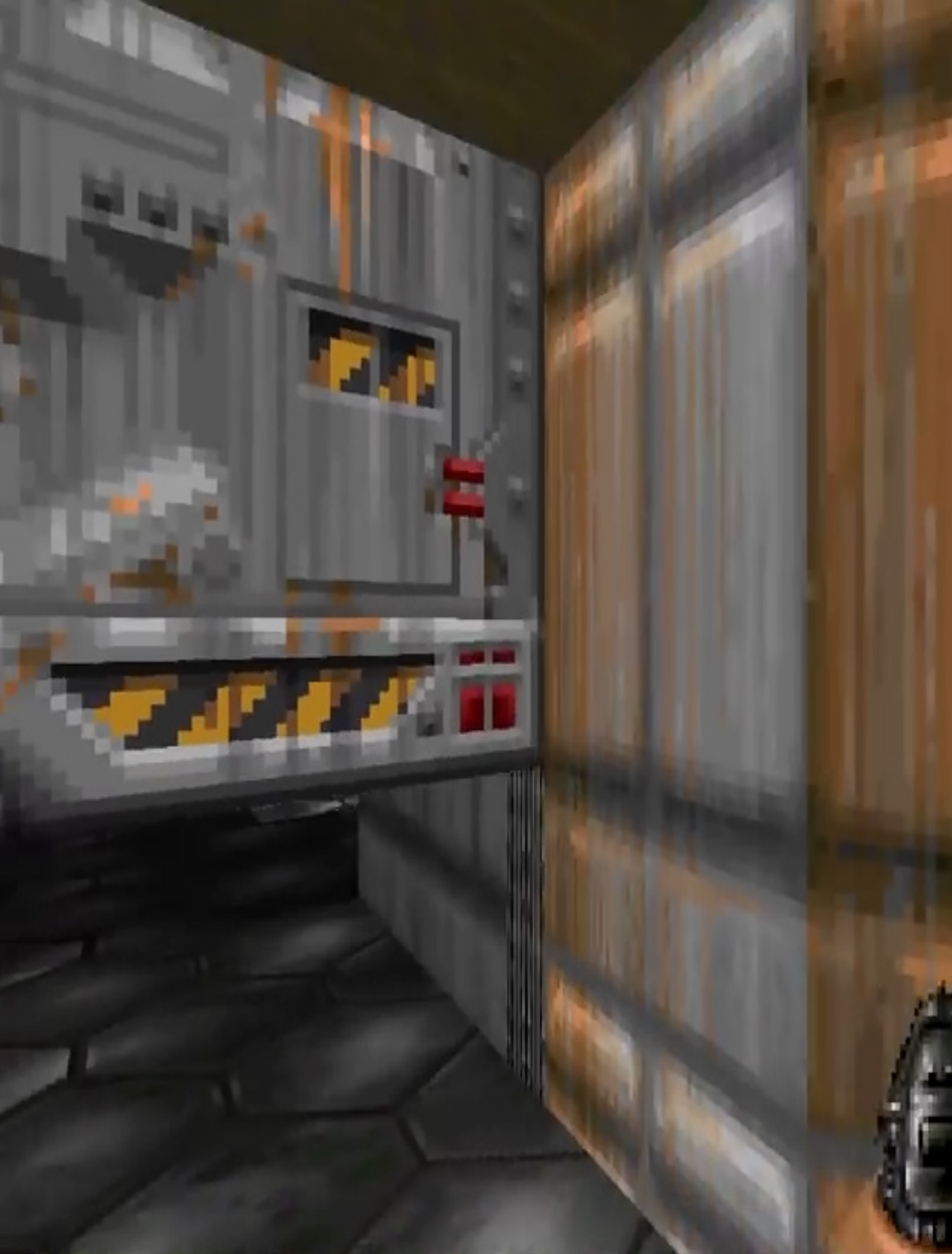
2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

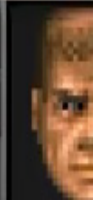
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS

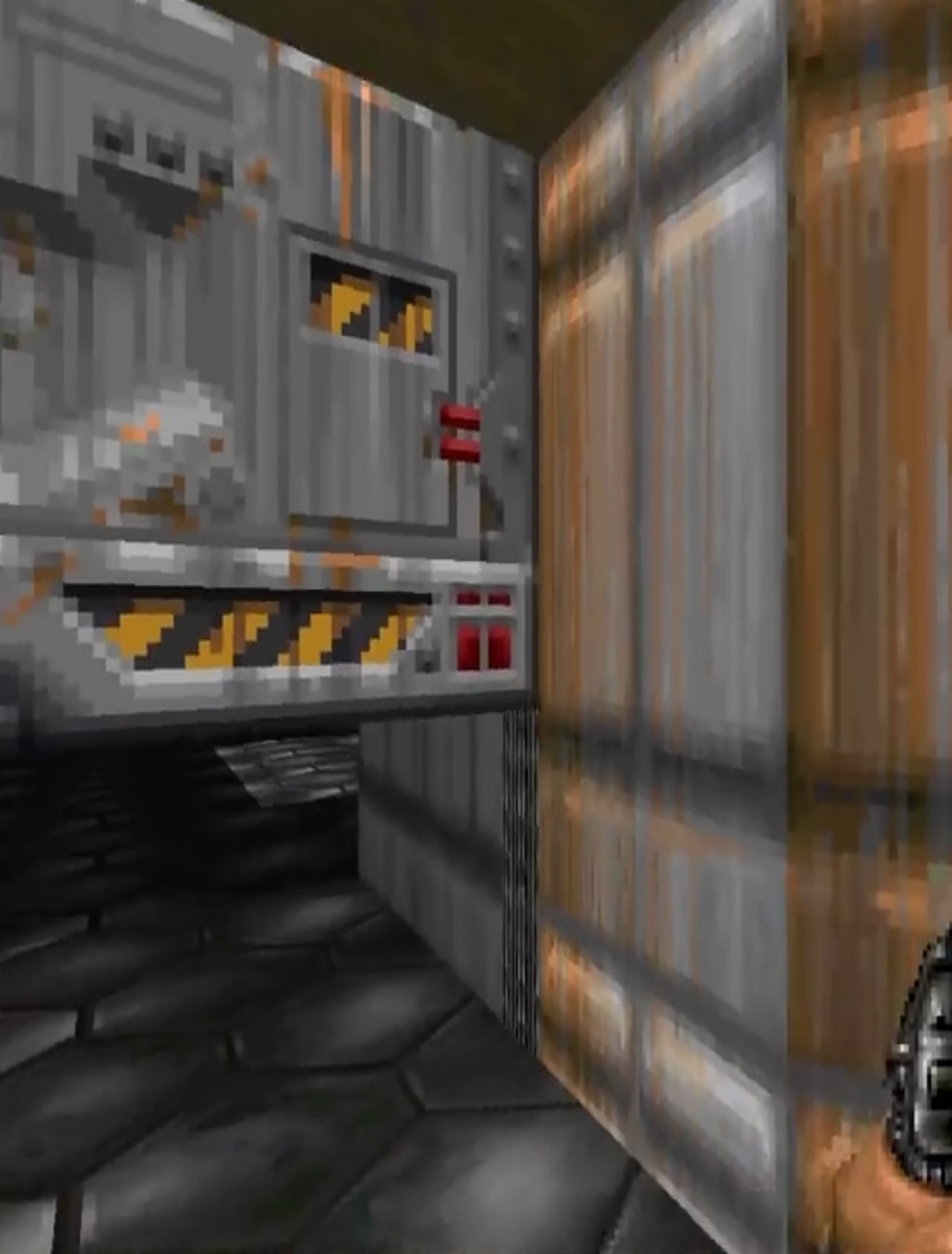




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

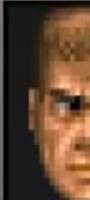
AMMO

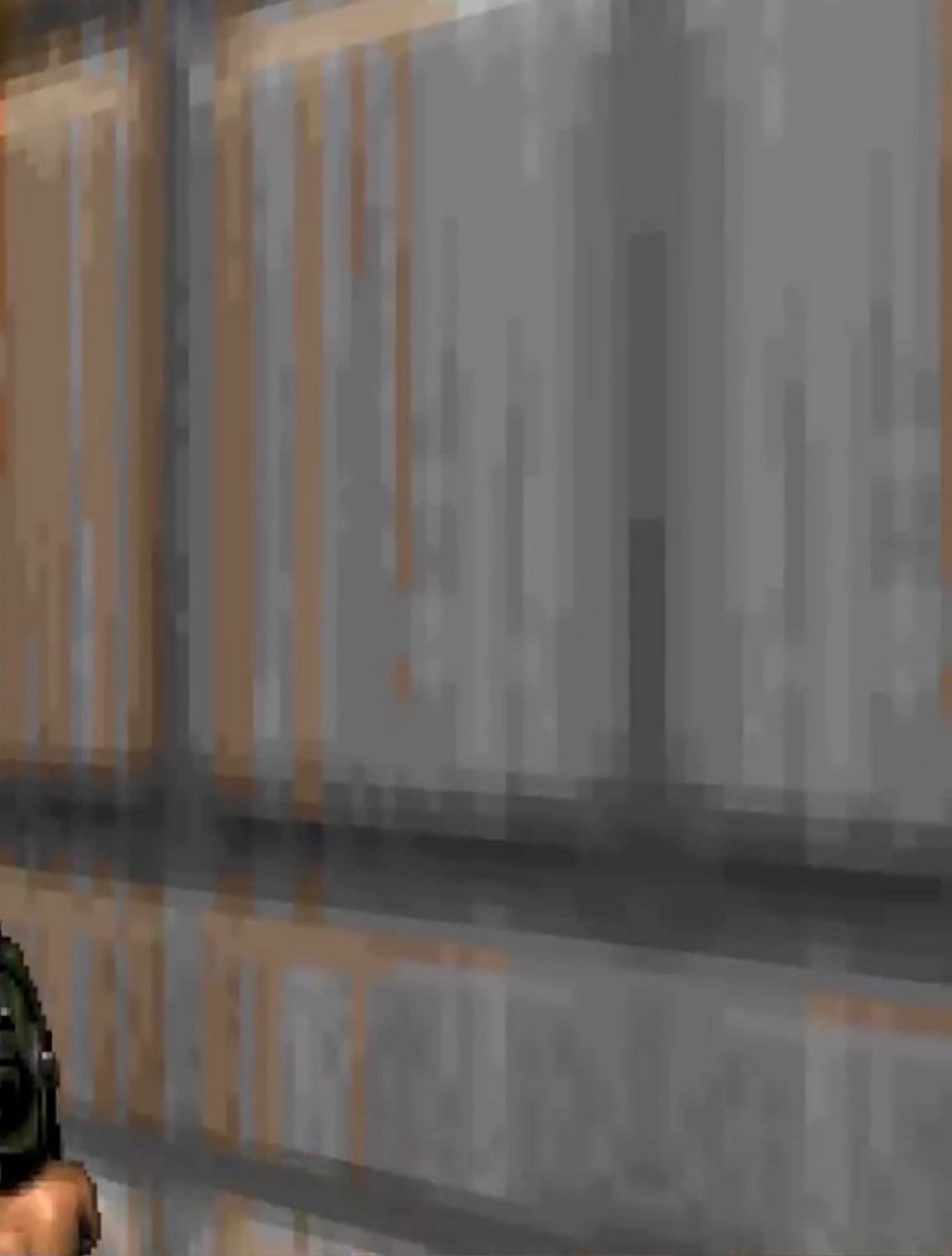
100%

HEALTH

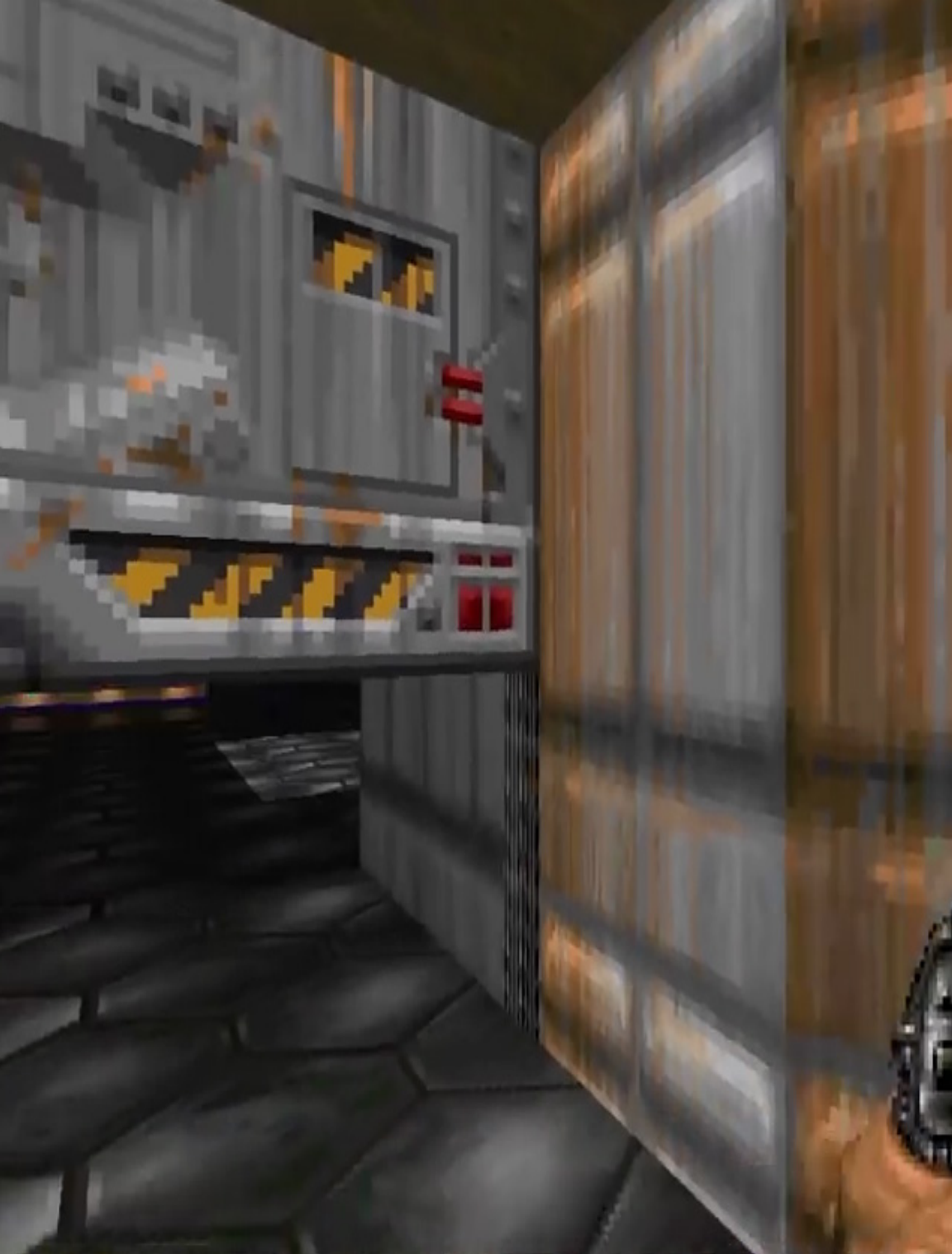
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>✓ ✓ ✓ ✓</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------	----------------------------------	--



49

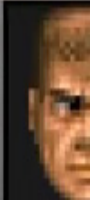
AMMO

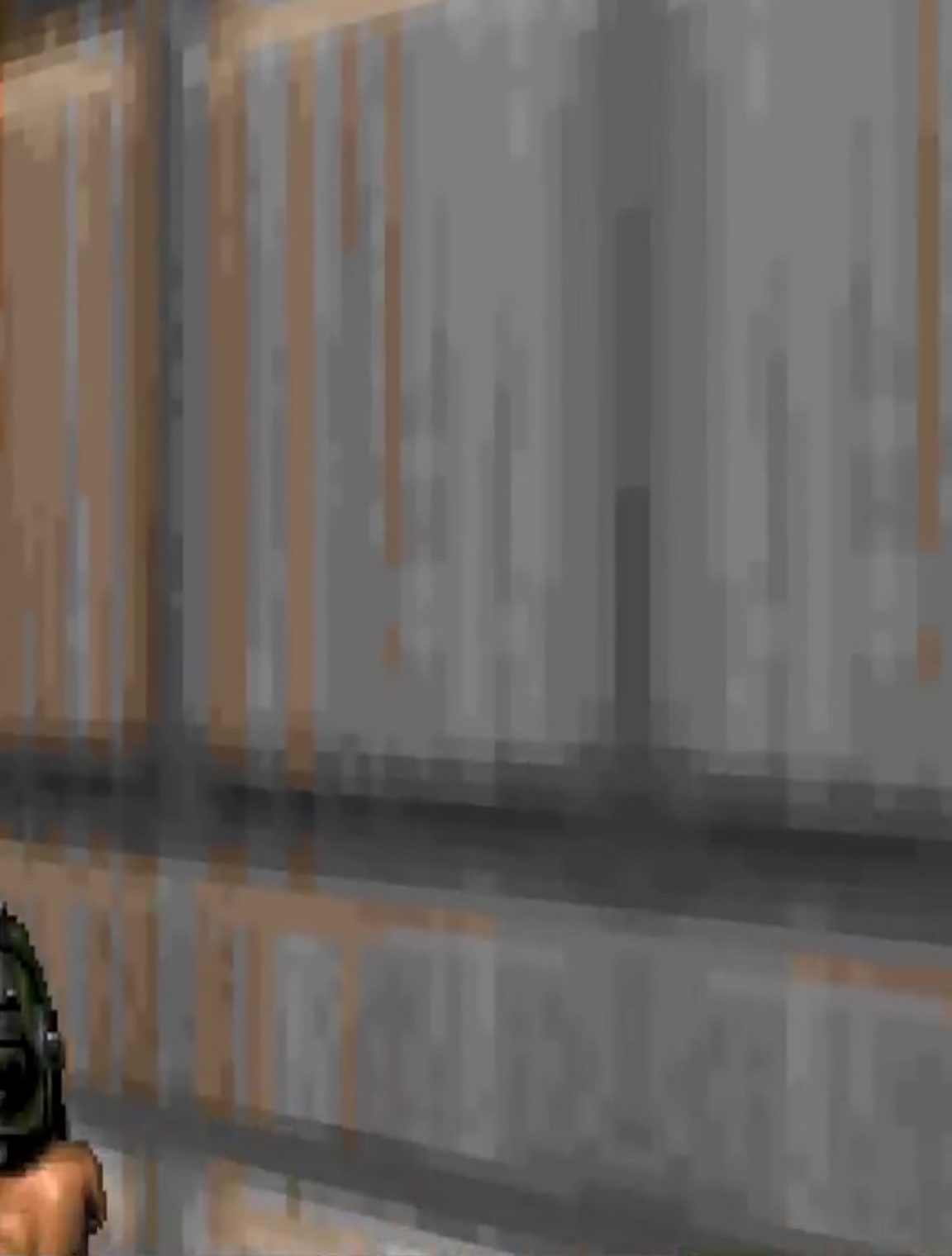
100%

HEALTH

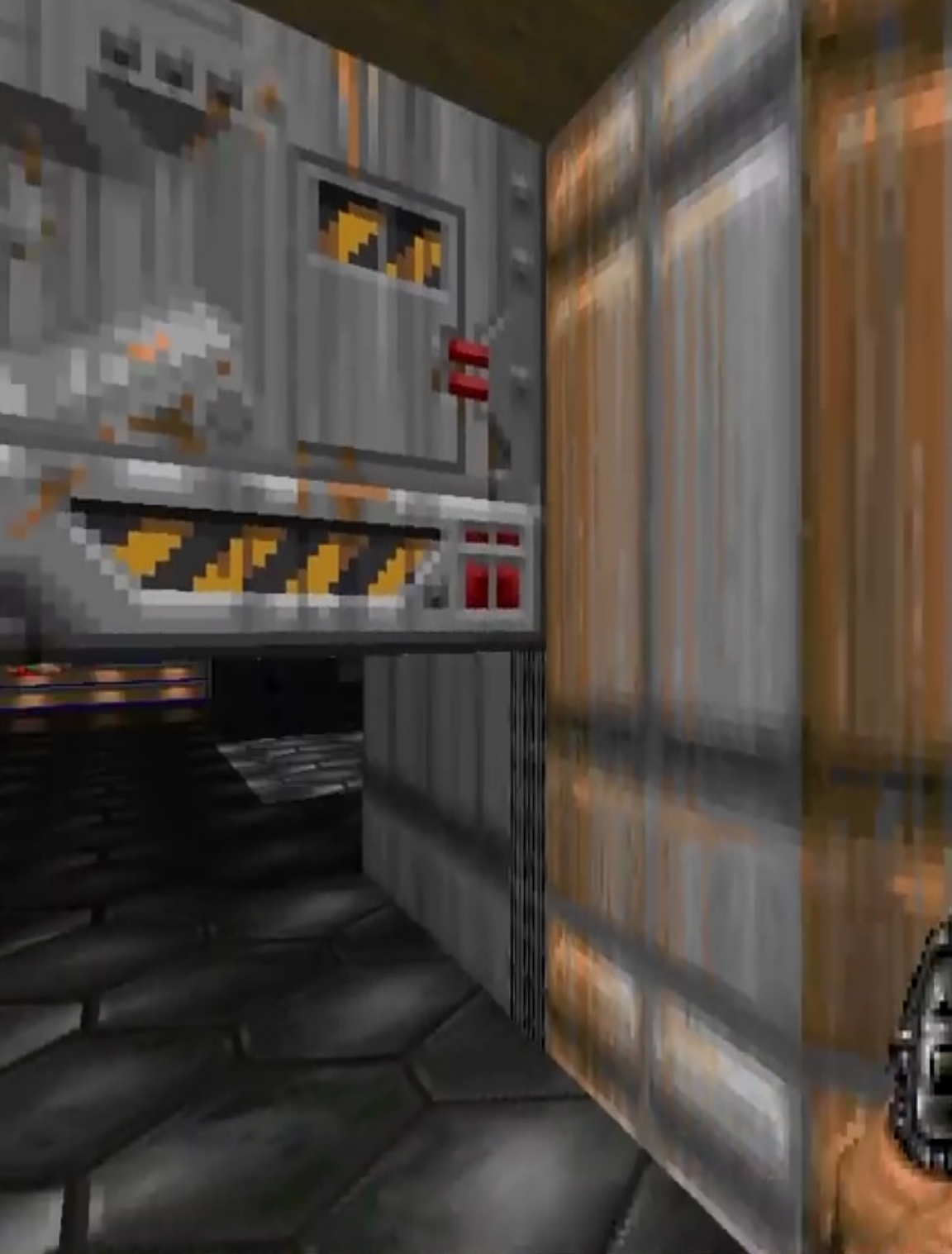
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>✓ ✓ ✓ ✓</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------	----------------------------------	--



49

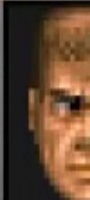
AMMO

100%

HEALTH

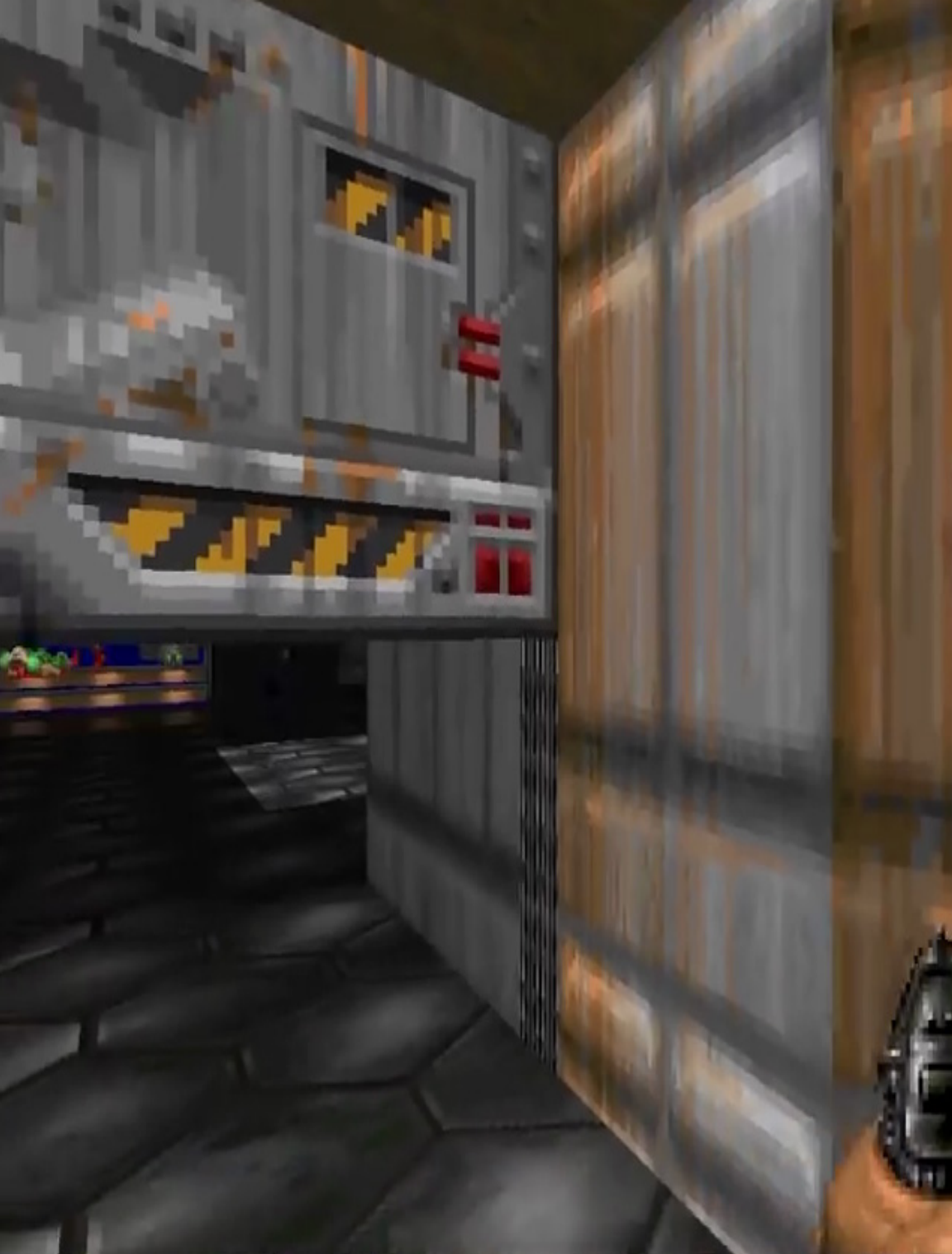
2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------------	--



49

AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS

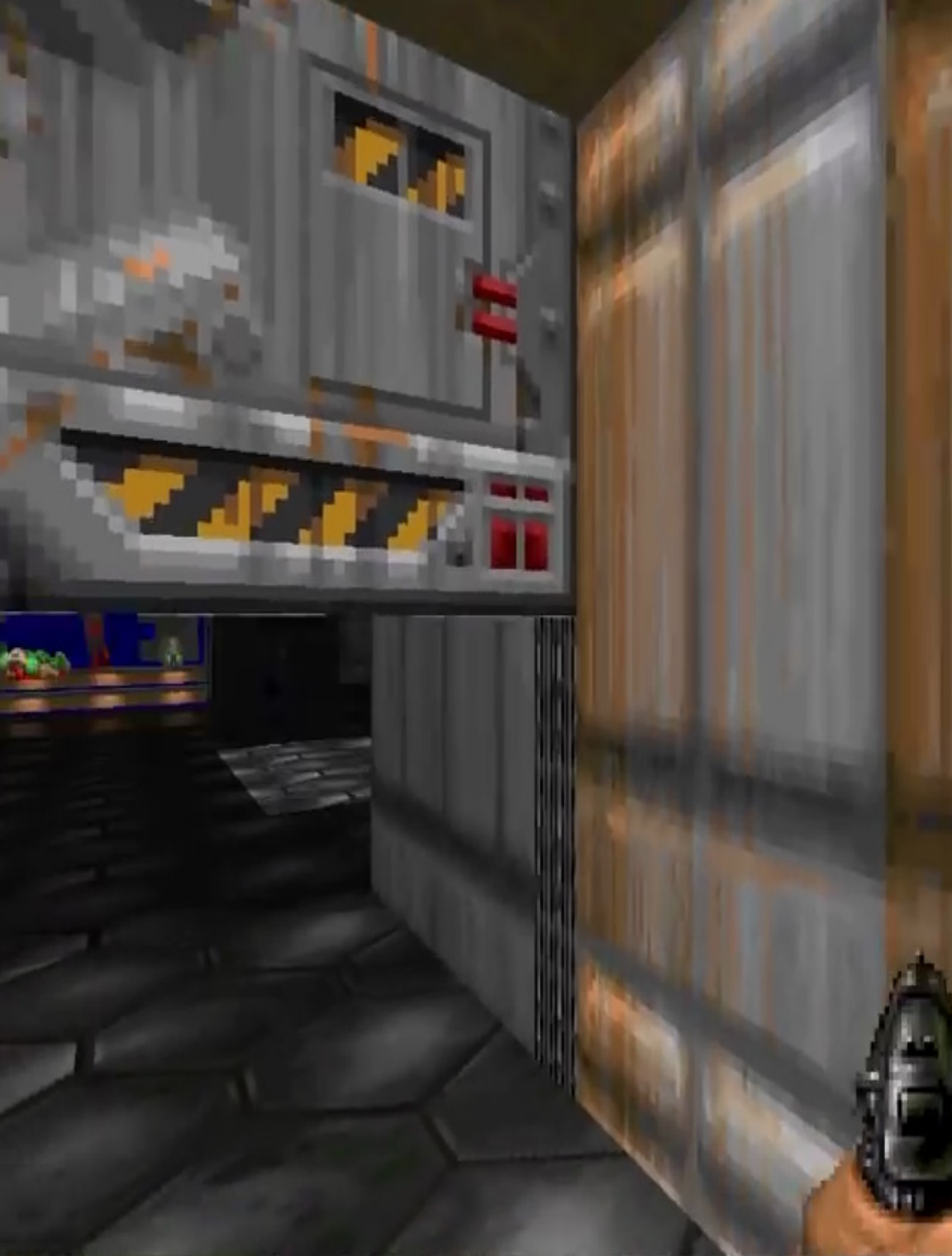




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------------	--



49

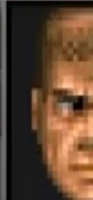
AMMO

100%

HEALTH

2	3	4
5	6	7

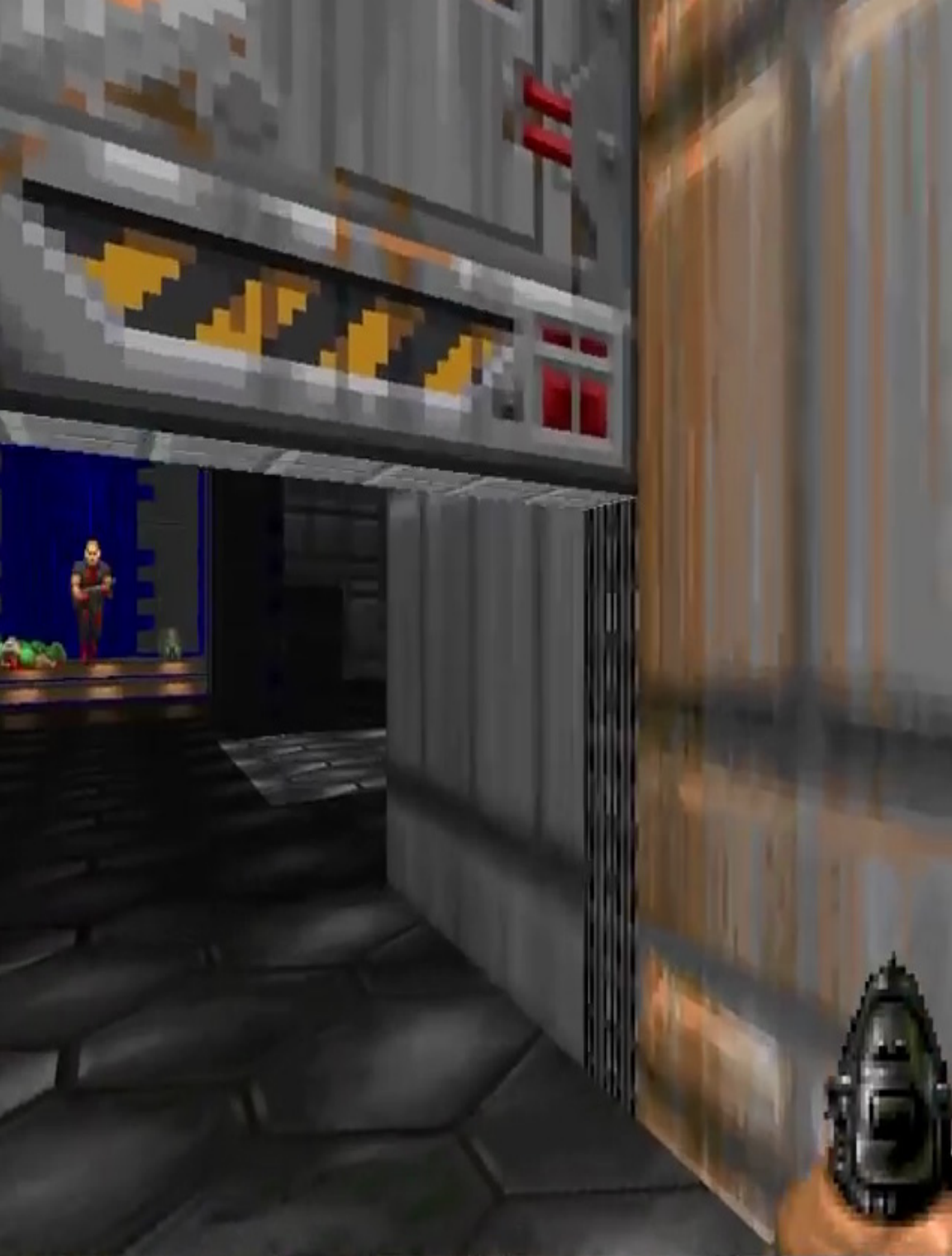
ARMS





	0%		BULL	49	/	200
			SHEL	0	/	50
			ROKT	0	/	50
			CELL	0	/	300
			ARMOR			





49

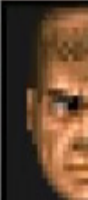
AMMO

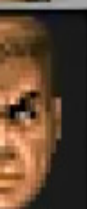
100%

HEALTH

2	3	9
5	6	7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

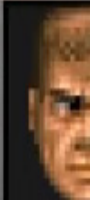
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

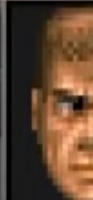
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>/ / / /</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------	----------------------------------	--



49

AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS

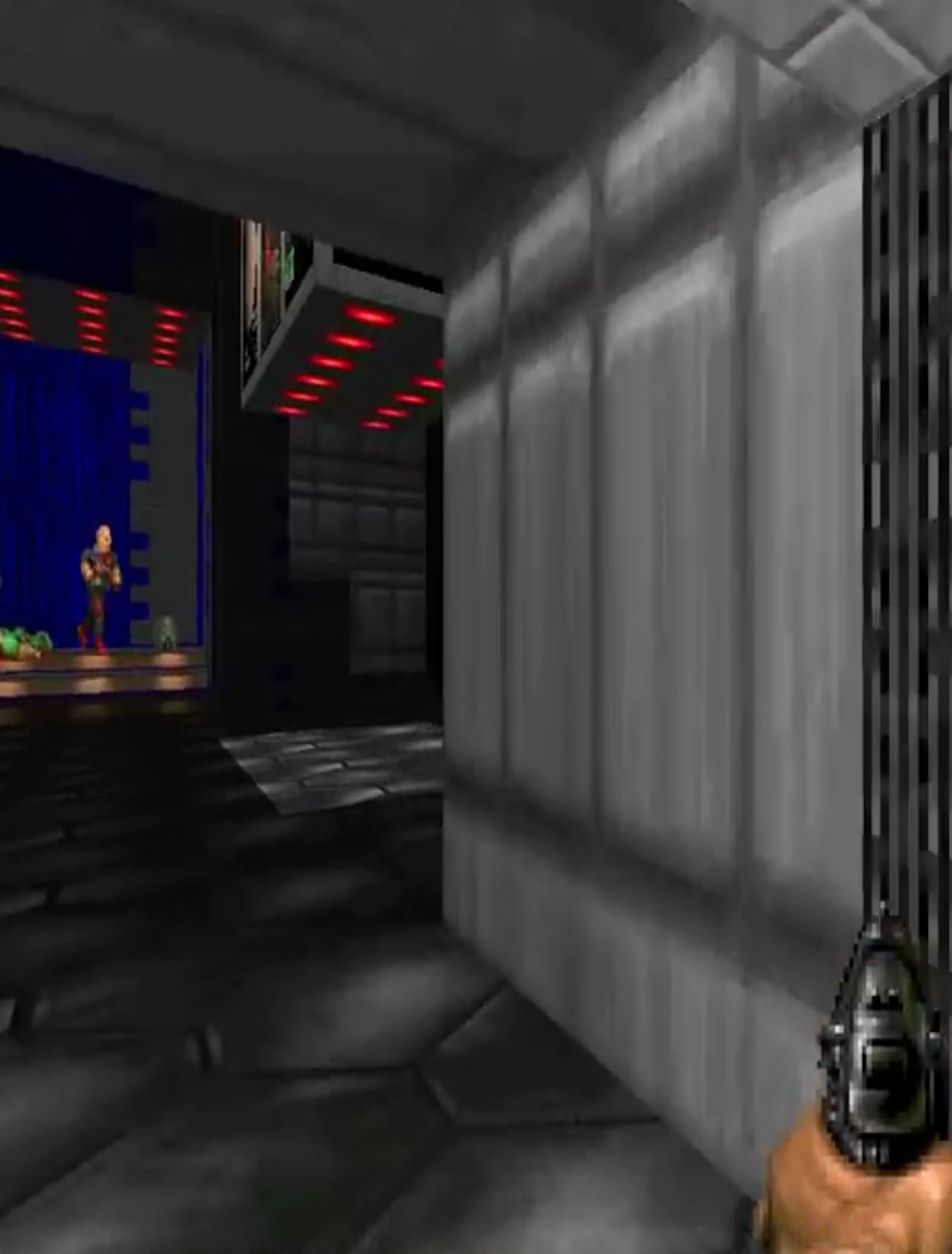




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

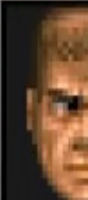
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

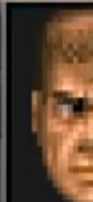
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





0% ARMOR	<input type="checkbox"/>	BULL	49	/	200
	<input type="checkbox"/>	SHEL	0	/	50
	<input type="checkbox"/>	ROKT	0	/	50
	<input type="checkbox"/>	CELL	0	/	300





49

AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>/</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------	----------------------------------	--



