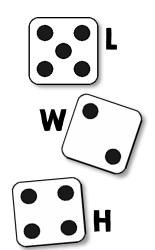


## Roll the VOLUME!

LxWxH=Volume





	Player #I	Player #2
round	<b>T</b>	<b>T</b>
round 5	<b>T</b>	<b>T</b>
TOTAL		