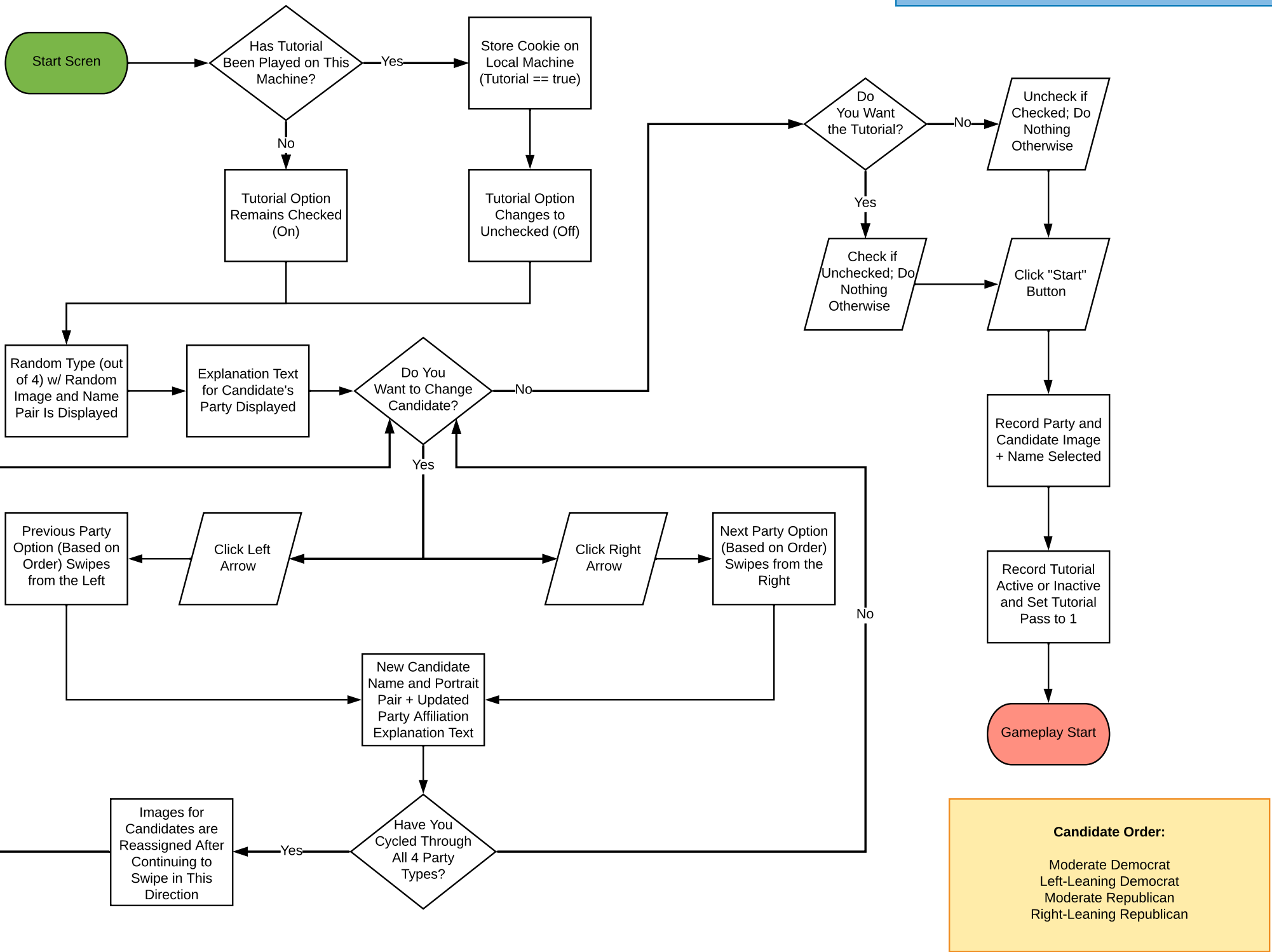
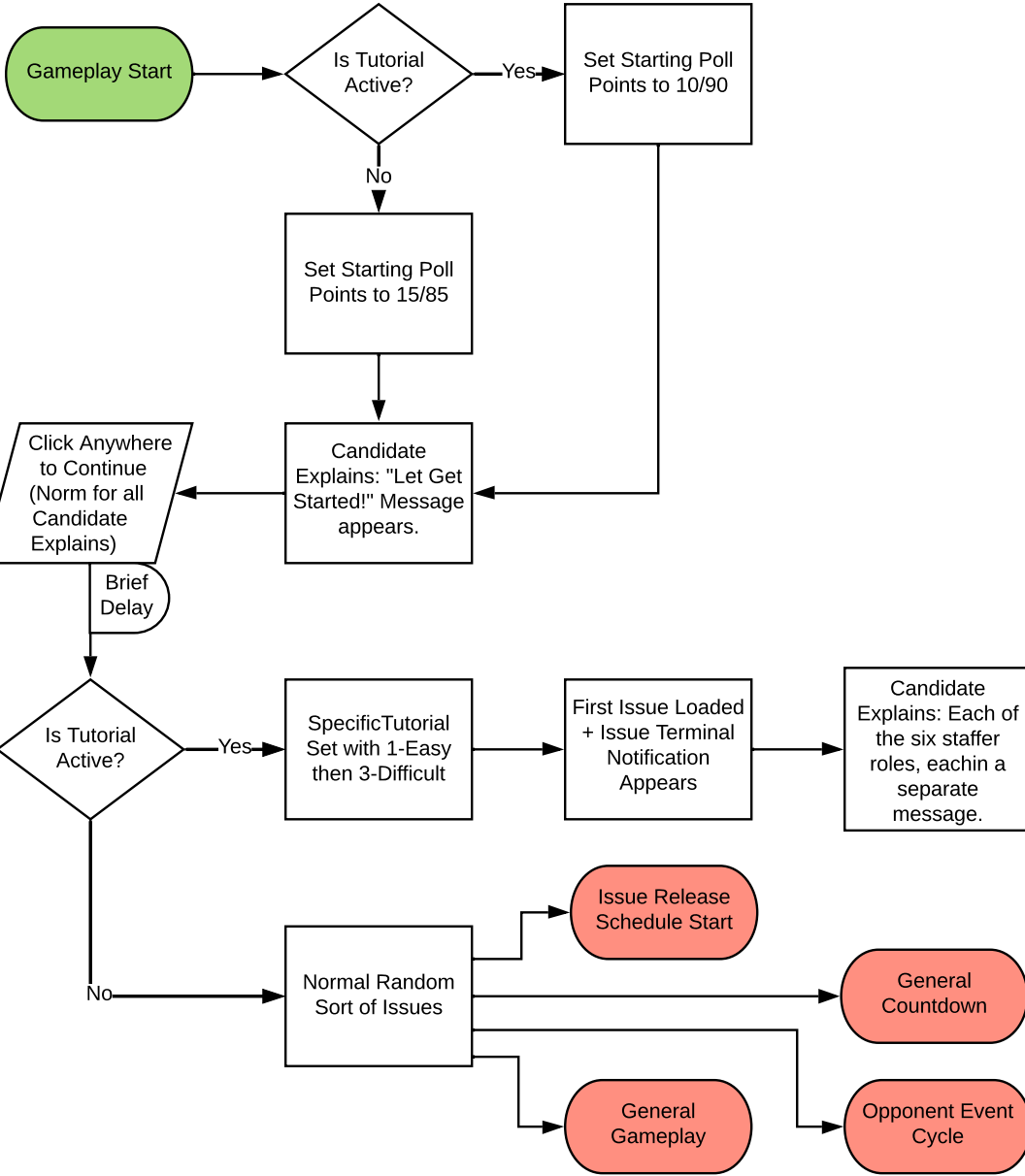