49

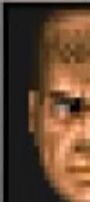
AMMO

100%

HEALTH

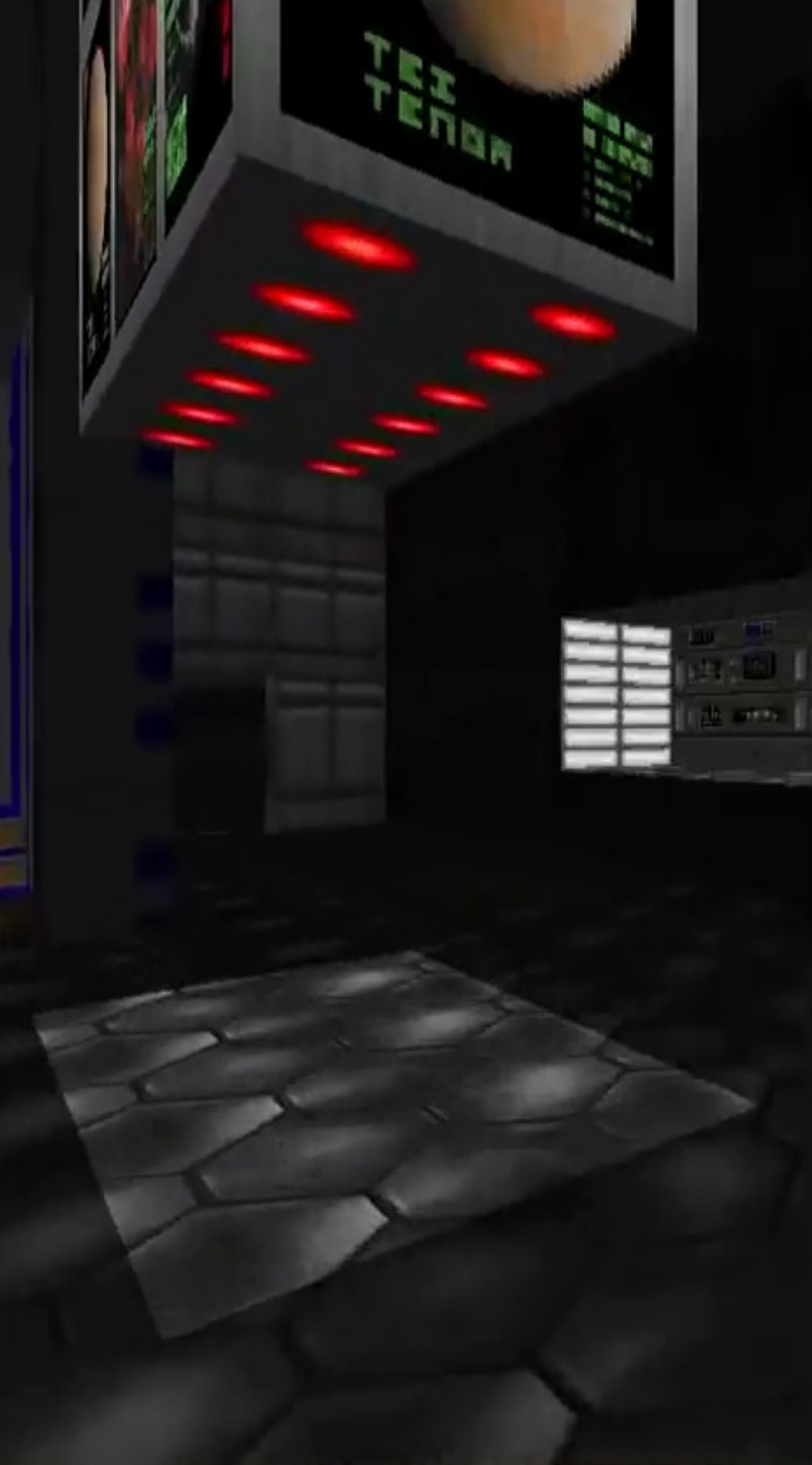
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>✓ ✓ ✓ ✓</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------	----------------------------------	--



49

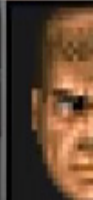
AMMO

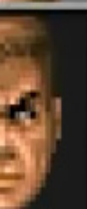
100%

HEALTH

2	3	4
5	6	7

ARMS

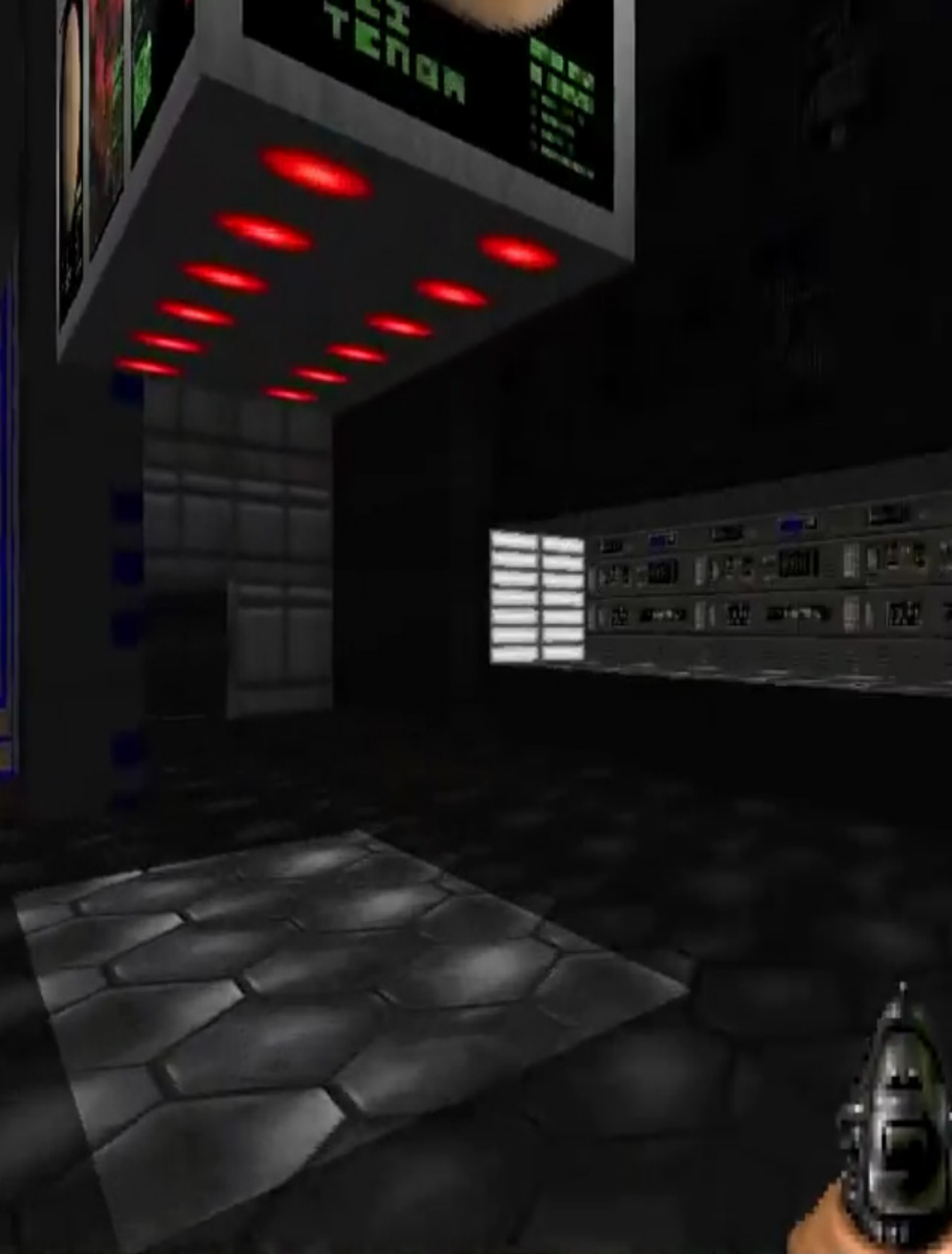




0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

AMMO

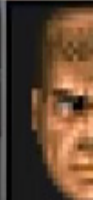
100%

HEALTH

2 3 4

5 6 7

ARMS



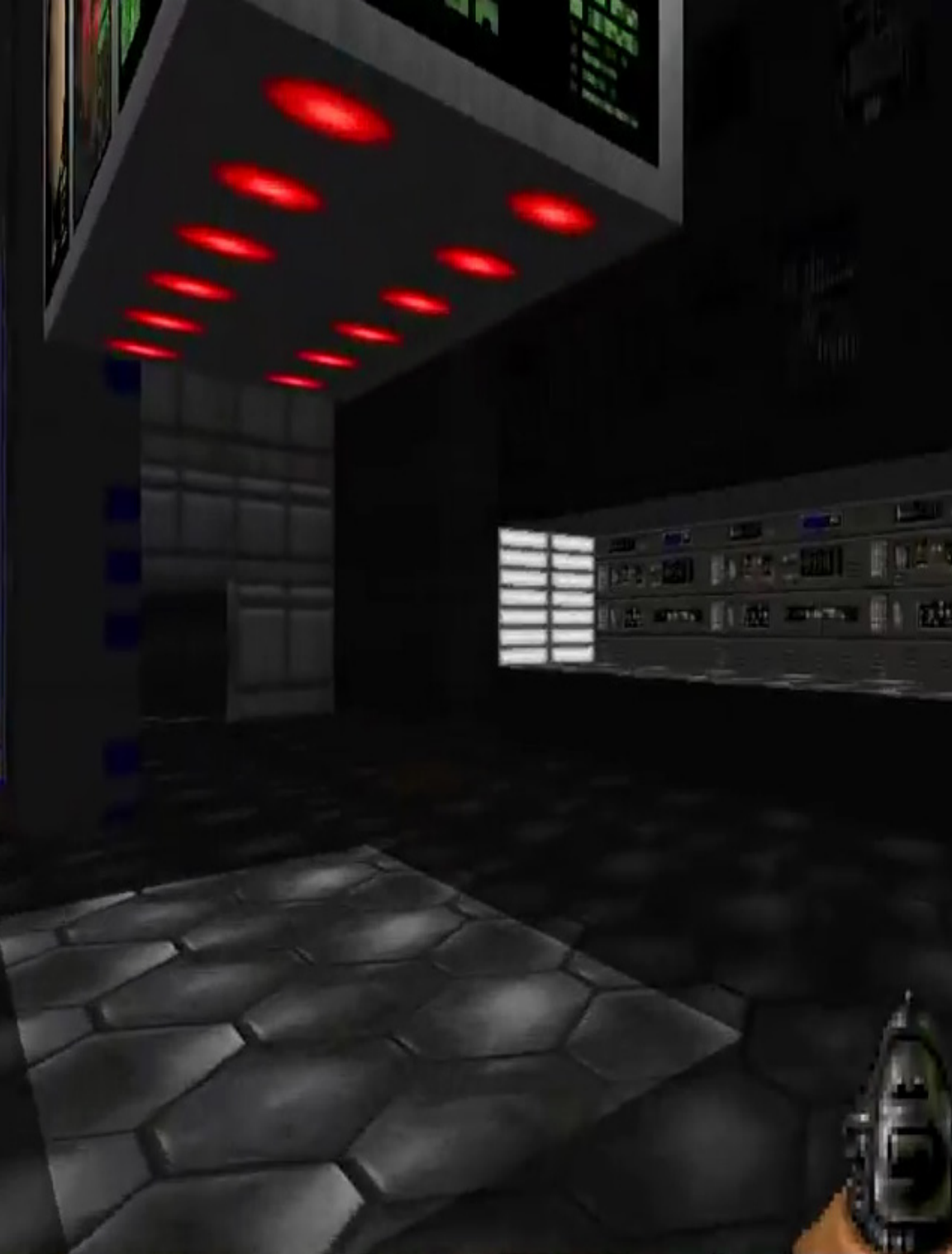


0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

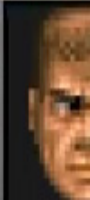
100%

HEALTH

2 3 4

5 6 7

ARMS

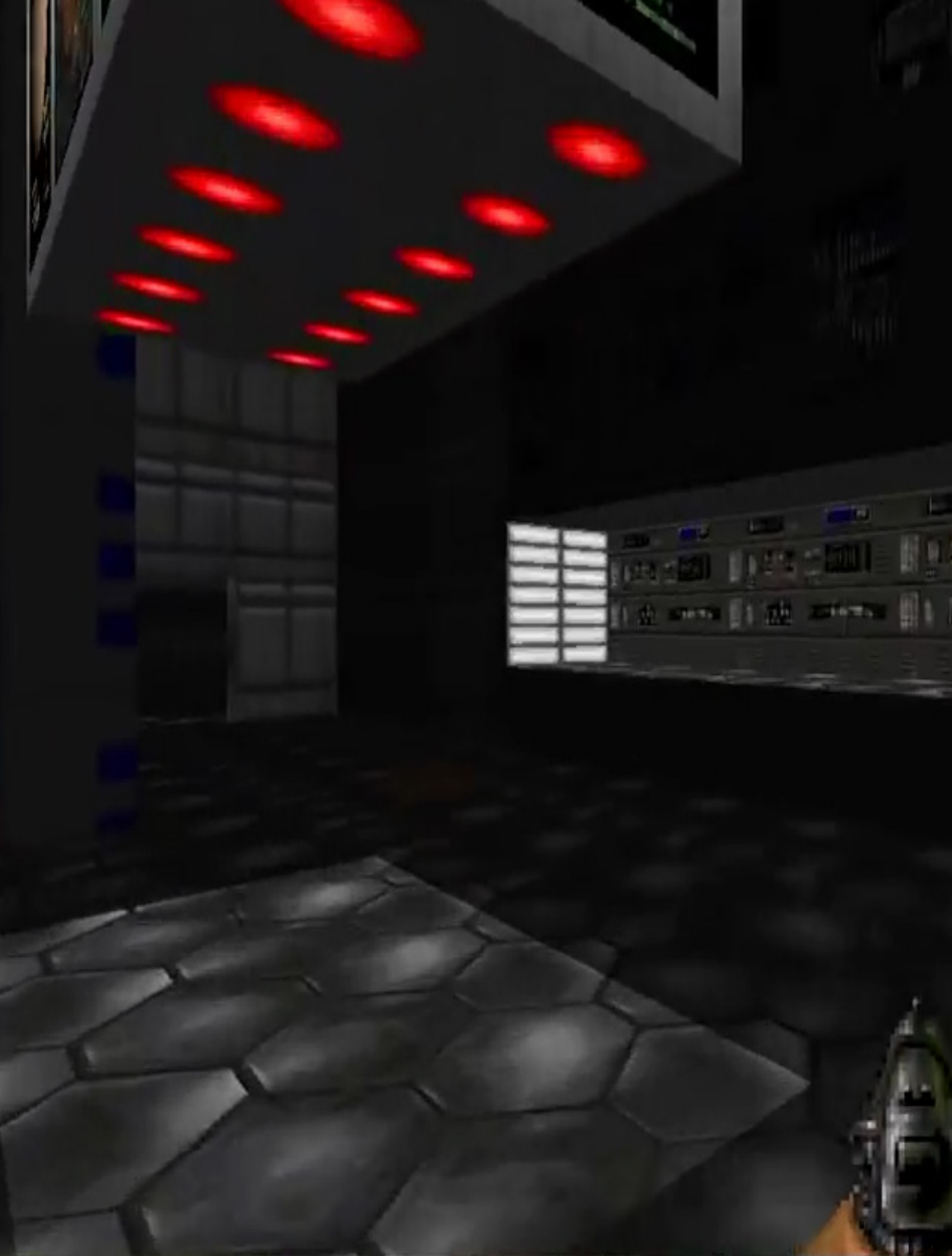




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

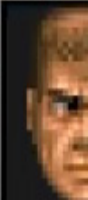
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS

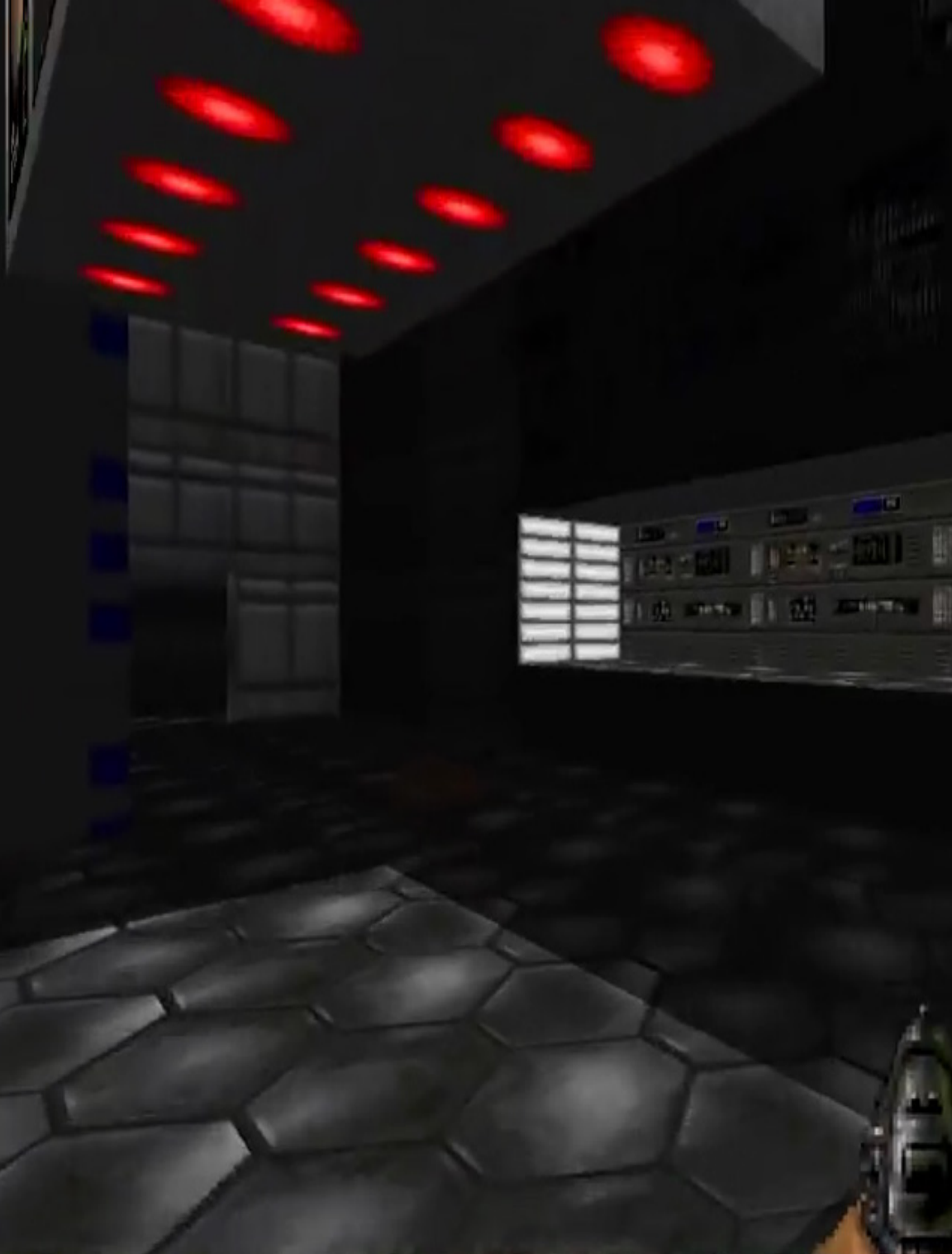




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

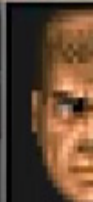
AMMO

100%

HEALTH

2 3 4
5 6 7

ARMS

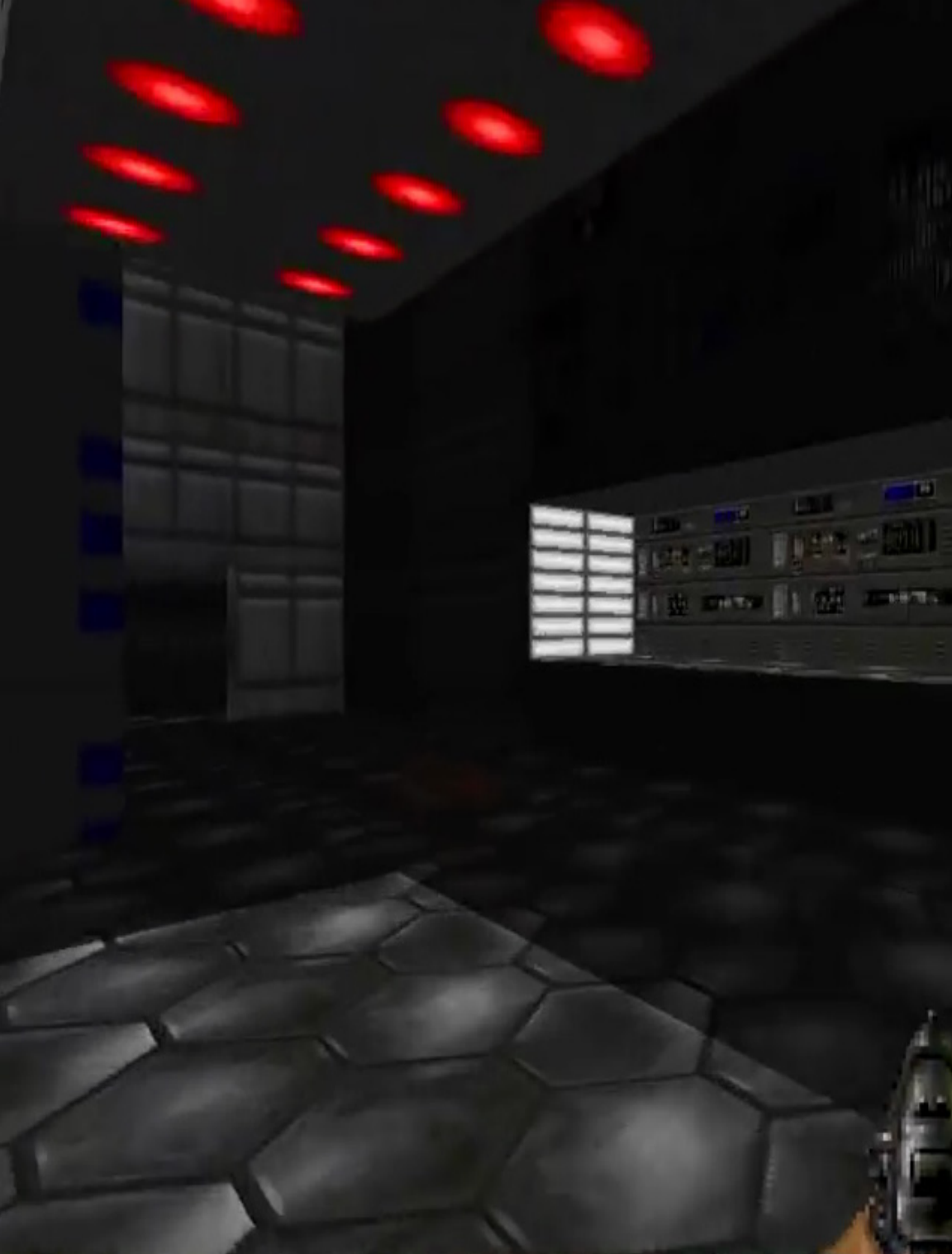




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

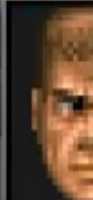
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS

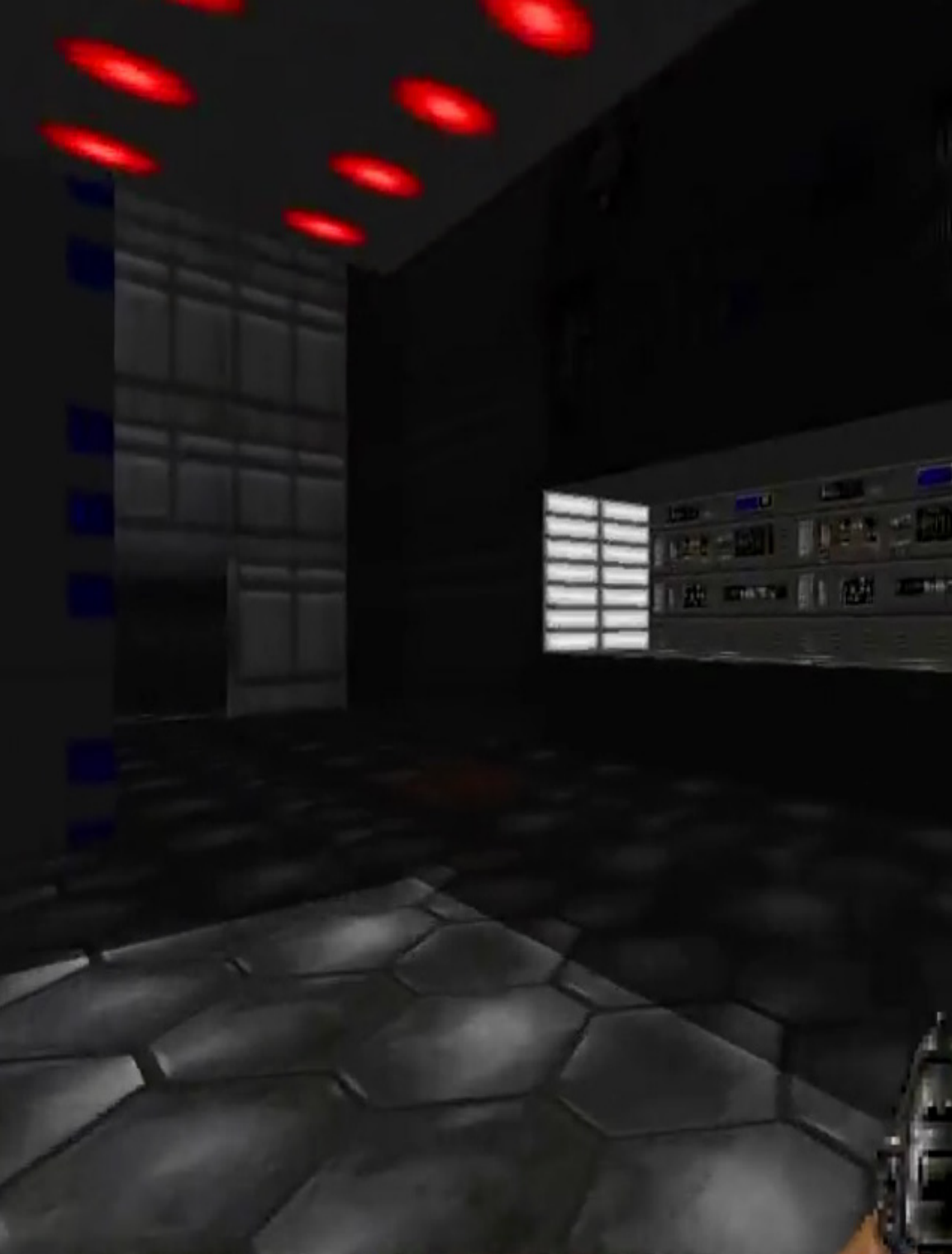




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

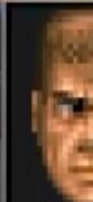
AMMO

100%

HEALTH

2 3 4
5 6 7

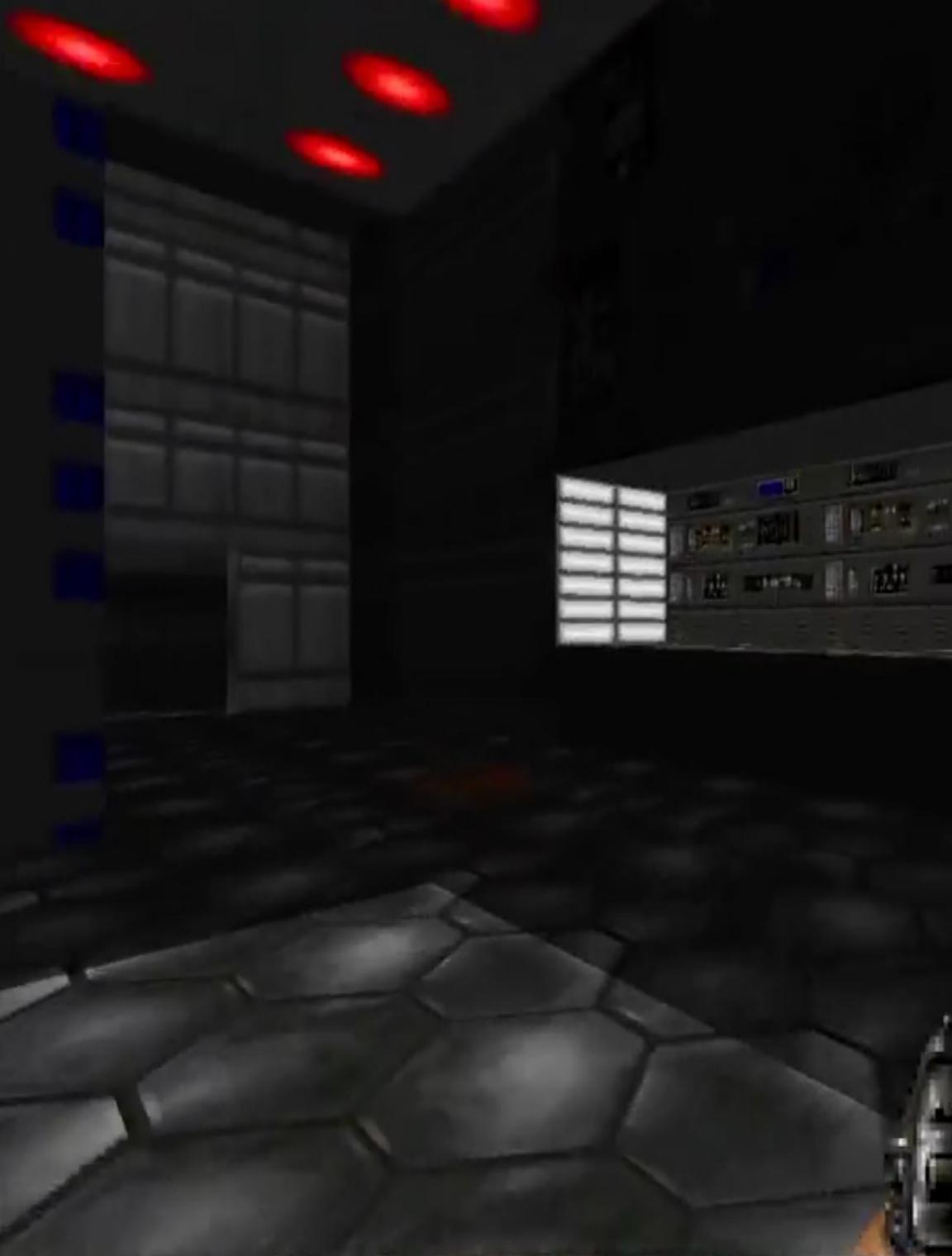
ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

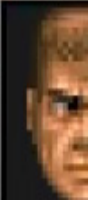
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS

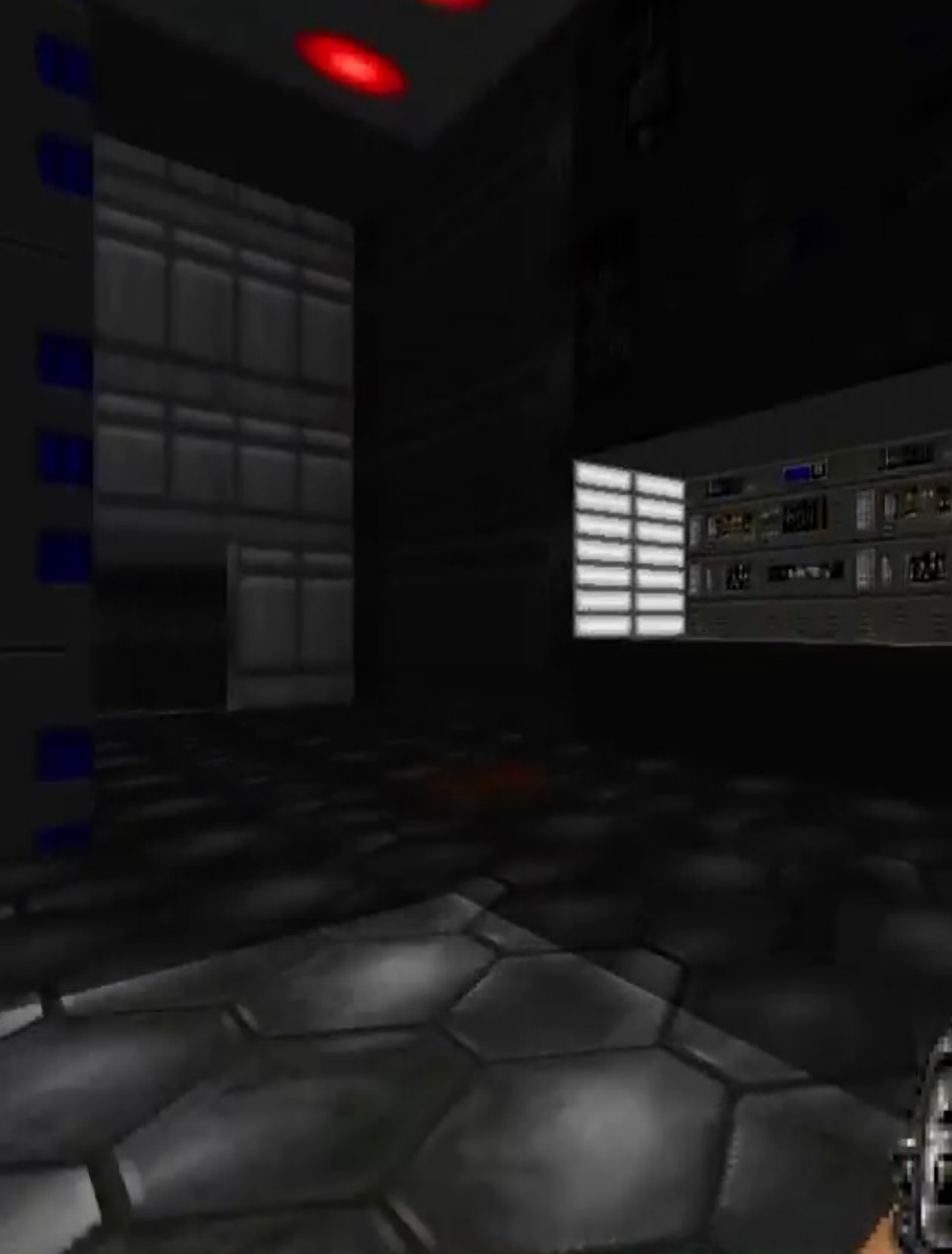




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

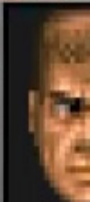
AMMO

100%

HEALTH

2	3	4
5	6	7

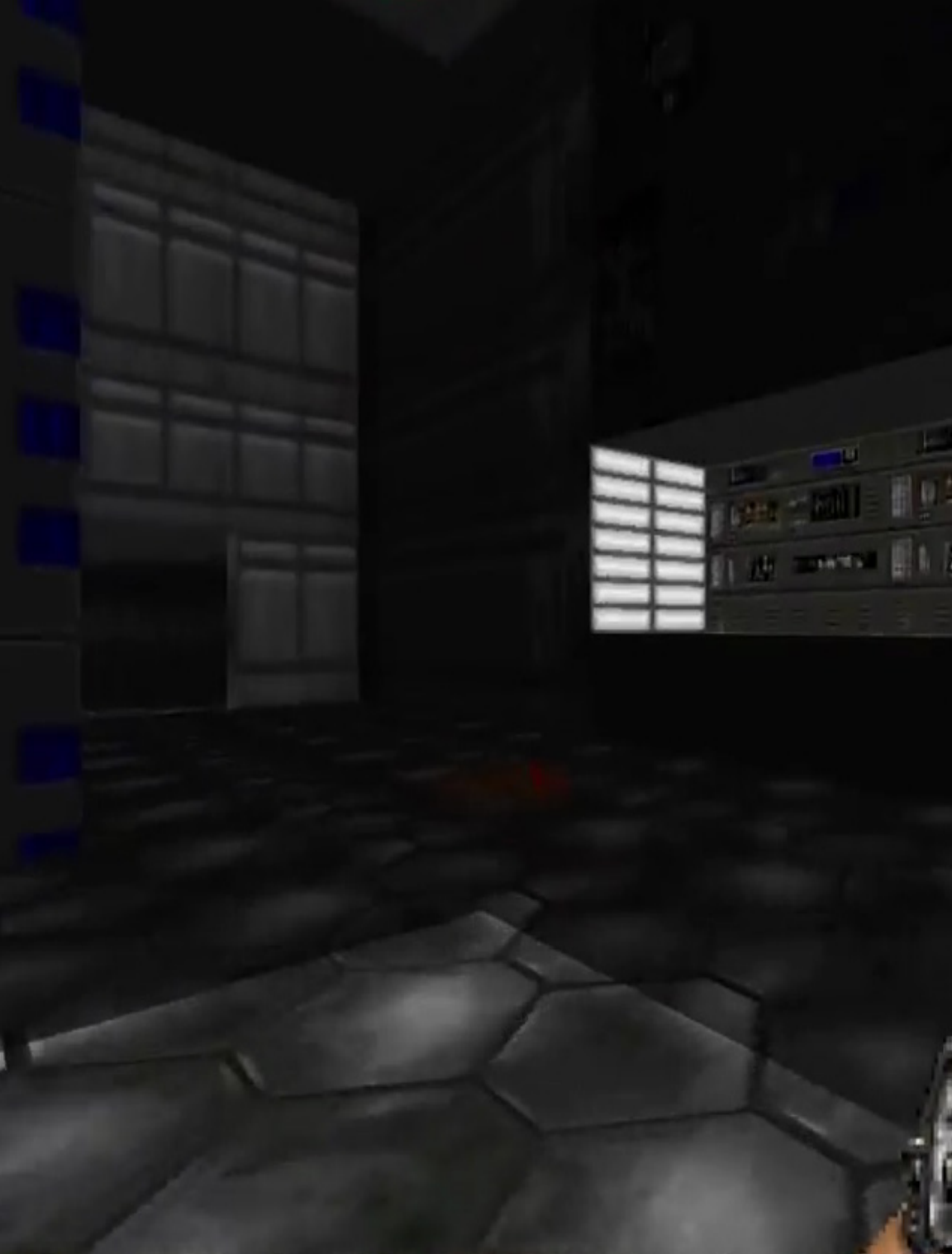
ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

