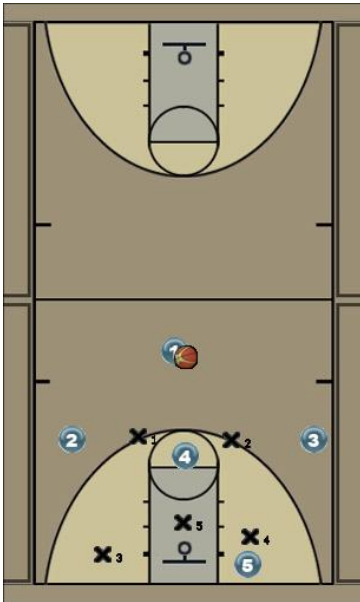
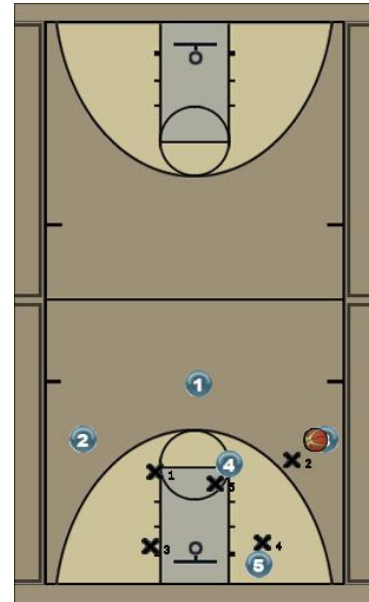