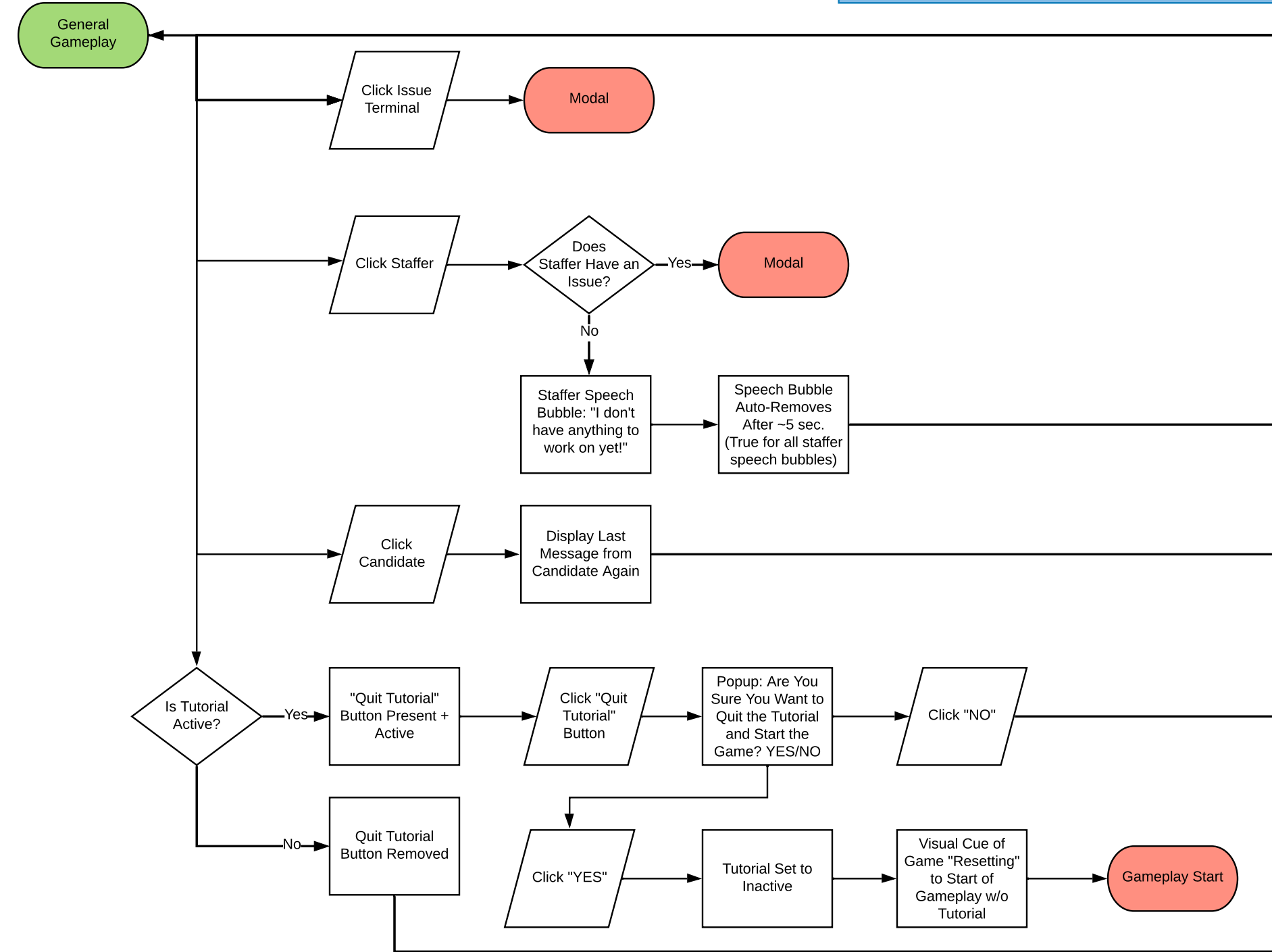
## Start Screen



