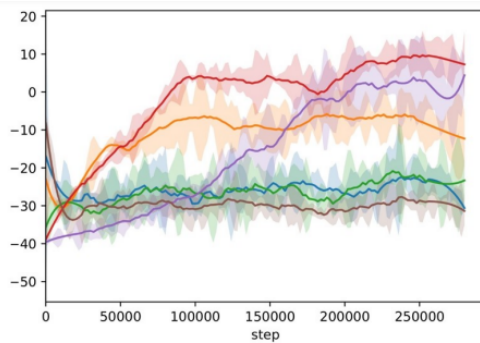
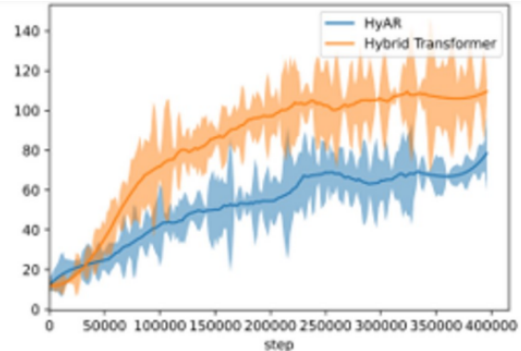


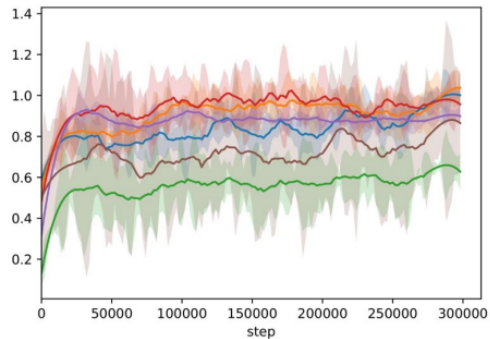
Hard Move



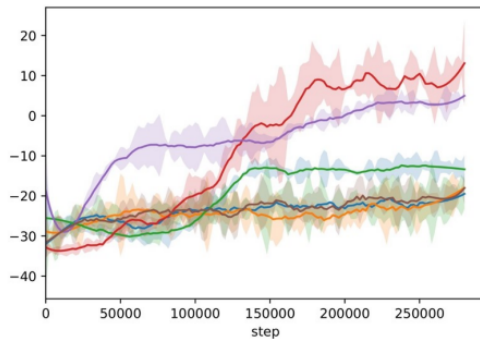
Catch Point



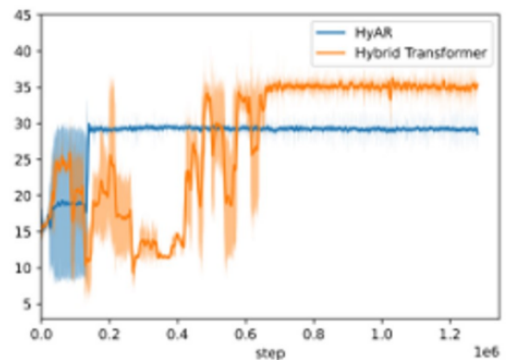
Chase



Platform



Simple Move



Hard Goal