"Ghost" Hybrid Defense

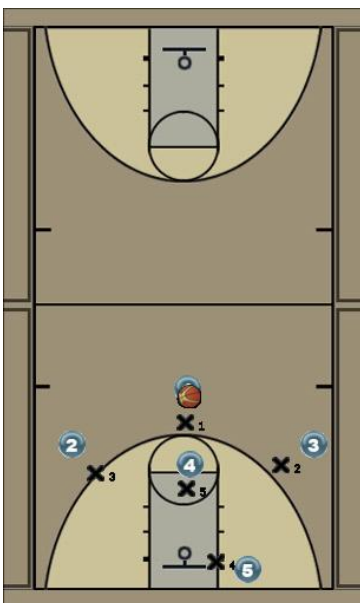
Initial Set



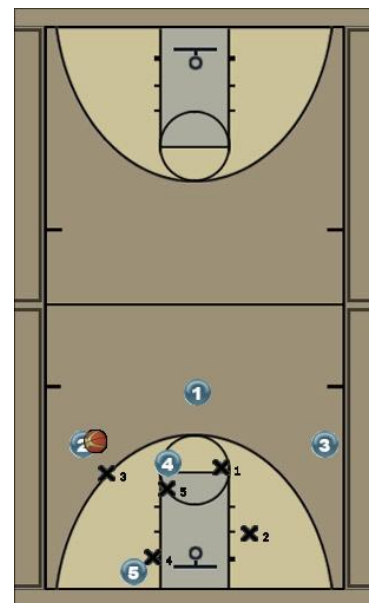
Movement 1



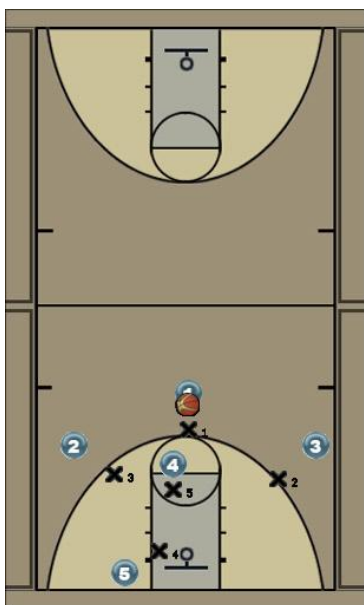
Movement 2



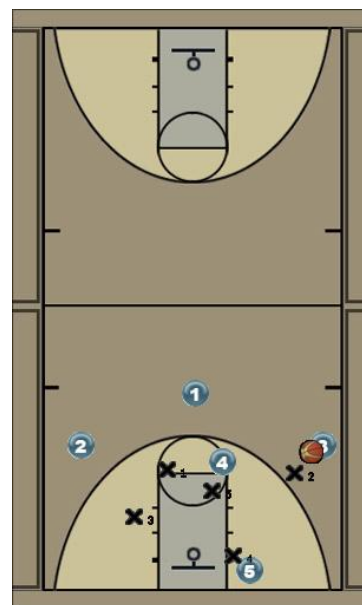
Movement 3



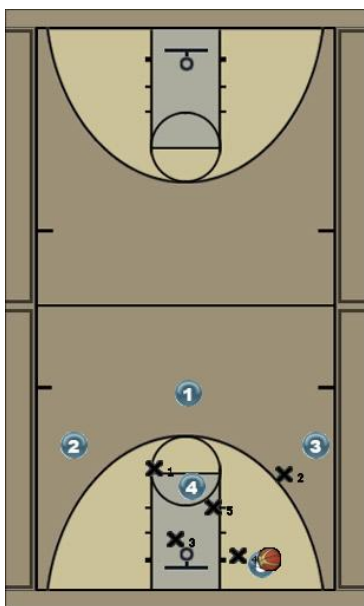
Movement 4



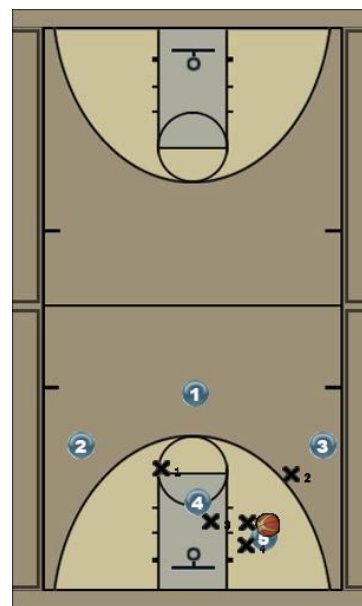
Movement 5



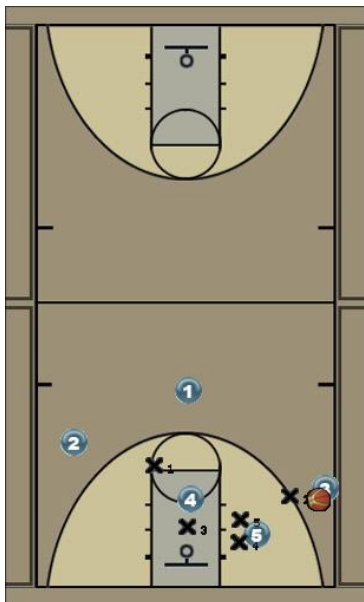
Movement 6



