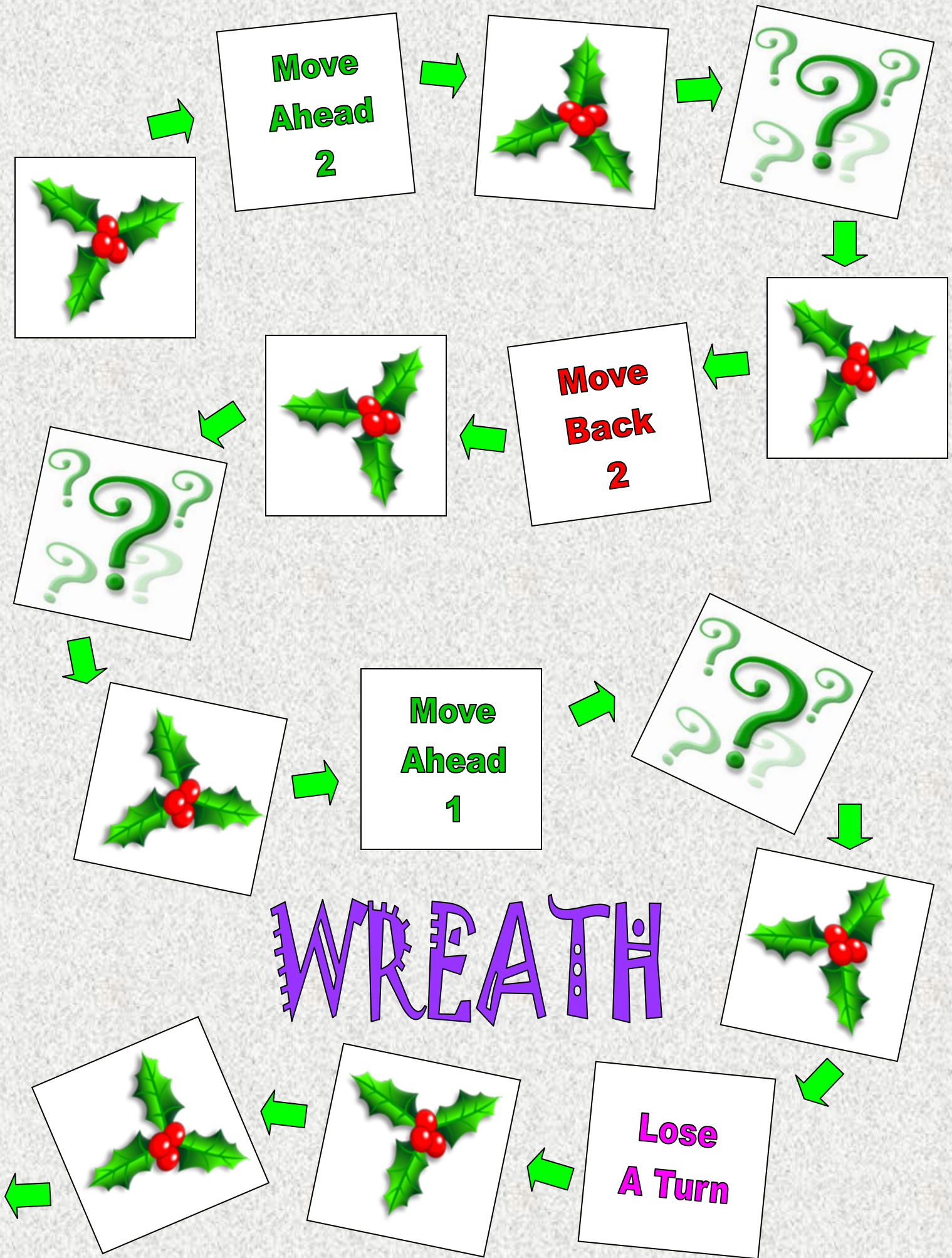


# ADVENT





**Move  
Ahead  
2**

**Move  
Back  
2**

**Move  
Ahead  
1**

**Lose  
A Turn**

# WREATH