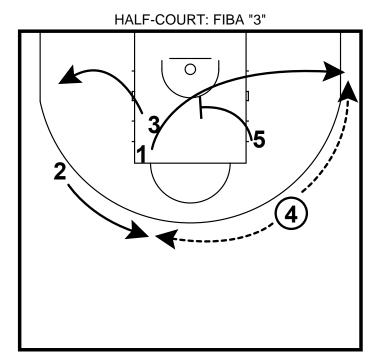


1 passes to 4 and spaces out

3 and 1 set a double for 2



3 clears to corner

1 comes off screen from 5

4 passes to 2 or 1 if open