



NormalEnd GoodEnd SAN 0/1



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1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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[illegible][illegible][illegible]

0: SAN0/1

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□□:POT10□□ HP-5HP-10 → EndHospital

□□:POT20□□HP-10□□→EndHospital□□

SAN1/1D6 SAN1/1D4

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[illegible][illegible]

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[illegible]

POT16 CON HP-8 HP-16 → End Hospital

SAN1/1D4

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[illegible][illegible][illegible]

A visual representation of the number 20 using base ten blocks. It consists of two vertical rods (tens) and ten small cubes (ones) arranged in a single row.

0: "SAN1/ID8"

[illegible][illegible][illegible]

SAN0/1

[illegible]

□□: SAN ID3/ID10→NormalEnd(SAN□□5□□EndHospital)

→BadEnd

[illegible]