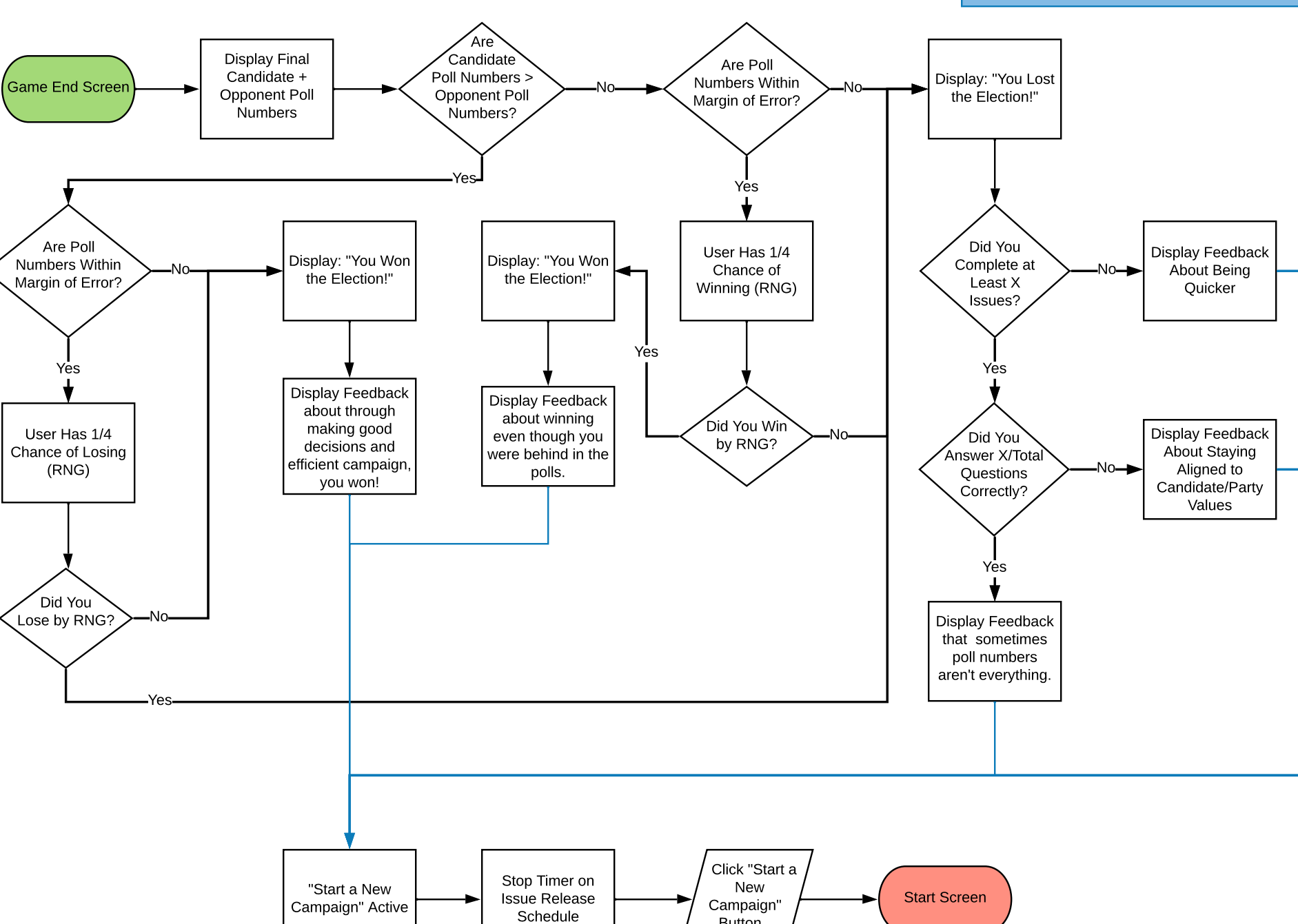
## Gameplay Start



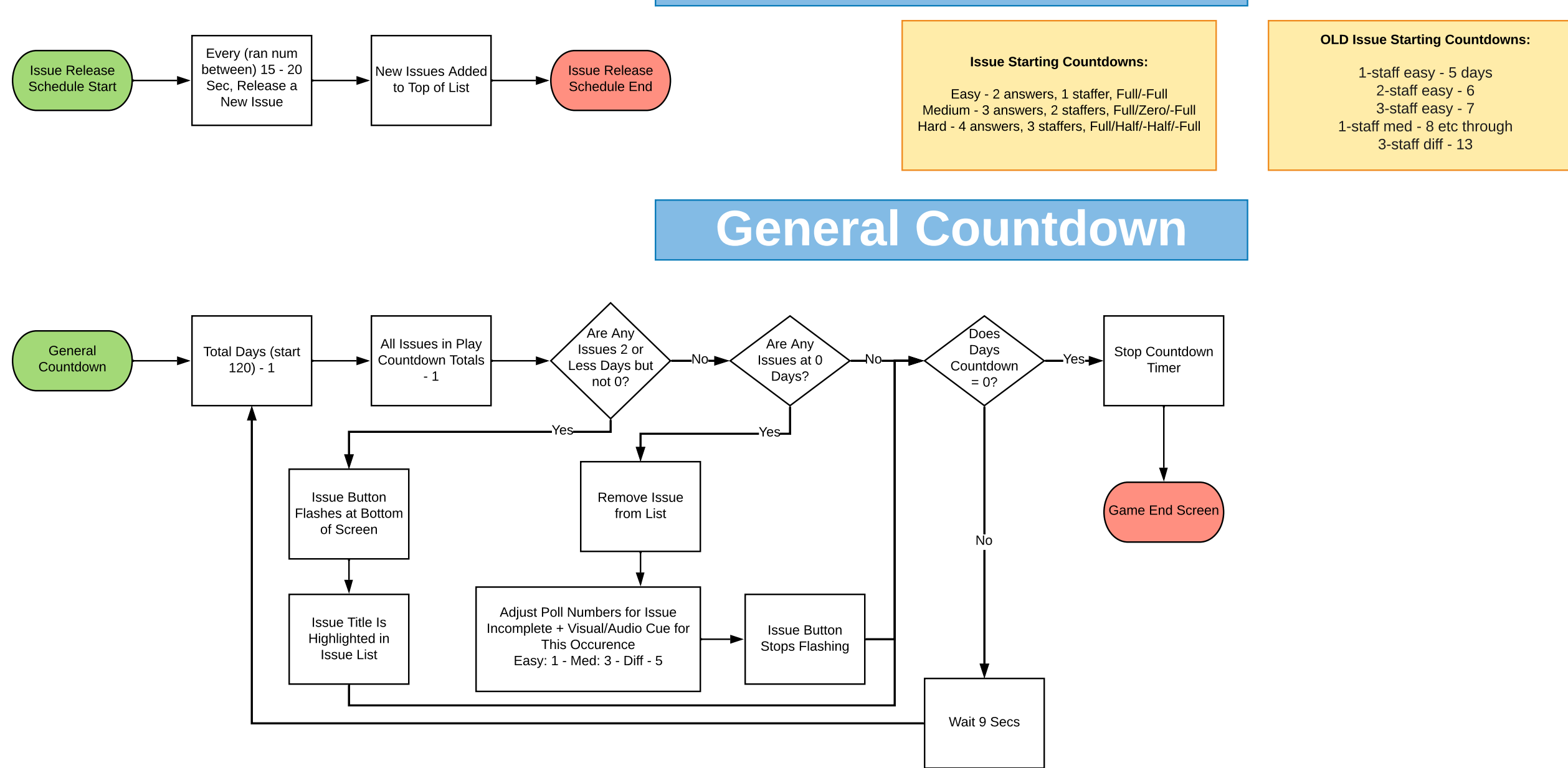