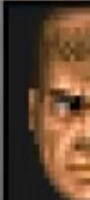
AMMO

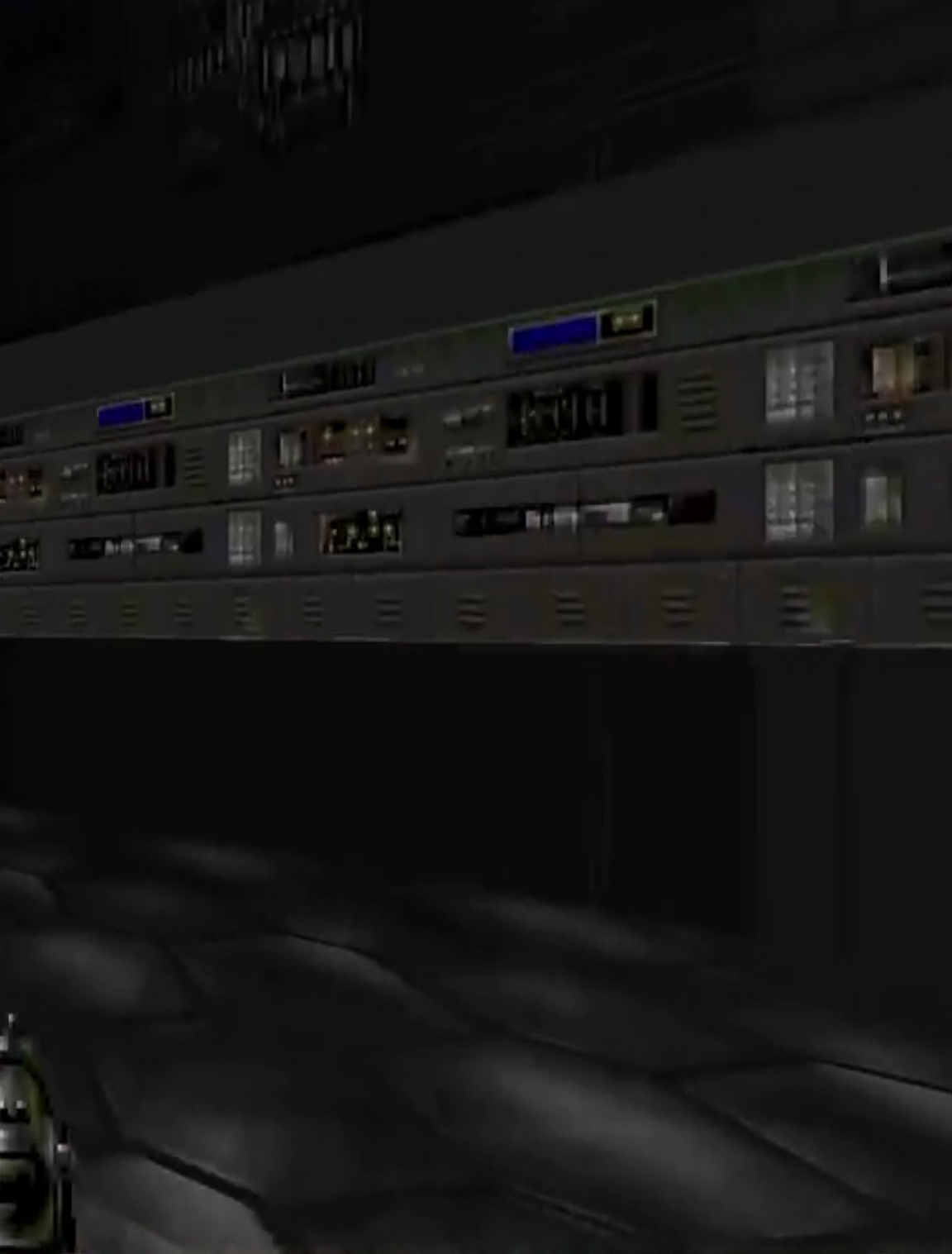
100%

HEALTH

2 3 4
5 6 7

ARMS

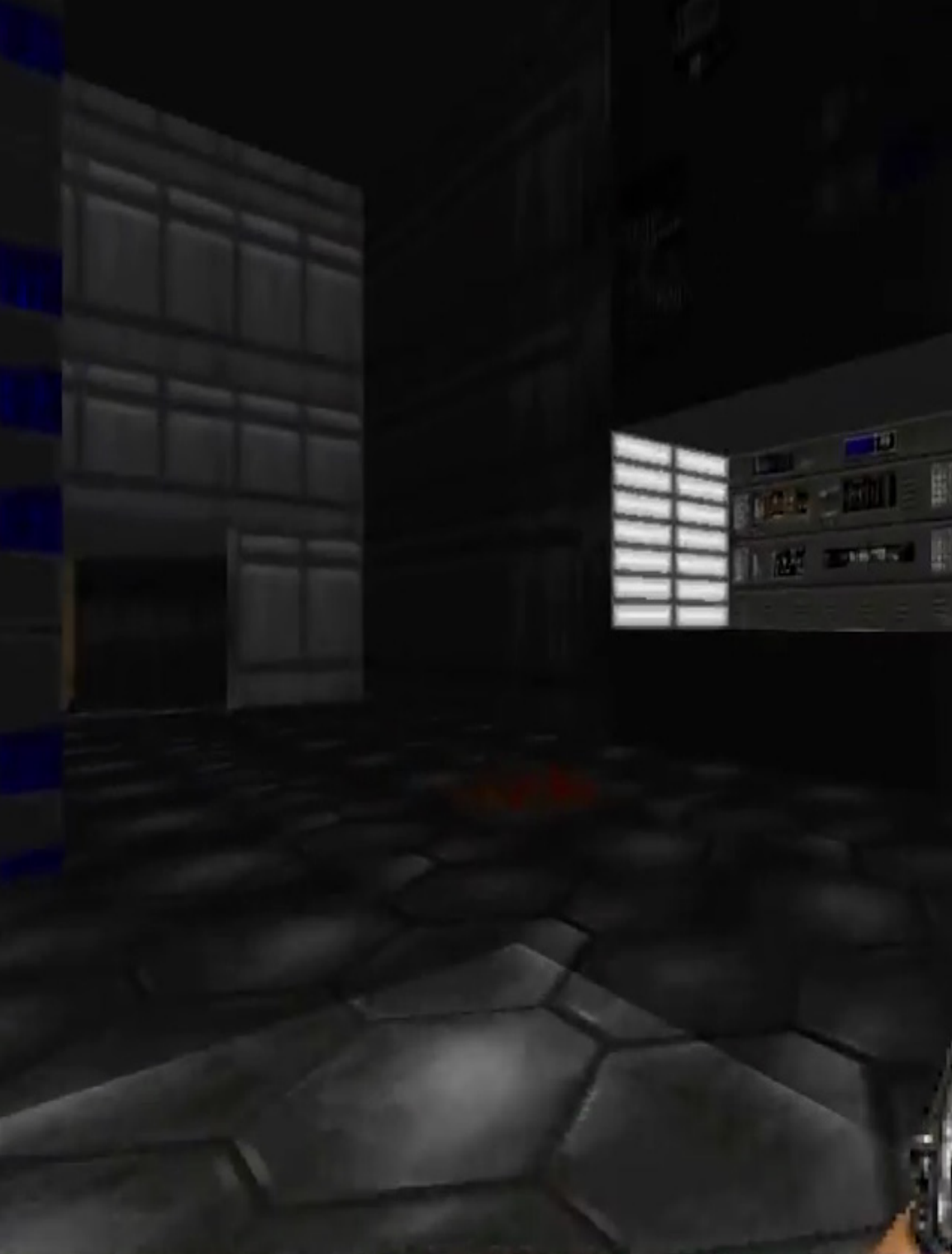




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

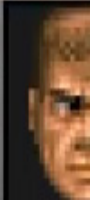
AMMO

100%

HEALTH

2 3 4
5 6 7

ARMS

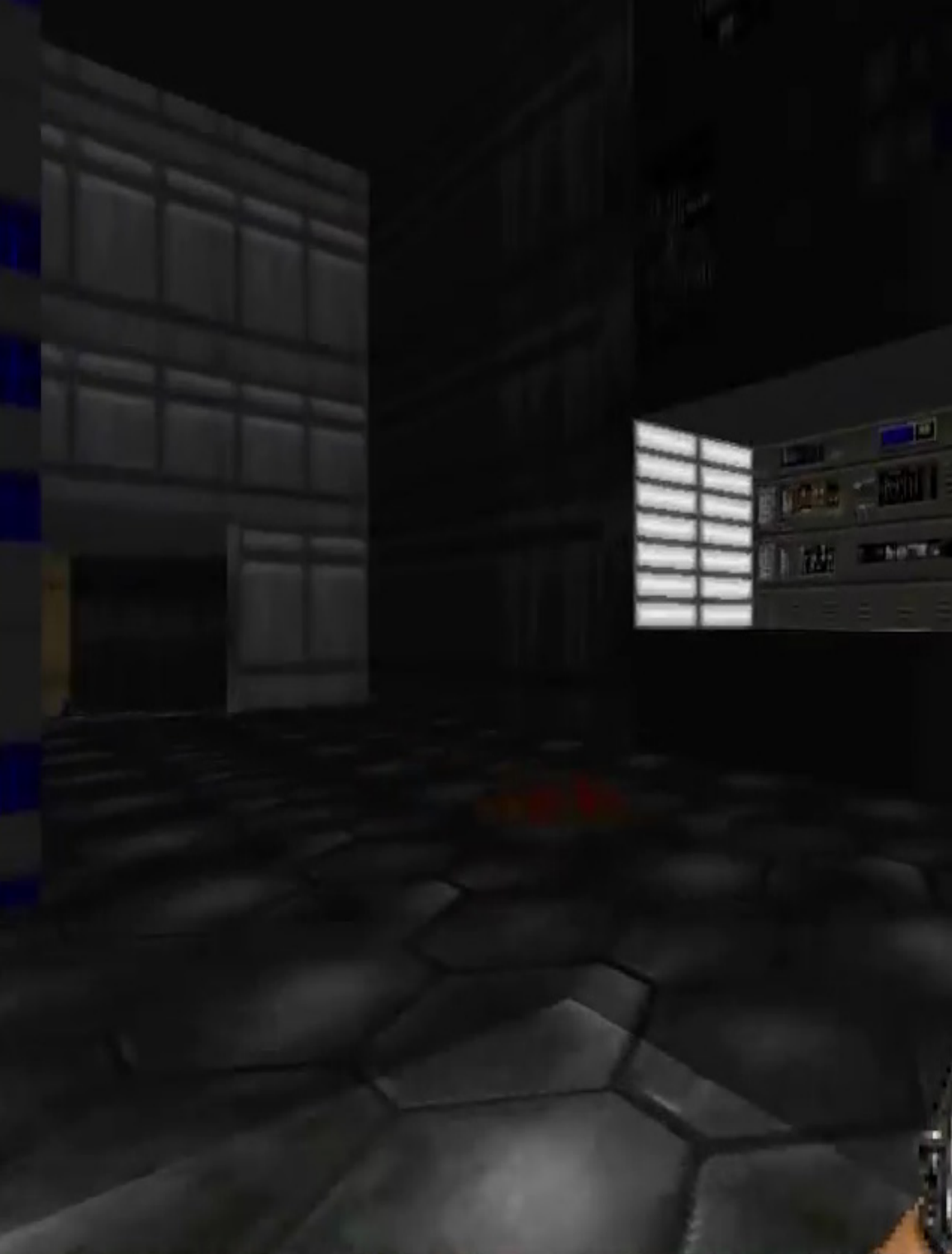




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

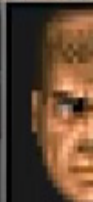
AMMO

100%

HEALTH

2 3 4
5 6 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

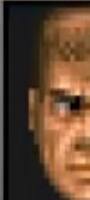
AMMO

100%

HEALTH

2 3 4
5 6 7

ARMS

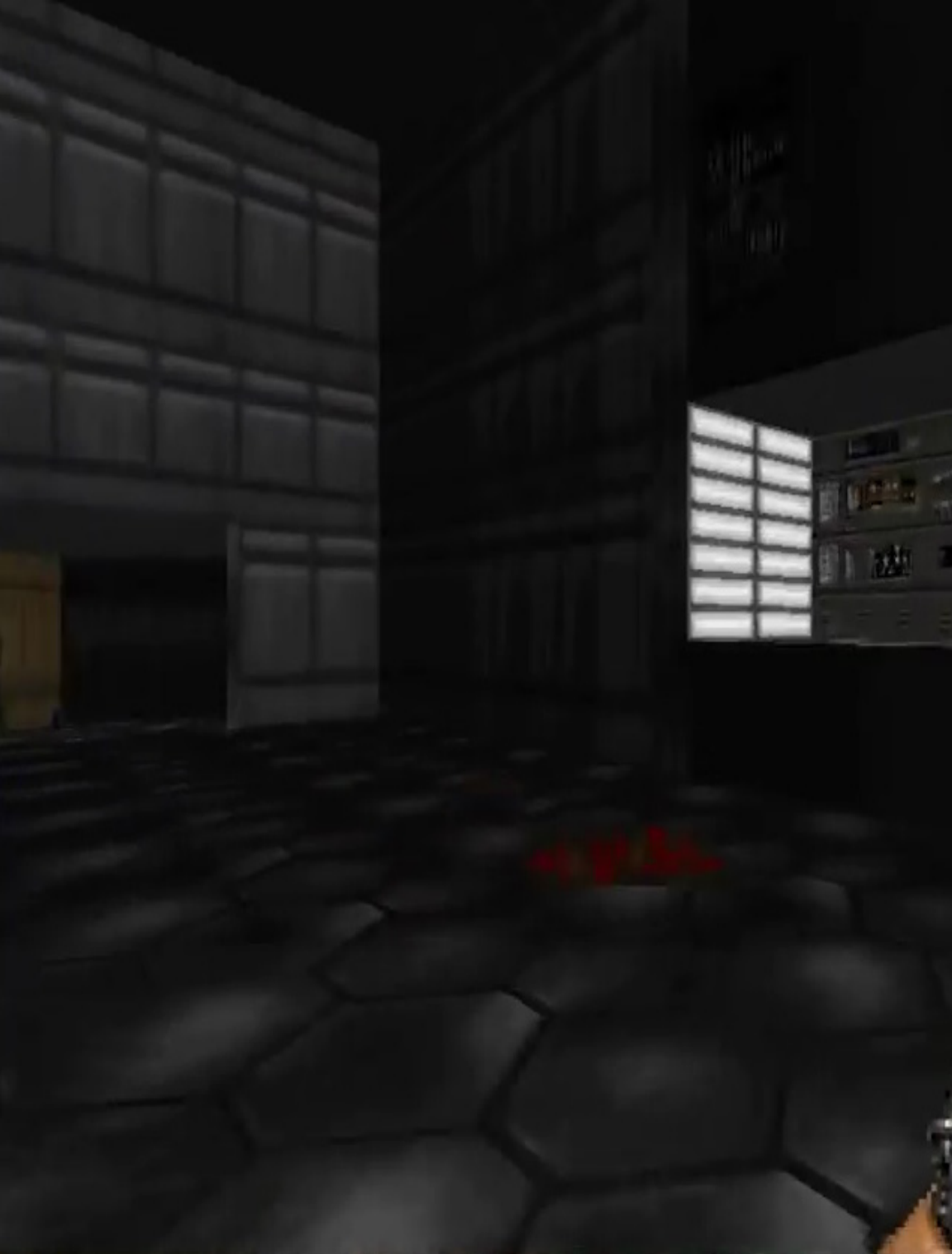




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

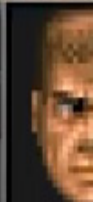
AMMO

100%

HEALTH

2 3 4
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

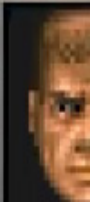
AMMO

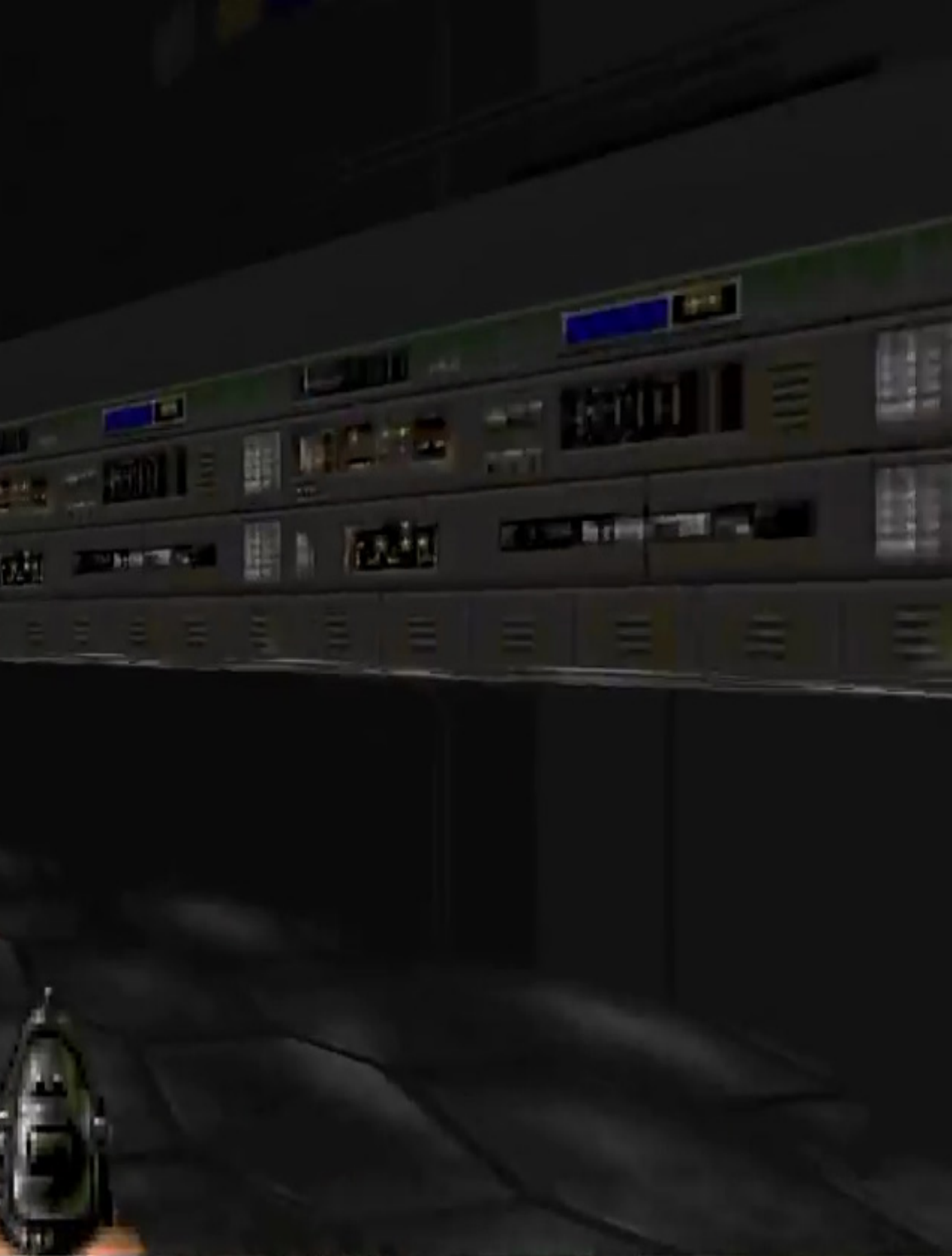
100%

HEALTH

2 3 4
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

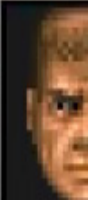
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS

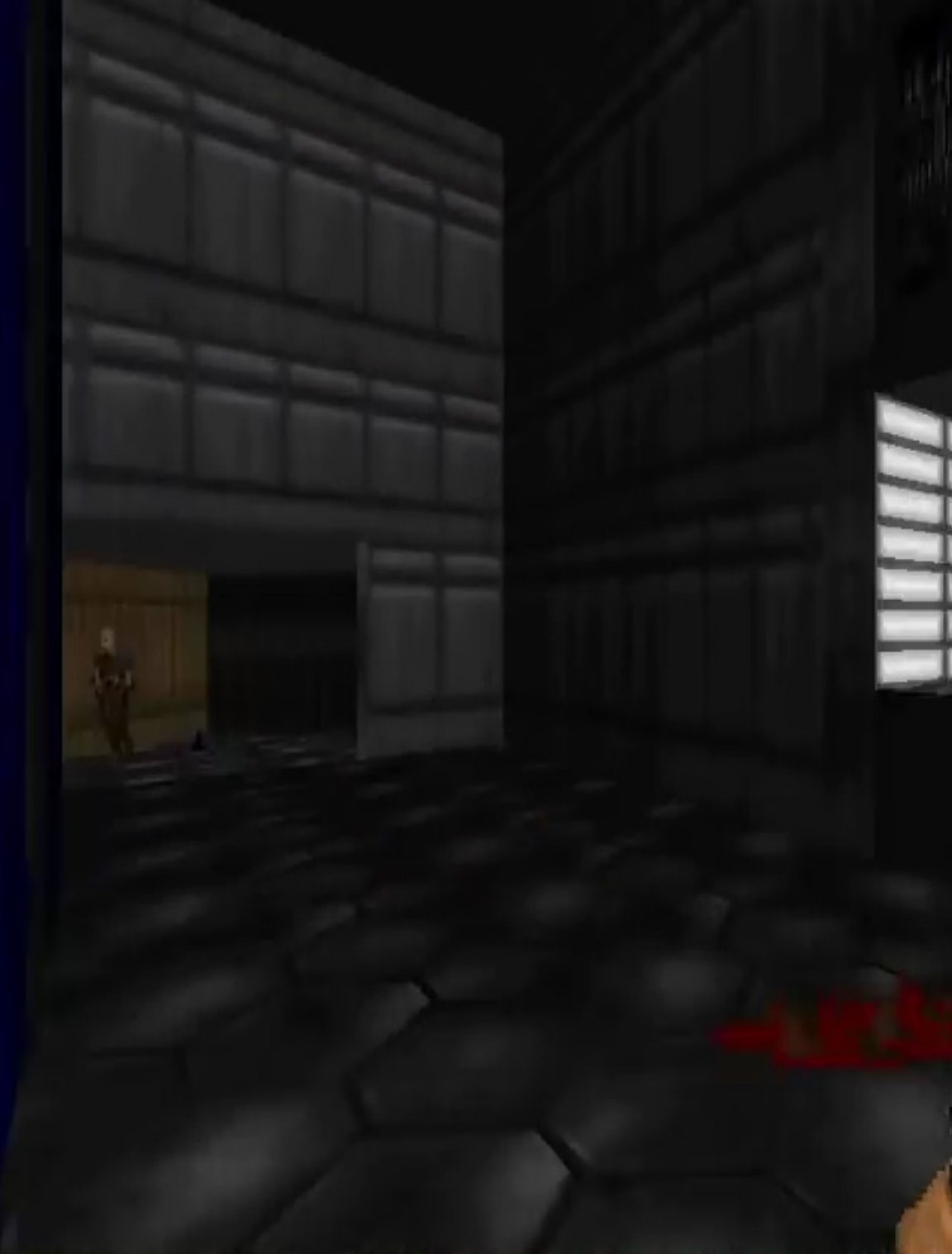




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

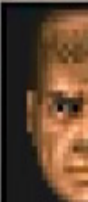
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

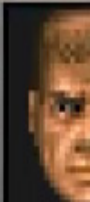
AMMO

100%

HEALTH

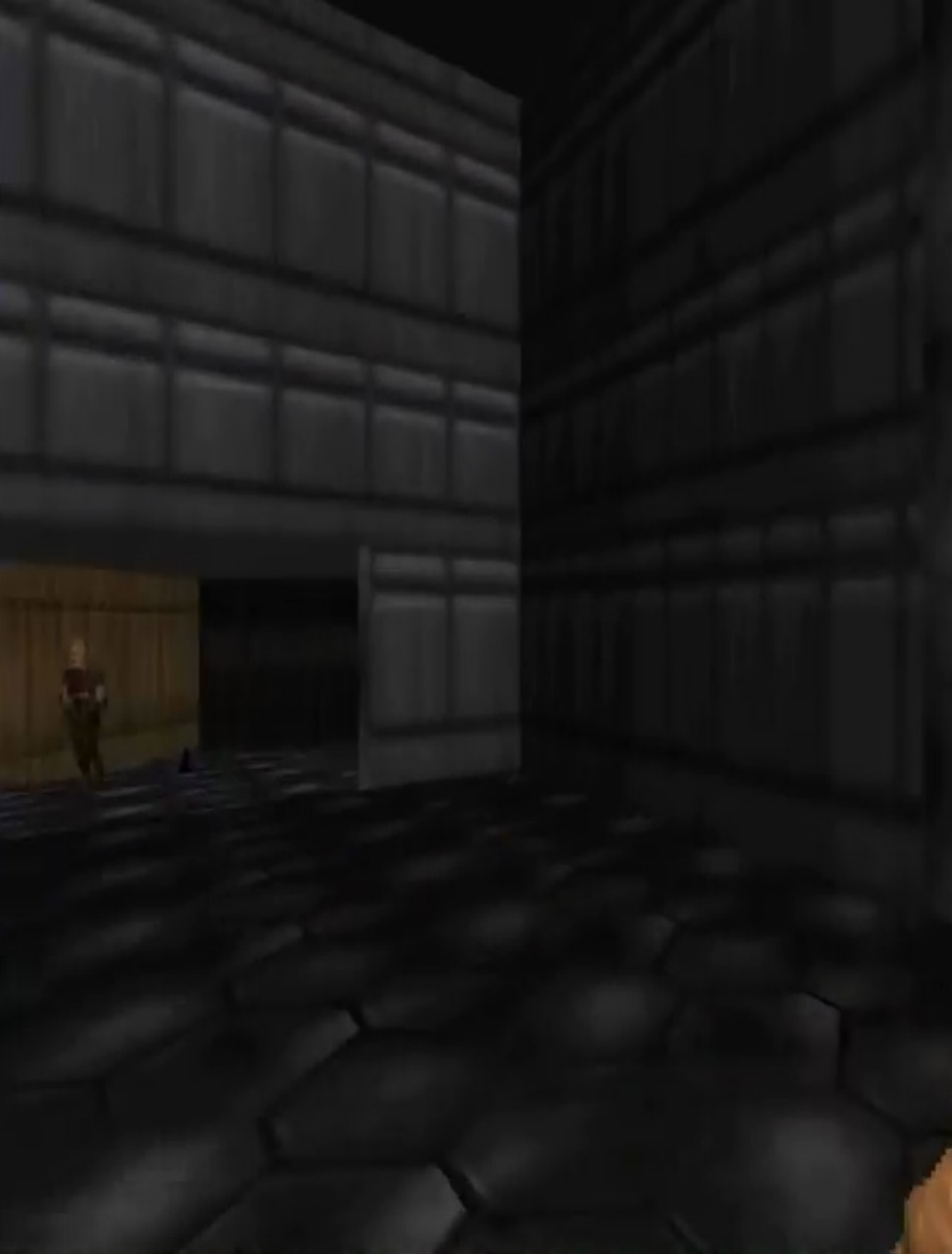
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

AMMO

100%

HEALTH

2 3 4

5 6 7

ARMS

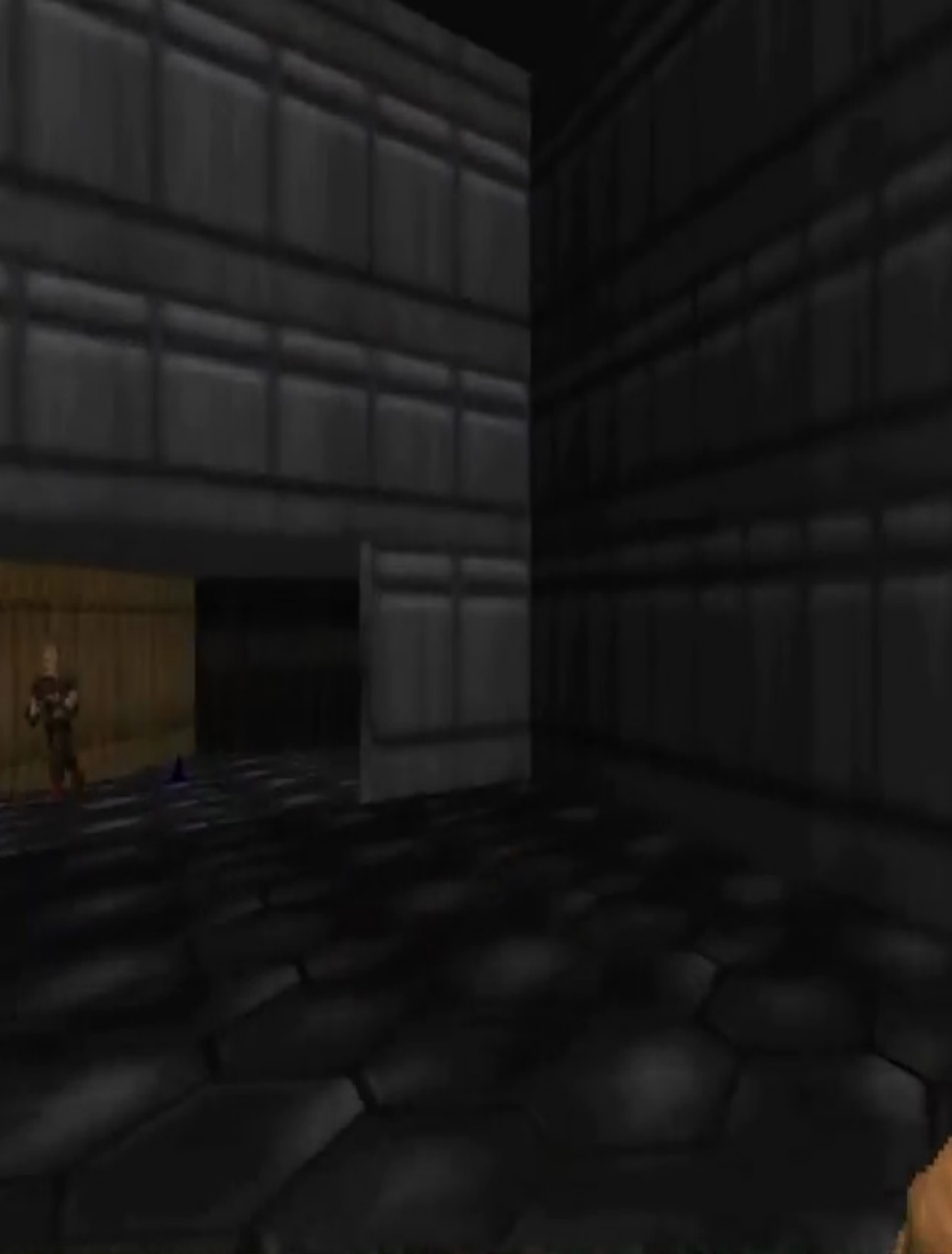




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

AMMO

100%

HEALTH

2 3 4
5 6 7

ARMS

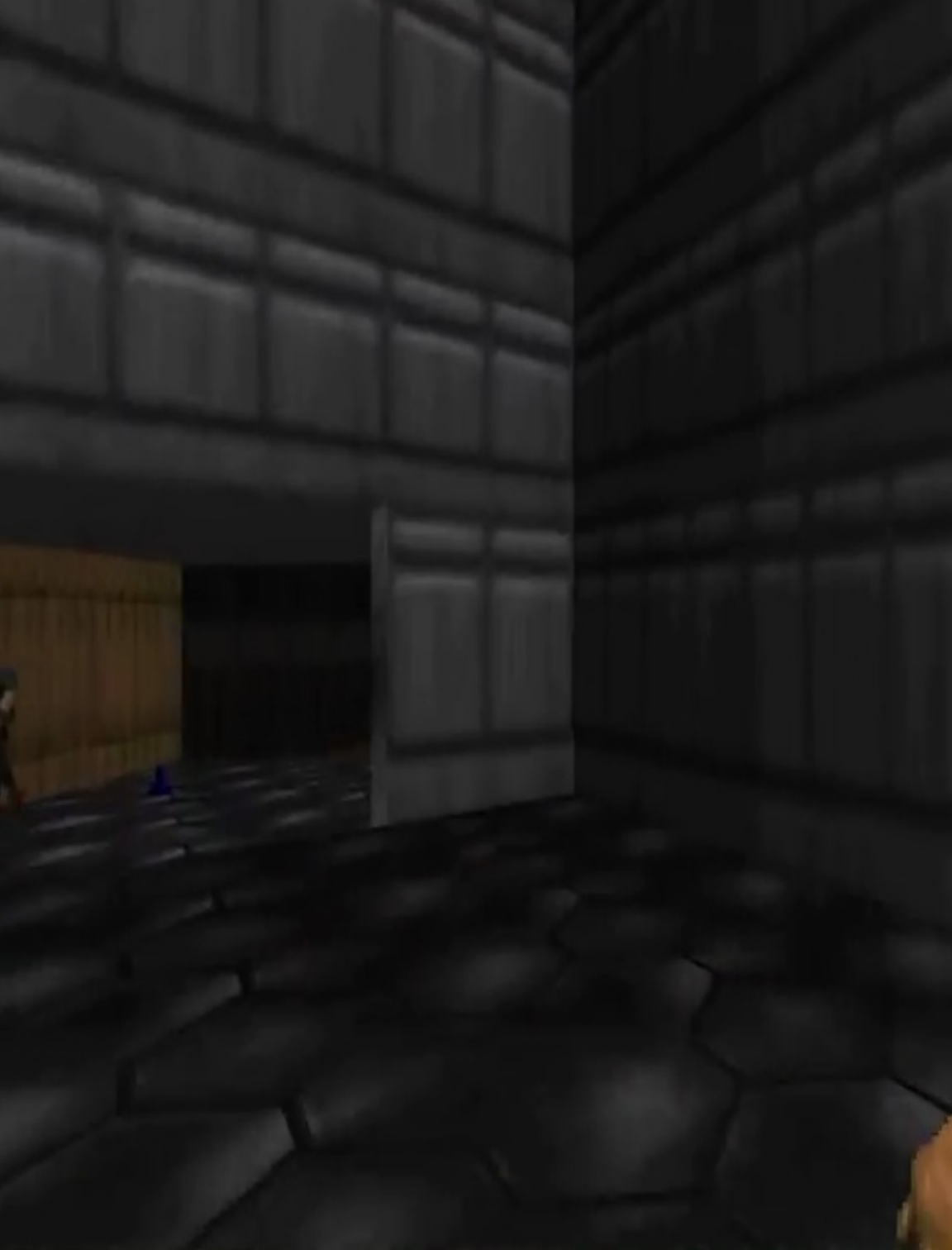




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

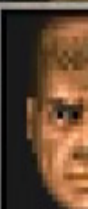
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS

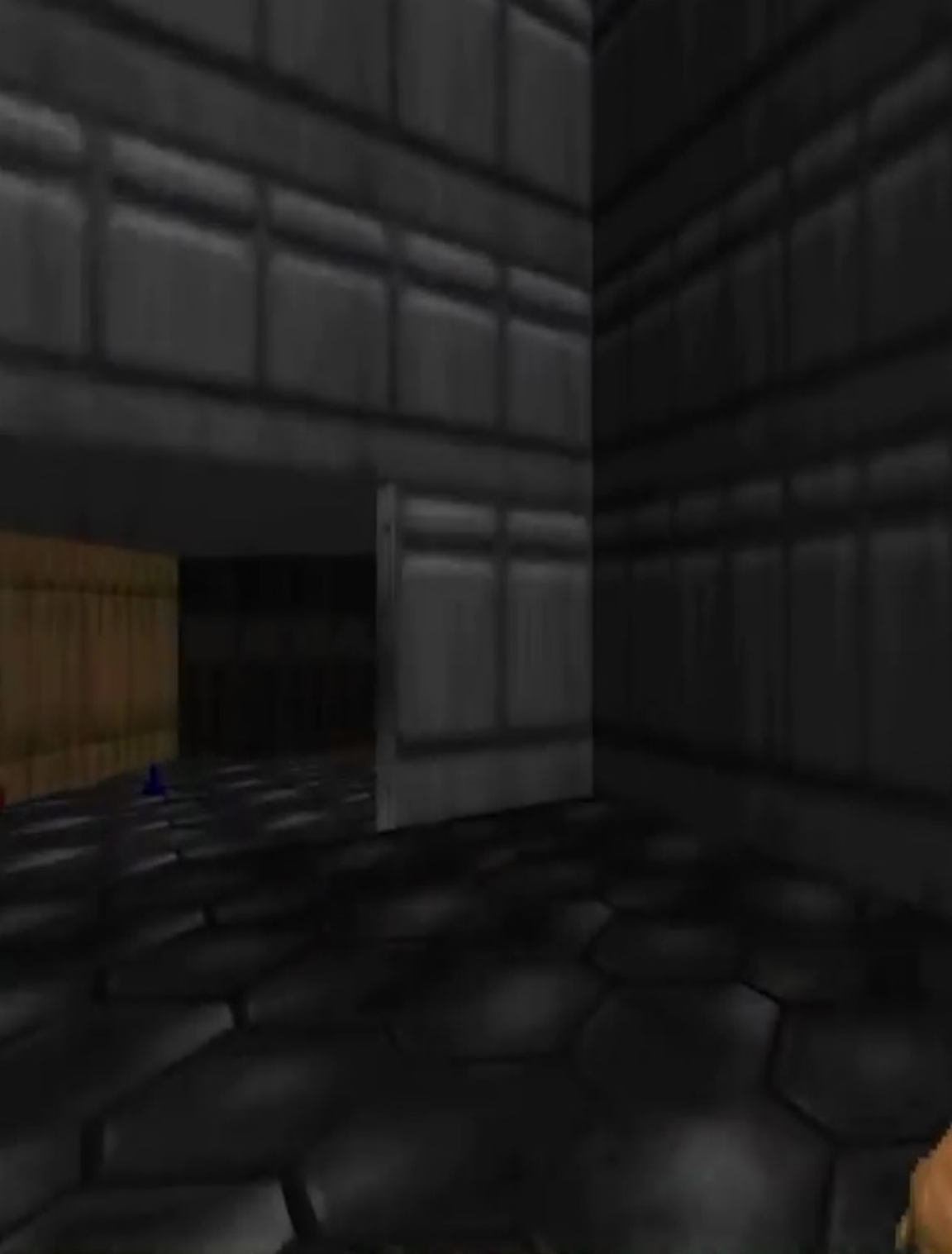




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

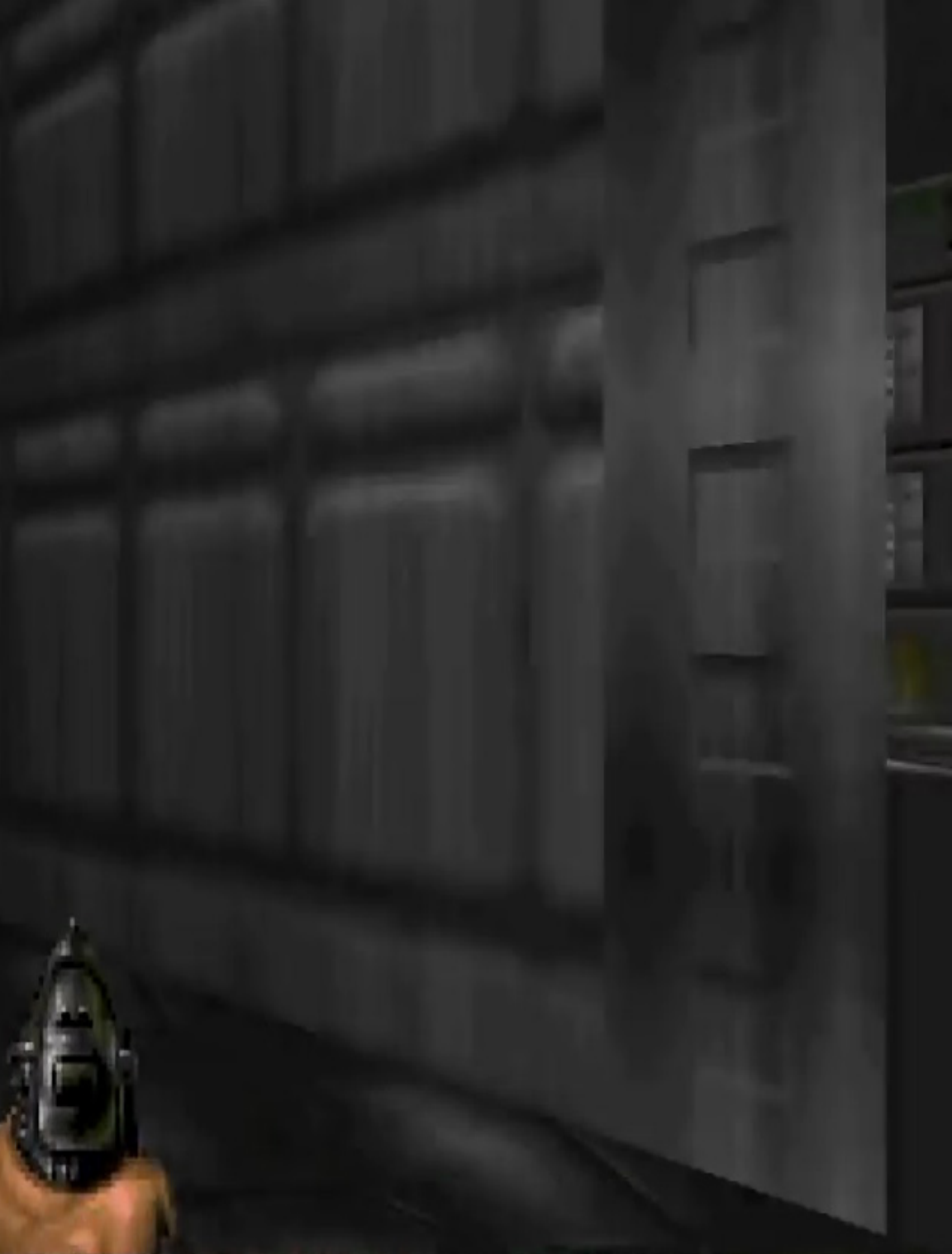
100%

HEALTH

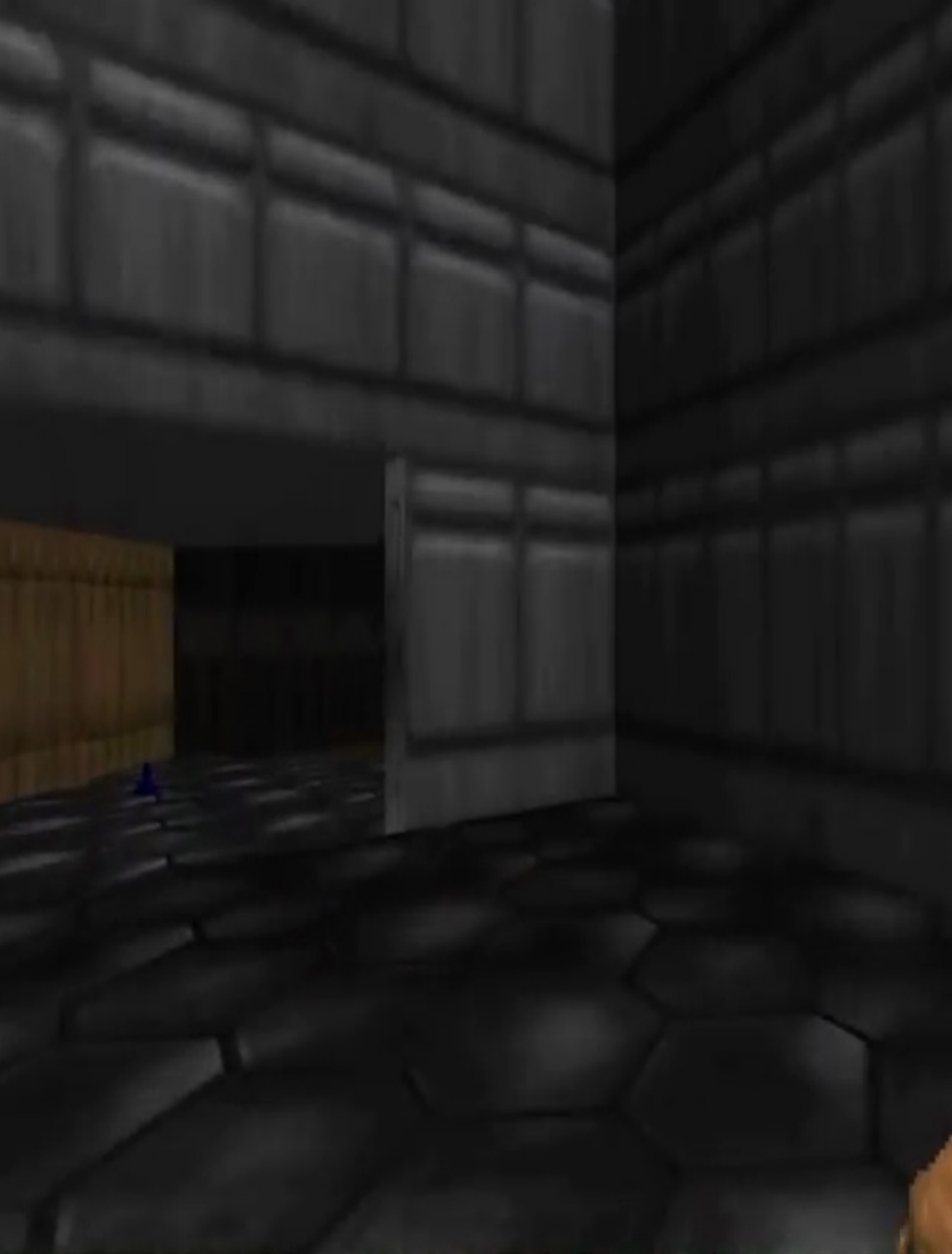
2 3 4
5 6 7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------------	--



