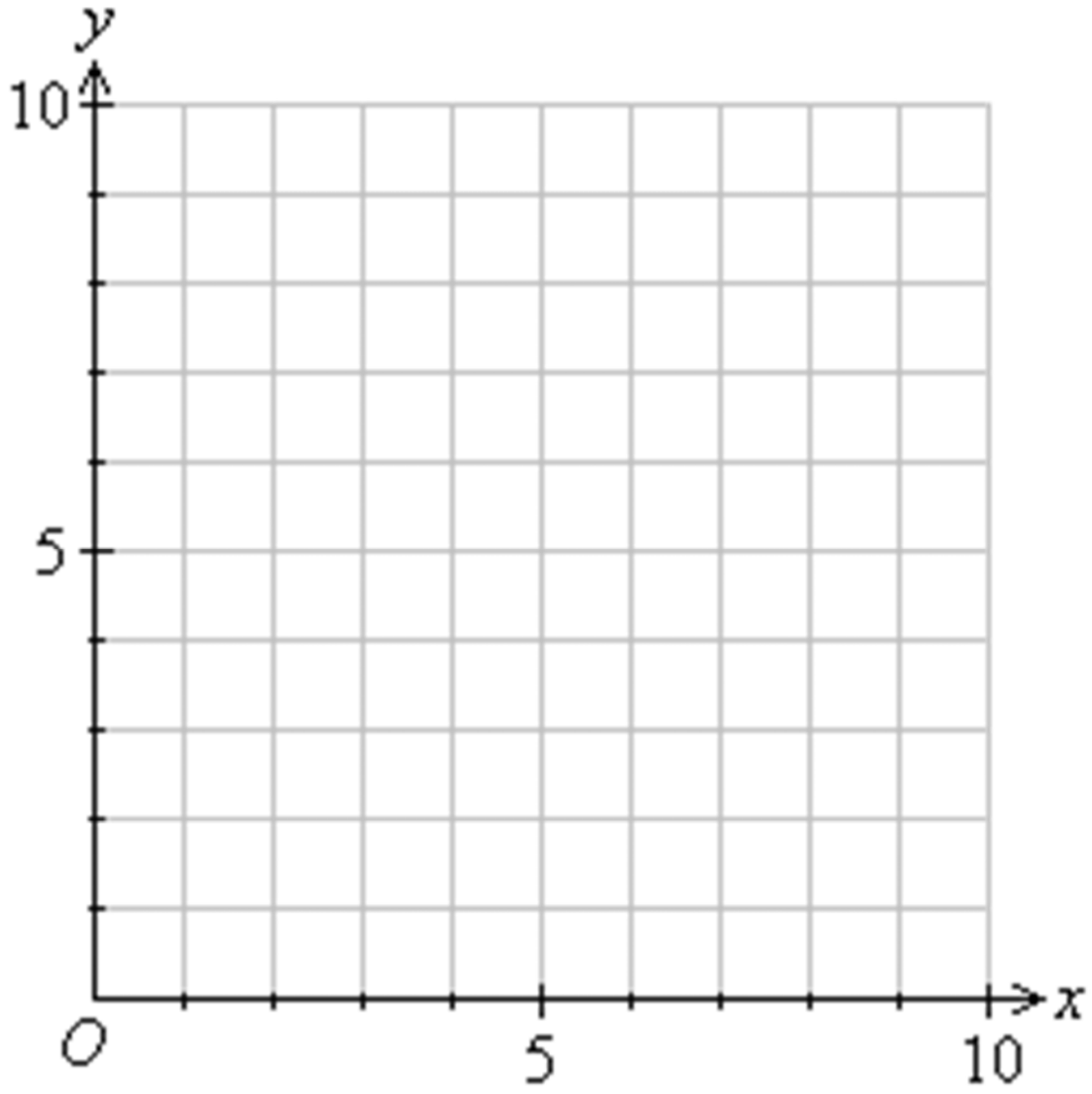
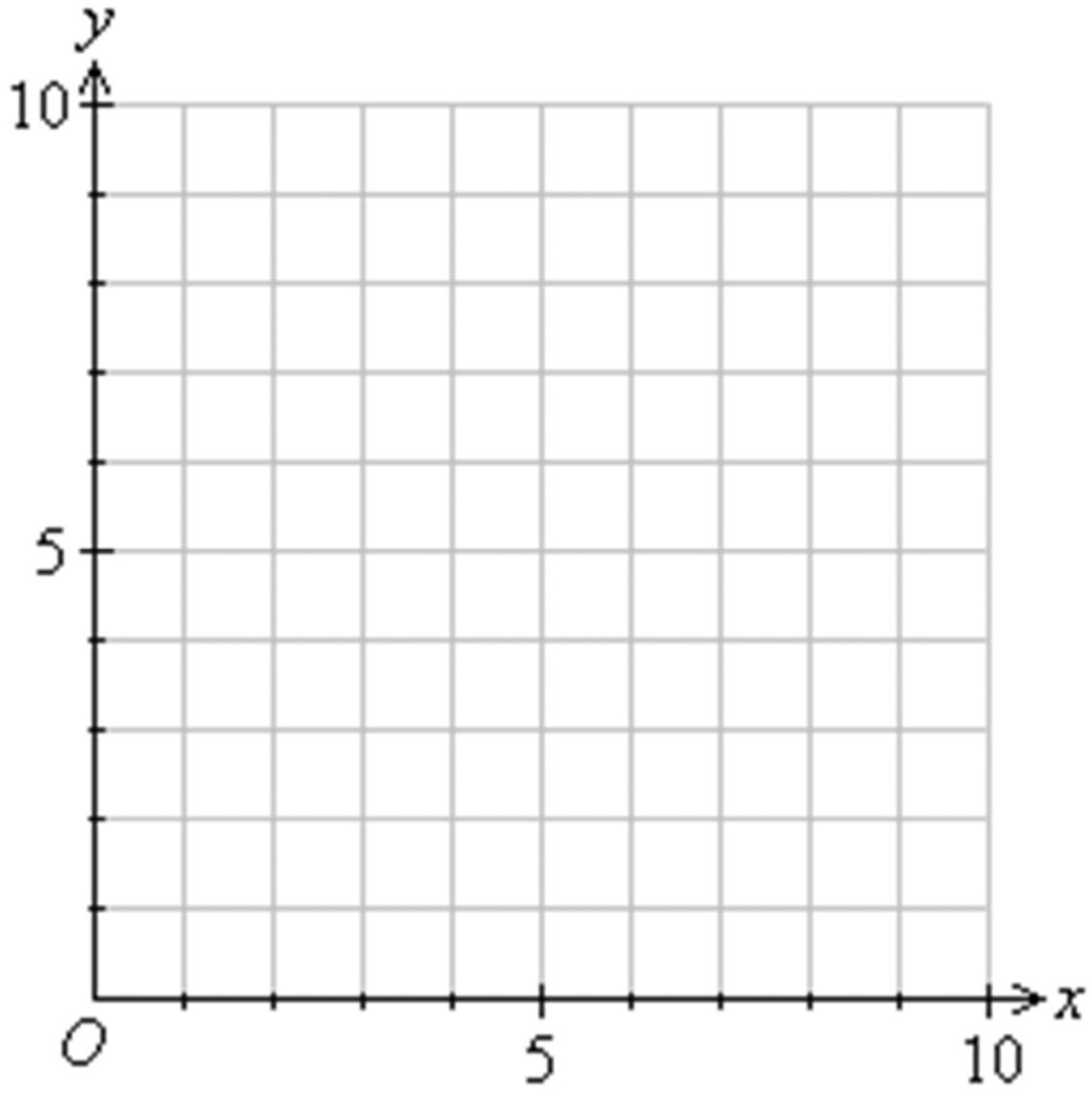
Game 1 (Midpoint version, 1 quadrant)