## General Gameplay



## End Screen

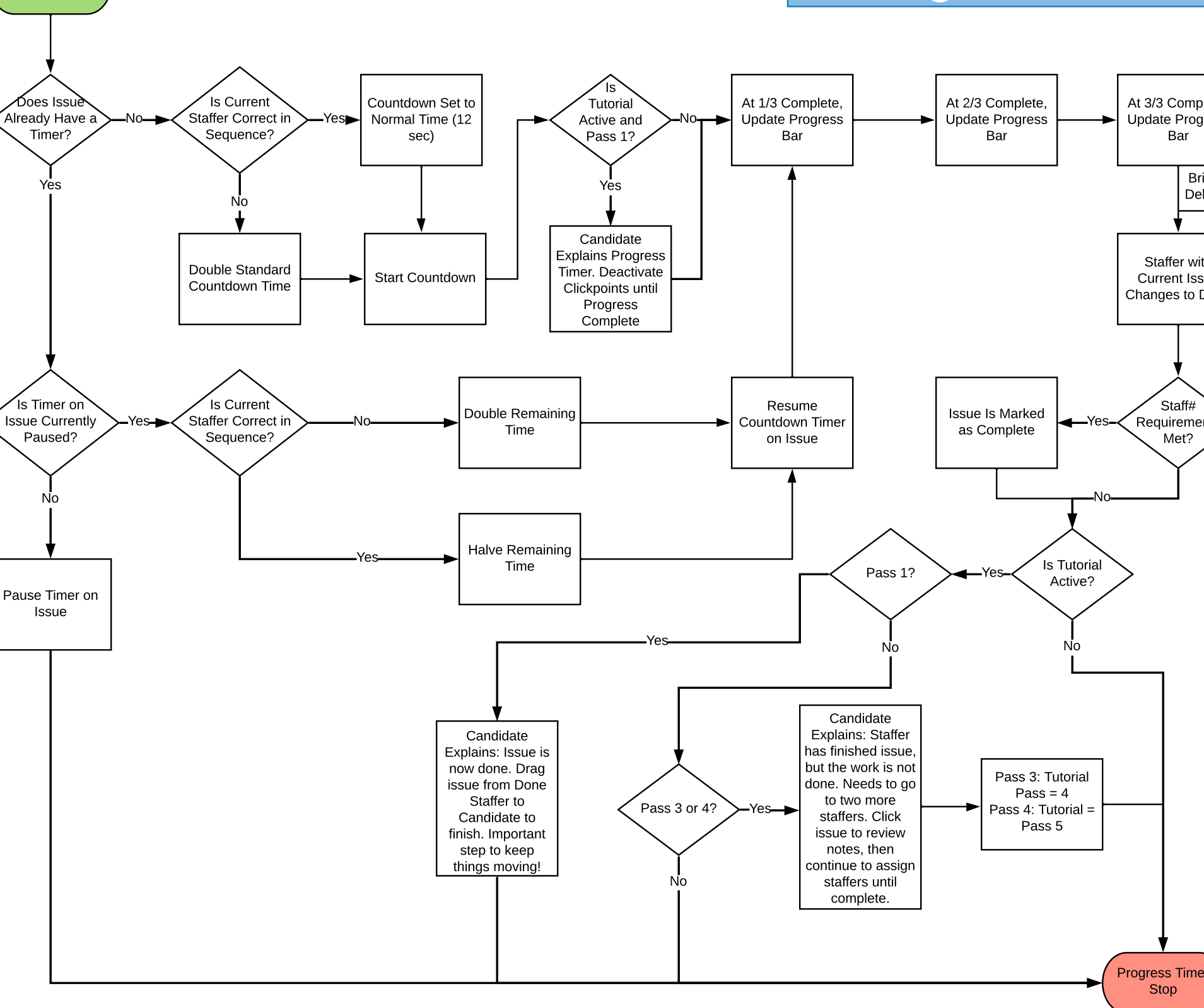


