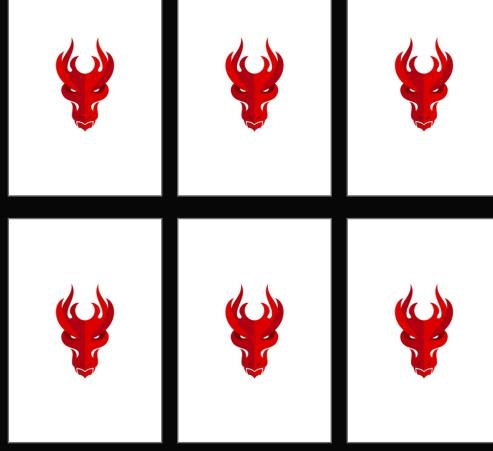
Memory



Enter Game

Memory Masters Reset Start 00.45



Memory Masters

Start

00.45

Reset