49

AMMO

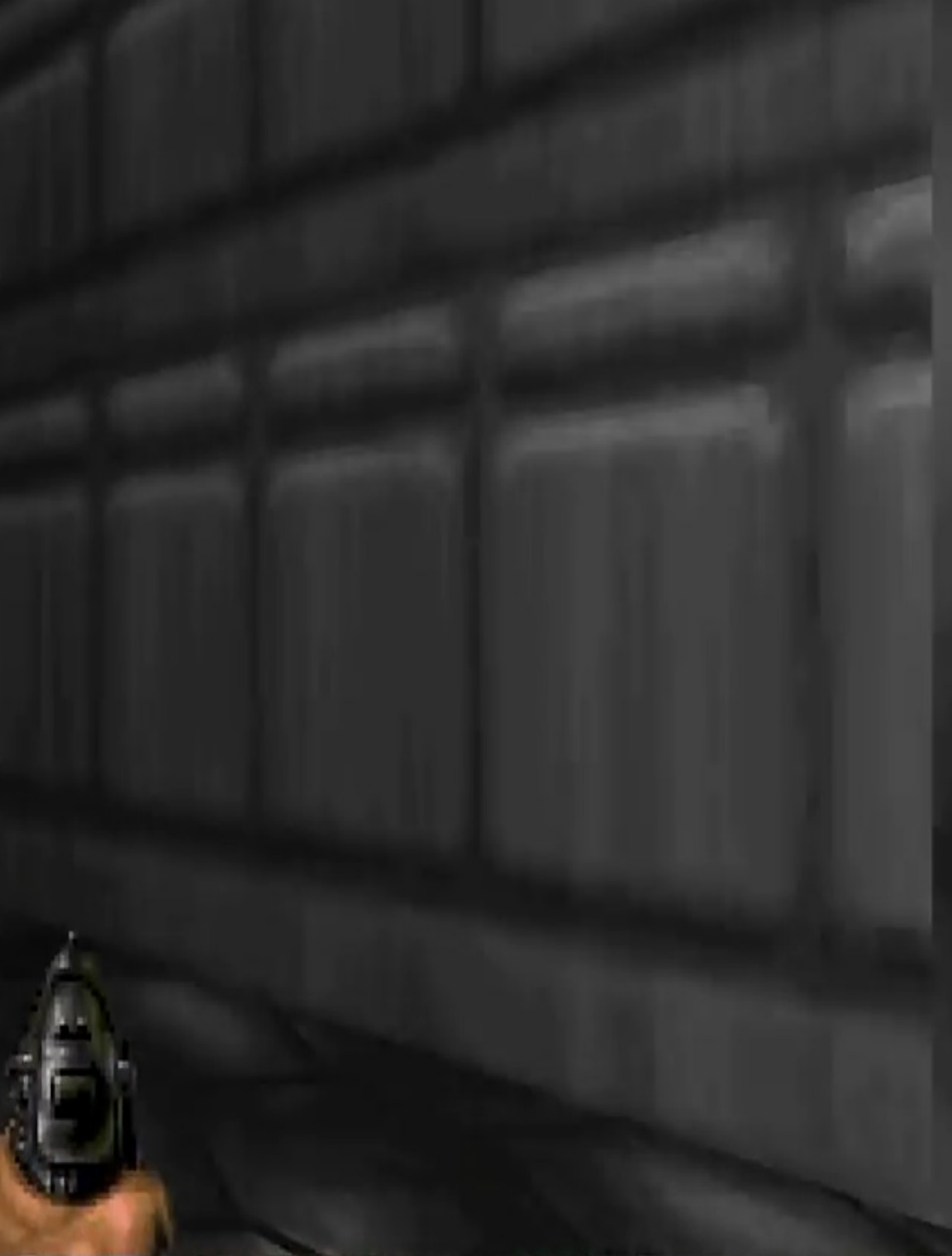
100%

HEALTH

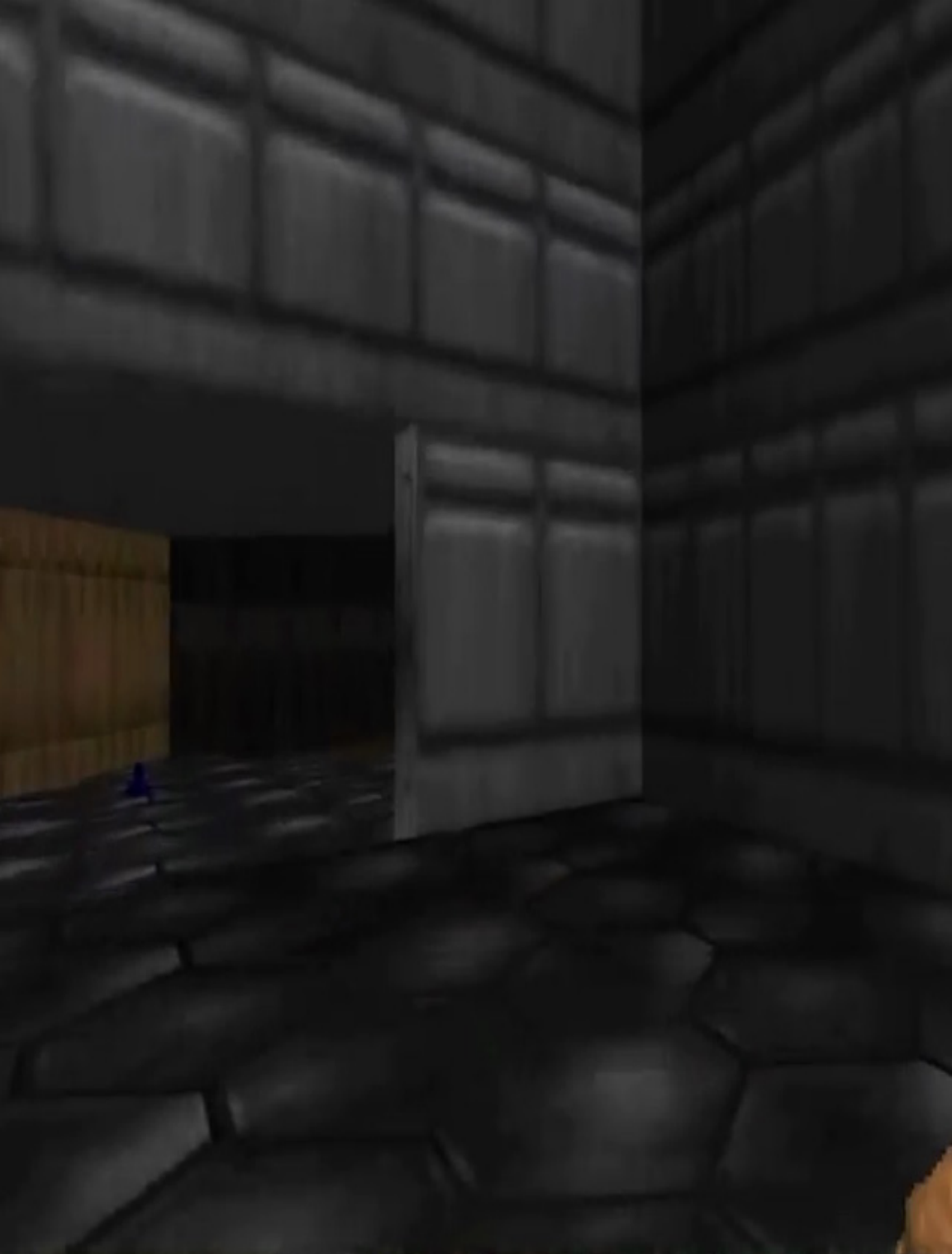
2 3 4
5 6 7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

AMMO

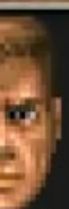
100%

HEALTH

2 3 4
5 6 7

ARMS

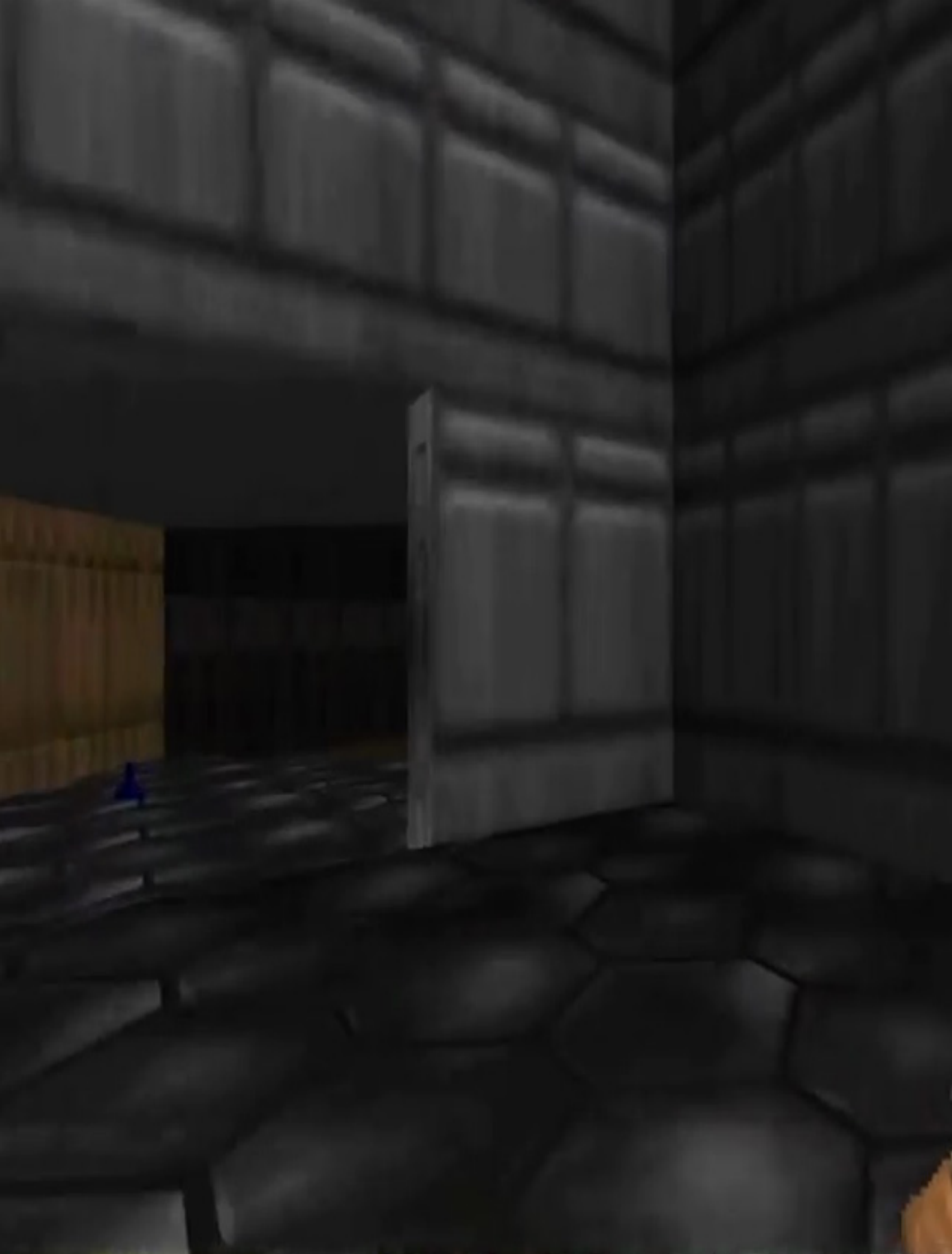




0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



49

AMMO

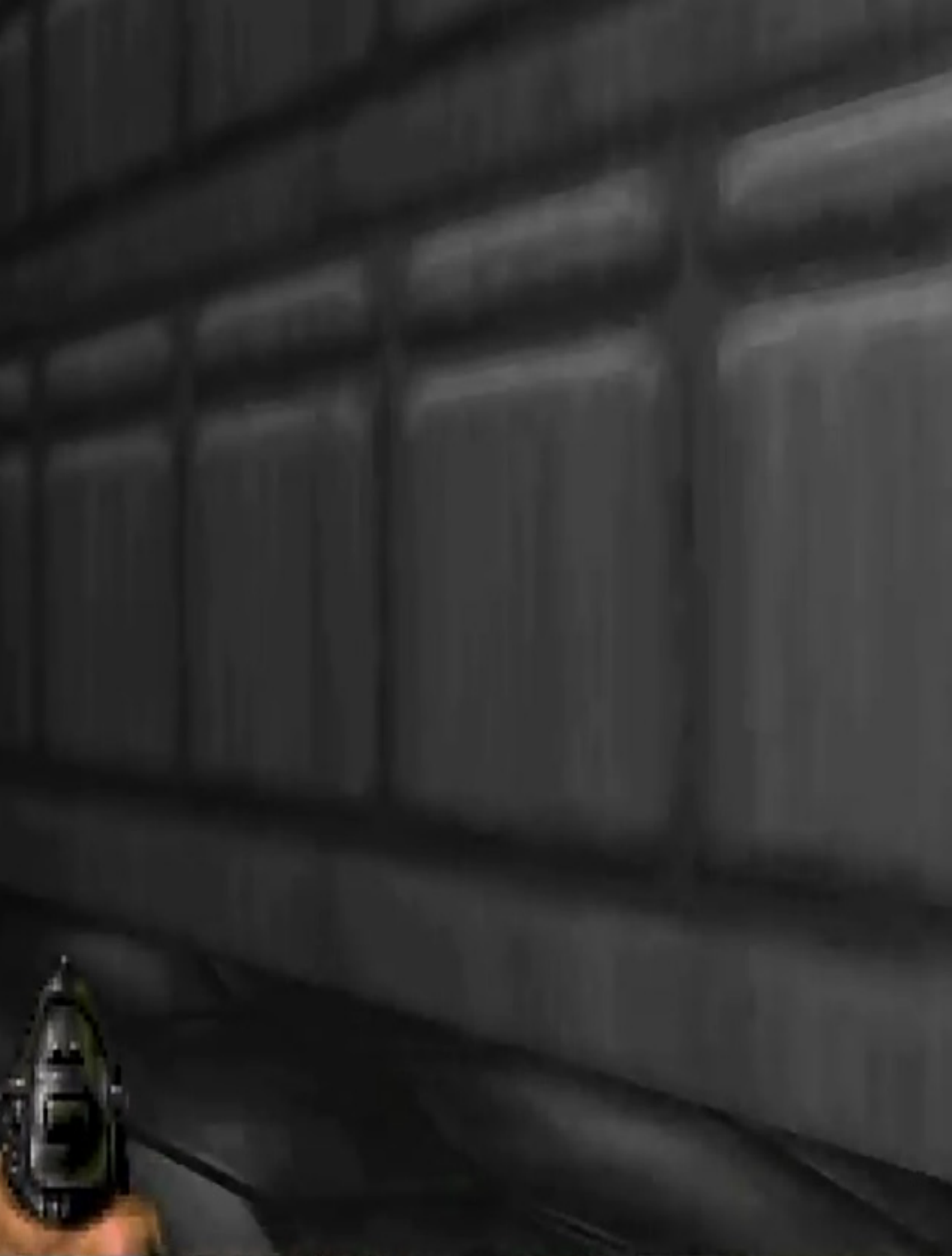
100%

HEALTH

2	3	9
5	6	7

ARMS

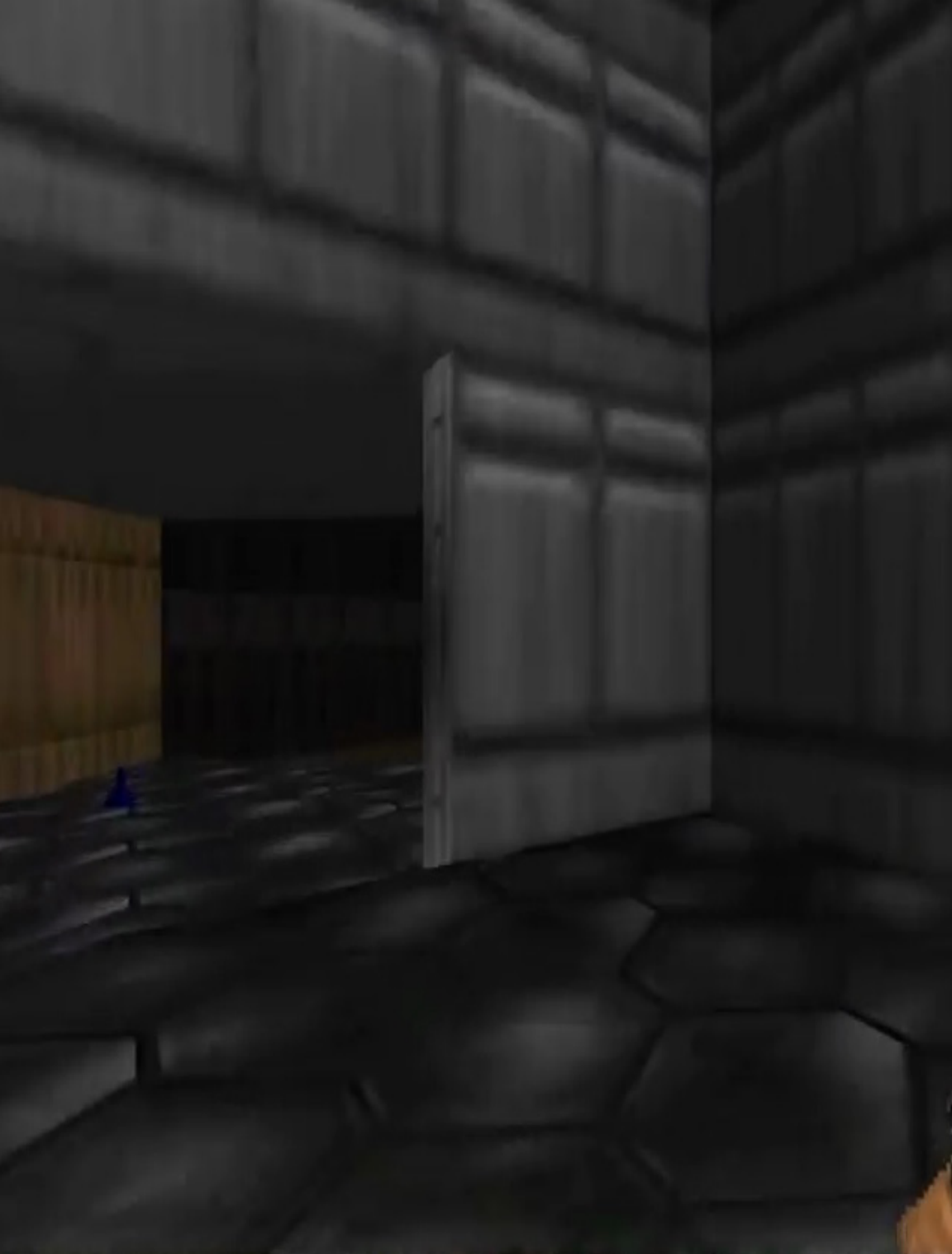




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

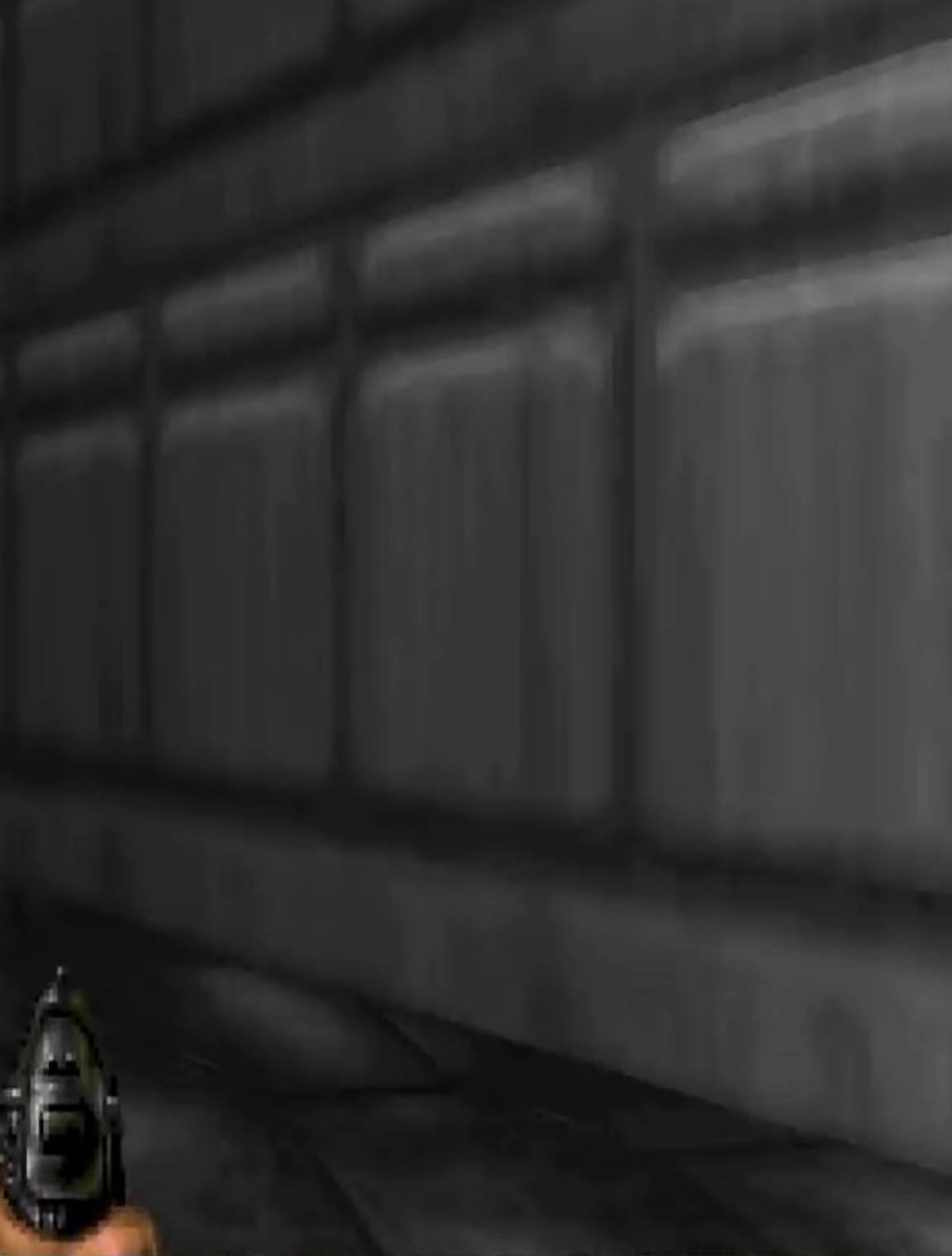
100%

HEALTH

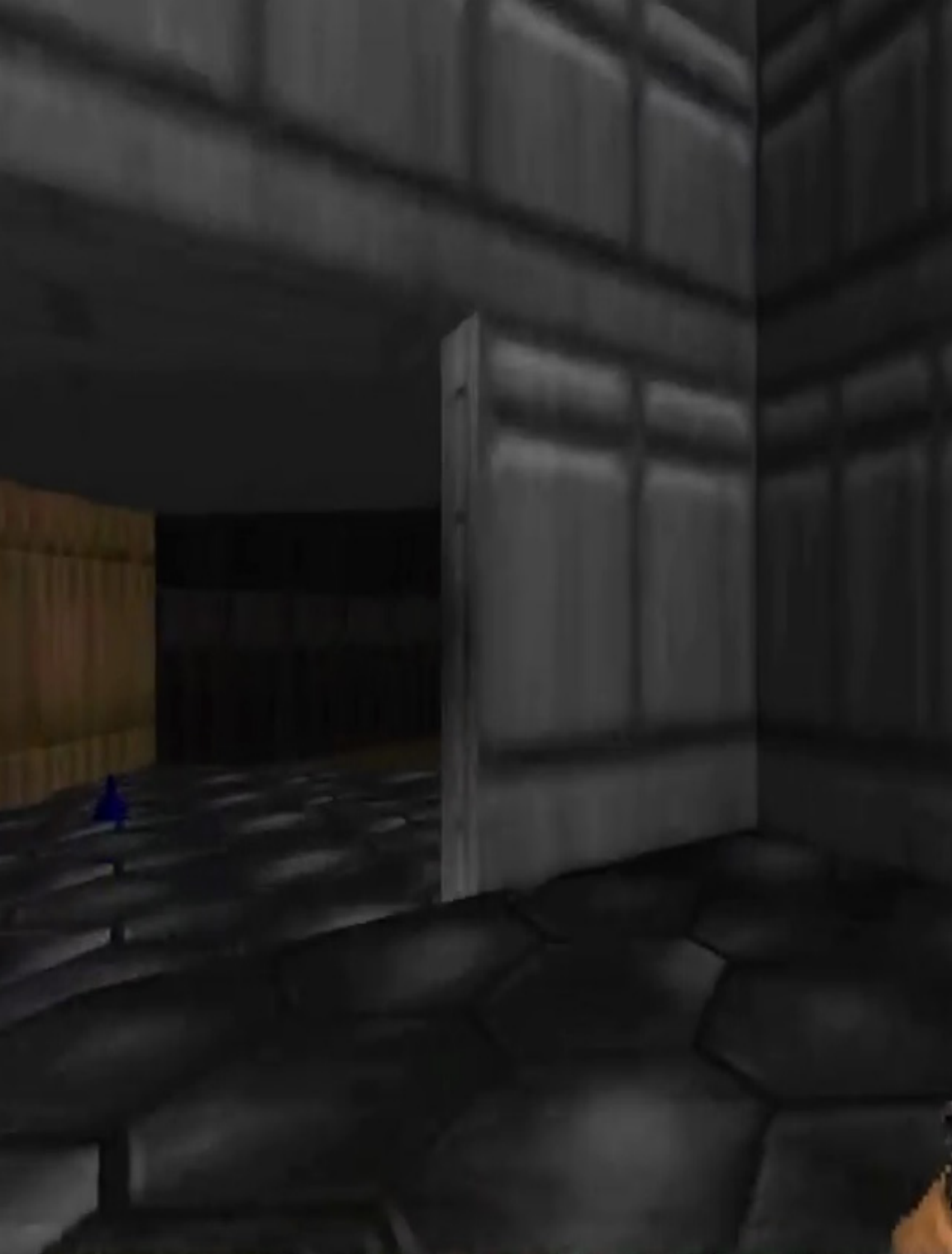
2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>✓ ✓ ✓ ✓</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------	----------------------------------	--



49

AMMO

100%

HEALTH

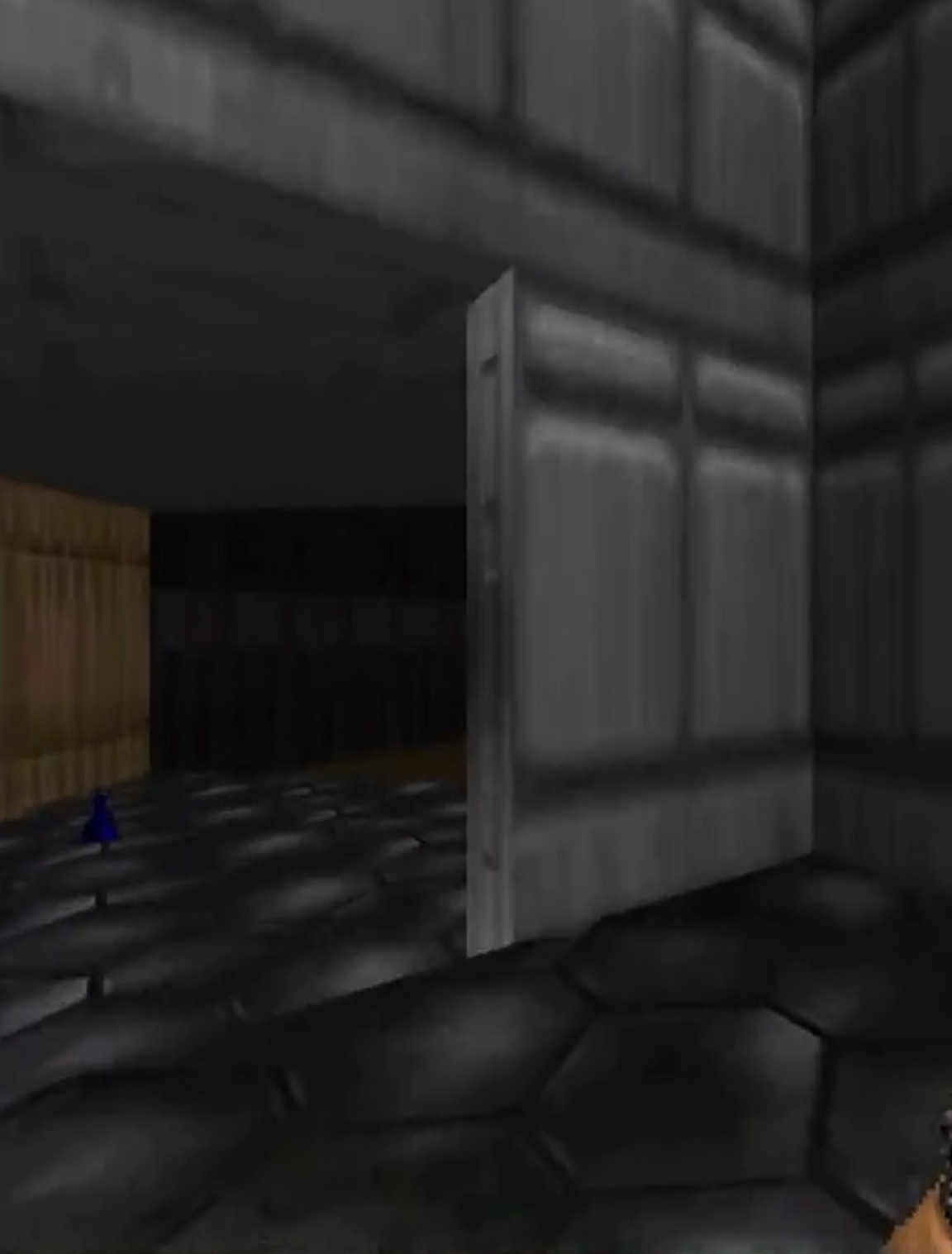
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>200 50 50 300</p>	
--	----------------------------	--	--	-----------------------------	----------------------------------	--



49

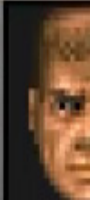
AMMO

100%

HEALTH

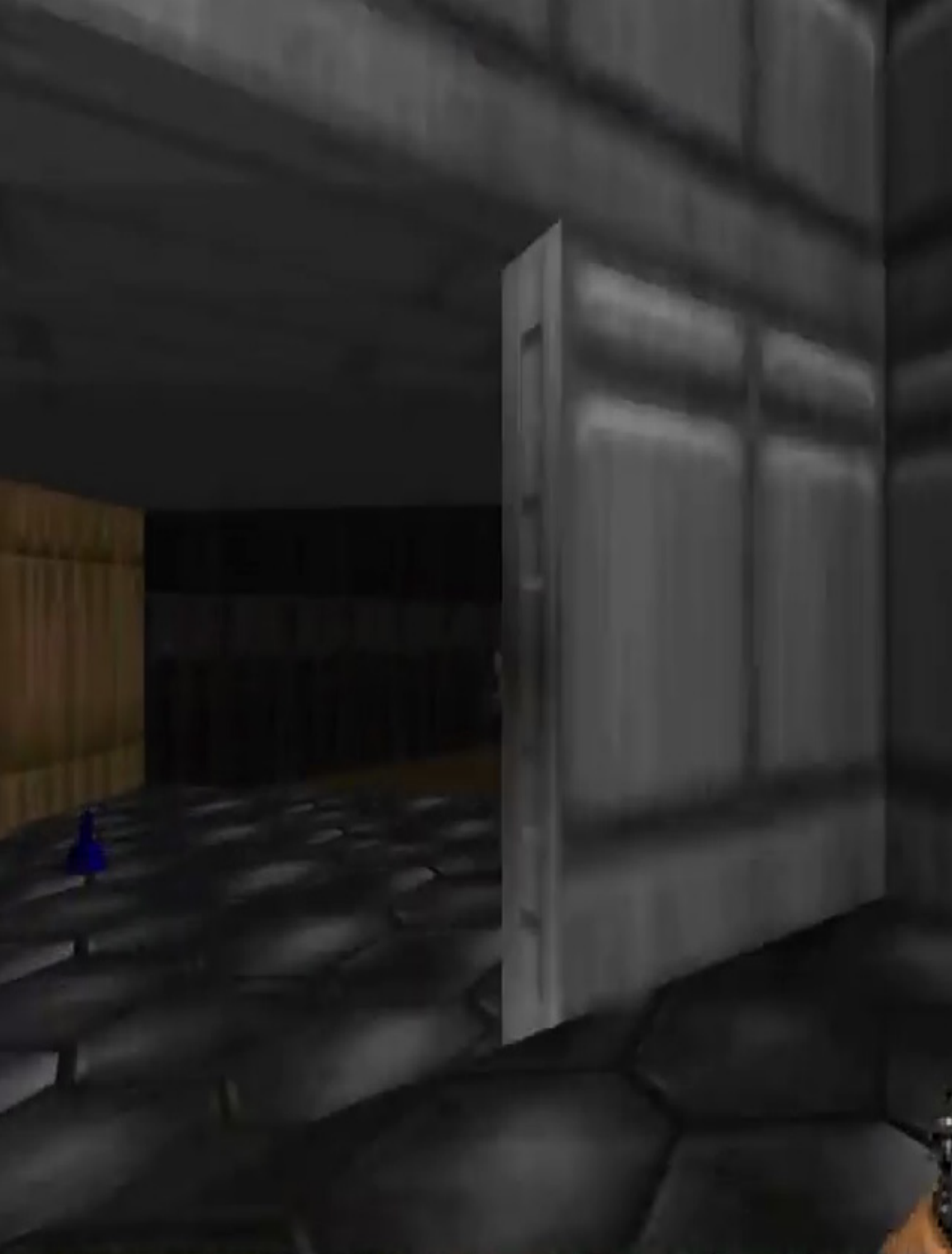
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<p>☐ ☐ ☐ ☐</p>	<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

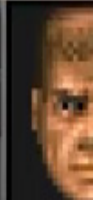
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS

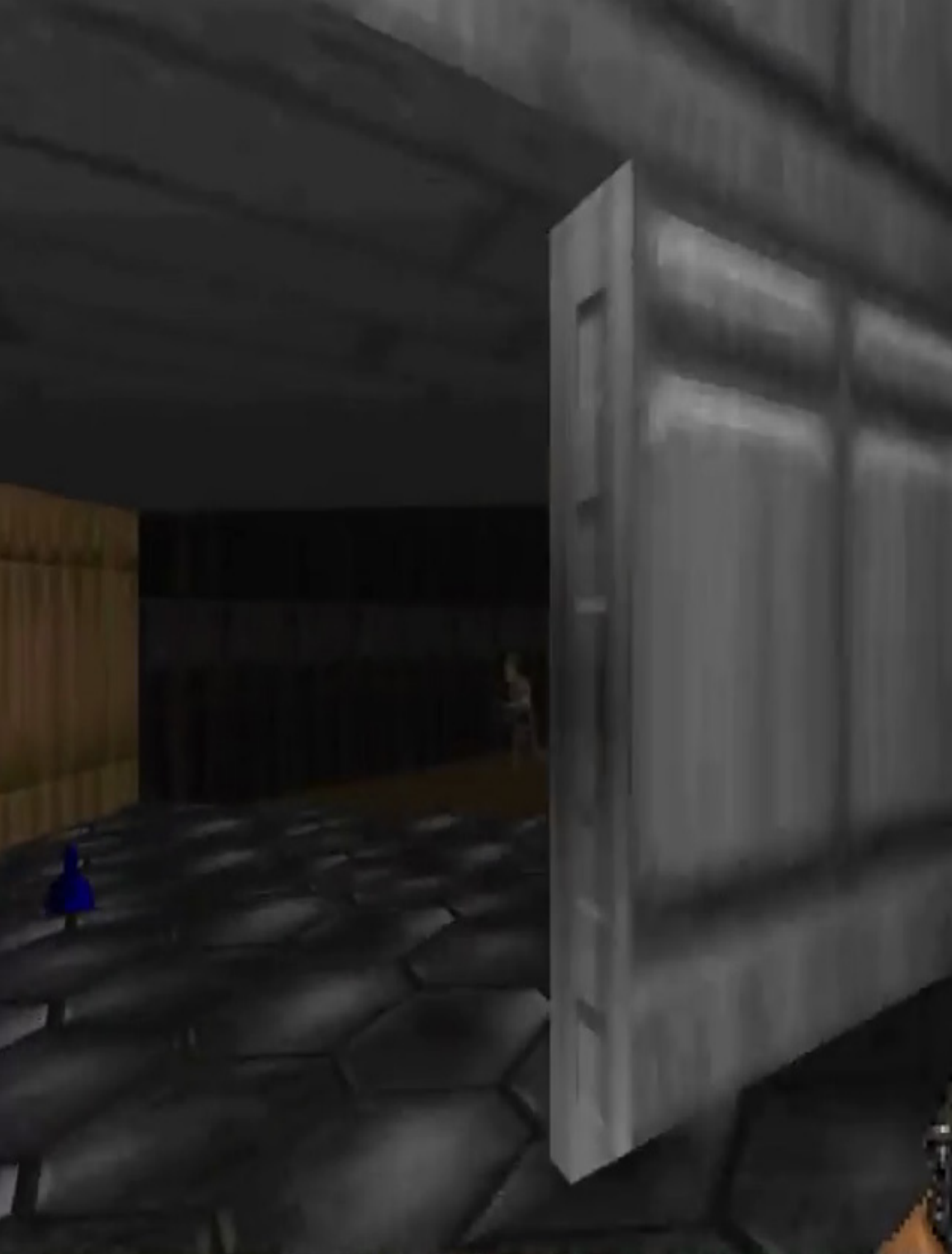




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

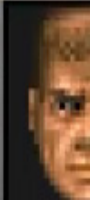
AMMO

100%

HEALTH

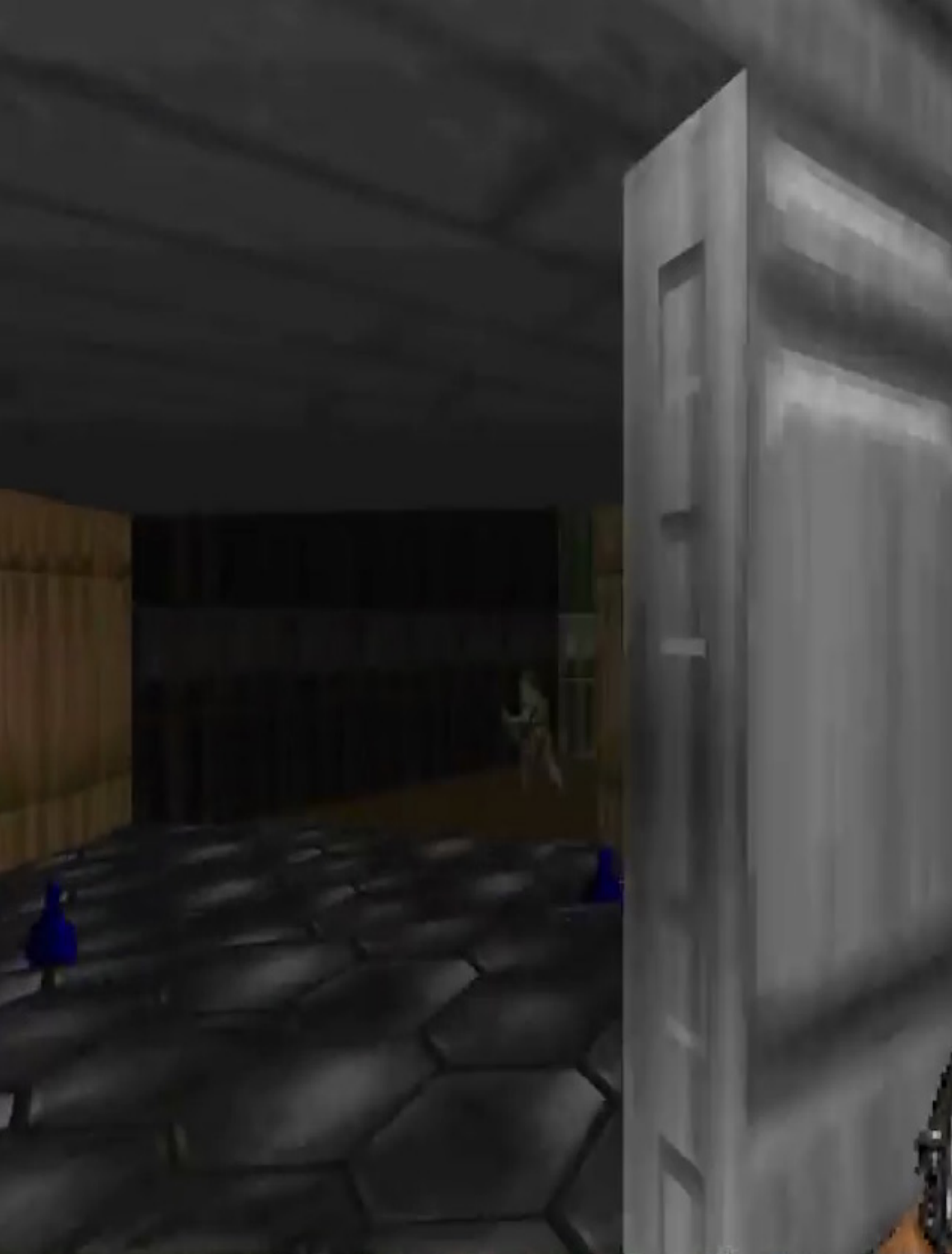
2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>/ / / /</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------	----------------------------------	--