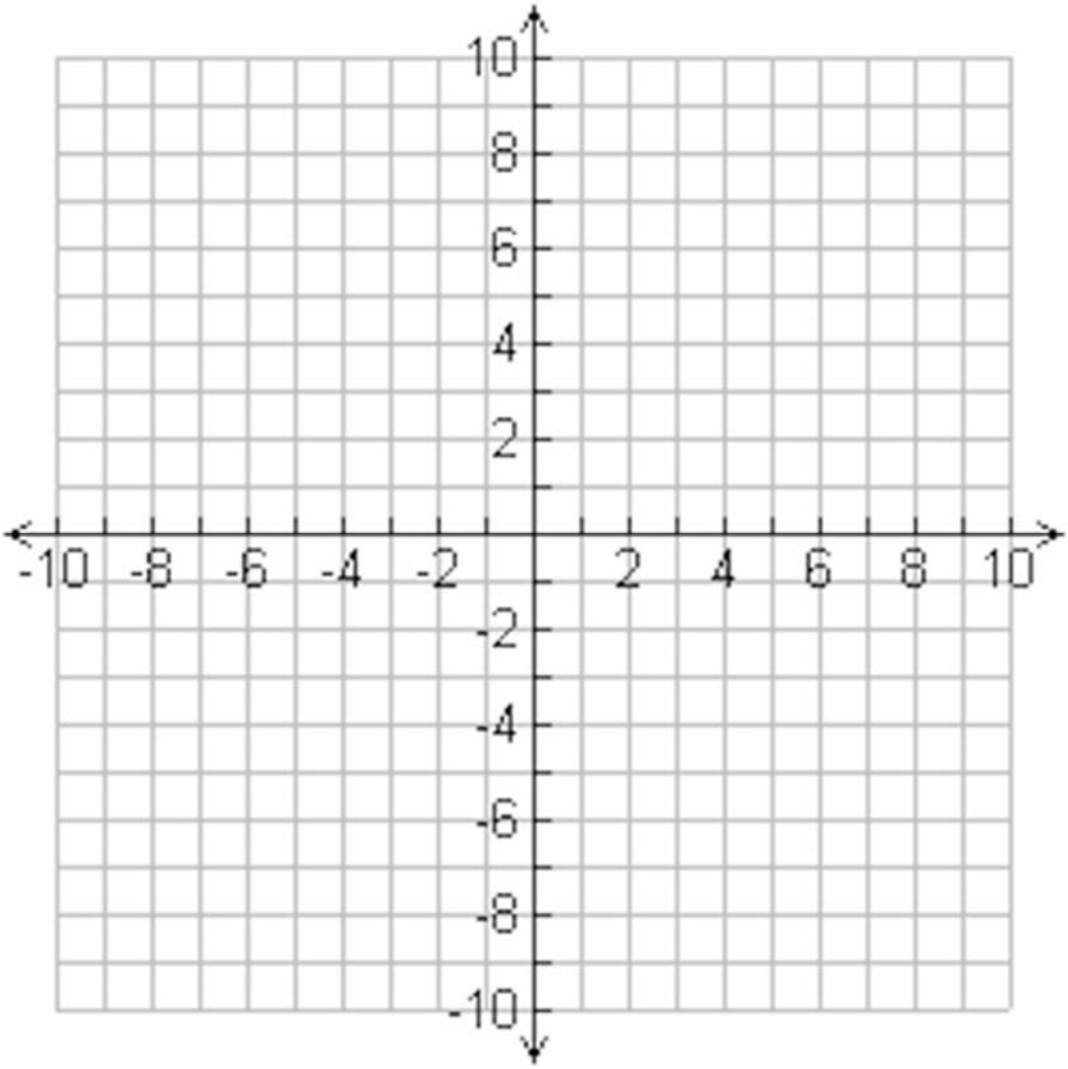
Player	Endpoint x	Endpoint y	Midpoint x	Midpoint y	Points (midpoint x + midpoint y)

