

START



SPELER 1

SPELER 2

3



1



5

0

5

4



2

3



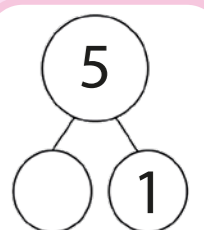
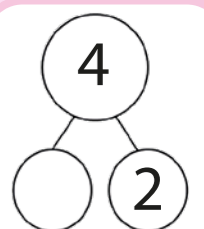
2

0



1

4



1 beurt overslaan

