

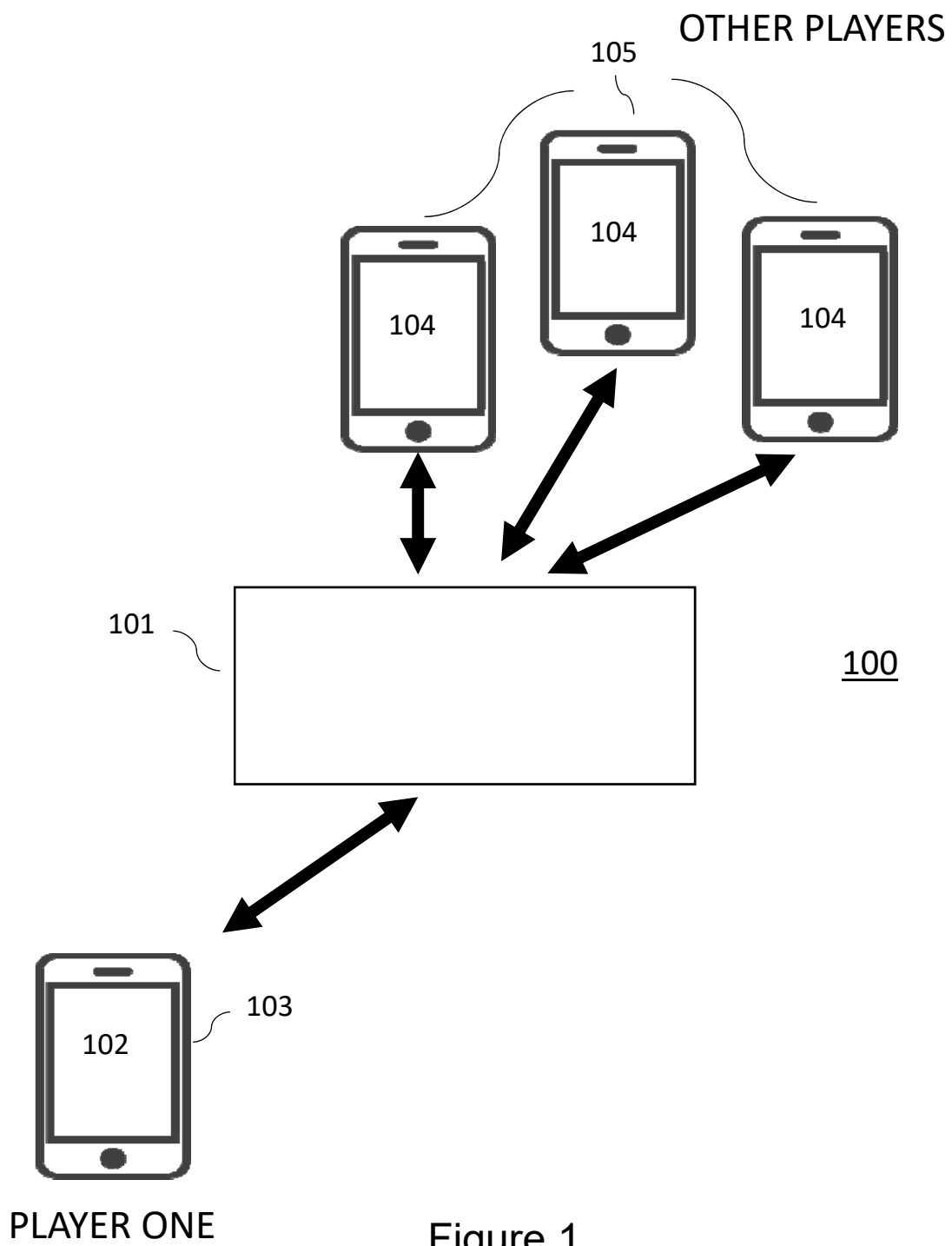