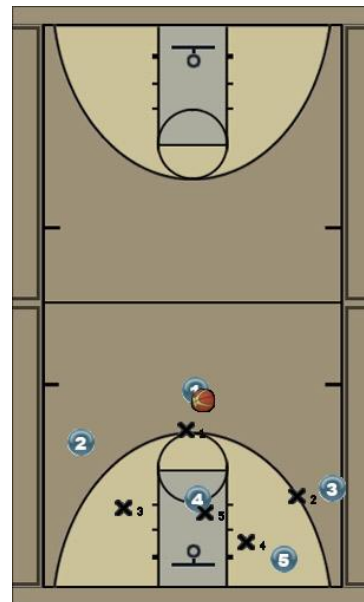
Movement 7



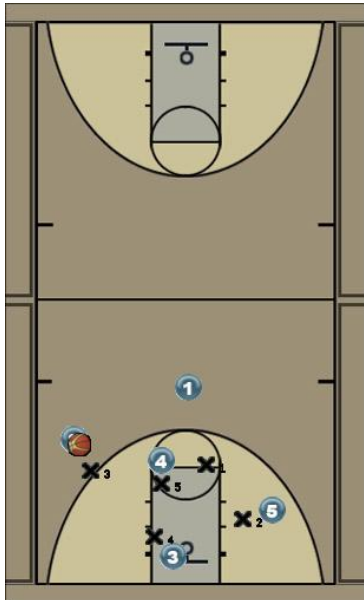
Movement 8



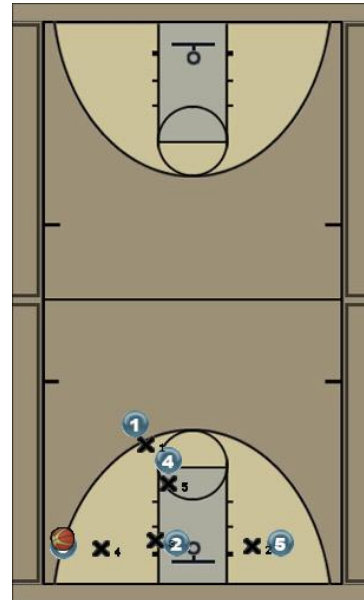
Movement 9



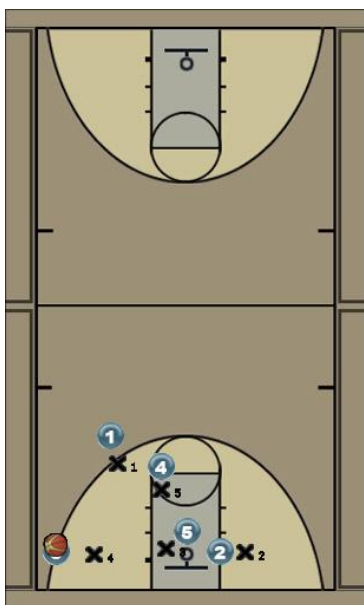
Movement 10



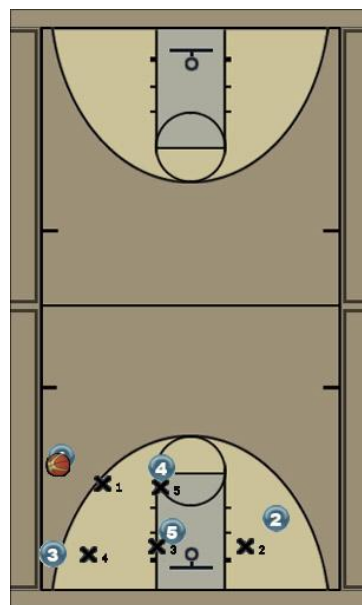
Movement 11



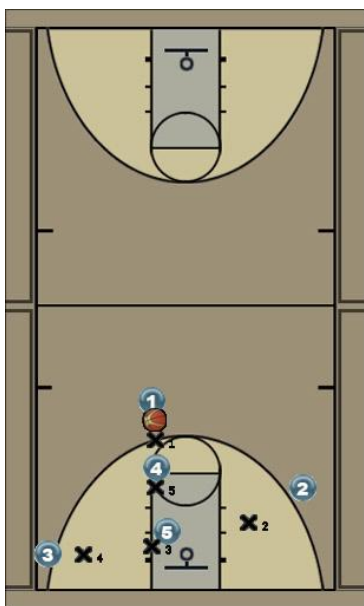
Movement 13



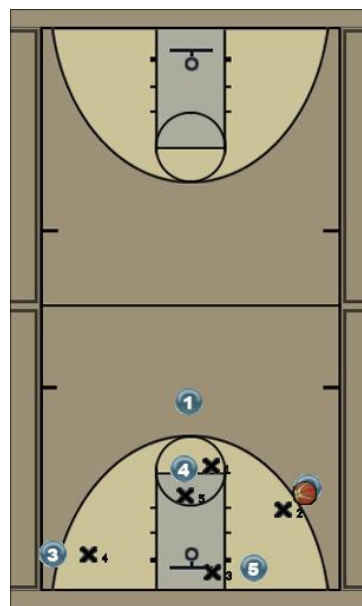
Movement 14



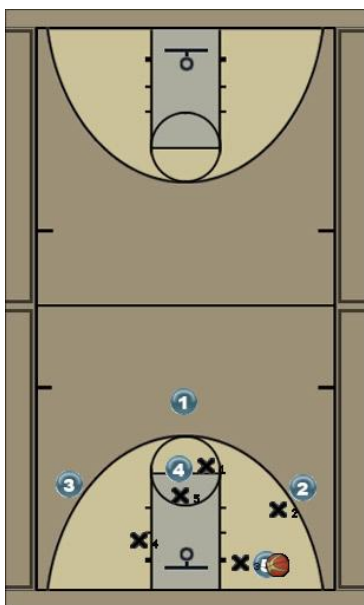
