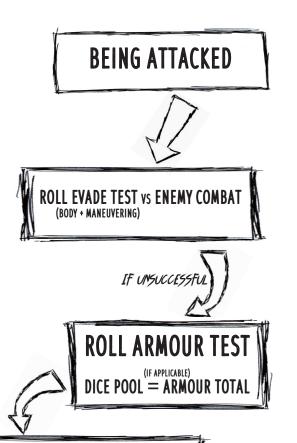




APPLY DAMAGE
SUBTRACT DAMAGE FROM ENEMY
HEALTH POINTS TOTAL



TAKE DAMAGE

TO HEALTH CLOCK:
ATTACK DAMAGE — ARMOUR TEST SUCCESSES