49

AMMO

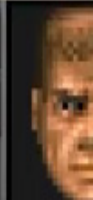
100%

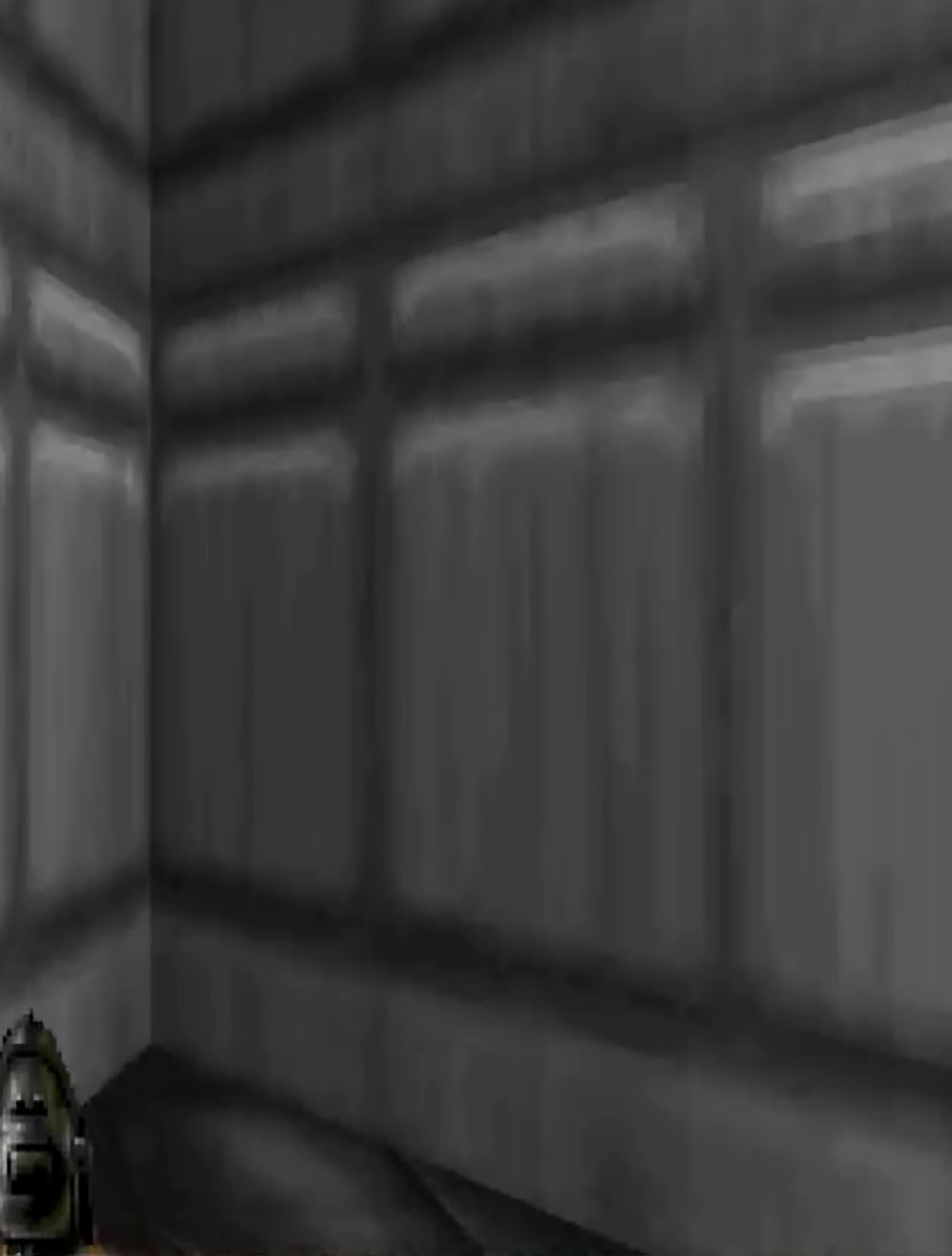
HEALTH

2 3 4

5 6 7

ARMS

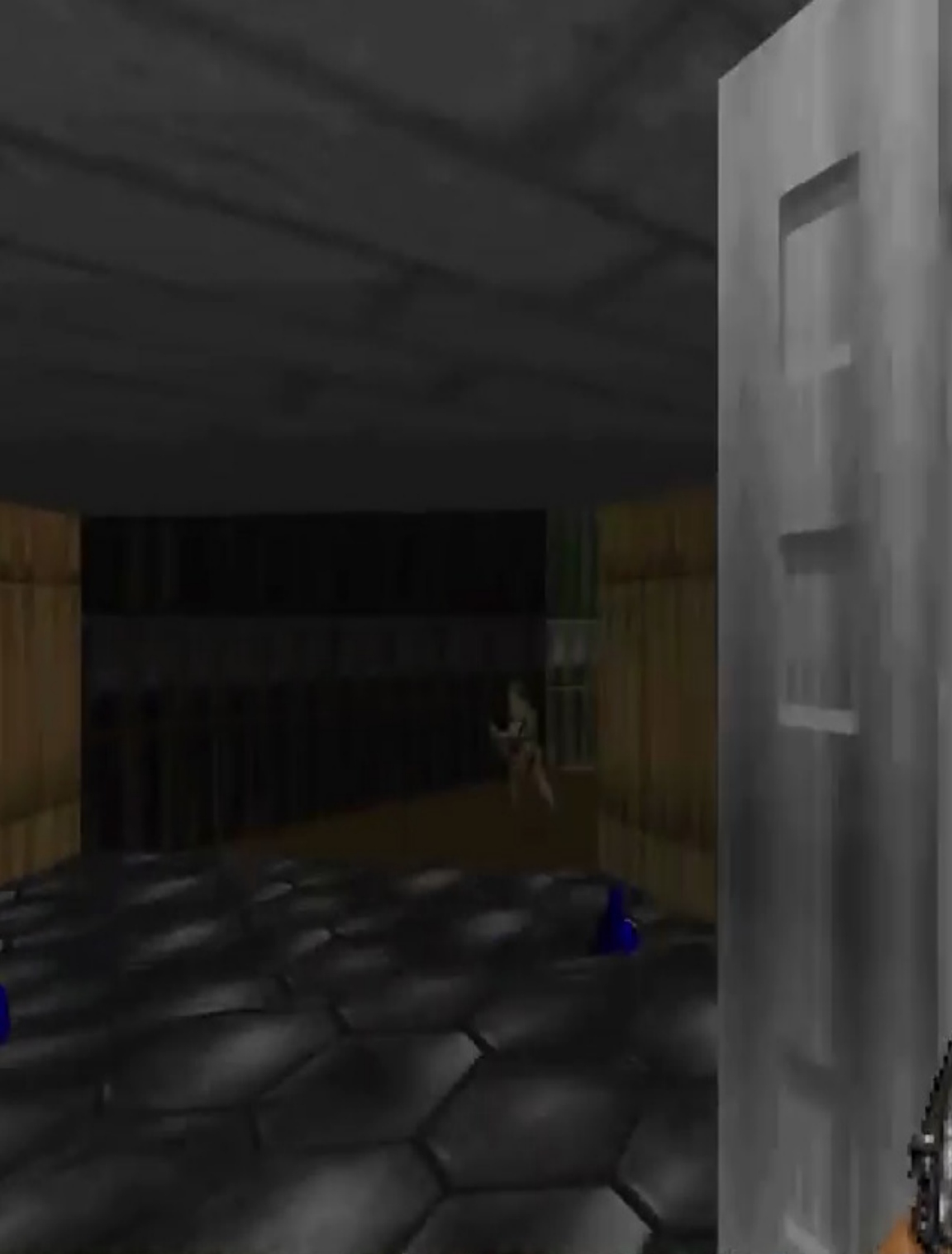




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

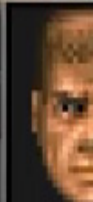
AMMO

100%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

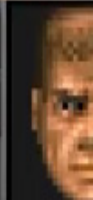
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

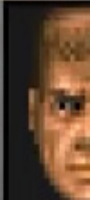
100%

HEALTH

2 3 4

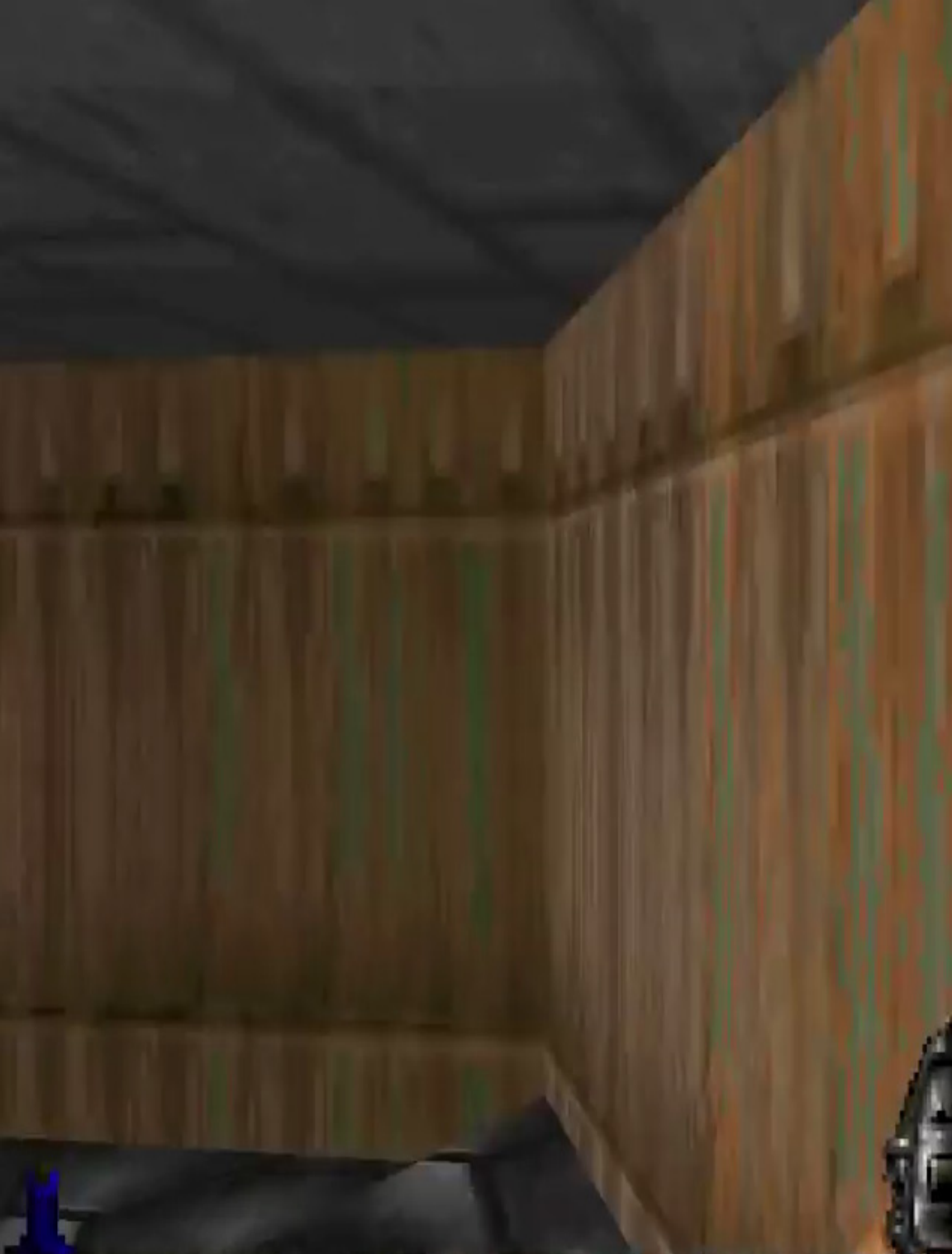
5 6 7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<p>BULL SHEL ROKT CELL</p>	<p>49 0 0 0</p>	<p>/</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------	----------------------------------	--



49

AMMO

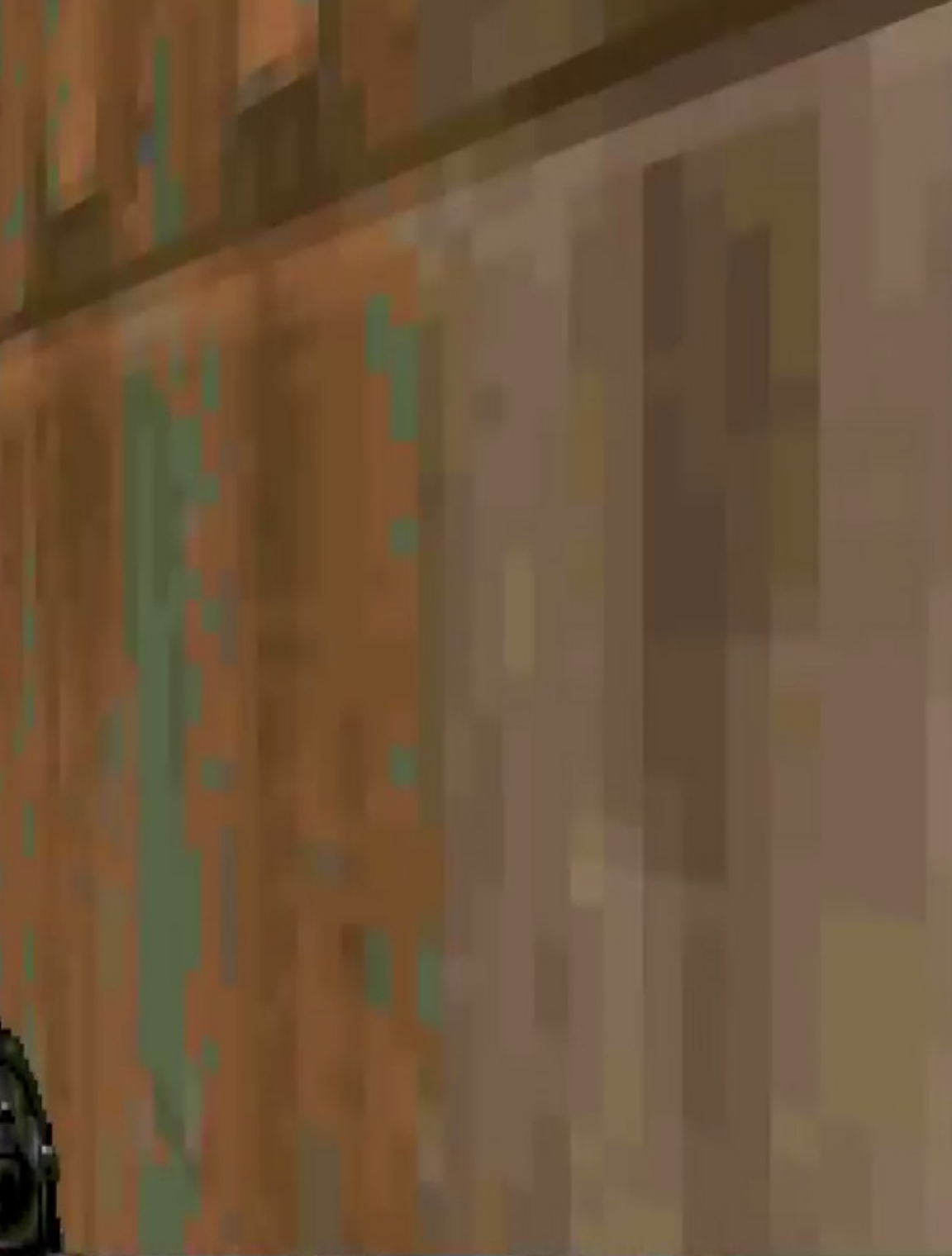
100%

HEALTH

2	3	4
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

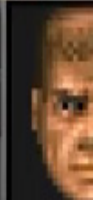
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS

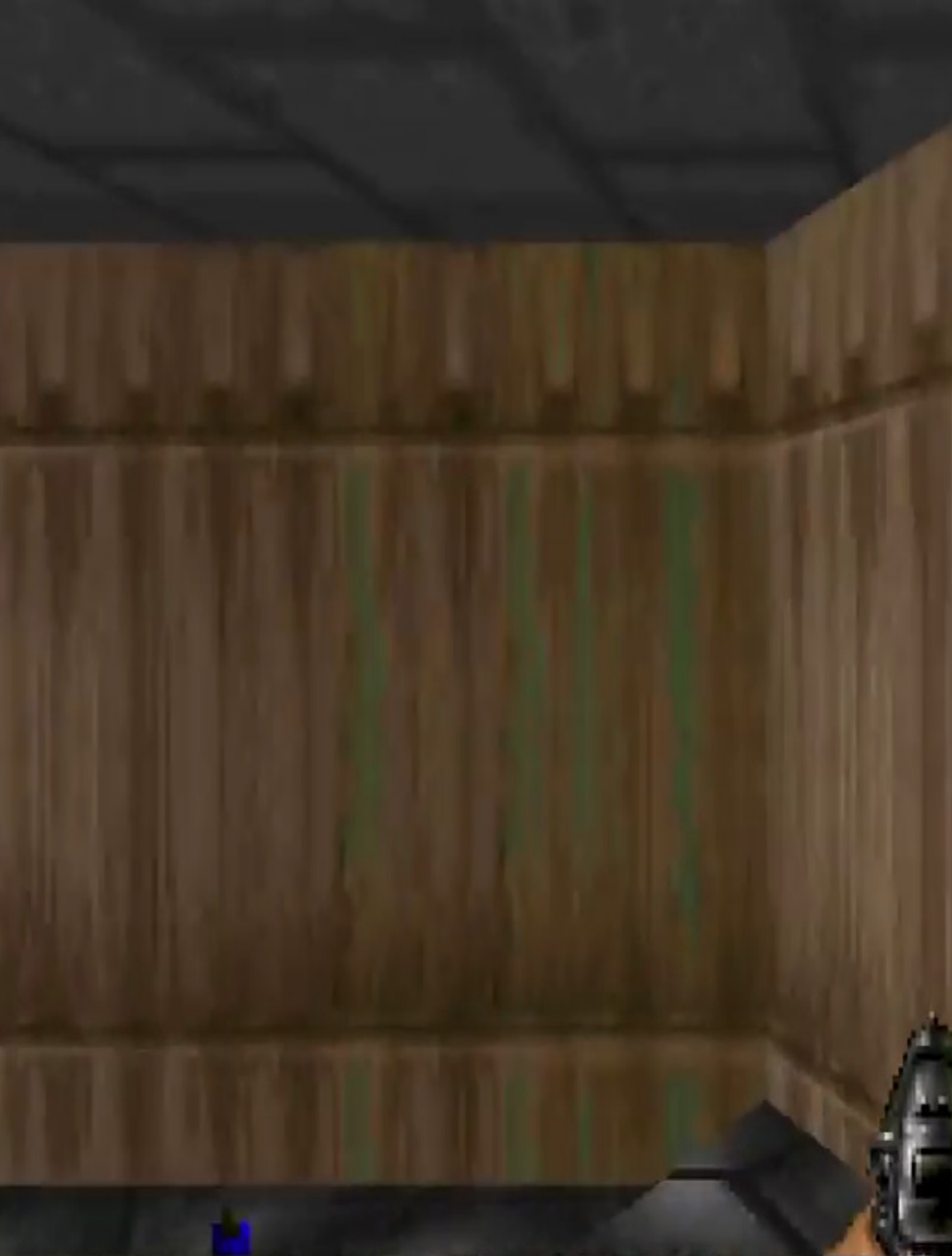




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

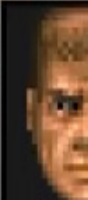
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS

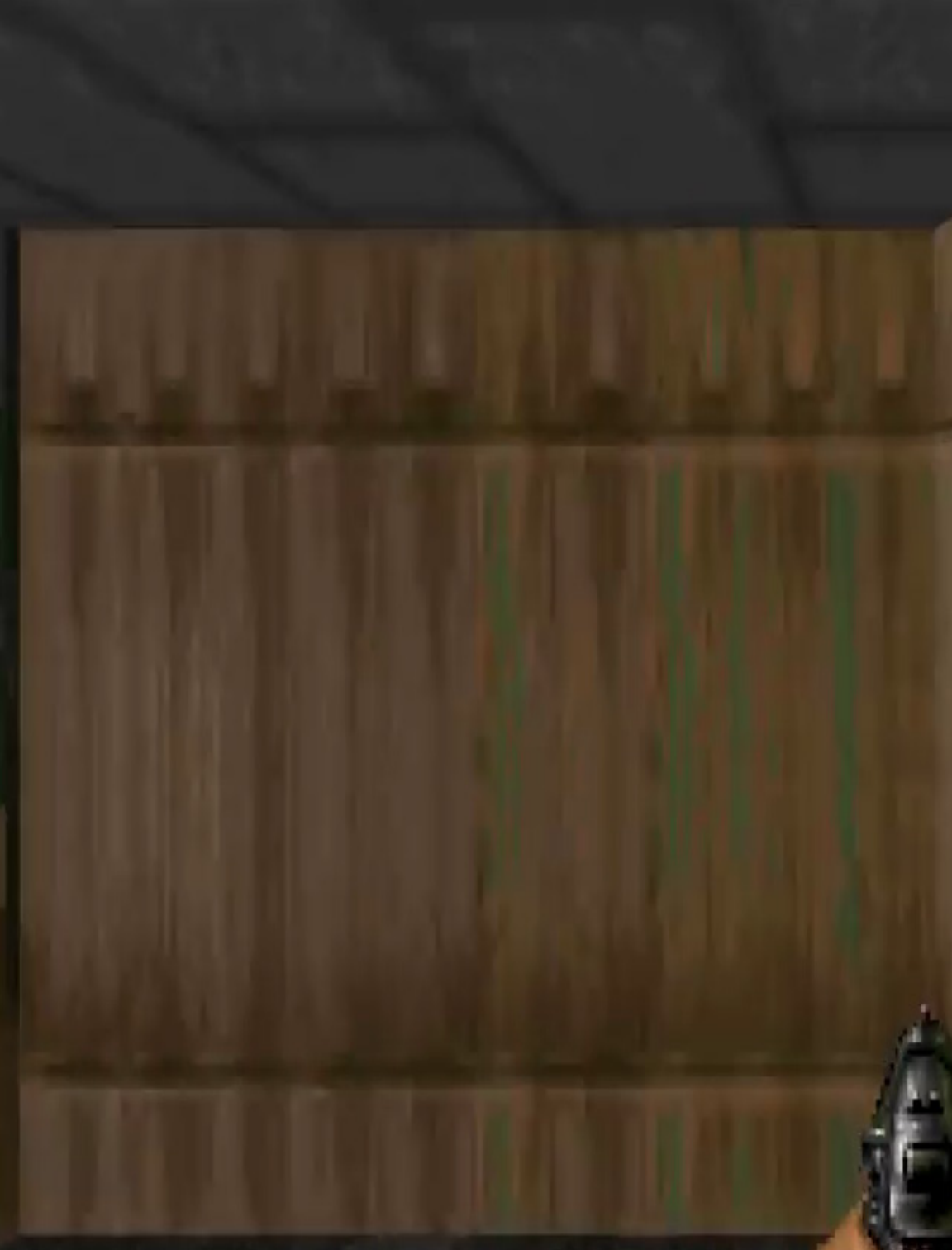




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

AMMO

100%

HEALTH

2	3	4
5	6	7

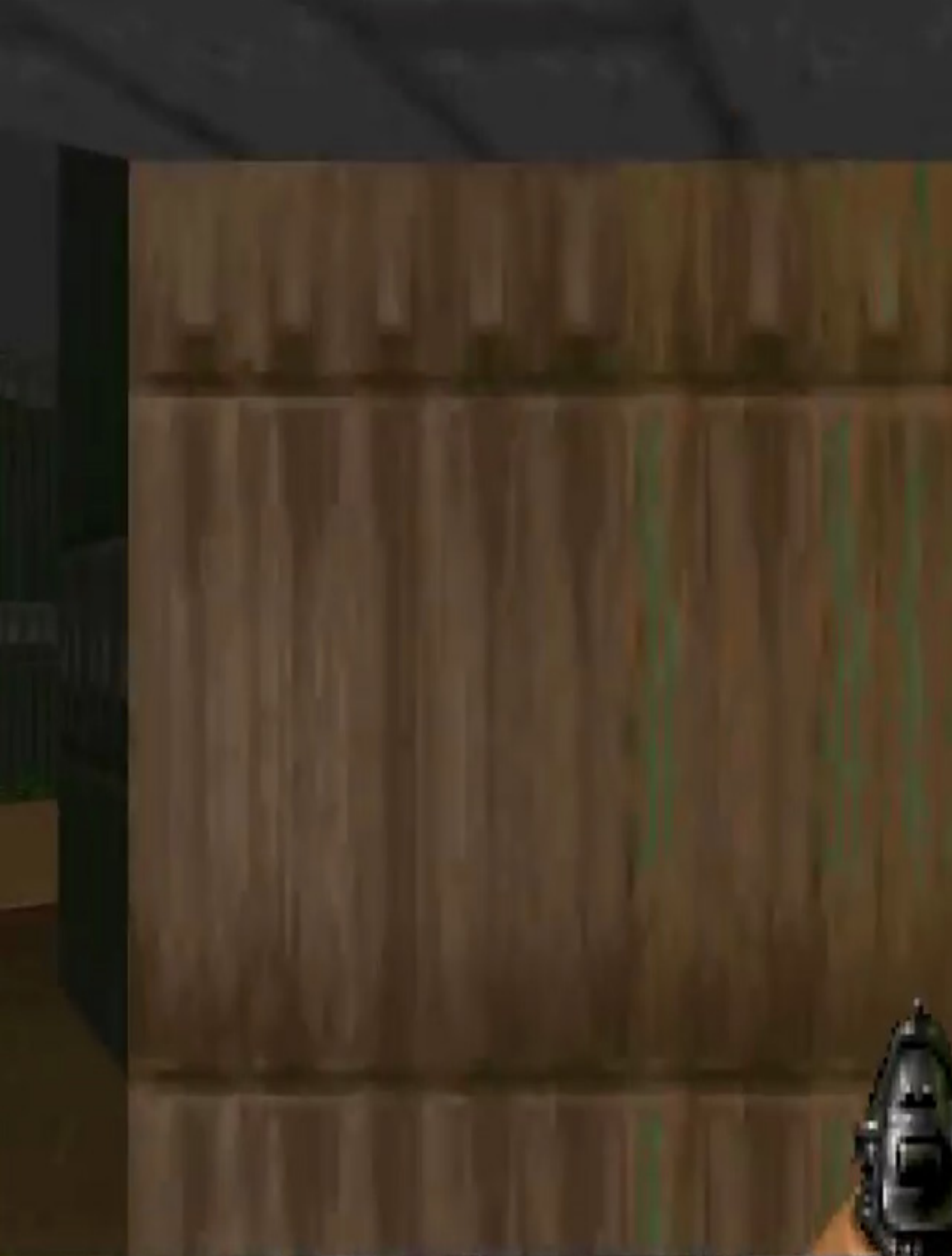
ARMS





0%	<input type="checkbox"/>	BULL	49	/	200
ARMOR	<input type="checkbox"/>	SHEL	0	/	50
	<input type="checkbox"/>	ROKT	0	/	50
	<input type="checkbox"/>	CELL	0	/	300





49

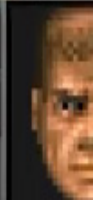
AMMO

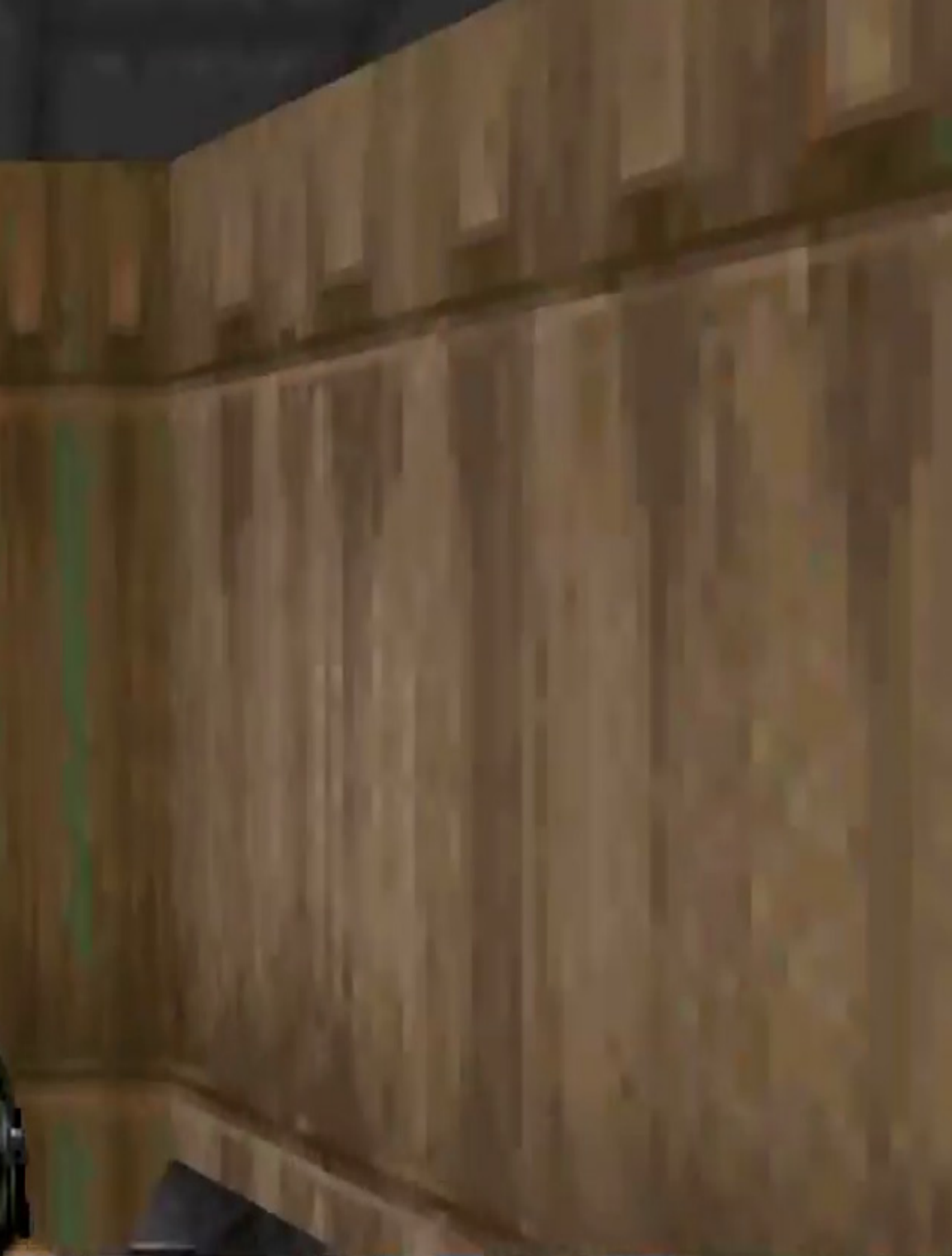
100%

HEALTH

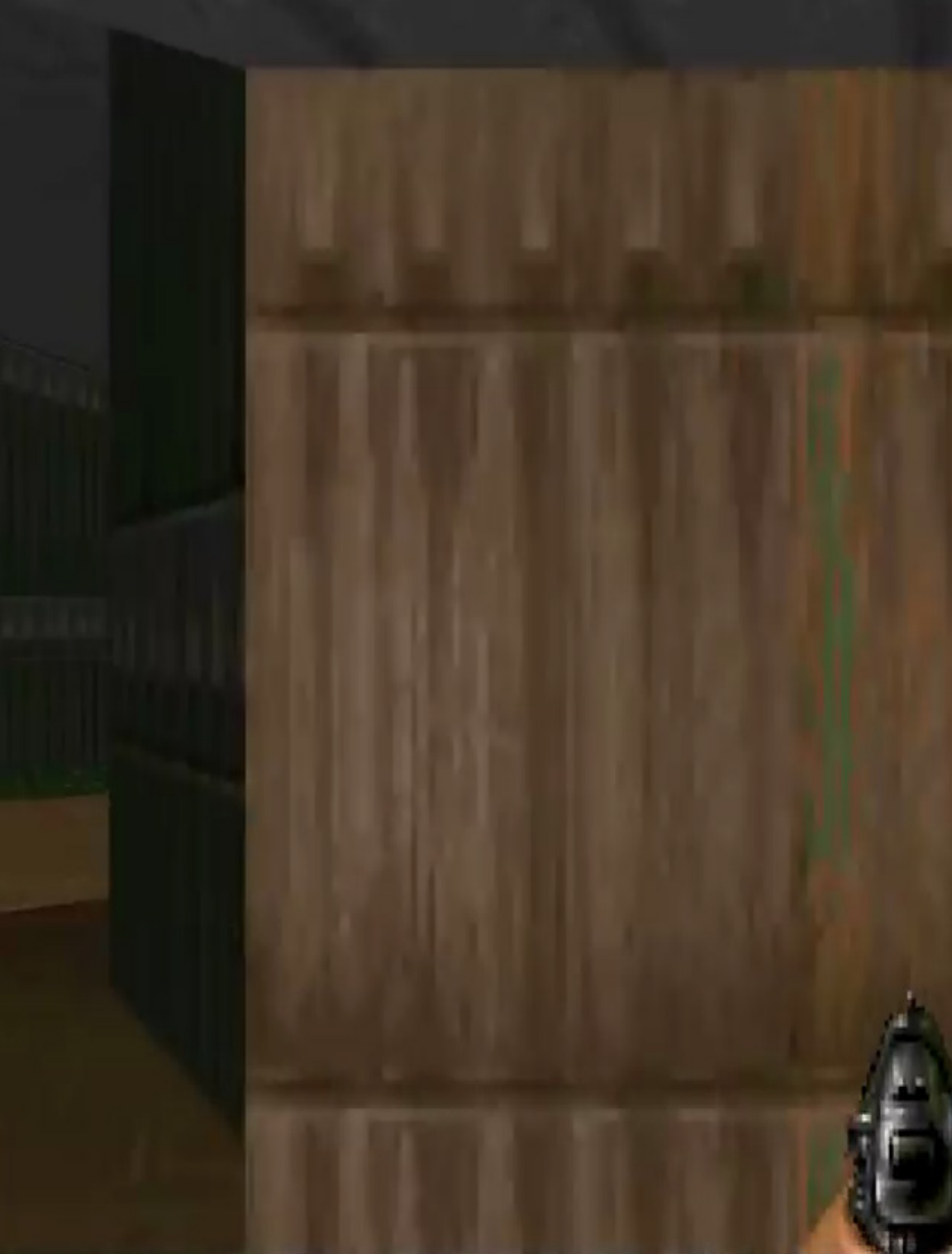
2	3	4
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	



49

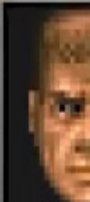
AMMO

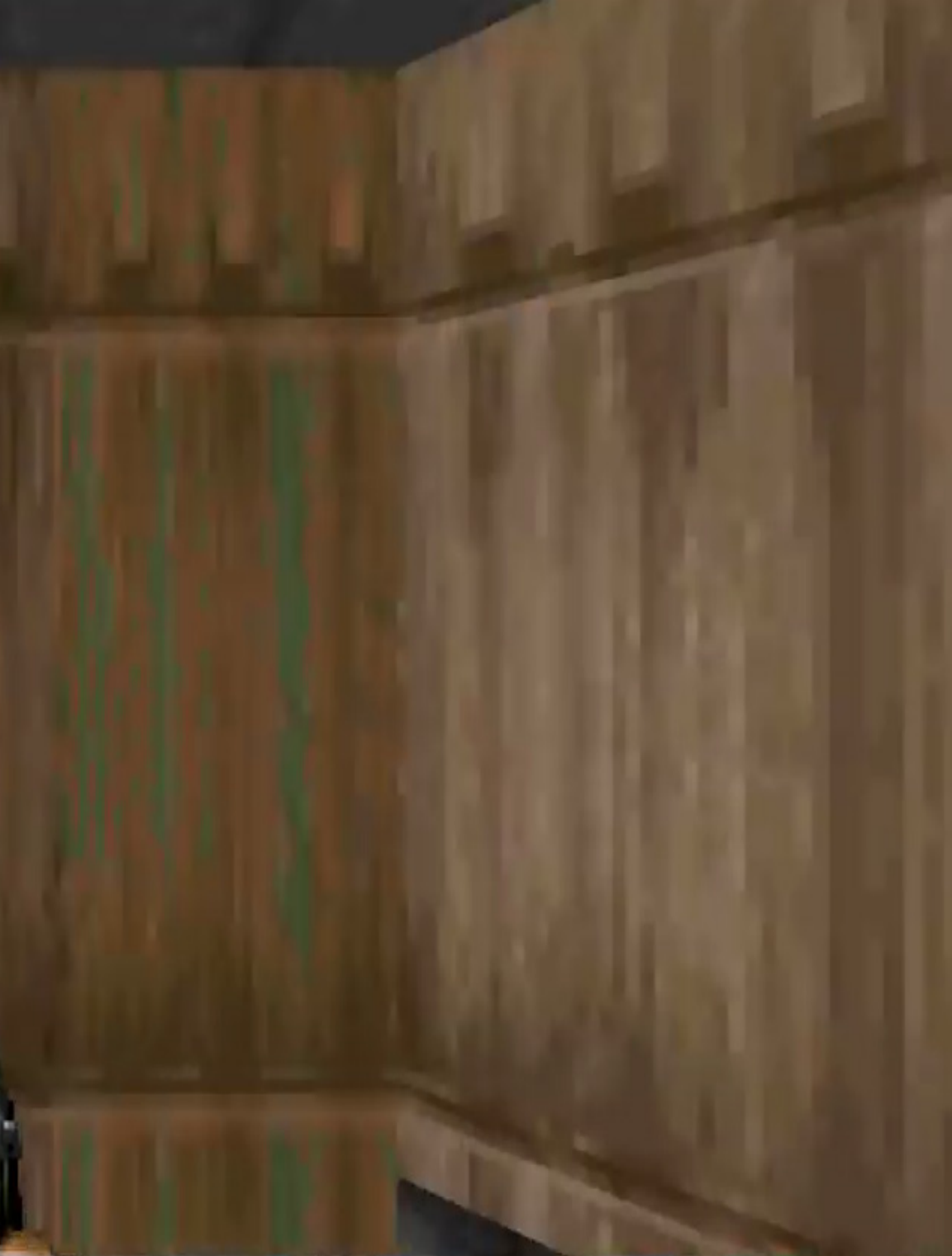
100%

HEALTH

2	3	4
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300





49

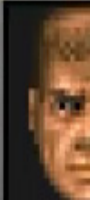
AMMO

100%

HEALTH

2	3	4
5	6	7

ARMS





0%	<input type="checkbox"/>	BULL	49	/	200
ARMOR	<input type="checkbox"/>	SHEL	0	/	50
	<input type="checkbox"/>	ROKT	0	/	50
	<input type="checkbox"/>	CELL	0	/	300



PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2	3	9
5	6	7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2	3	4
5	6	7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2 3 4
5 6 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR



BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.