Movement 15



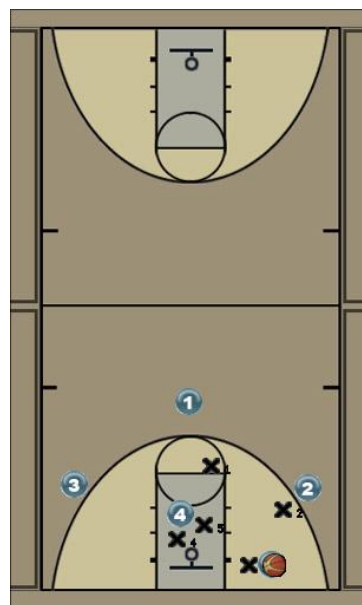
Movement 16



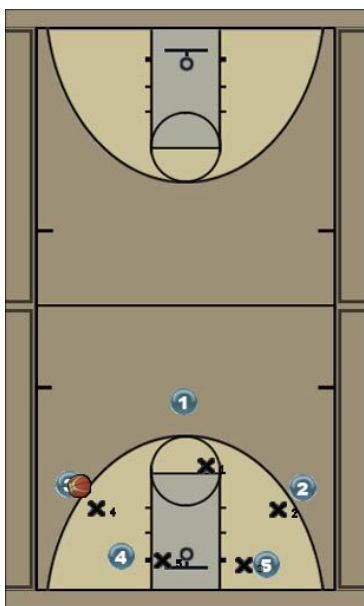
Movement 17



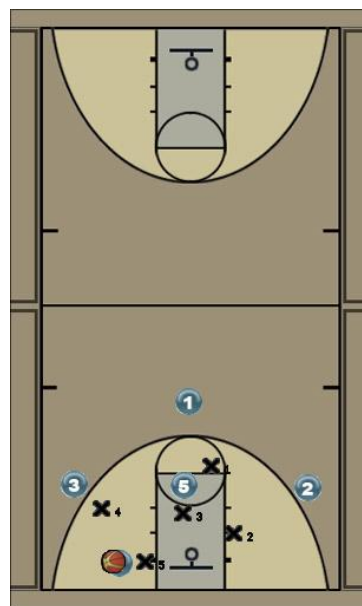
Movement 18



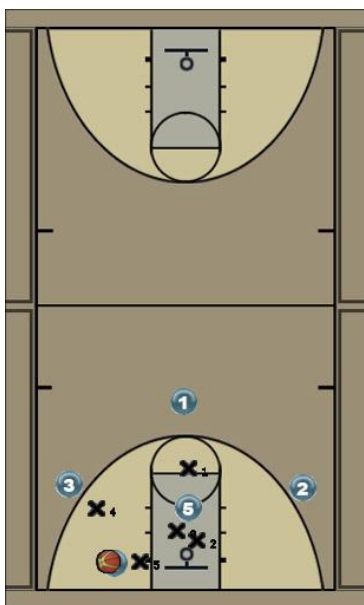
Movement 19



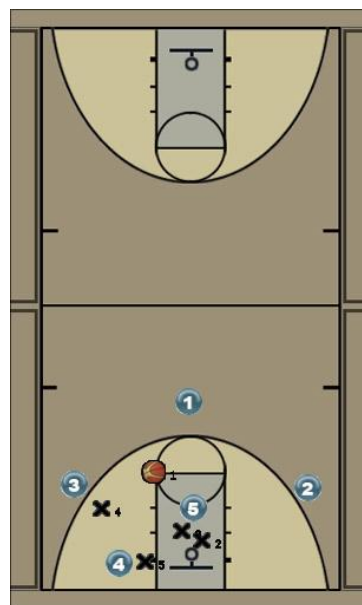
Movement 20



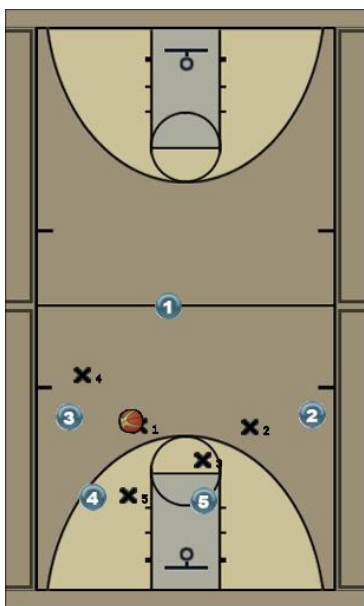
Movement 21



Movement 22



Movement 23



Movement 12