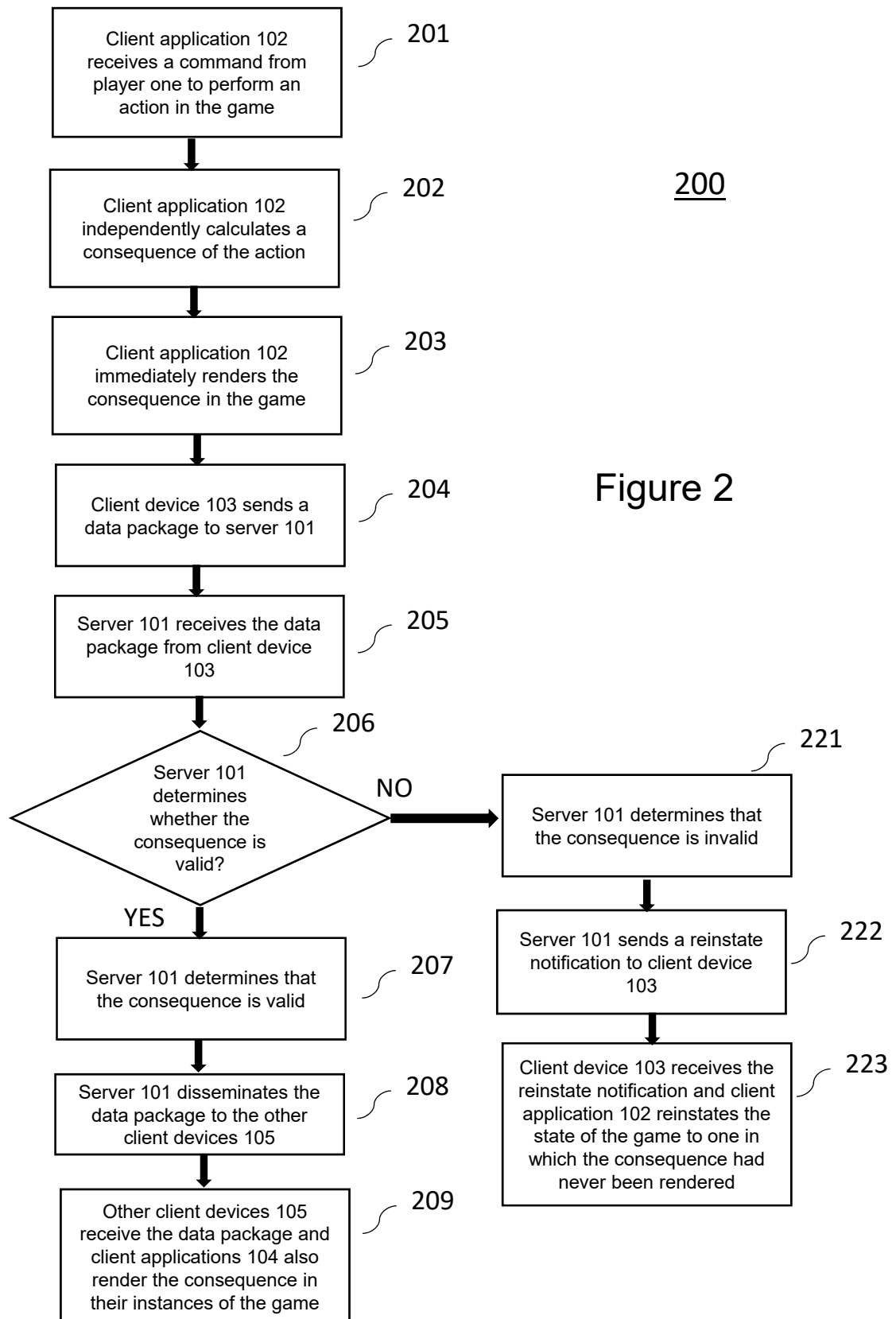