## Issue Release Schedule

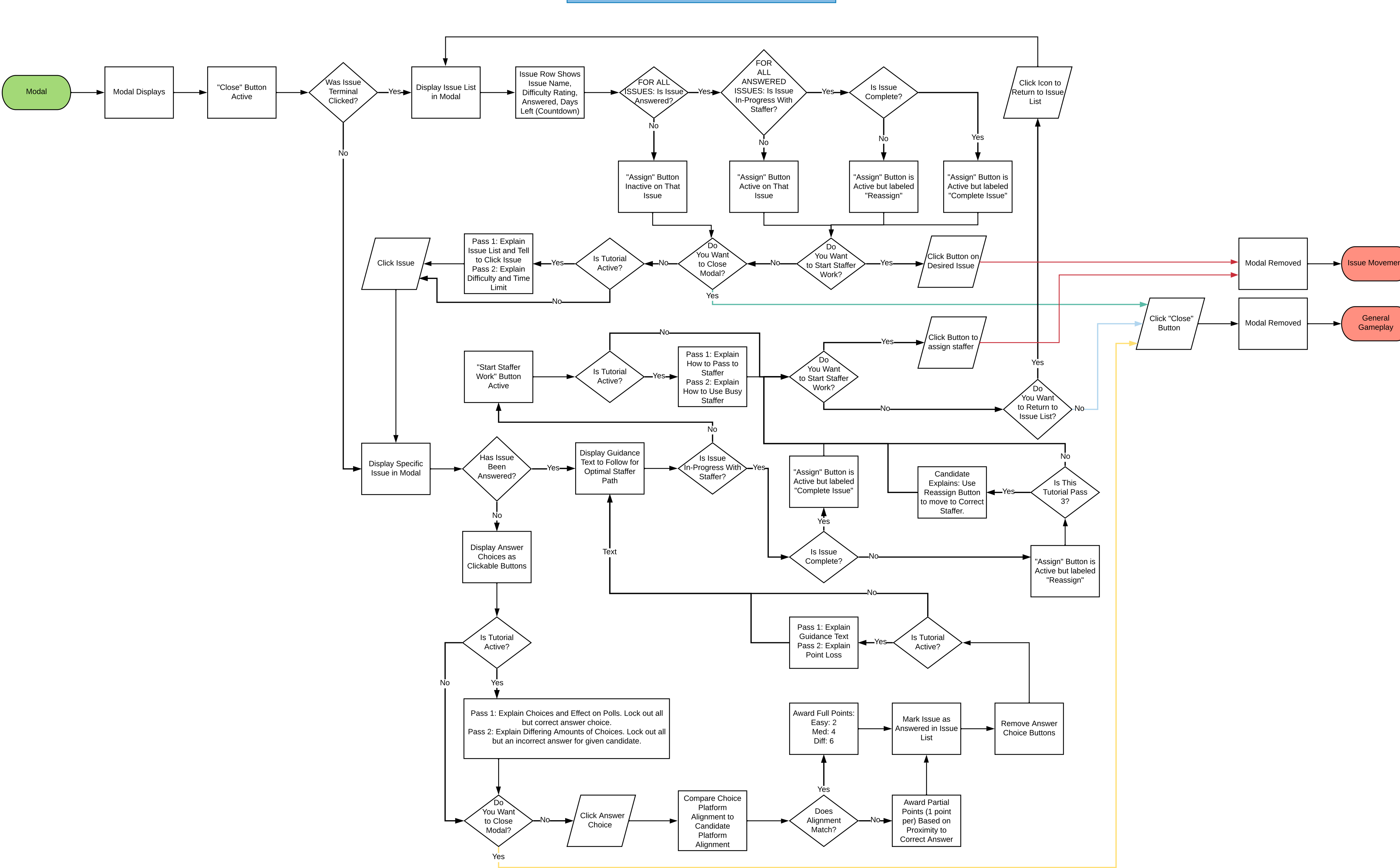


## General Countdown

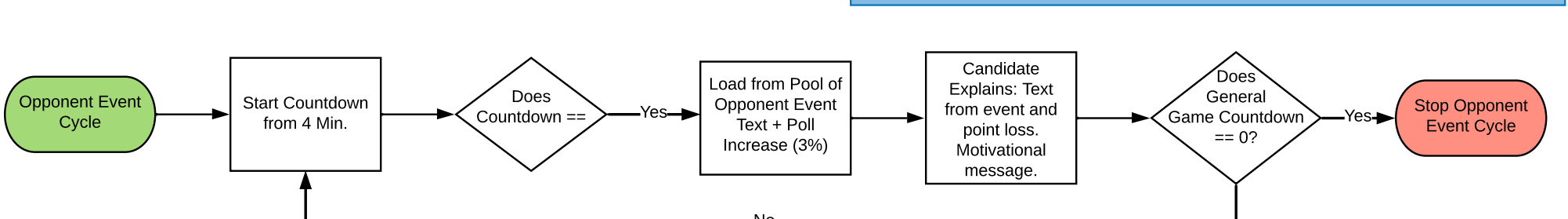
## Progress Timer



## Modal



## Opponent Event Cycle



## Issue Movement