REVENUE

REVENUE



49

AMMO

77%

HEALTH

2 3 4
5 6 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2 3 4
5 6 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.

WALKING

WALKING

WALKING

WALKING

WALKING

WALKING

WALKING

WALKING

49

AMMO

77%

HEALTH

2	3	4
5	6	7

ARMS



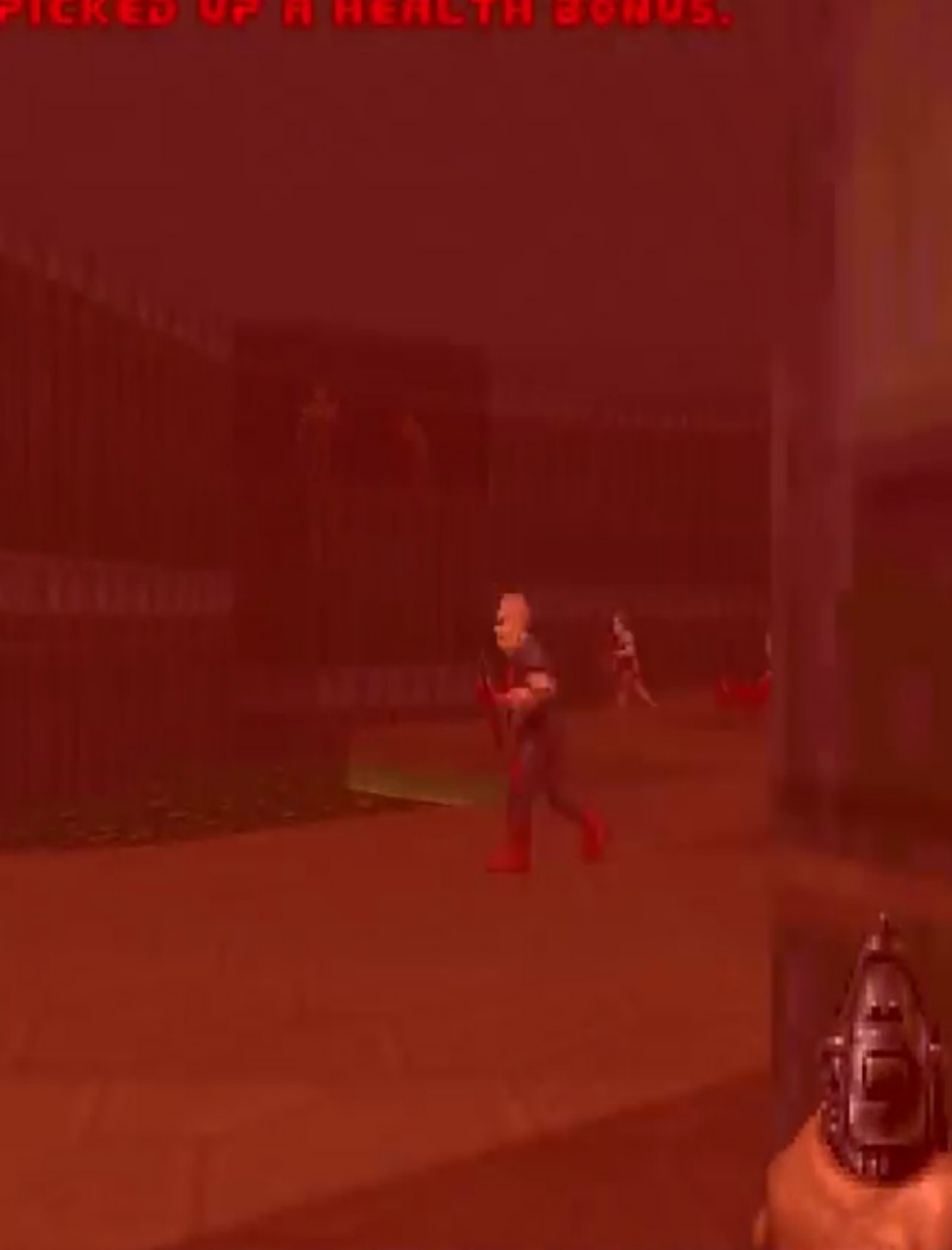


0%
ARMOR



BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2 3 4

5 6 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2 3 4
5 6 7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR		BULL	49 / 200
			SHEL	0 / 50
			ROKT	0 / 50
			CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2 3 4
5 6 7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

AMMO

77%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

AMMO

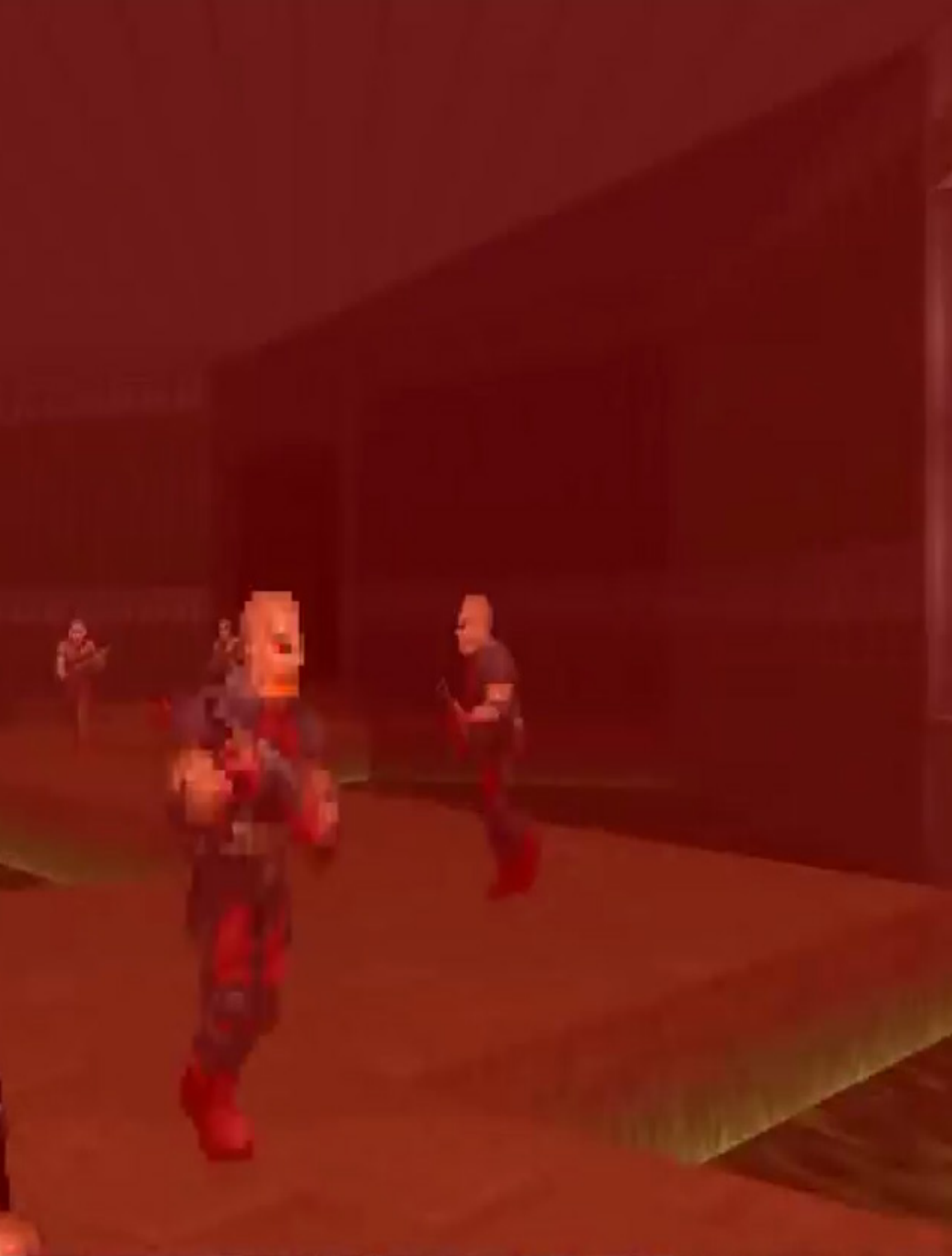
77%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

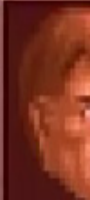
AMMO

77%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

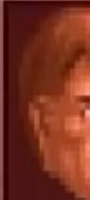
77%

HEALTH

2 3 9

5 6 7

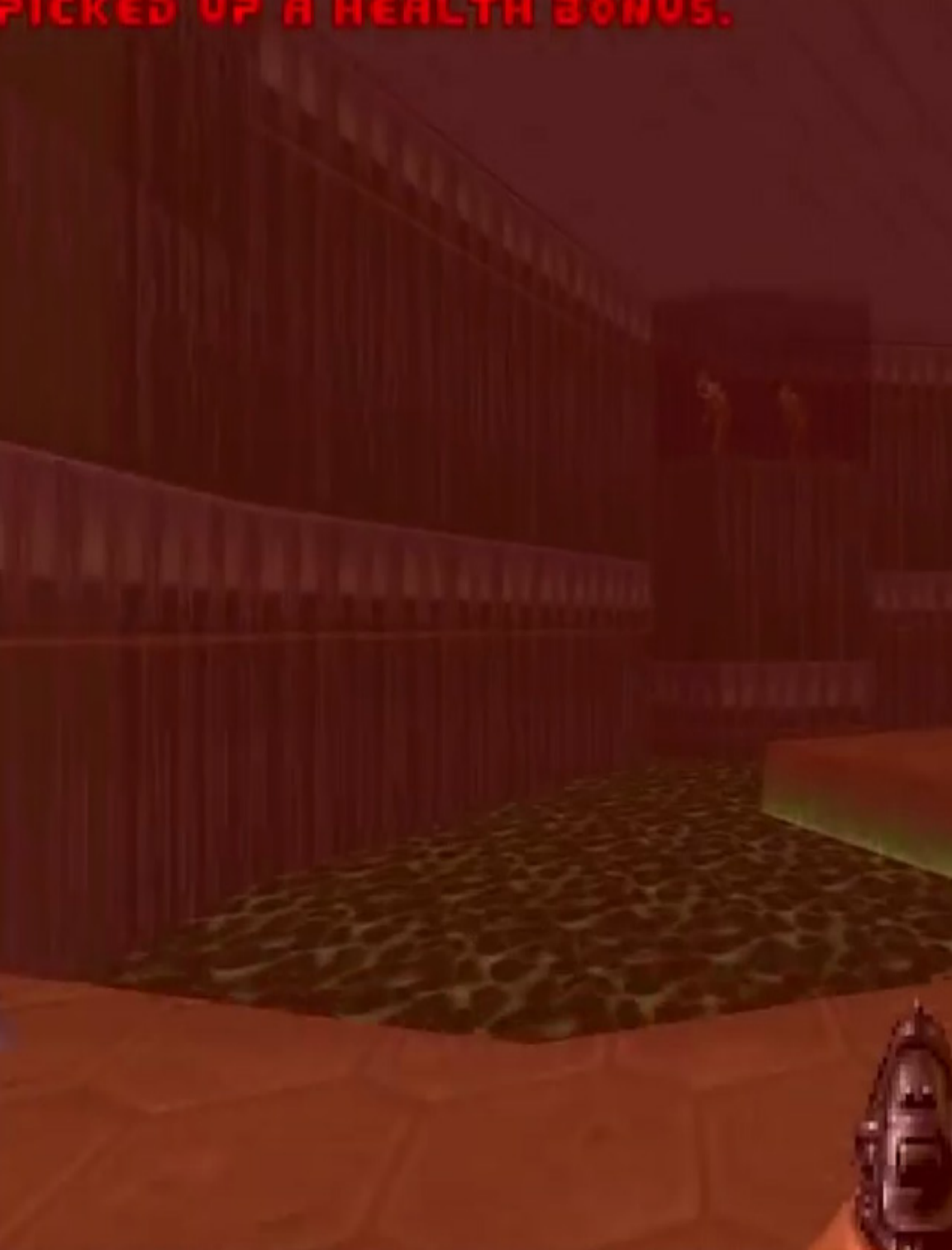
ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

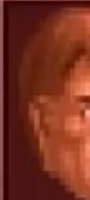
AMMO

77%

HEALTH

2 3 9
5 6 7

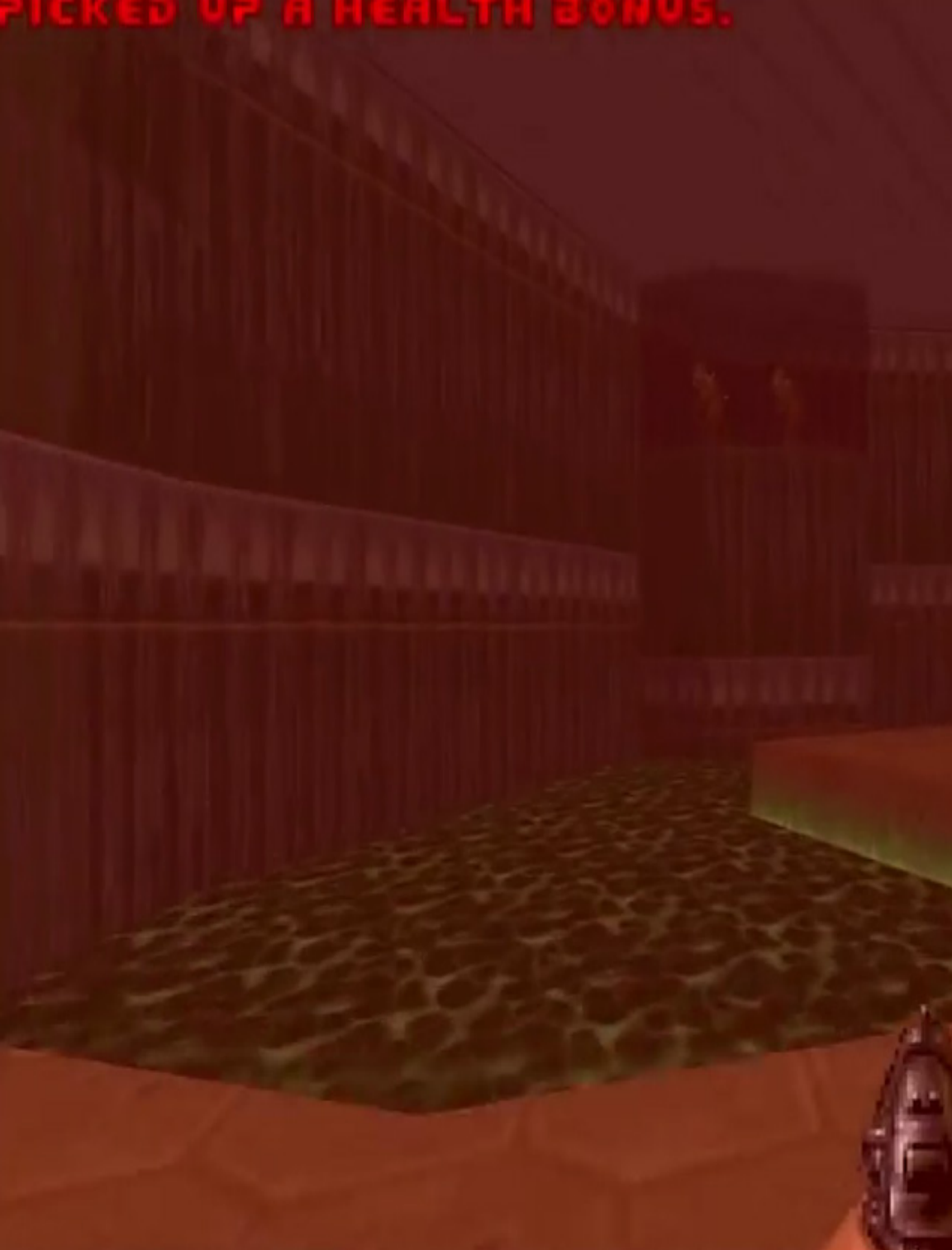
ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

AMMO

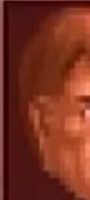
77%

HEALTH

2 3 9

5 6 7

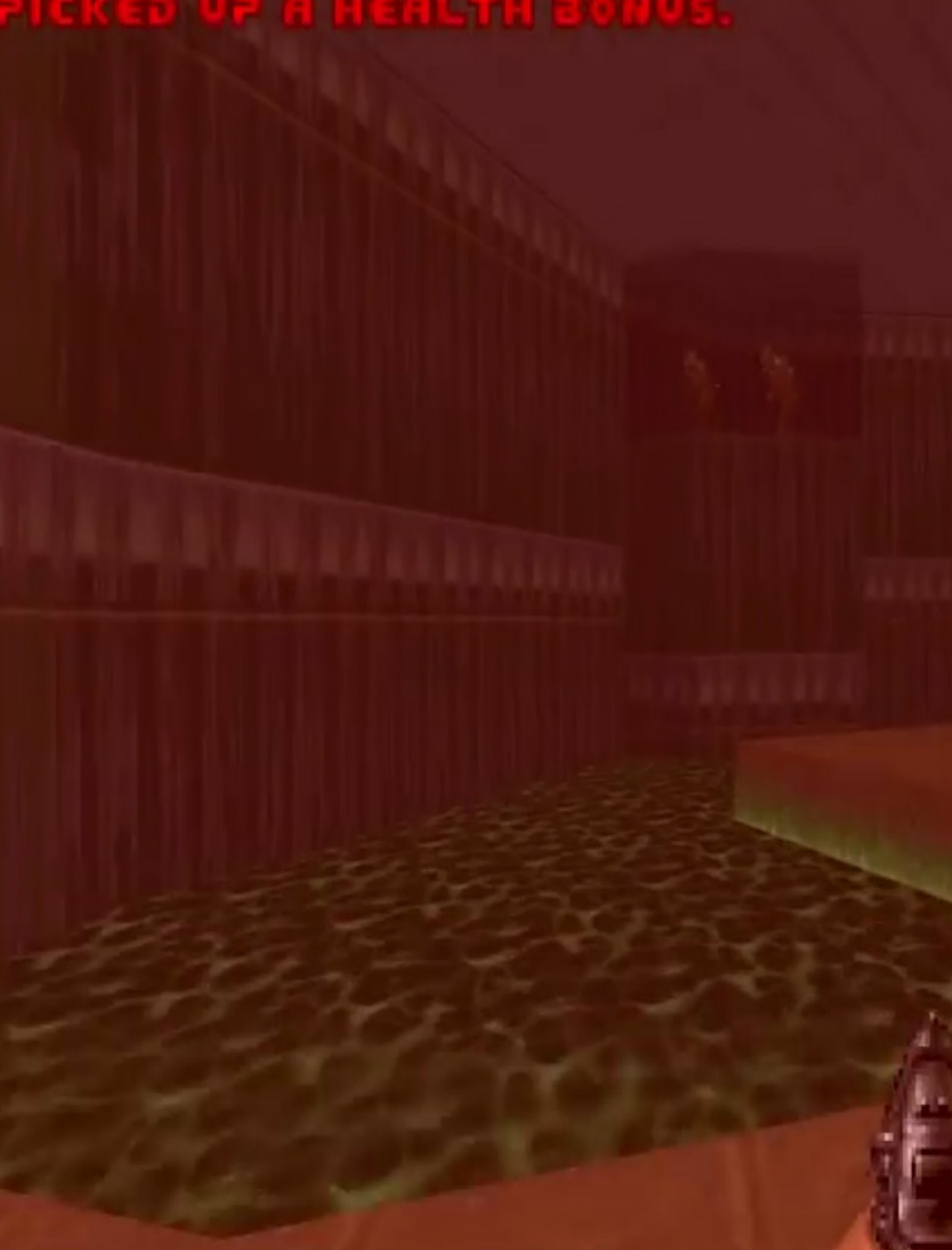
ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

AMMO

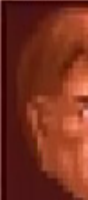
77%

HEALTH

2 3 9

5 6 7

ARMS

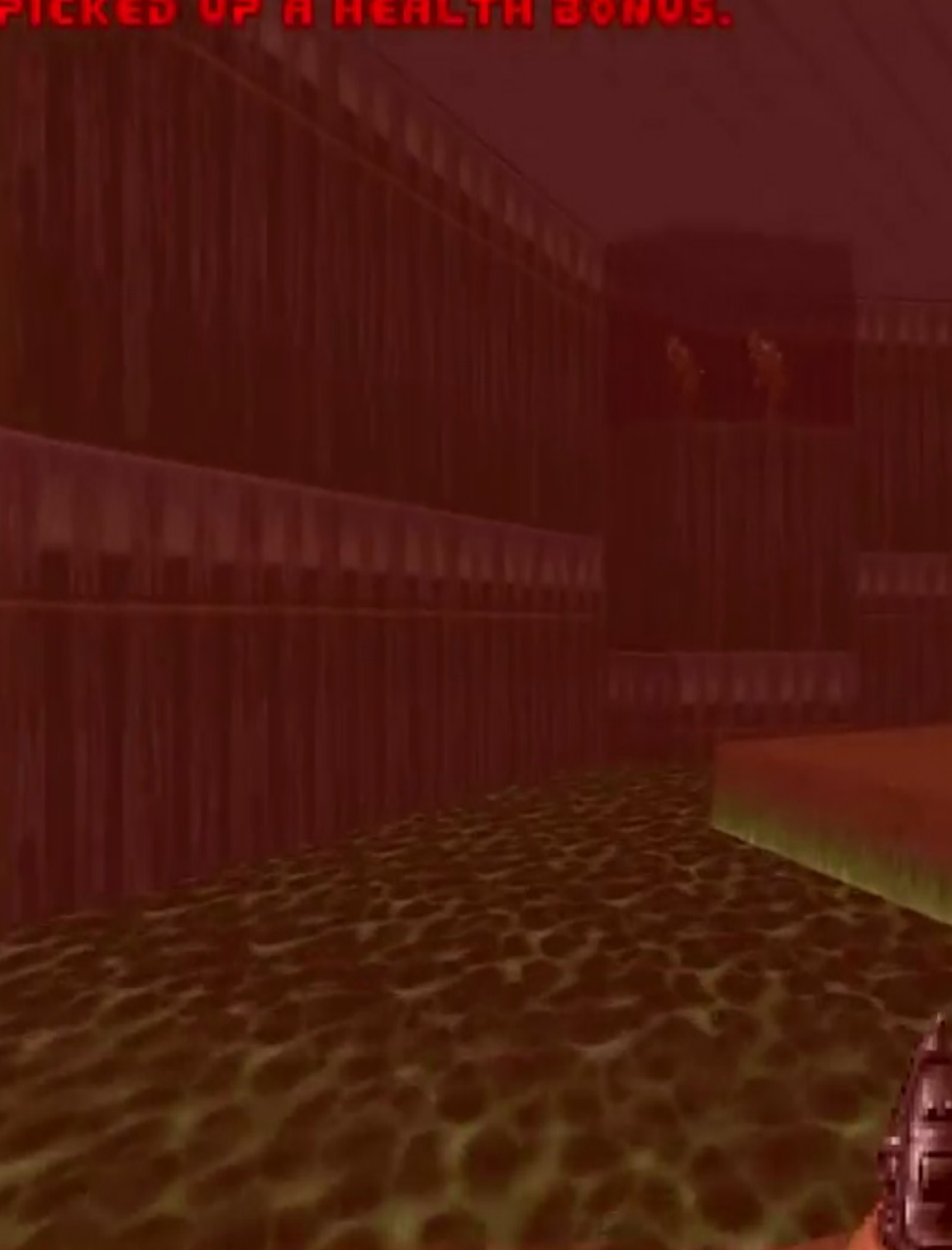




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

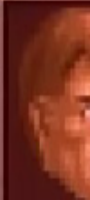
AMMO

77%

HEALTH

2 3 9
5 6 7

ARMS

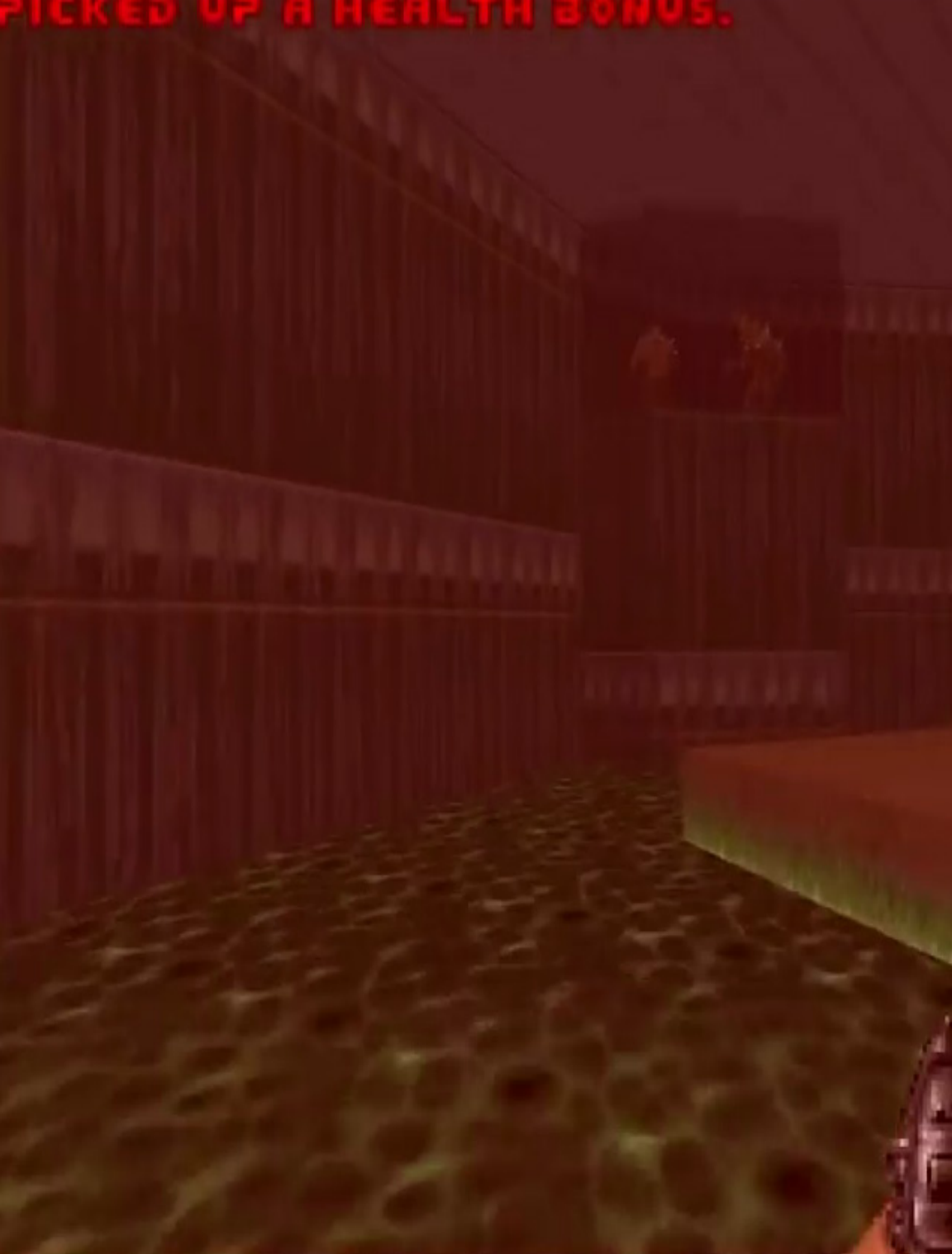




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

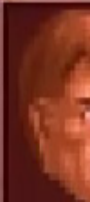
AMMO

77%

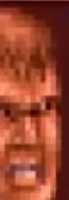
HEALTH

2 3 9
5 5 7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

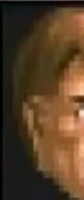
AMMO

77%

HEALTH

2 3 9
5 6 7

ARMS

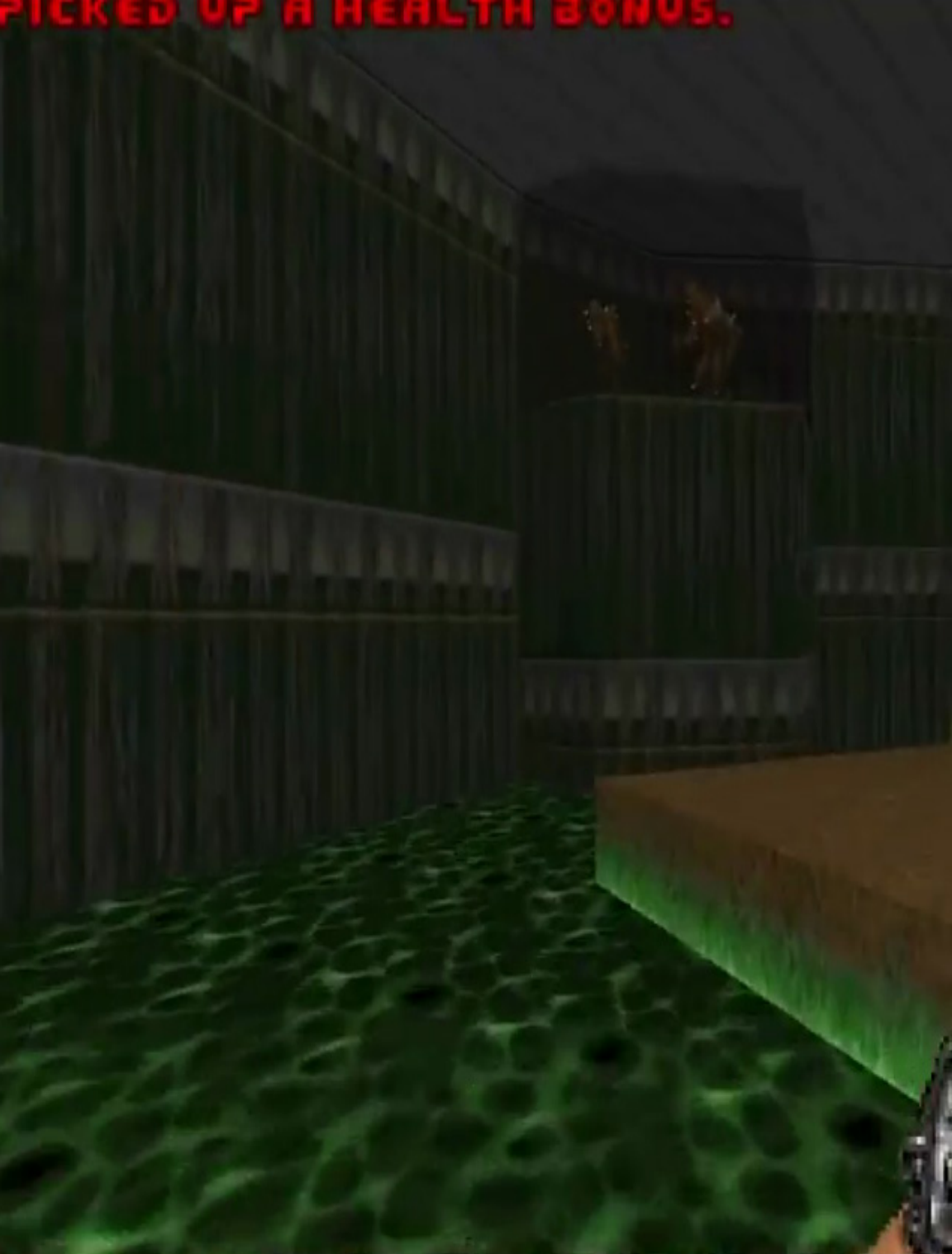




 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

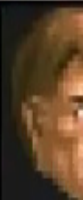
AMMO

77%

HEALTH

2	3	9
5	6	7

ARMS

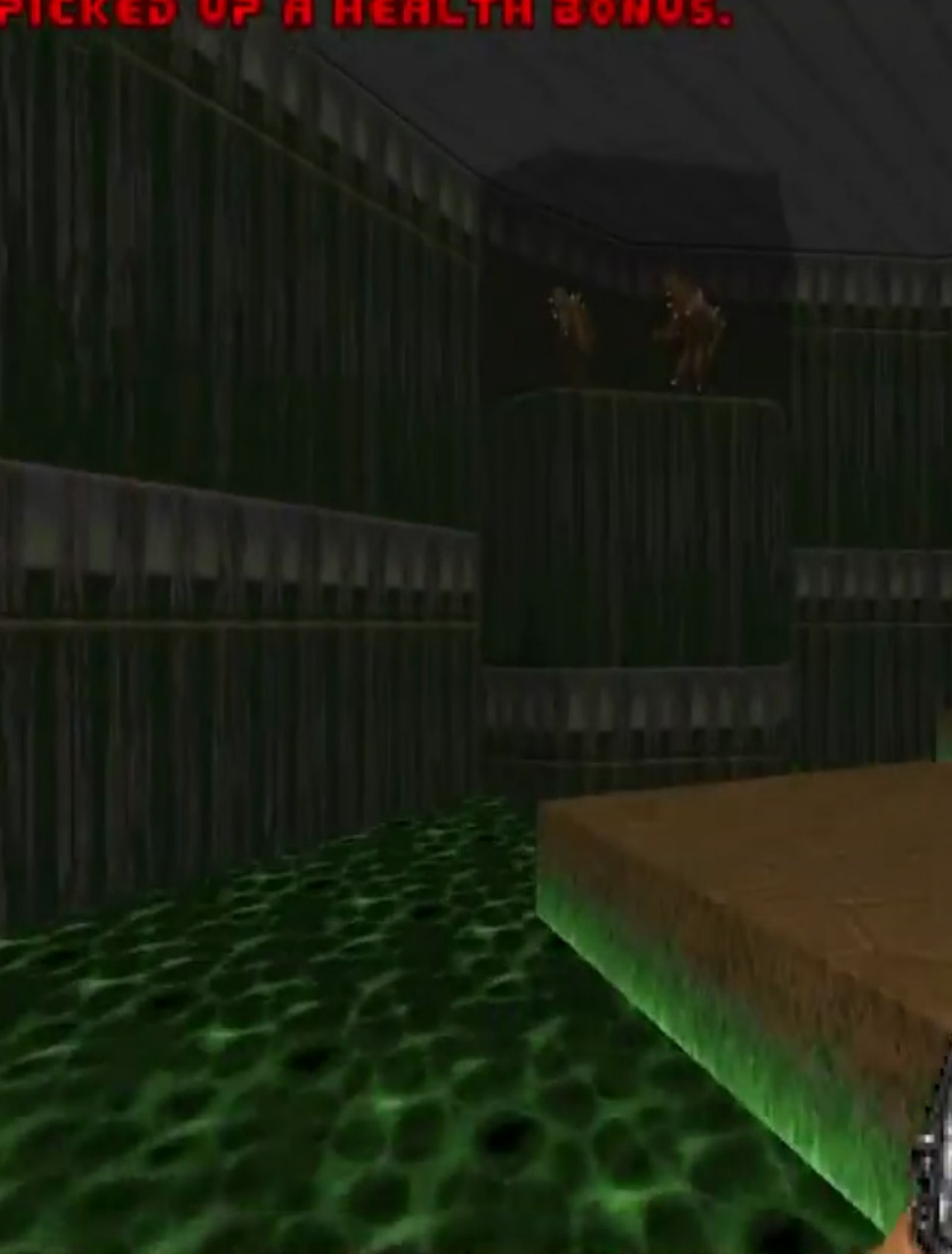




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

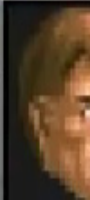
AMMO

77%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

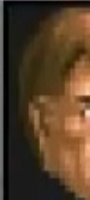
AMMO

77%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP A HEALTH BONUS.



49

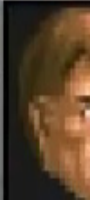
AMMO

77%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

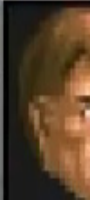
AMMO

77%

HEALTH

2	3	9
5	5	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP A HEALTH BONUS.



49

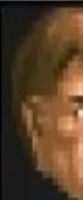
AMMO

77%

HEALTH

2	3	9
5	5	7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

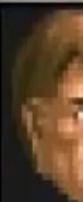
AMMO

77%

HEALTH

2	3	9
5	5	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP A HEALTH BONUS.



49

AMMO

62%

HEALTH

2 3 9
5 5 7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	0 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP A HEALTH BONUS.



49

AMMO

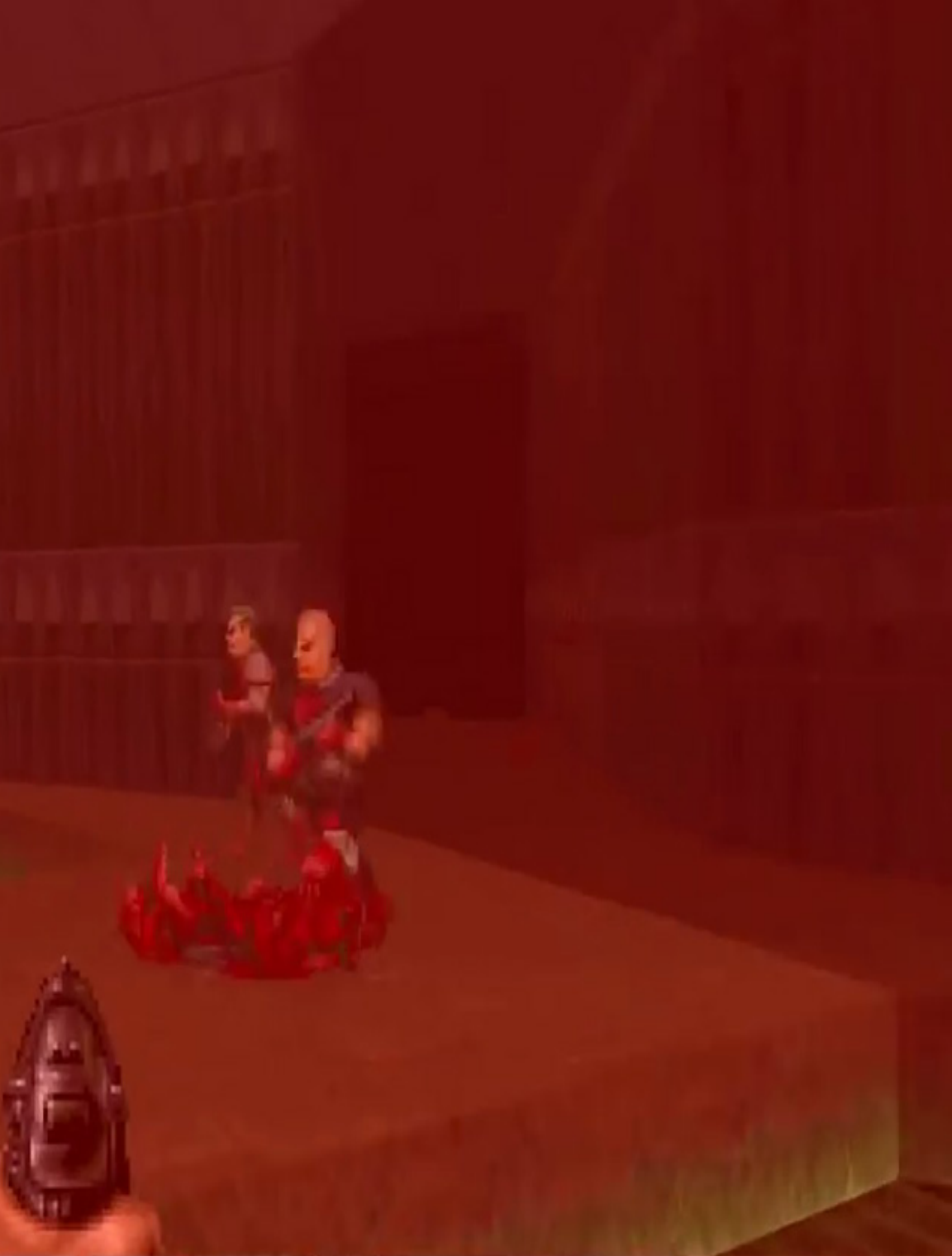
62%

HEALTH

2	3	9
5	5	7

ARMS





	<p>0% ARMOR</p>	<p><input type="checkbox"/></p> <p><input type="checkbox"/></p> <p><input type="checkbox"/></p>	<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP A HEALTH BONUS.