Figure 1



Action	Consequence
Move to the left	Avatar is moved to position X
Move to the right	Avatar is moved to position Y
Move forward	Avatar is moved to position Z
Move backward	Avatar is moved to position W
Activate weapon	Shot missed target T
Activate weapon	Shot hit target T
Drive vehicle to the left	Vehicle is driven to position X
Drive vehicle to the right	Vehicle is driven to position Y
Drive vehicle forward	Vehicle is driven to position Z
Drive vehicle backward	Vehicle is driven to position W
Weapon Shift	Weapon is changed from Weapon A to Weapon B

FIGURE 3

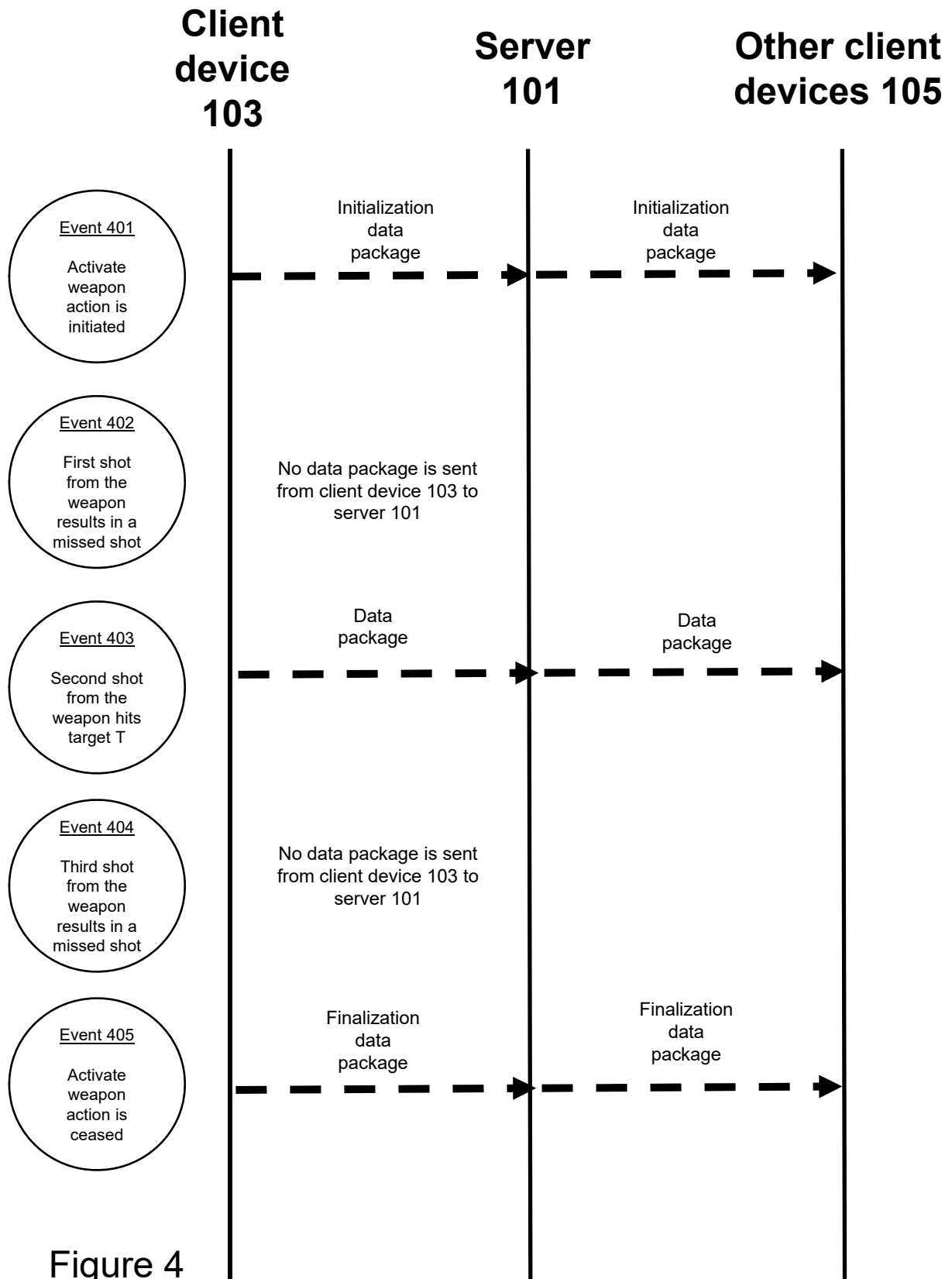


Figure 4

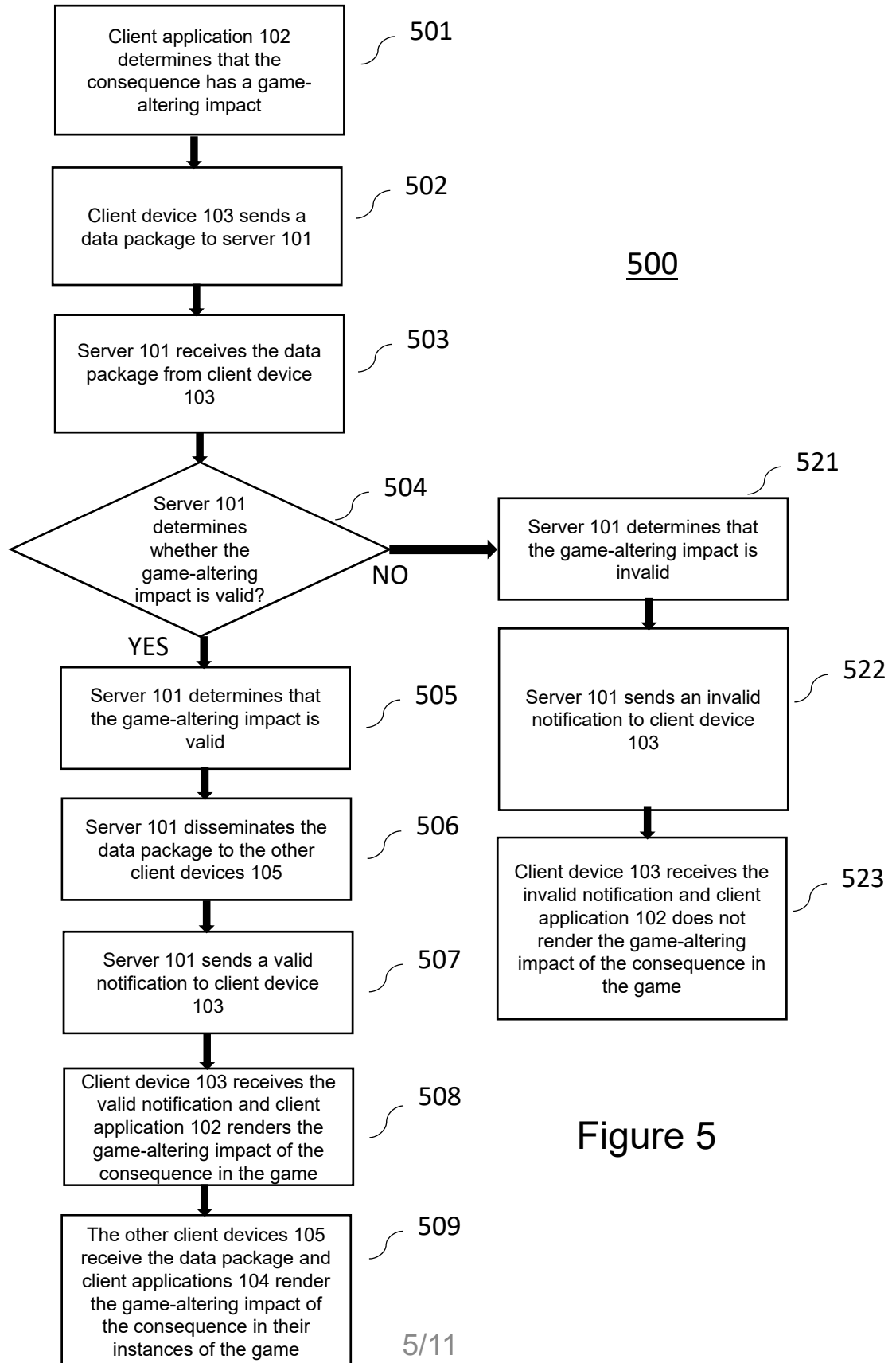


Figure 5

Action	Consequence	Game-altering impact
Move to the left	Avatar is moved to position X	Decrease avatar's health by 10 hit points
