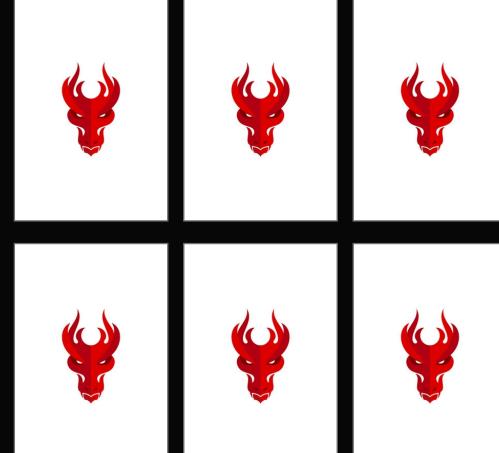
Memory



Enter Game

Memory Masters Reset Start 00.45



Memory Masters

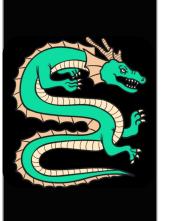
Start

00.45

Reset

























Memory Masters







X Memory Masters 00:45 Start Reset