Game 2 (Distance version, 1 quadrant)



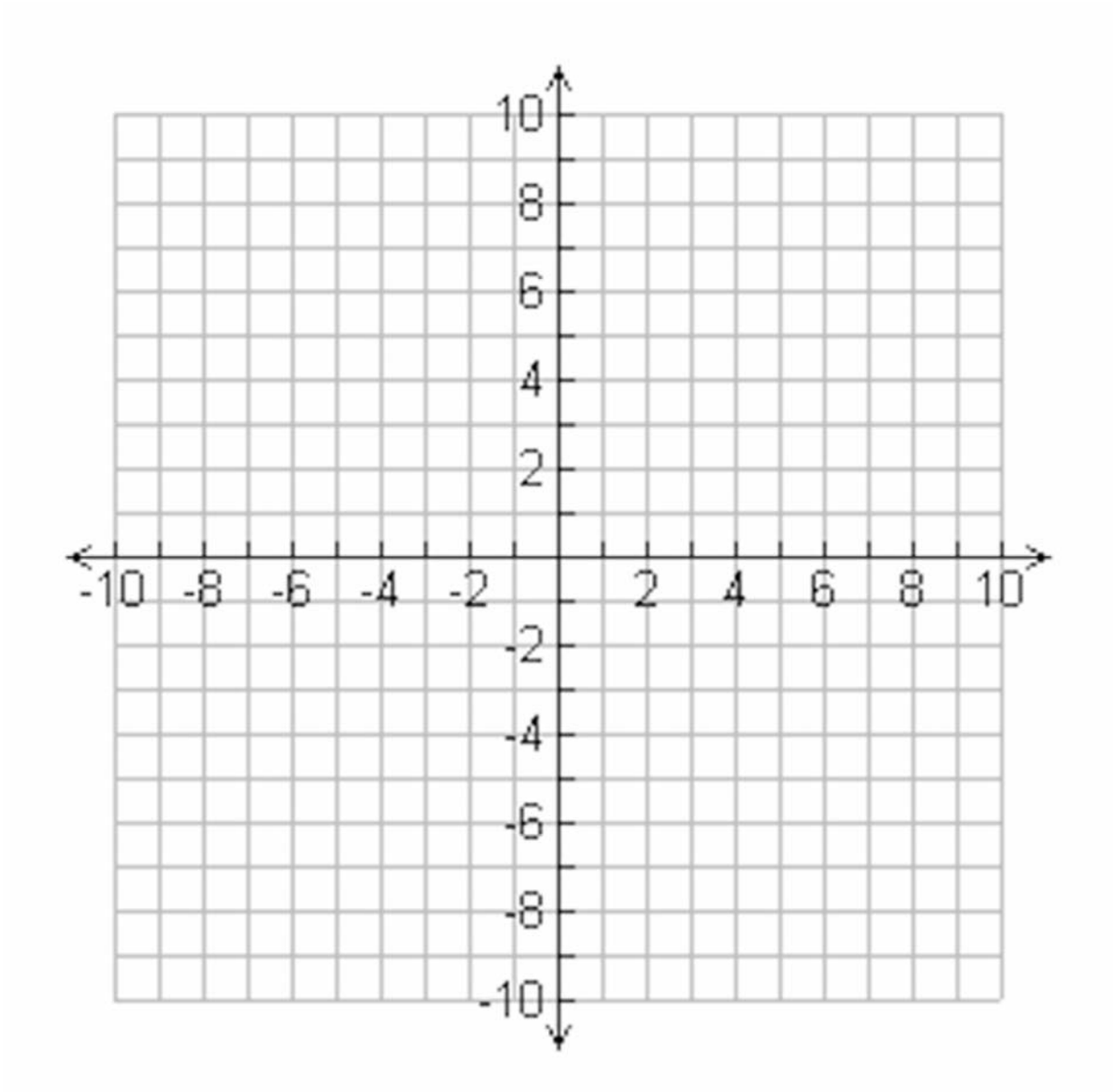
Player	Endpoint X	Endpoint Y	Distance	Points

Game 1 (Midpoint Version, 4 quadrants)



Player	Endpoint x	Endpoint y	Midpoint x	Midpoint y	Points (midpoint x + midpoint y)

Game 2 (Distance Version, 4 quadrants)



Player	Endpoint X	Endpoint Y	Distance	Points