

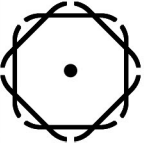














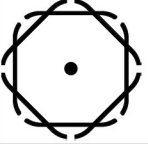

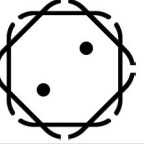








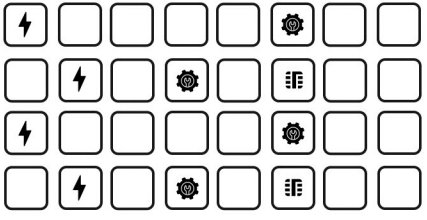







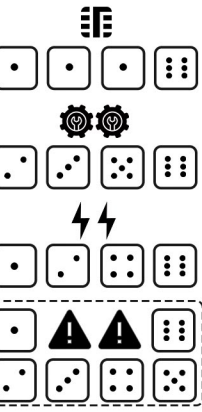
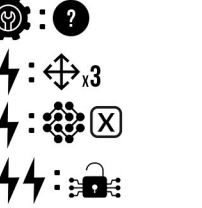
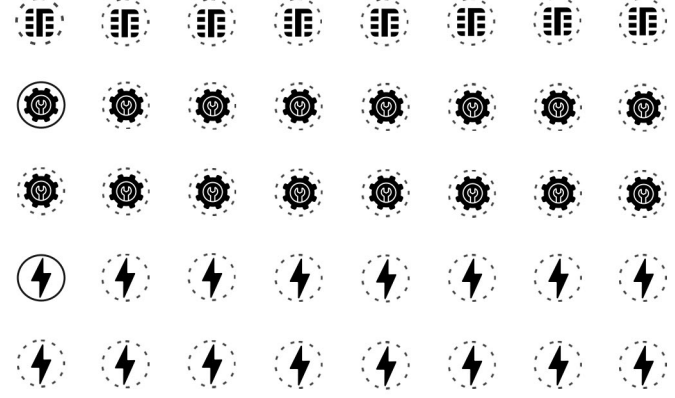


THE NED - GAME ONE

	2 OR 3 	2 ON 	4 AND 6 
5 OFF 	1 OFF 	2 AND 3 	4 AND 5 
3 OR 2 	4 OFF 	2 OR 5 	4 ON 
4 OFF 	6 OFF 	1 AND 3 	4 OR 5 
1 AND 3 	1 ON 	2 AND 6 	4 ON 
4 ON 	3 OR 5 	1 AND 5 	3 OFF 

THE CLOCK    		THE HACK   <input type="text" value="4"/> <input type="text" value="6"/> <input type="text" value="8"/> 4 3 5 2 3 5  4  3 6 1 5 <input type="text" value="6"/>  <input type="text" value="2"/> <input type="text" value="8"/> 2 5 3 4 5 1 <input type="text" value="6"/> <input type="text" value="2"/>  1 1 6 4 6 <input type="text" value="5"/> <input type="text" value="2"/> 
THE SWITCHES OFF ON OFF ON 1 <input type="checkbox"/> <input type="checkbox"/> 2 2 <input type="checkbox"/> <input type="checkbox"/> 2 3 <input type="checkbox"/> <input type="checkbox"/> 2 4 <input type="checkbox"/> <input type="checkbox"/> 2 5 <input type="checkbox"/> <input type="checkbox"/> 2 6 <input type="checkbox"/> <input type="checkbox"/> 2	ROLL BONUSES 	RESOURCE EFFECTS 
	THE DAMAGE 