Activate weapon	Shot missed target T	None
Activate weapon	Shot hit target T	Decrease target T's health by 20 hit points
Drive vehicle to the left	Vehicle is driven to position X	Decrease target T's health by 30 hit points
Drive vehicle to the right	Vehicle is driven to position Y	None
Weapon Shift	Weapon is changed from Weapon A to Weapon B	None

FIGURE 6

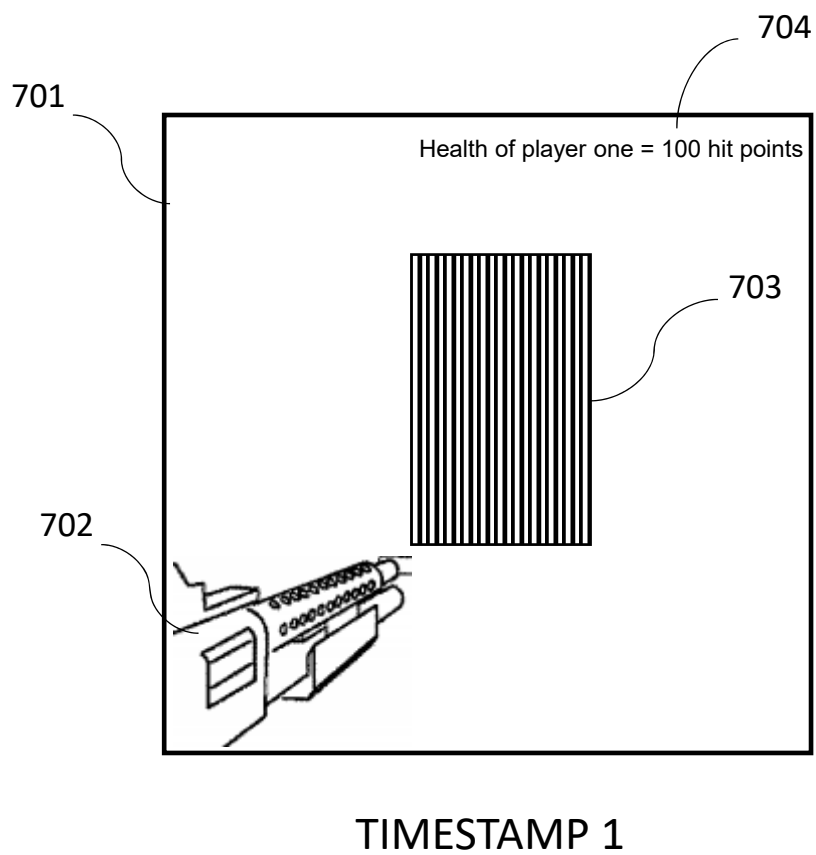


FIGURE 7(a)

