



1 + 0

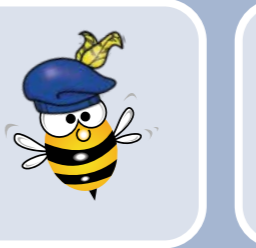
4 + 1

1 + 3



2 + 1

5 + 0



0 + 1

2 + 2

SPELER 1

SPELER 2

2 + 0

0 + 3



1

4



0

3

0 + 4

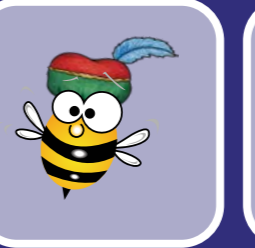
1 + 2

5



2

2



1

1 + 4

3 + 1

3

0



4

5



0 + 5



4 + 0

2 + 3

0 + 0

1 + 1



0 + 2

3 + 0

START

