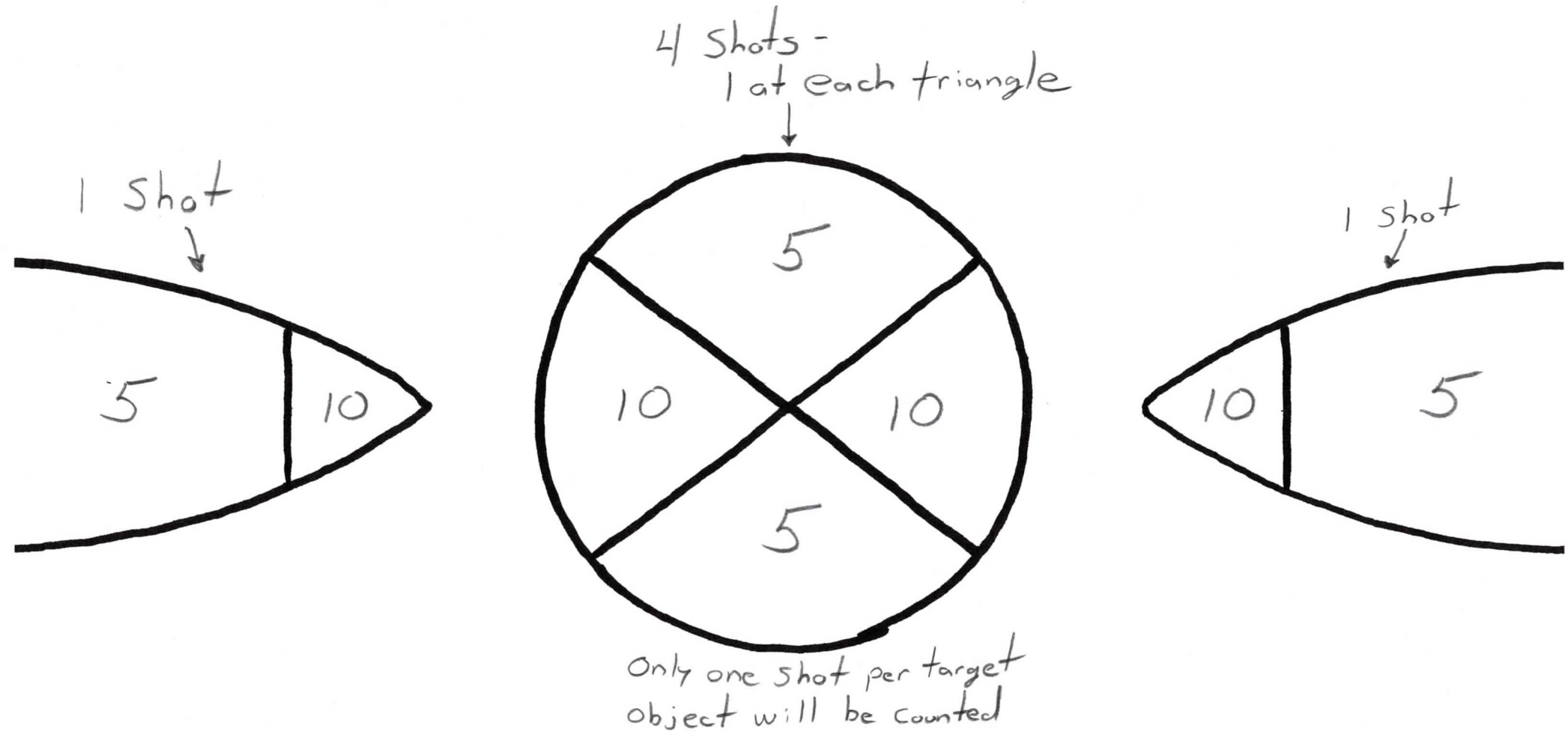

4 Shots -
1 at each triangle
1 Shot
1 Shot
5
10
10
10
5
5
10
5
Only one shot per target
object will be counted