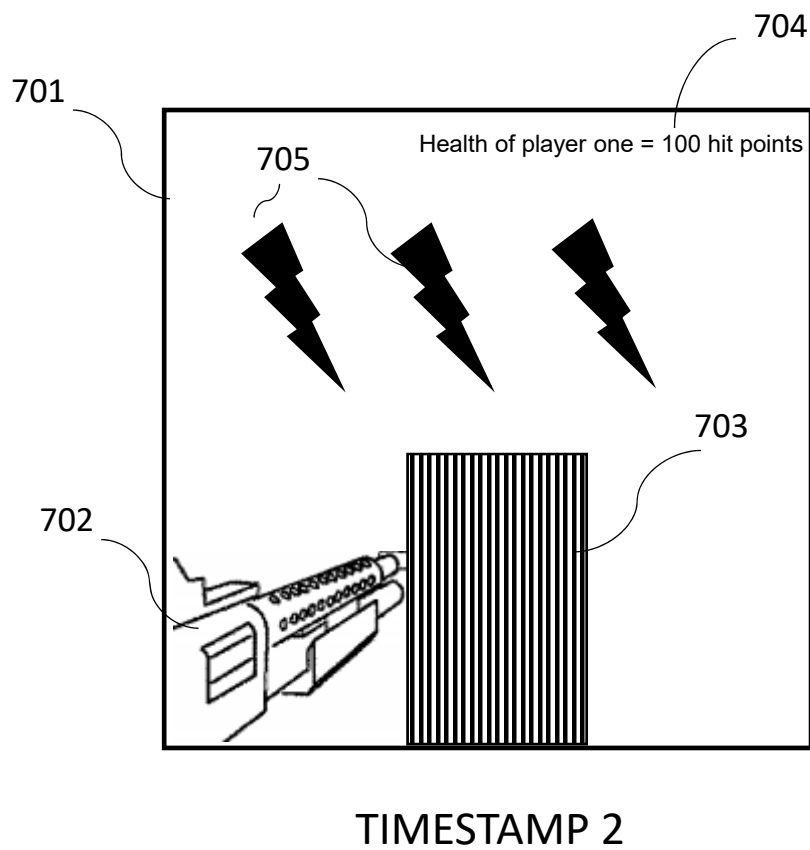


FIGURE 7(b)

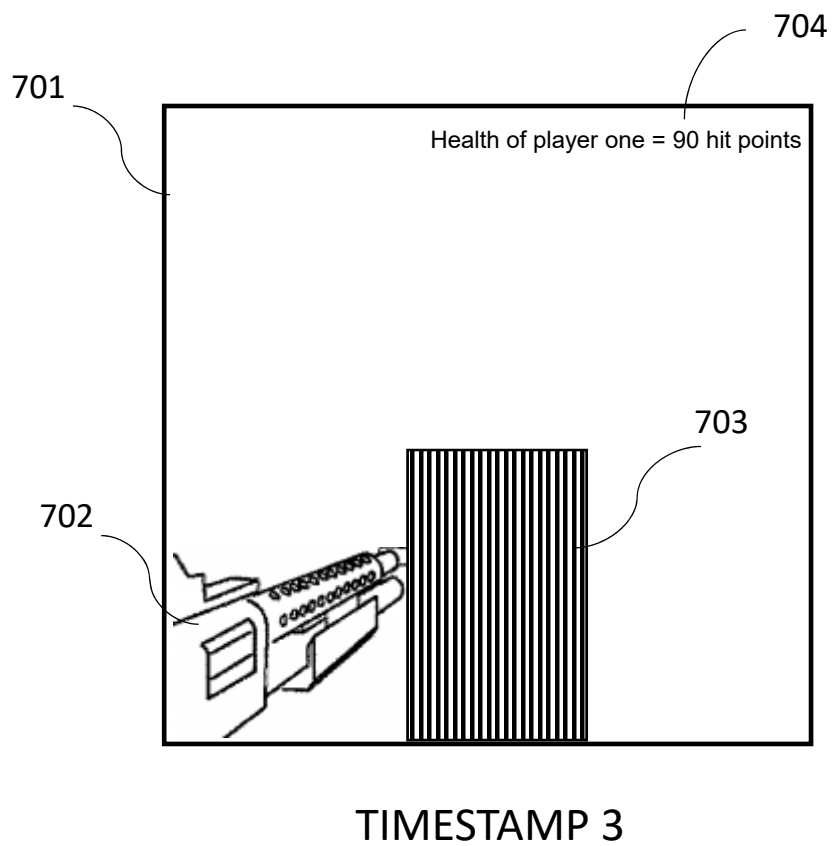


FIGURE 7(c)