49

AMMO

62%

HEALTH

2 3 9
5 5 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

62%

HEALTH

2	3	9
5	5	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

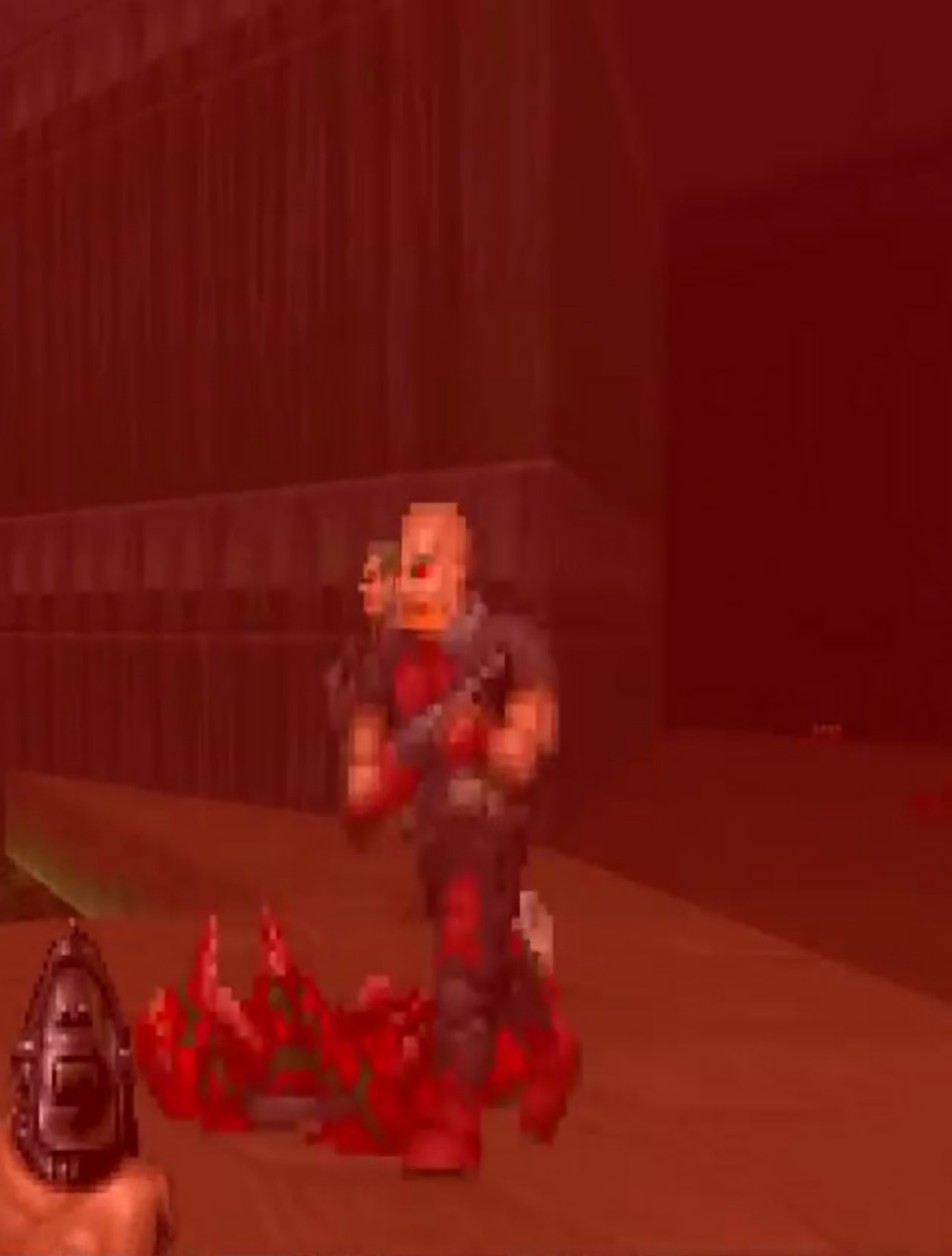
62%

HEALTH

2 3 9
5 5 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2 3 9
5 5 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2 3 9
5 5 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2	3	9
5	5	7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2 3 9

5 5 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2 3 9
5 5 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2 3 9

5 5 7

ARMS





	0%	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	BULL	49	/	200
			SHEL	0	/	50
			ROKT	0	/	50
			CELL	0	/	300
ARMOR						

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2 3 9

5 5 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2 3 9
5 5 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2 3 9
5 5 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2	3	9
5	5	7

ARMS





	0%	<input type="checkbox"/>	BULL	49	/	200
			SHEL	0	/	50
			ROKT	0	/	50
			CELL	0	/	300
			ARMOR			

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2 3 9
5 5 7

ARMS





	0%	<input type="checkbox"/>	BULL	49	/	200
			SHEL	0	/	50
			ROKT	0	/	50
			CELL	0	/	300
ARMOR		<input type="checkbox"/>				

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2	3	9
5	5	7

ARMS





	0%	<input type="checkbox"/>	BULL	49	/	200
ARMOR		<input type="checkbox"/>	SHEL	0	/	50
		<input type="checkbox"/>	ROKT	0	/	50
		<input type="checkbox"/>	CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2	3	9
5	5	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2	3	9
5	5	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>0</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	0	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	0	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2	3	9
5	5	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

AMMO

53%

HEALTH

2	3	9
5	5	7

ARMS





	0%	<input type="checkbox"/>	BULL	49	/	200
			SHEL	0	/	50
			ROKT	0	/	50
			CELL	0	/	300
ARMOR		<input type="checkbox"/>				

PICKED UP A HEALTH BONUS.



49

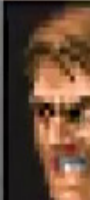
AMMO

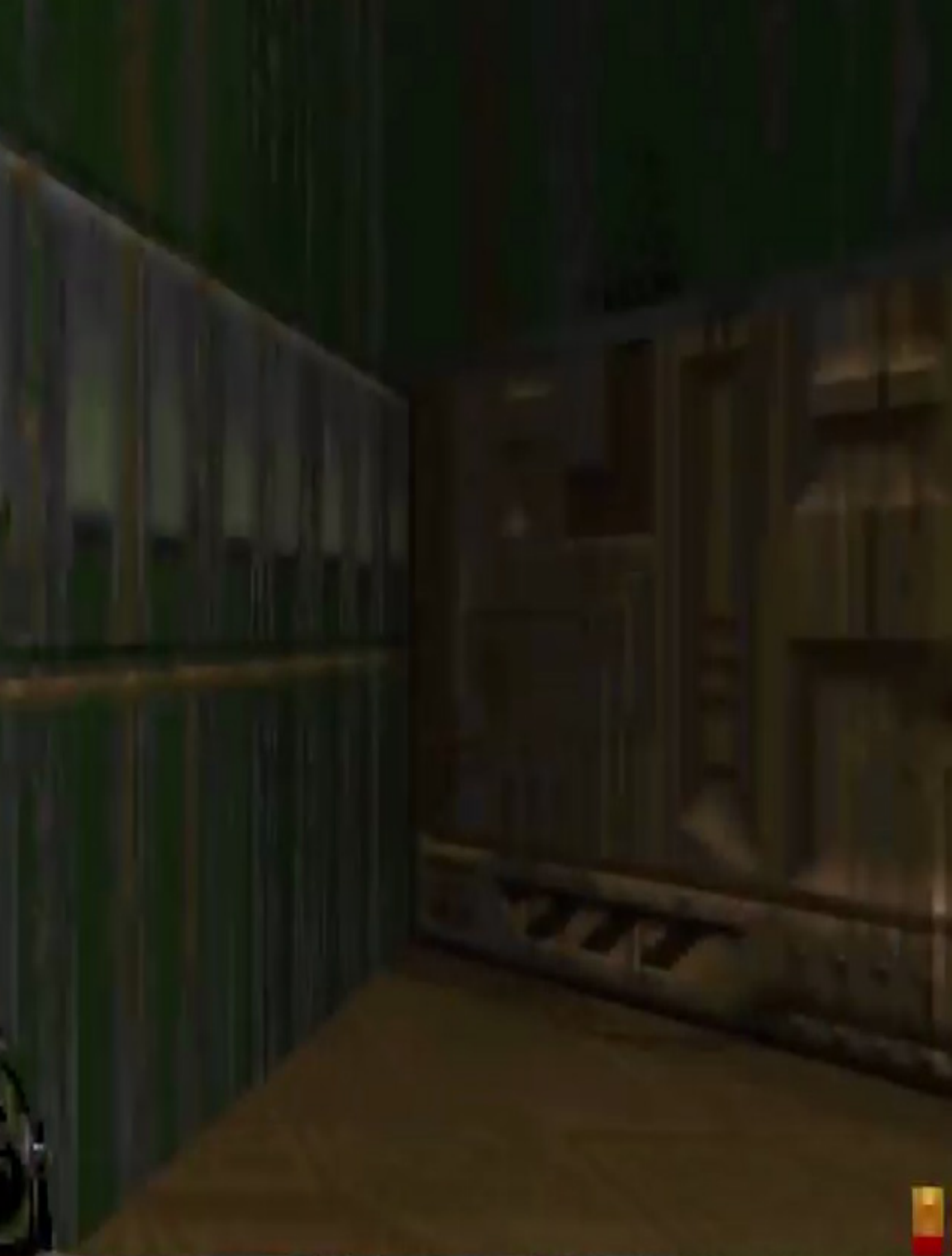
53%

HEALTH

2 3 9
5 6 7

ARMS

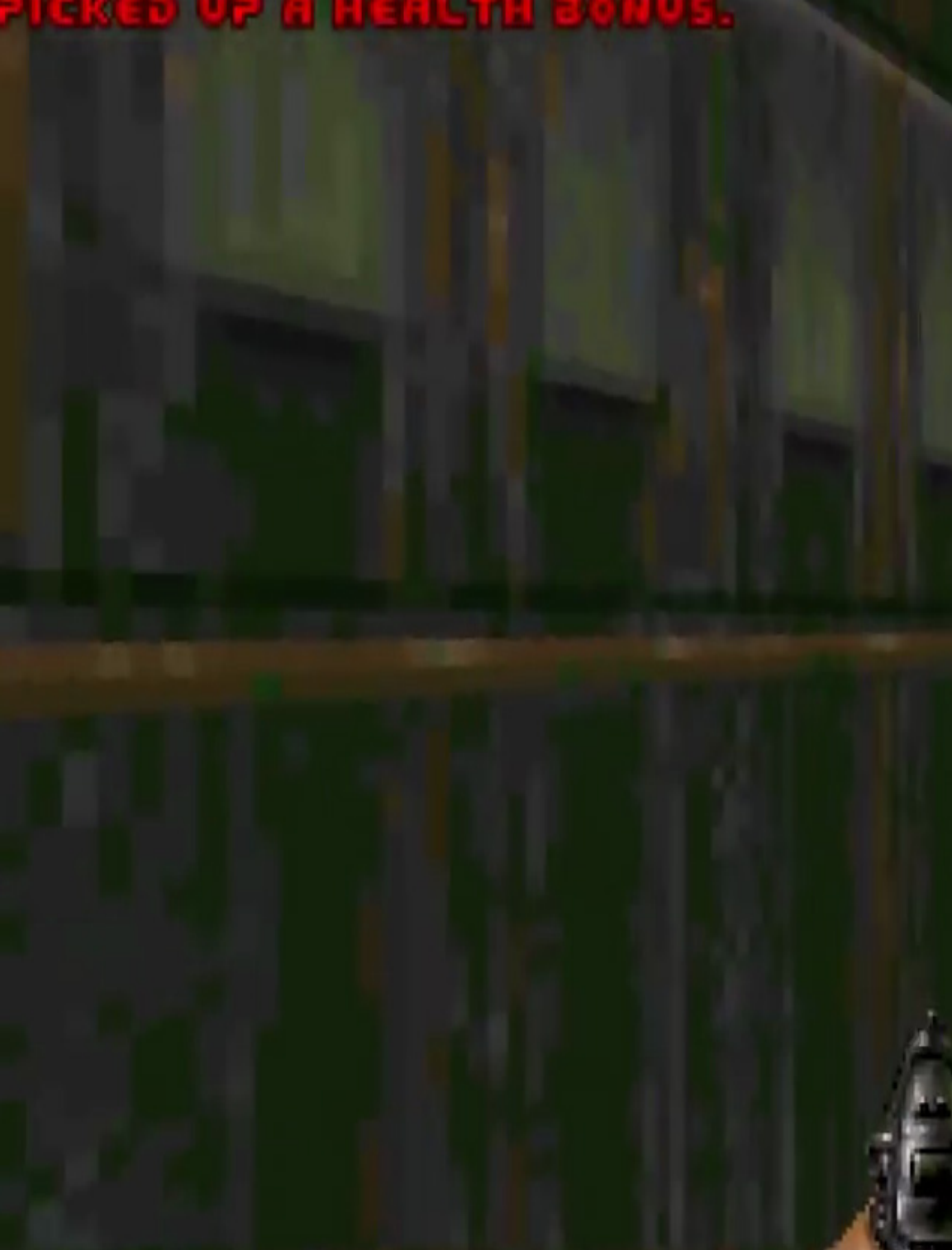




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP A HEALTH BONUS.



49

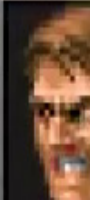
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP A HEALTH BONUS.



49

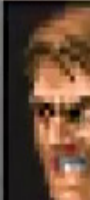
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS

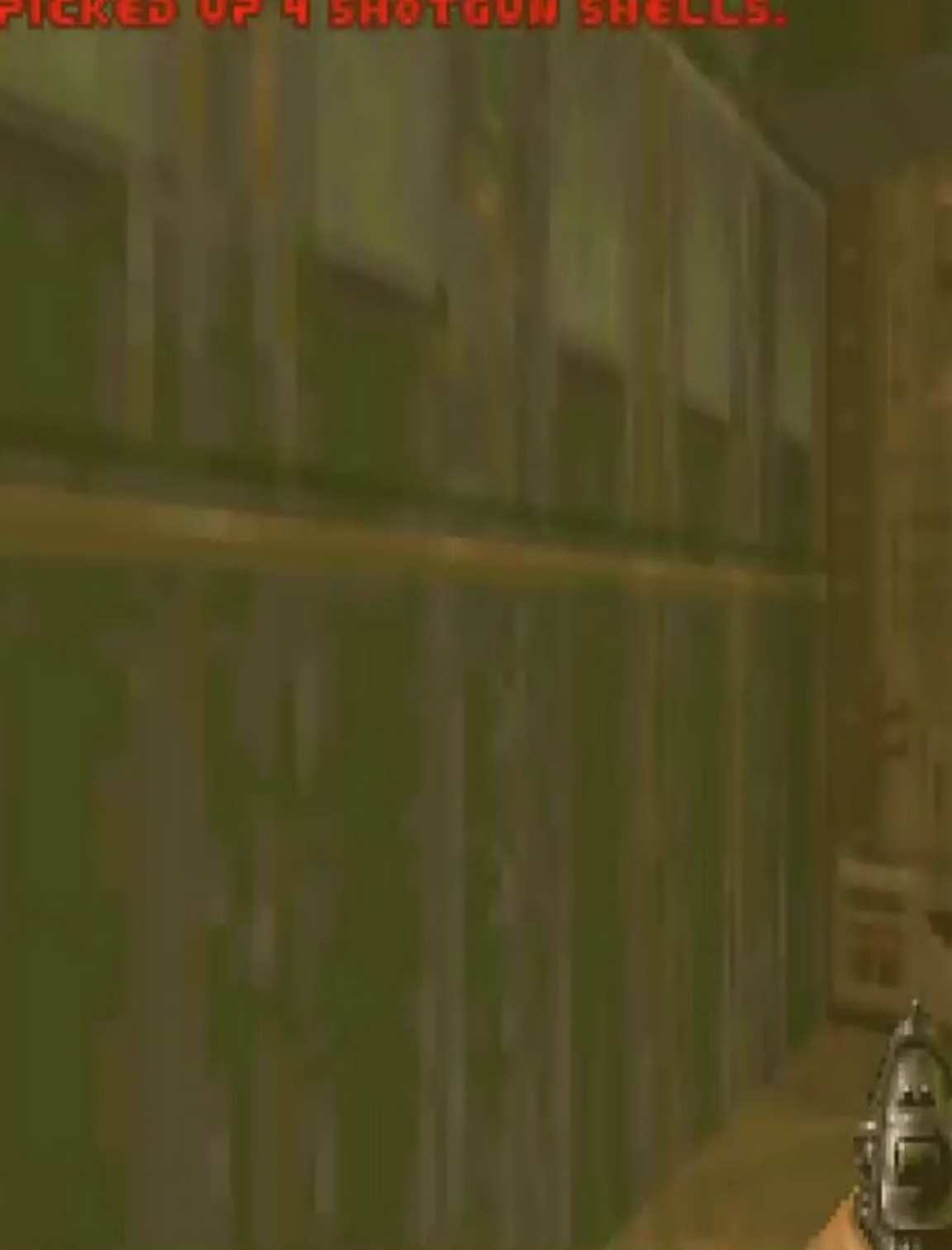




0%
ARMOR

BULL	49	/	200
SHEL	0	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS!



49

AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	5	7

ARMS





	0%	  	BULL	49	/	200
			SHEL	4	/	50
			ROKT	0	/	50
			CELL	0	/	300
ARMOR						

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	0%		BULL	49	/	200
			SHEL	4	/	50
			ROKT	0	/	50
			CELL	0	/	300
			ARMOR			

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>4</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	4	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	4	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

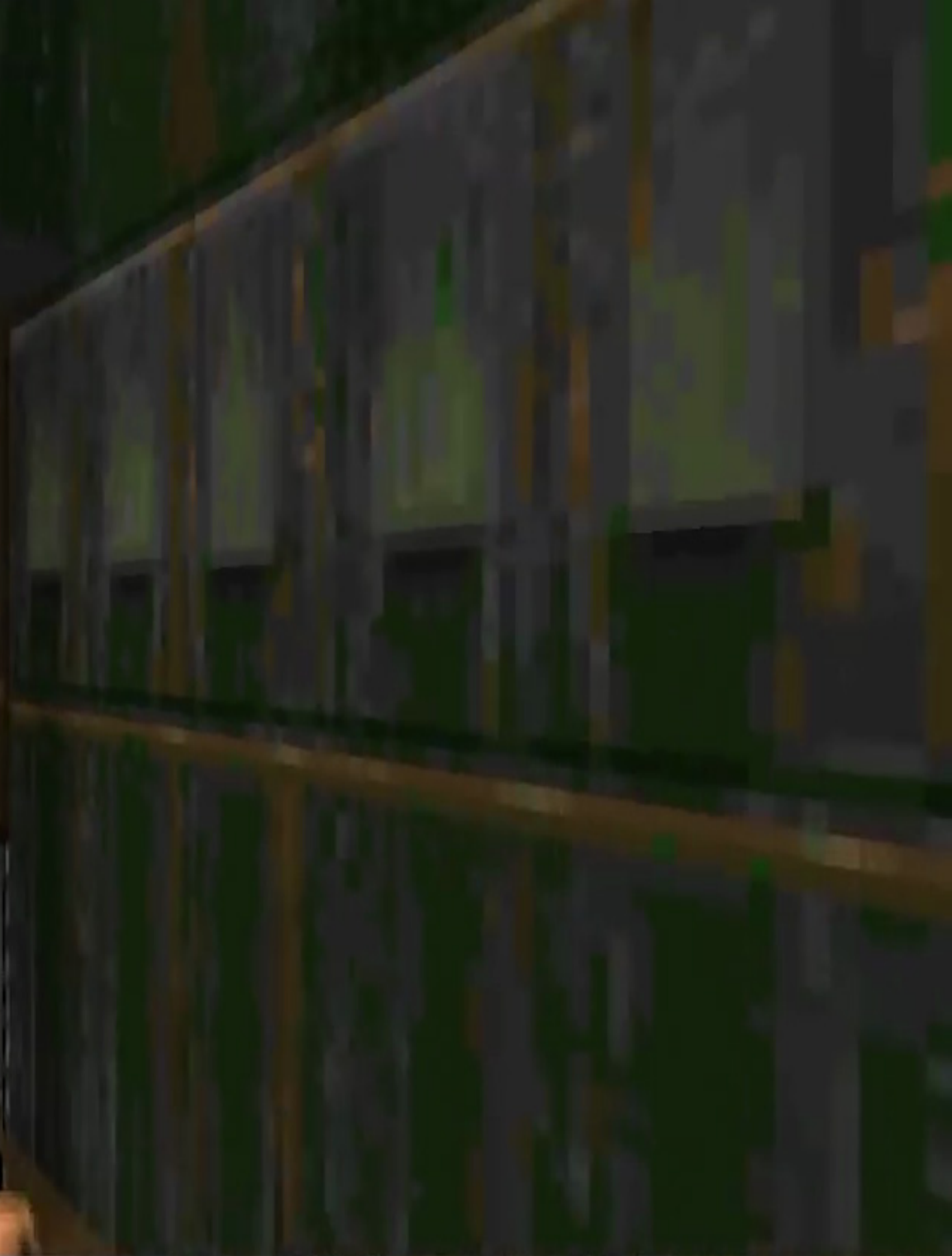
53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

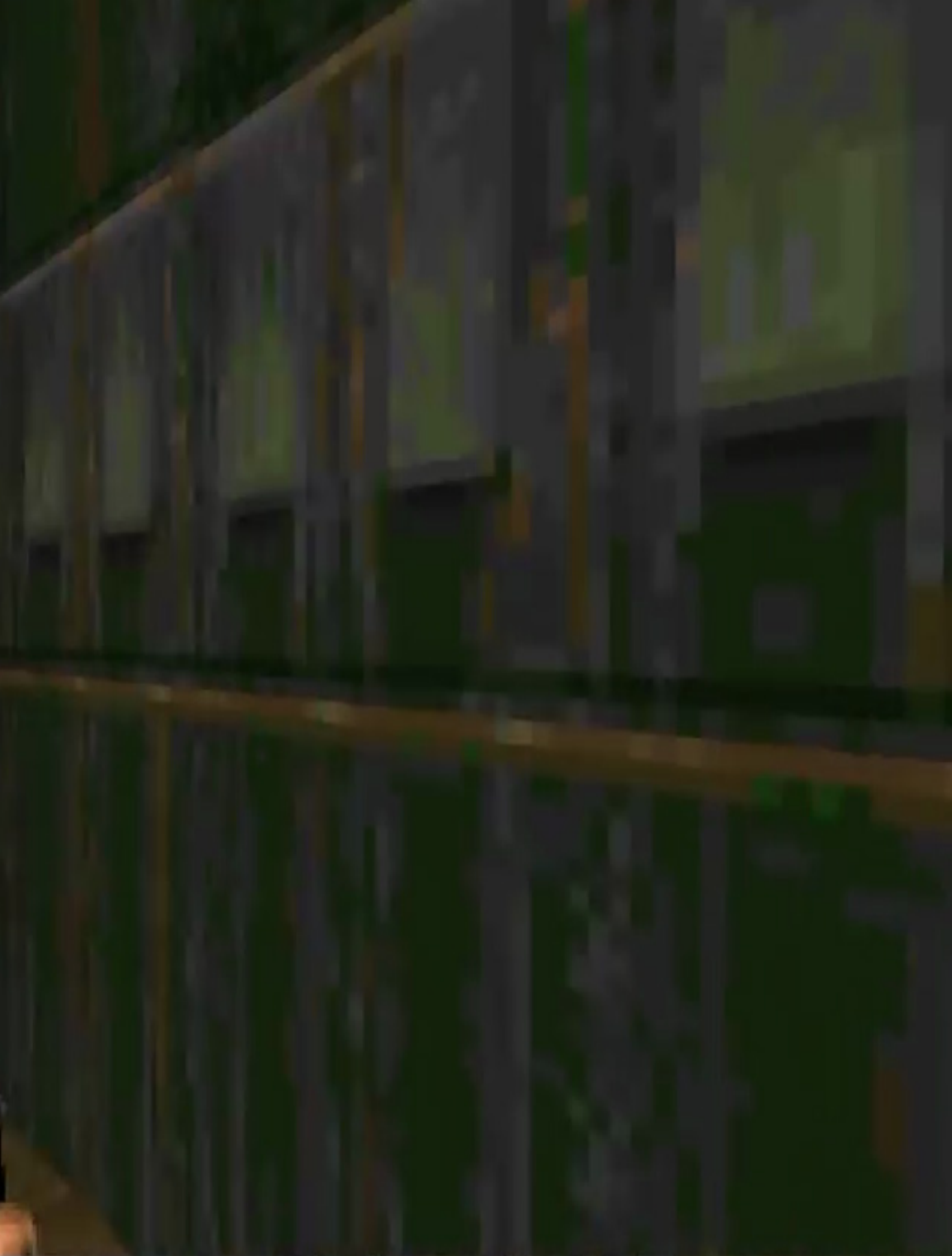
53%

HEALTH

2 3 9
5 6 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

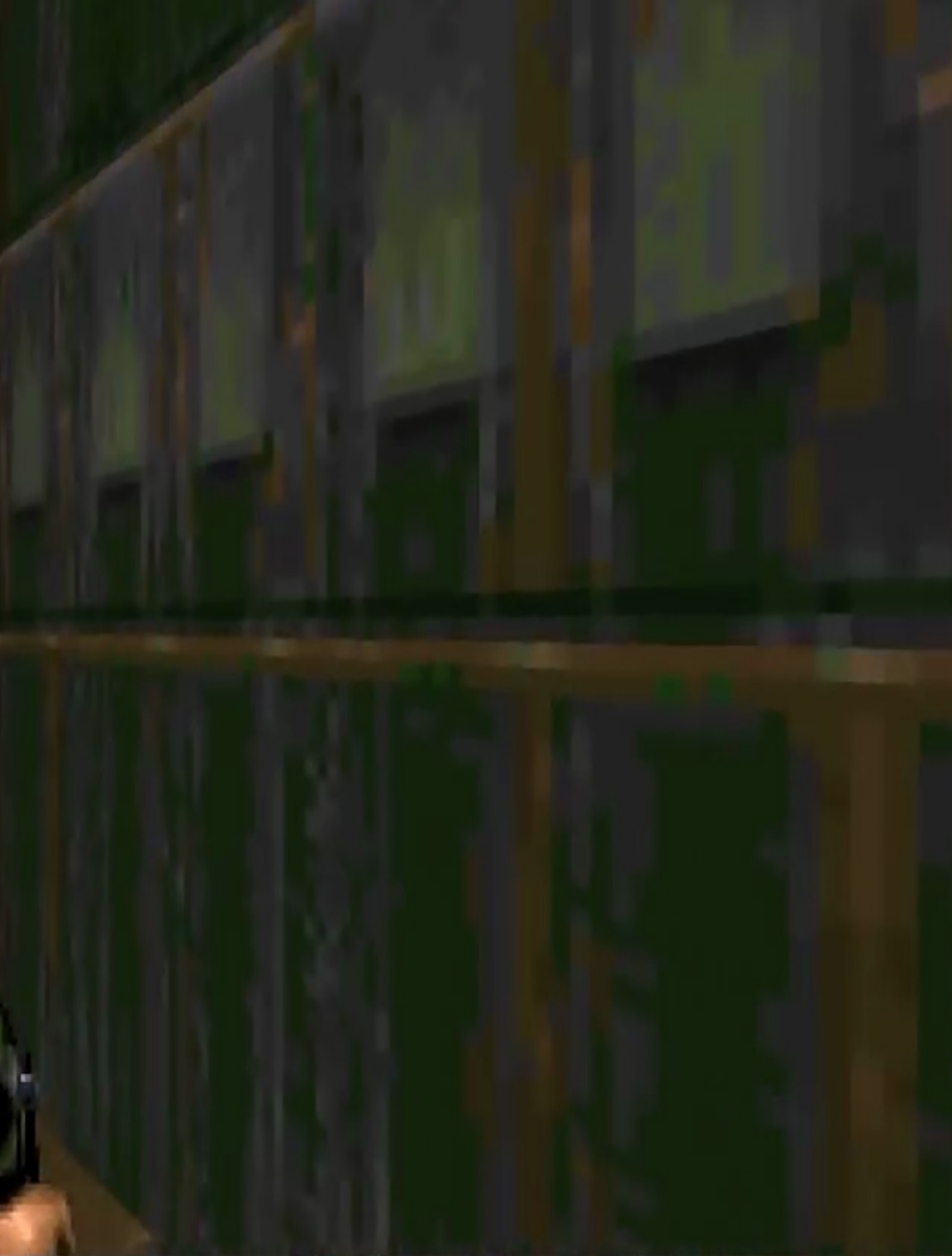
53%

HEALTH

2	3	9
5	6	7

ARMS





	0%		BULL	49	/	200
			SHEL	4	/	50
			ROKT	0	/	50
			CELL	0	/	300
ARMOR						

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2 3 4
5 6 7

ARMS





0%

ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

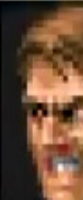
AMMO

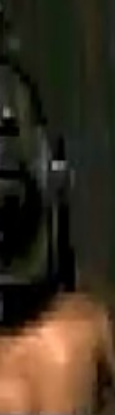
53%

HEALTH

2	3	9
5	6	7

ARMS





0%

ARMOR



BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

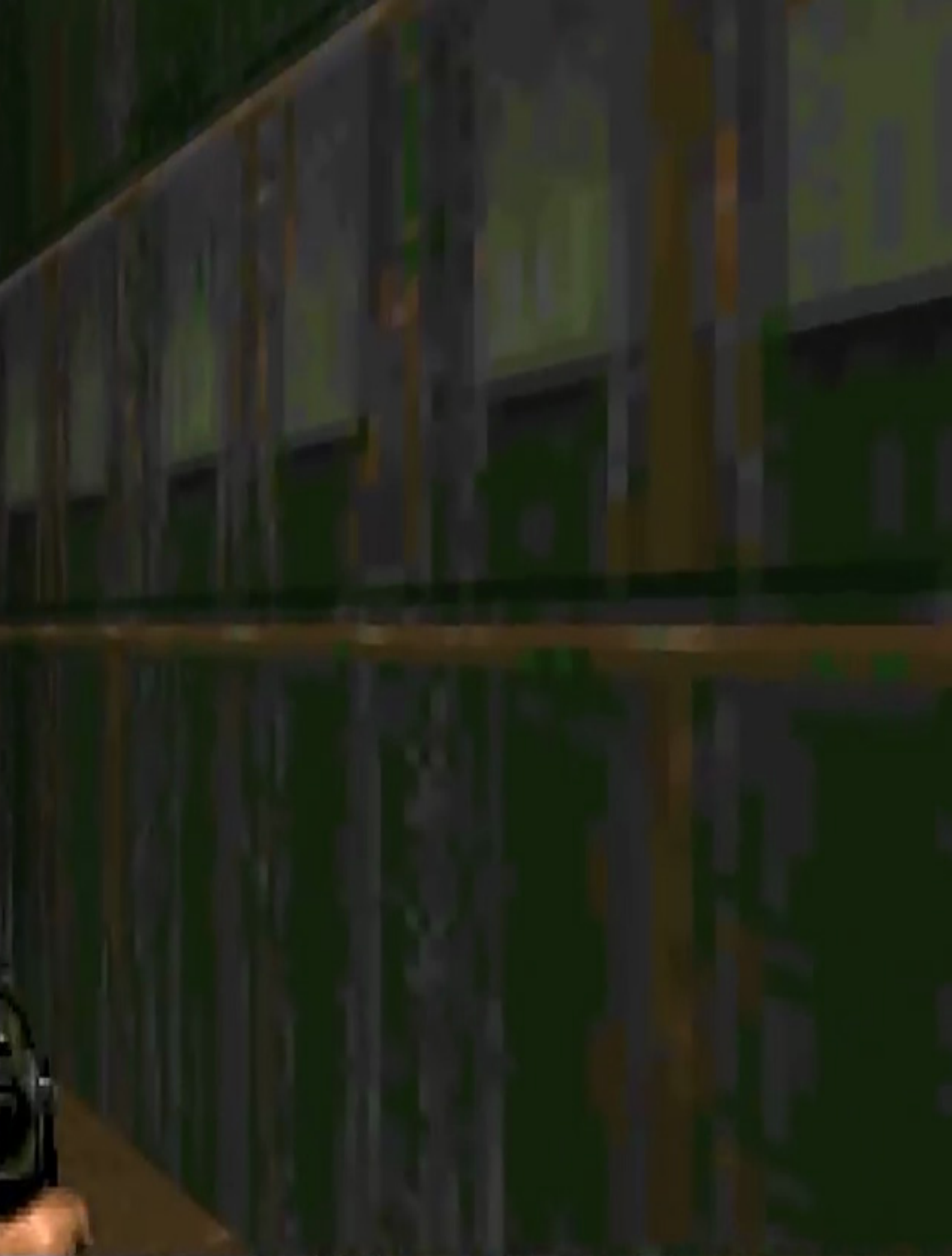
53%

HEALTH

2 3 9
5 6 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

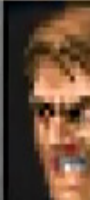
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2 3 4
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

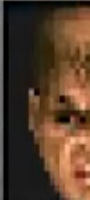
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/>	BULL SHEL ROKT CELL	49 4 0 0	/ / / /	200 50 50 300	
--	----------------------------	--	------------------------------	-------------------	------------------	------------------------	--

PICKED UP 4 SHOTGUN SHELLS.



49

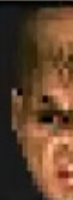
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>4</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	4	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	4	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP 4 SHOTGUN SHELLS.



49

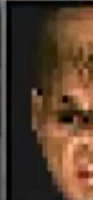
AMMO

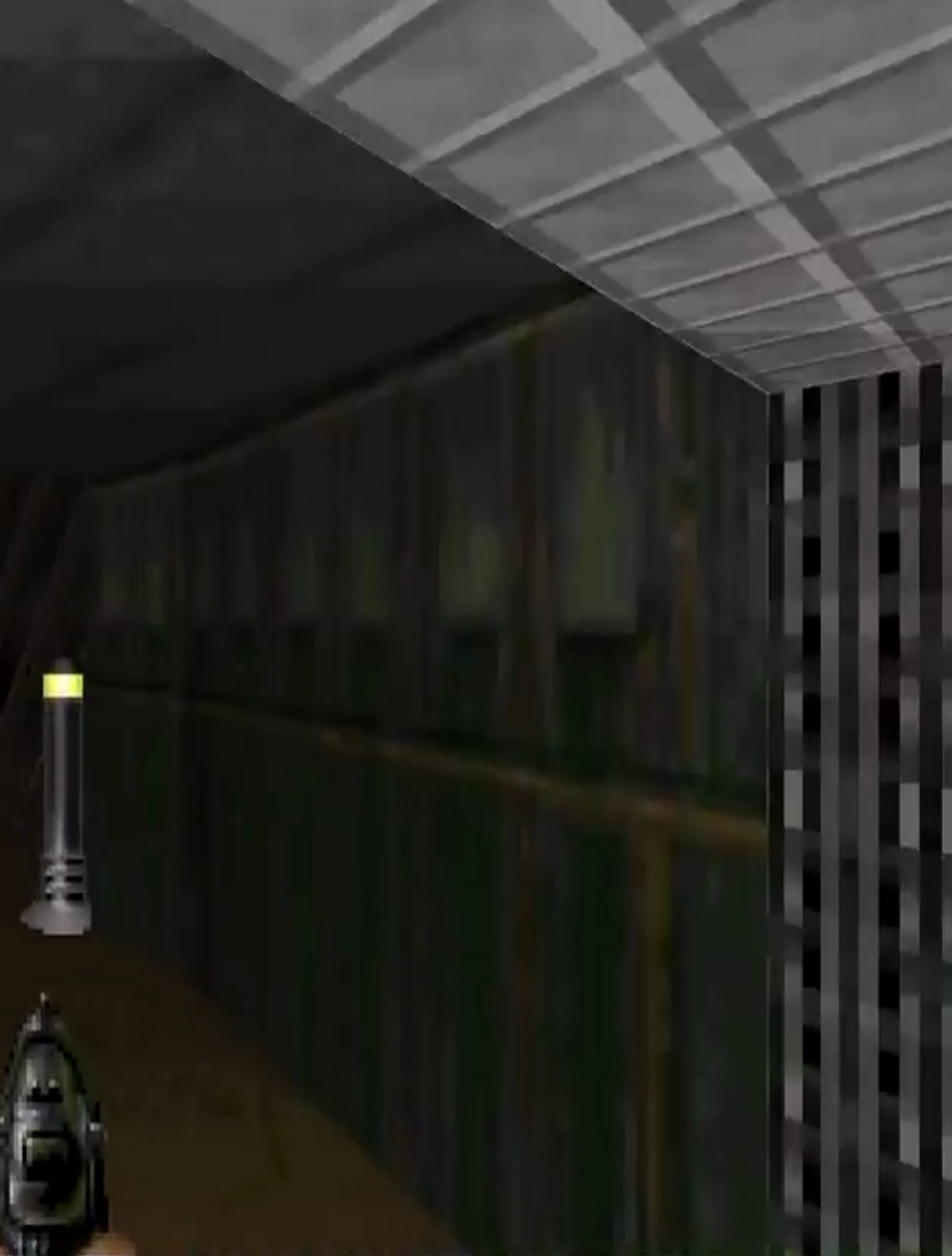
53%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL 49 / 200 SHEL 4 / 50 ROKT 0 / 50 CELL 0 / 300</p>		
--	-----------------------------------	--	---	--	--

PICKED UP 4 SHOTGUN SHELLS.



49

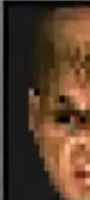
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





	<p>0% ARMOR</p>		<p>BULL SHEL ROKT CELL</p>	<p>49 4 0 0</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------------	--

PICKED UP 4 SHOTGUN SHELLS.



