

1 S



Most bonus
(water spaces count 2)

 **3**

2 S

 / 

Empty loc.
Occupied loc.

Most bonus
(water spaces count 2)

 **3**

1



 **3**



2

 + 


Empty loc.
Occupied loc.

 **3**



3

 + 


Most bonus
(water spaces count 2)

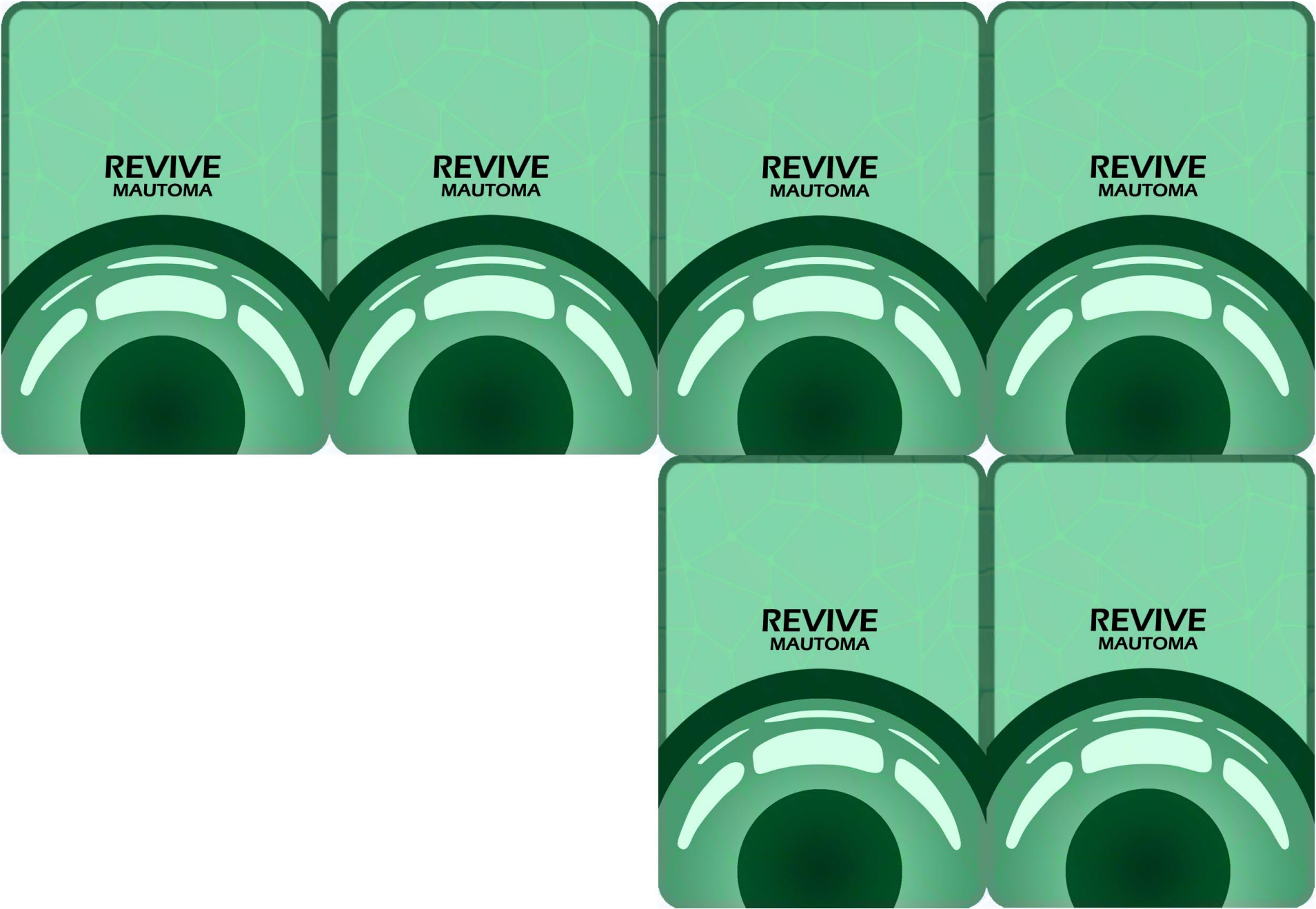
 **3**

4

 + 

Empty loc.
Occupied loc.

 **∞**



REVIVE
MAUTOMA

REVIVE
MAUTOMA

REVIVE
MAUTOMA

REVIVE
MAUTOMA

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MAUTOMA