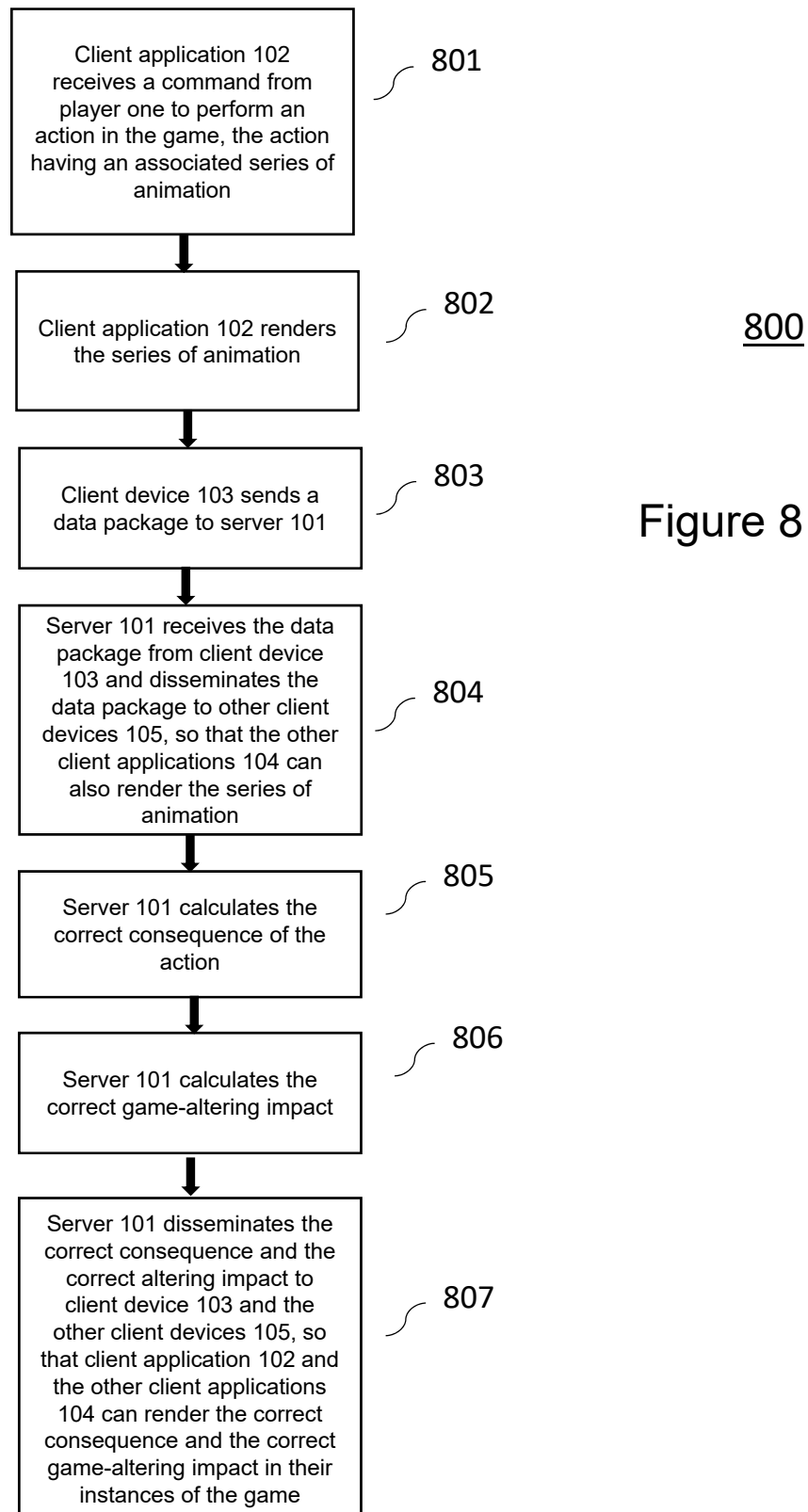


Figure 8

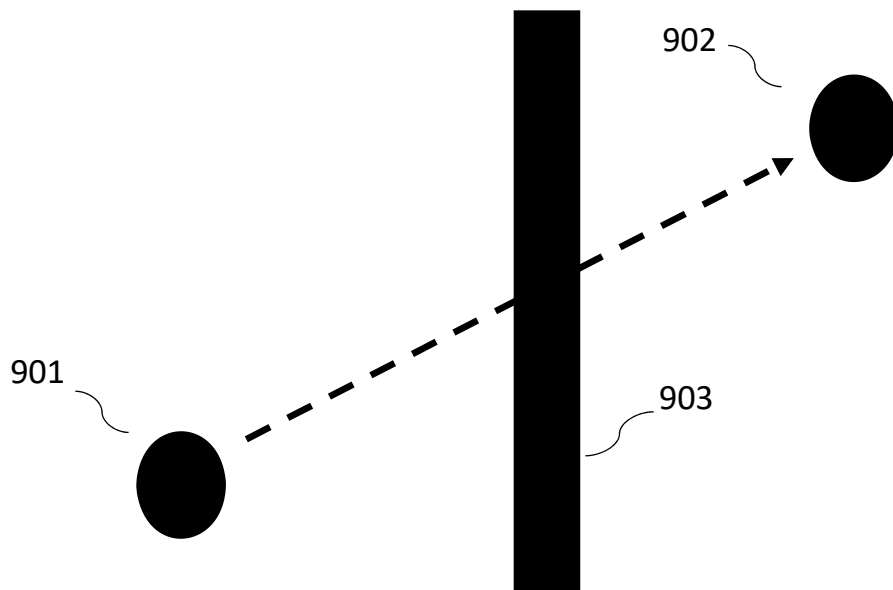