49

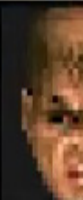
AMMO

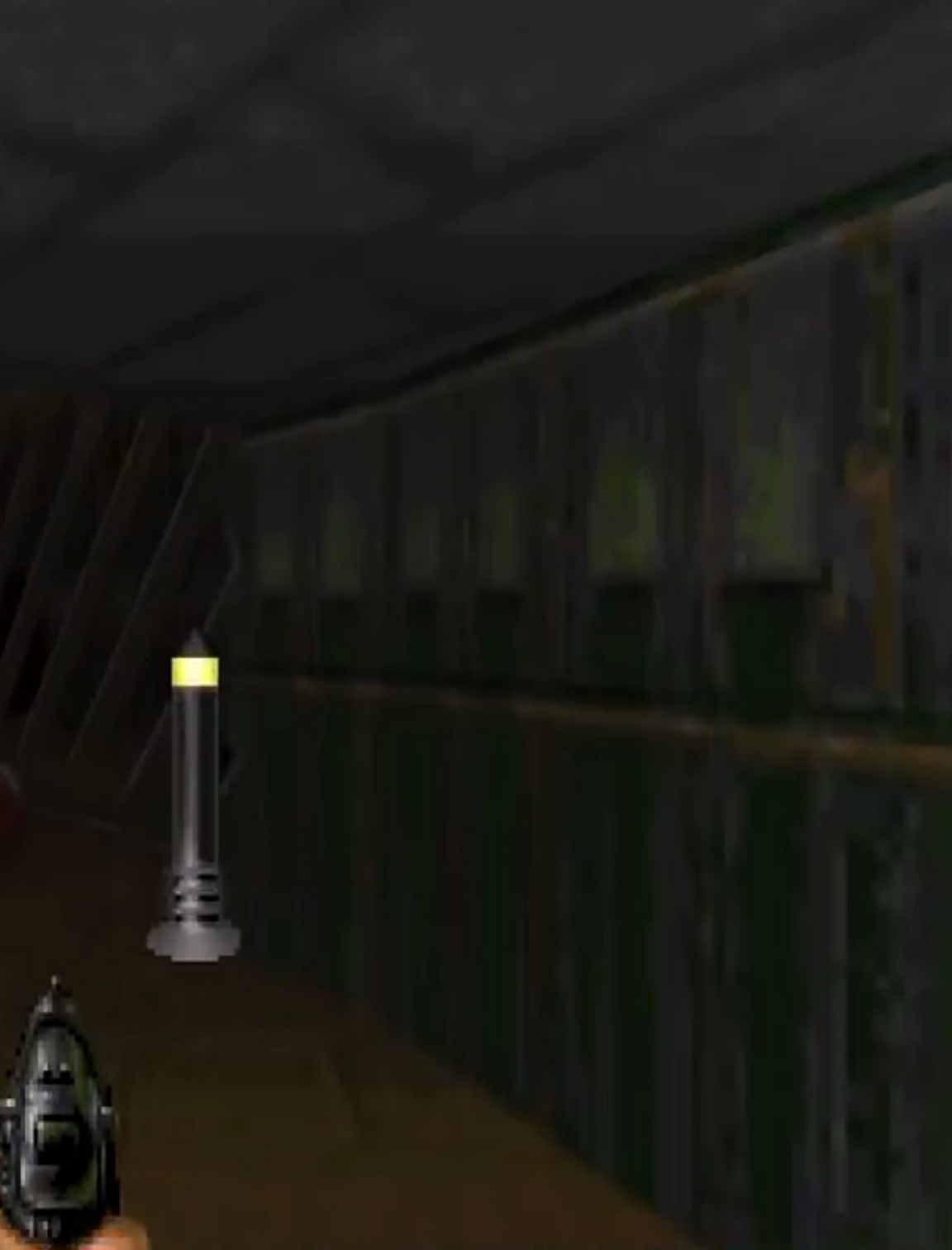
53%

HEALTH

2 3 4
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

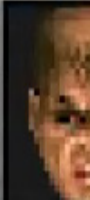
AMMO

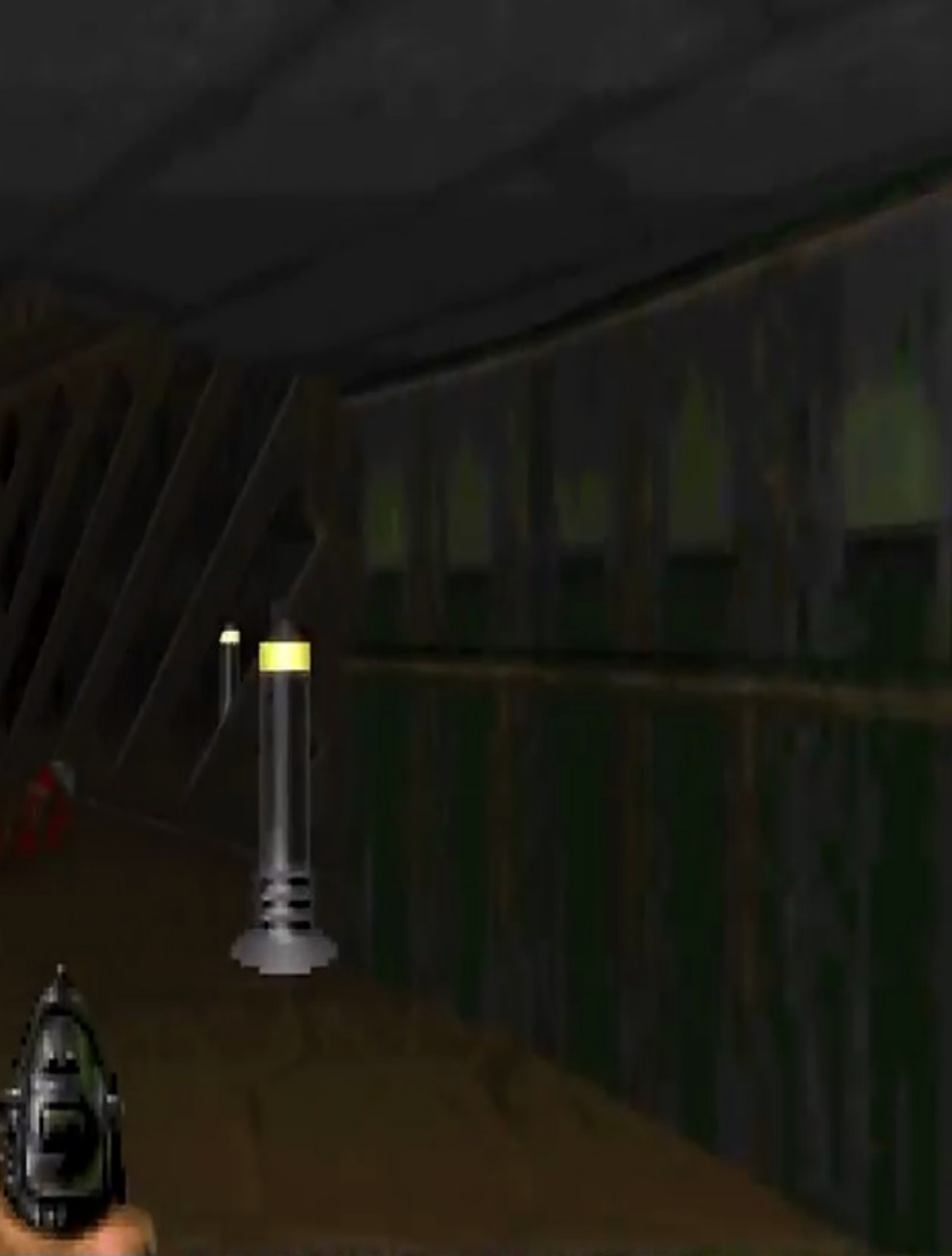
53%

HEALTH

2 3 4
5 6 7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>4</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	4	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	4	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP 4 SHOTGUN SHELLS.



49

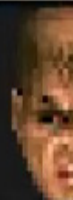
AMMO

53%

HEALTH

2 3 4
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

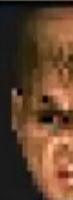
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





	<p>0% ARMOR</p>		<p>BULL SHEL ROKT CELL</p>	<p>49 4 0 0</p>	<p>200 50 50 300</p>	
--	-----------------------------------	--	--	-----------------------------	----------------------------------	--

PICKED UP 4 SHOTGUN SHELLS.



49

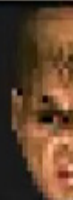
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





	<p>0% ARMOR</p>		<p>BULL 49 SHEL 4 ROKT 0 CELL 0</p>	<p>200 50 50 300</p>	
--	----------------------------	--	---	----------------------------------	--

PICKED UP 4 SHOTGUN SHELLS.



49

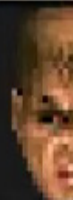
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/>	BULL	49	/	200	
		<input type="checkbox"/>	SHEL	4	/	50	
		<input type="checkbox"/>	ROKT	0	/	50	
		<input type="checkbox"/>	CELL	0	/	300	

PICKED UP 4 SHOTGUN SHELLS.



49

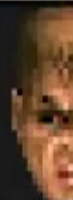
AMMO

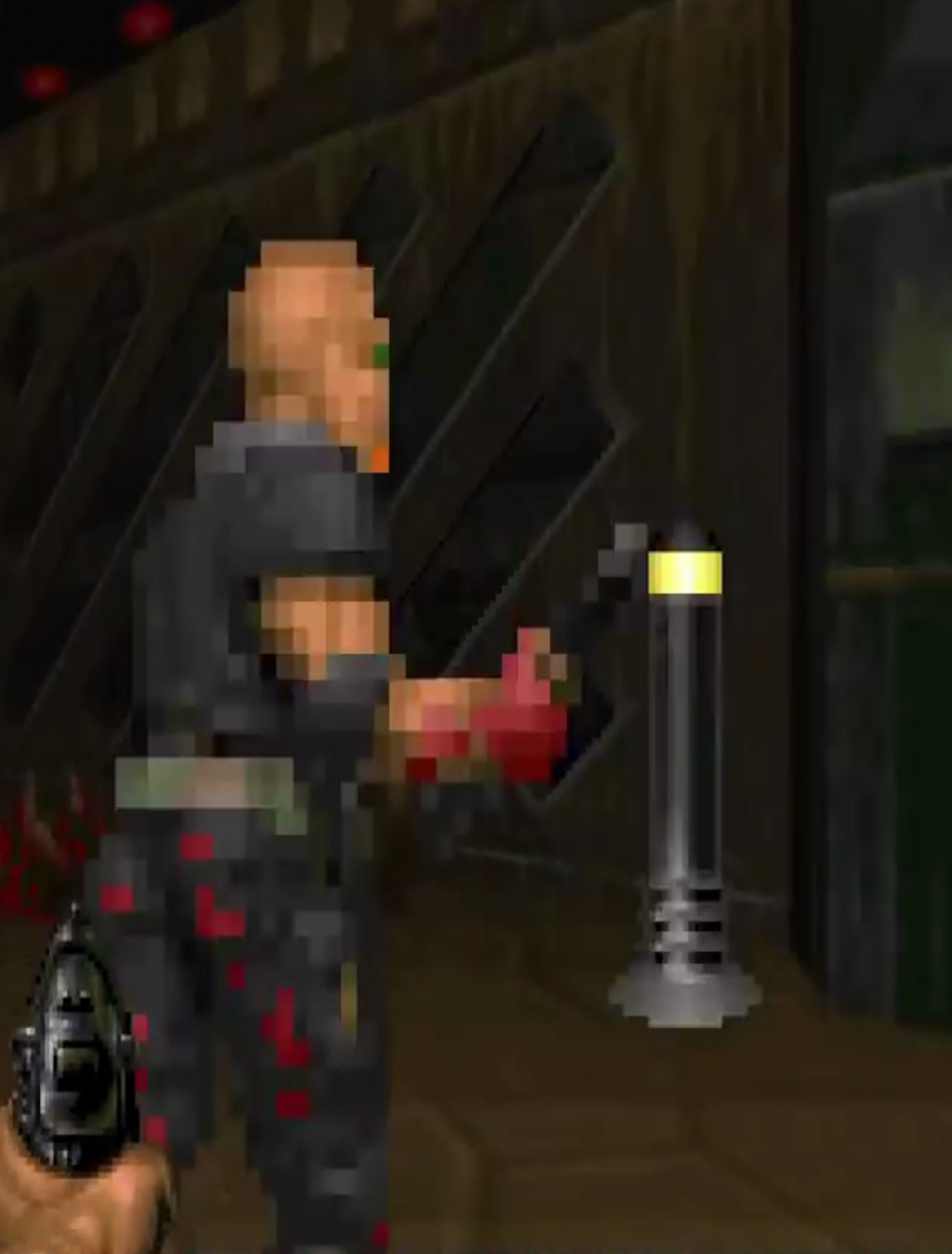
53%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

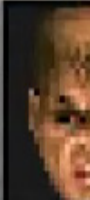
AMMO

53%

HEALTH

2 3 4
5 6 7

ARMS





	<p>0% ARMOR</p>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>4</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	4	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	4	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP 4 SHOTGUN SHELLS.



49

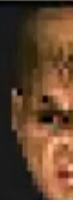
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

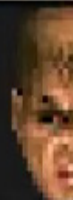
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

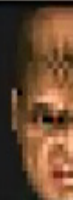
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	4 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49	/	200
		<input type="checkbox"/>	SHEL	4	/	50
		<input type="checkbox"/>	ROKT	0	/	50
		<input type="checkbox"/>	CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

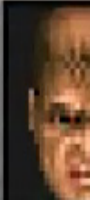
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





	<p>0% ARMOR</p>		<table border="0"><tr><td>BULL</td><td>49</td><td>/</td><td>200</td></tr><tr><td>SHEL</td><td>4</td><td>/</td><td>50</td></tr><tr><td>ROKT</td><td>0</td><td>/</td><td>50</td></tr><tr><td>CELL</td><td>0</td><td>/</td><td>300</td></tr></table>	BULL	49	/	200	SHEL	4	/	50	ROKT	0	/	50	CELL	0	/	300	
BULL	49	/	200																	
SHEL	4	/	50																	
ROKT	0	/	50																	
CELL	0	/	300																	

PICKED UP 4 SHOTGUN SHELLS.



49

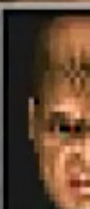
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL 49 SHEL 4 ROKT 0 CELL 0</p>	<p>200 50 50 300</p>	
--	----------------------------	--	---	----------------------------------	--

PICKED UP 4 SHOTGUN SHELLS.



49

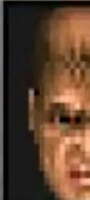
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49 / 200
		<input type="checkbox"/>	SHEL	4 / 50
		<input type="checkbox"/>	ROKT	0 / 50
		<input type="checkbox"/>	CELL	0 / 300

PICKED UP 4 SHOTGUN SHELLS.



49

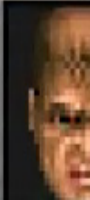
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

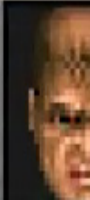
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.

EXIT



49

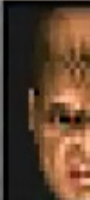
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS



49

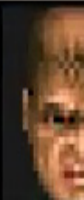
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

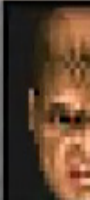
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

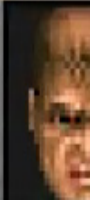
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL 49 SHEL 4 ROKT 0 CELL 0</p>	<p>200 50 50 300</p>	
--	----------------------------	--	---	----------------------------------	--

PICKED UP 4 SHOTGUN SHELLS.



49

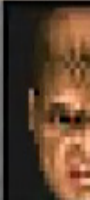
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

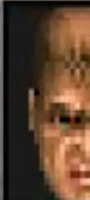
AMMO

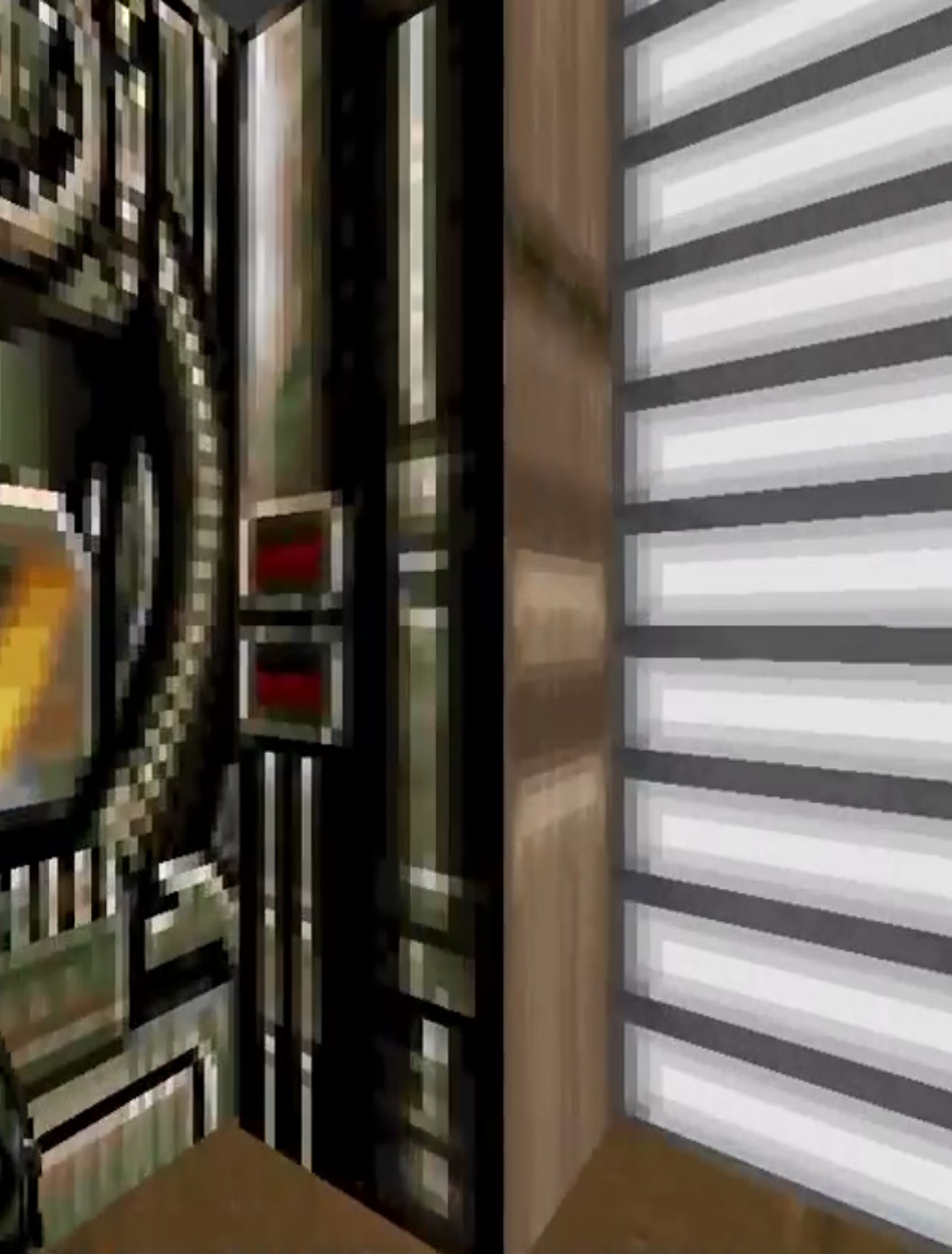
53%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

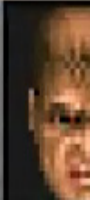
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

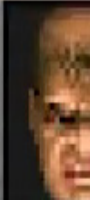
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49	/	200
		<input type="checkbox"/>	SHEL	4	/	50
		<input type="checkbox"/>	ROKT	0	/	50
		<input type="checkbox"/>	CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

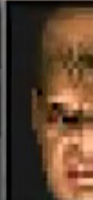
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

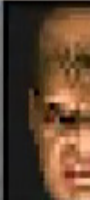
53%

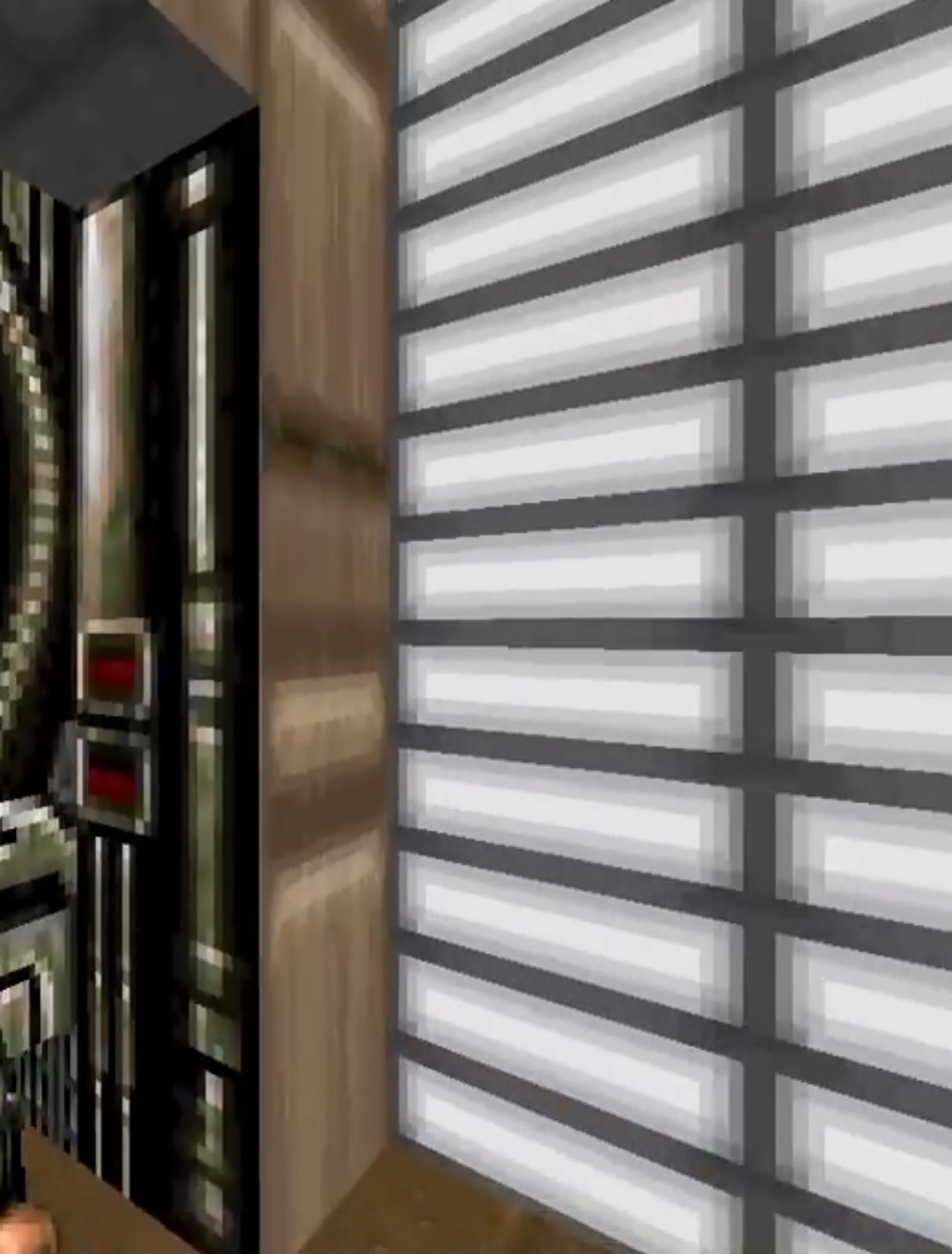
HEALTH

2 3 9

5 6 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

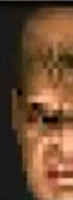
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS



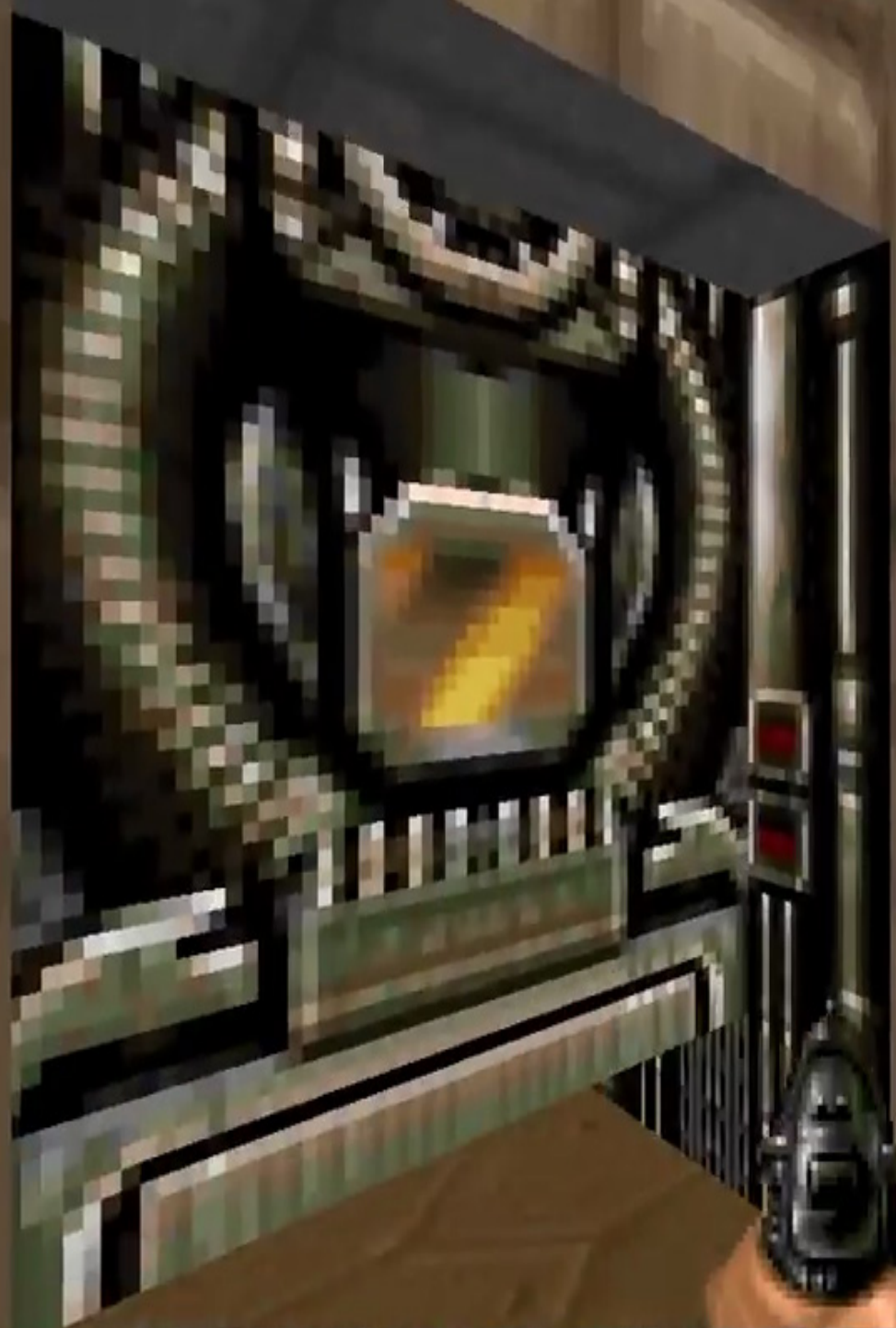


0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

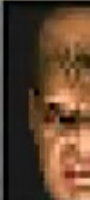
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS

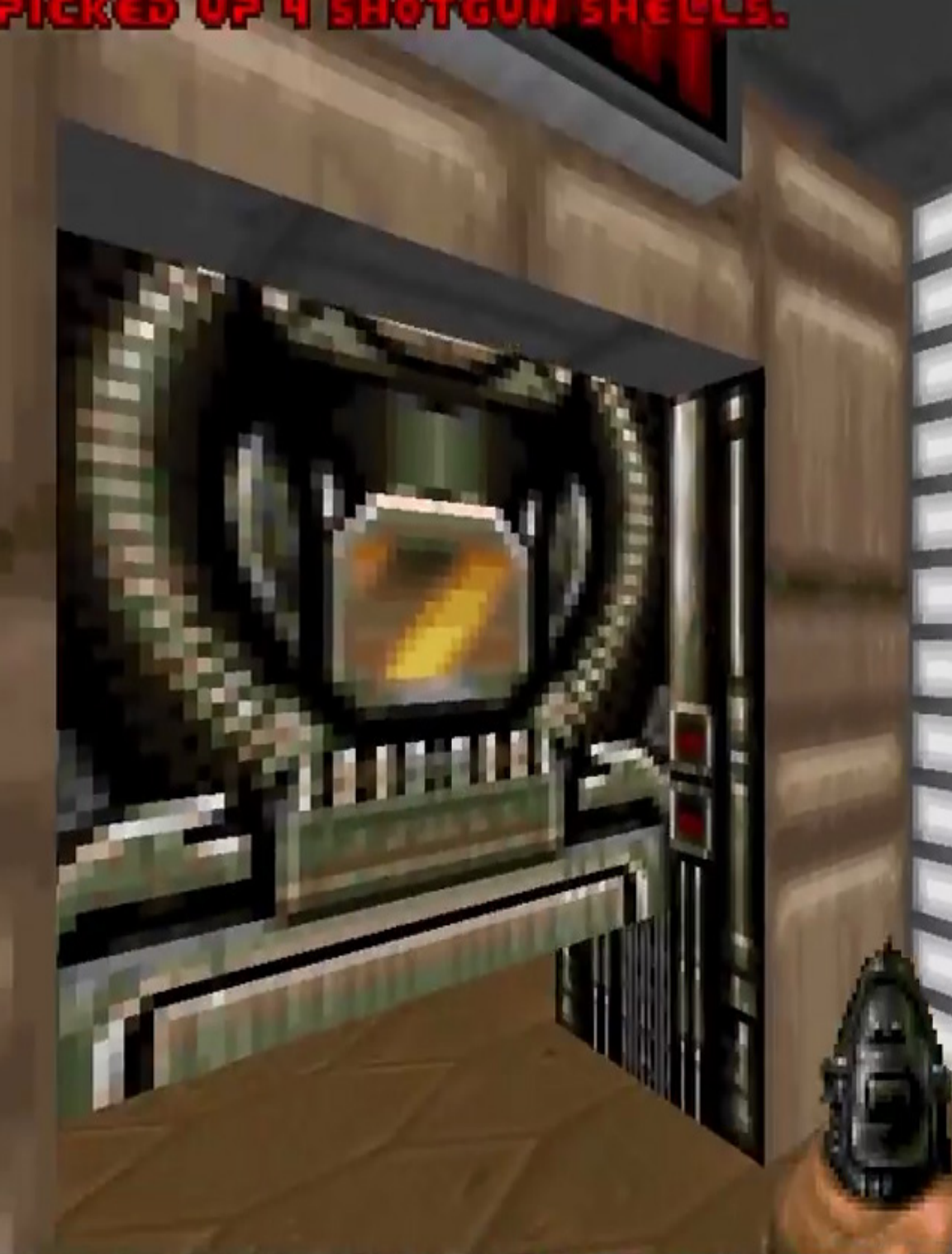




0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

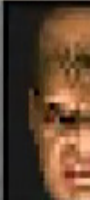
AMMO

53%

HEALTH

2 3 4
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2 3 4
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

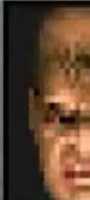
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	0% ARMOR	BULL	49	/	200
		SHEL	4	/	50
		ROKT	0	/	50
		CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

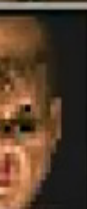
53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

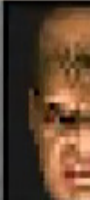
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS







0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

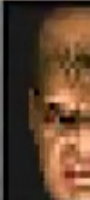
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49	/	200
		<input type="checkbox"/>	SHEL	4	/	50
		<input type="checkbox"/>	ROKT	0	/	50
		<input type="checkbox"/>	CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

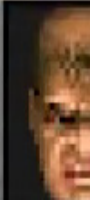
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

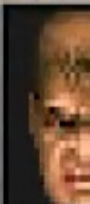
AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

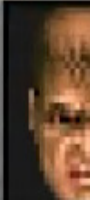
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS







0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

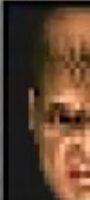
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

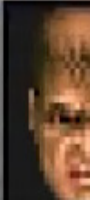
AMMO

53%

HEALTH

2 3 4
5 6 7

ARMS





	0% ARMOR	<input type="checkbox"/>	BULL	49	/	200
		<input type="checkbox"/>	SHEL	4	/	50
		<input type="checkbox"/>	ROKT	0	/	50
		<input type="checkbox"/>	CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

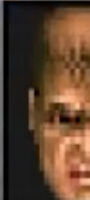
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

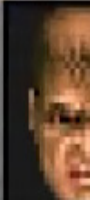
AMMO

53%

HEALTH

2 3 4
5 6 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP 4 SHOTGUN SHELLS.



49

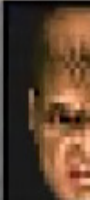
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

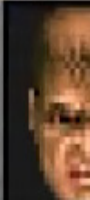
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

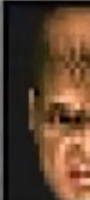
AMMO

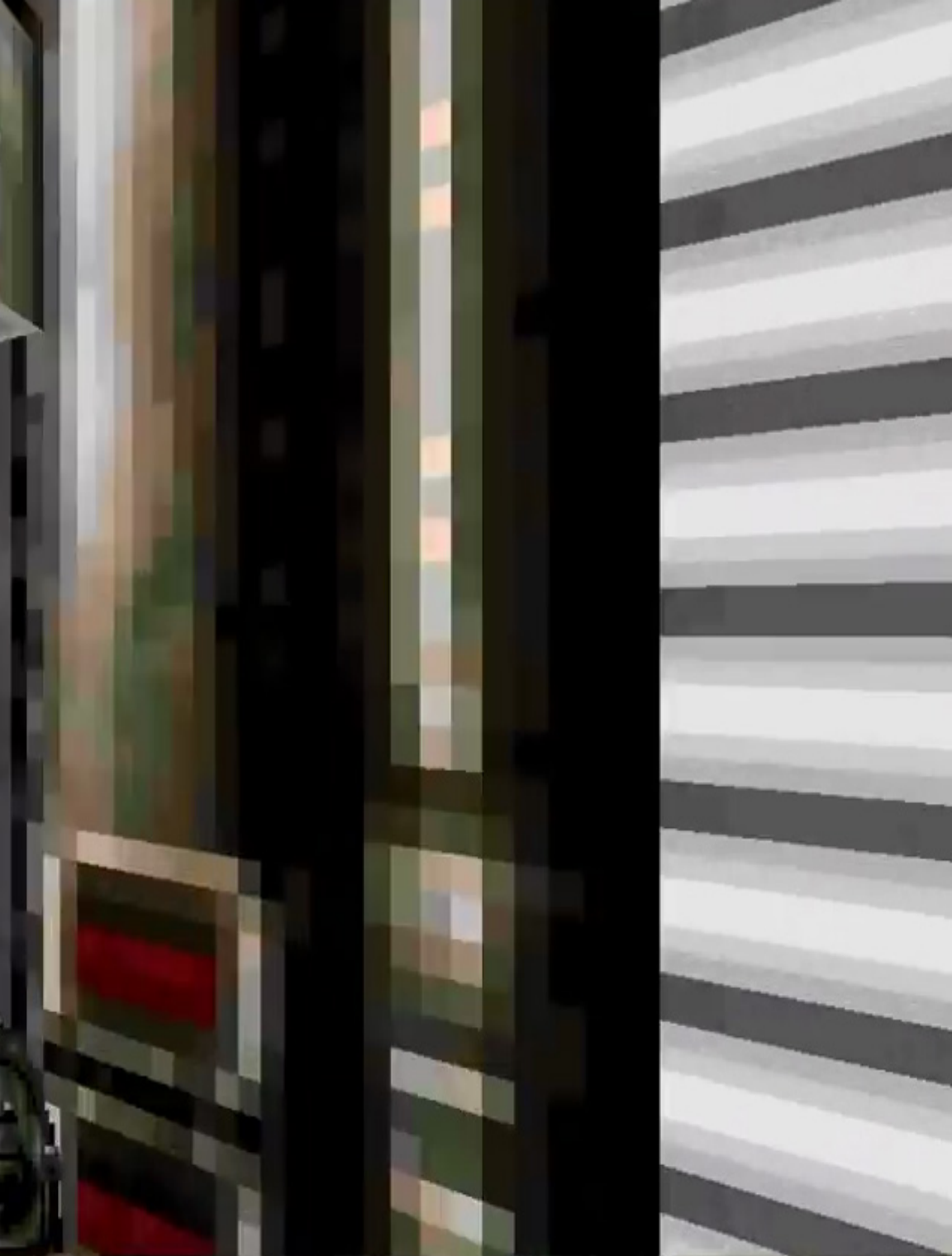
53%

HEALTH

2 3 9
5 6 7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 415 SHOTGUN SHELLS.



49

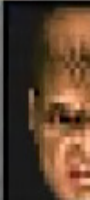
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





0%
ARMOR

BULL	49	200
SHEL	4	50
ROKT	0	50
CELL	0	300

PICKED UP 4 SHOTGUN SHELLS.



49

AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





0%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

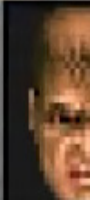
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





 **0%**
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP 4 SHOTGUN SHELLS.



49

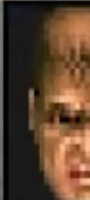
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





	<p>0% ARMOR</p>		<p>BULL 49 SHEL 4 ROKT 0 CELL 0</p>	<p>200 50 50 300</p>	
--	----------------------------	--	---	----------------------------------	--

PICKED UP AN ARMOR BONUS.



49

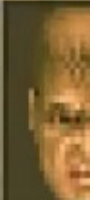
AMMO

53%

HEALTH

2	3	9
5	6	7

ARMS





1%

ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300

PICKED UP AN ARMOR BONUS.



49

AMMO

53%

HEALTH

2 3 9

5 6 7

ARMS





1%

ARMOR



BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP AN ARMOR BONUS.



49

AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





1%
ARMOR

BULL	49	/	200
SHEL	4	/	50
ROKT	0	/	50
CELL	0	/	300



PICKED UP AN ARMOR BONUS.

49

AMMO

53%

HEALTH

2 3 9
5 6 7

ARMS





	1% ARMOR	<input type="checkbox"/>	BULL	49	/	200	
		<input type="checkbox"/>	SHEL	4	/	50	
		<input type="checkbox"/>	ROKT	0	/	50	
		<input type="checkbox"/>	CELL	0	/	300	



HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR



HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

The background of the image is a screenshot from the video game Star Wars: The Force Unleashed. It depicts a desert planet with a large, prominent crater. Inside the crater, there are several structures, including a tall, spire-like tower with a blue flame-like effect at the top, and several smaller, dome-shaped buildings. The ground is sandy and textured. The text is overlaid on this scene.

HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

The background of the screen is a 3D-rendered desert planet with a large, prominent crater. Inside the crater, there are several structures: a tall, thin tower with a blue flame-like top, a green dome-shaped building, and several smaller, rounded structures with yellow lights. The terrain is sandy and textured. The text is overlaid on this scene.

HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

The background of the screen is a 3D-rendered desert landscape with a large, winding sand dune. Several futuristic, dome-shaped structures are scattered across the terrain. In the top right corner, the text 'HAN FINIS' is displayed in a white, blocky font. In the center, the words 'KILLS', 'ITEMS', and 'SECRET' are stacked vertically in a large, bold, red font with a black outline. In the bottom left corner, the words 'TIME' and 'TOTAL' are stacked vertically in the same red, bold font with a black outline.

HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

The background of the screen is a 3D-rendered desert landscape with a large, winding sand dune. Several futuristic, dome-shaped structures are scattered across the terrain. In the top right corner, the text 'HAN FINIS' is displayed in a white, blocky font. In the center, the words 'KILLS', 'ITEMS', and 'SECRET' are stacked vertically in a large, bold, red font with a black outline. In the bottom left corner, the words 'TIME' and 'TOTAL' are stacked vertically in the same red, bold font with a black outline.

HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

The background of the screen is a 3D-rendered desert landscape with a large, winding sand dune. Several futuristic, dome-shaped structures are scattered across the terrain. Some are blue with yellow accents, while one is green. The scene is lit with a warm, golden light, suggesting a sunset or sunrise. The text is overlaid on this scene in a bold, red, blocky font.

HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

HAN
FINIS

KILLS
ITEMS
SECRET

TIME
TOTAL

GAR
SHED



PAR

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8

TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

HAN
FINIS

KILLS
ITEMS
SECRET

TIME 8
TOTAL 8

GAR
SHED

6%

5%

0%

PAR

30

ENTE

NUCLEAR



DRIVING R PLANT





DRIVING R PLANT



YOU ARE
HERE



DRING

R PLANT



**YOU ARE
HERE**



DRIVING R PLANT



YOU ARE
HERE





DRIVING R PLANT



YOU ARE
HERE



DRIVING R PLANT



YOU ARE
HERE





DRIVING R PLANT



YOU ARE
HERE





DRING

R PLANT



**YOU ARE
HERE**





DRING

R PLANT



**YOU ARE
HERE**



DRING

R PLANT

**YOU ARE
HERE**





DRIVING R PLANT



YOU ARE
HERE



EVERY FRAME OF
45HOCKBLAST'S
SPEEDRUN ON
E1M1: HANGAR
UPLOADED TO
YOUTUBE AS
"22 YEAR OLD
SPEEDRUN FOR THE
VERY FIRST MAP OF
DOOM BEATEN!"

SYNC.ED
2023