FIGURE 9(a)

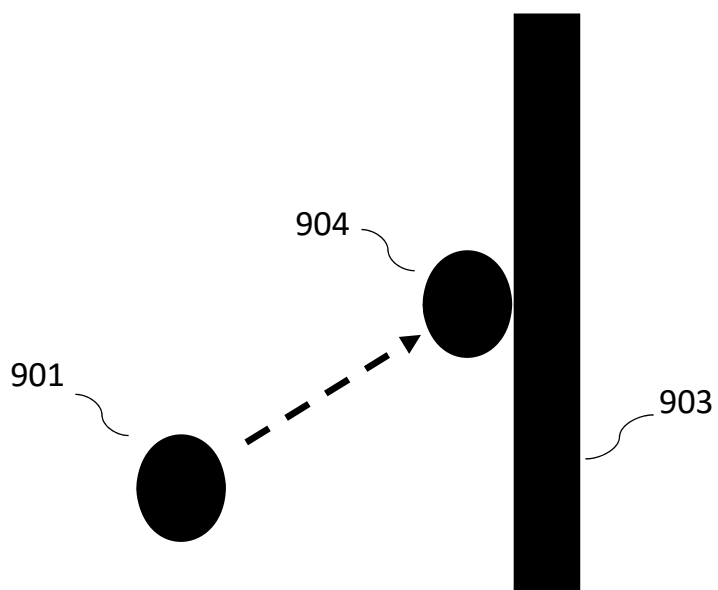


FIGURE 9(b)