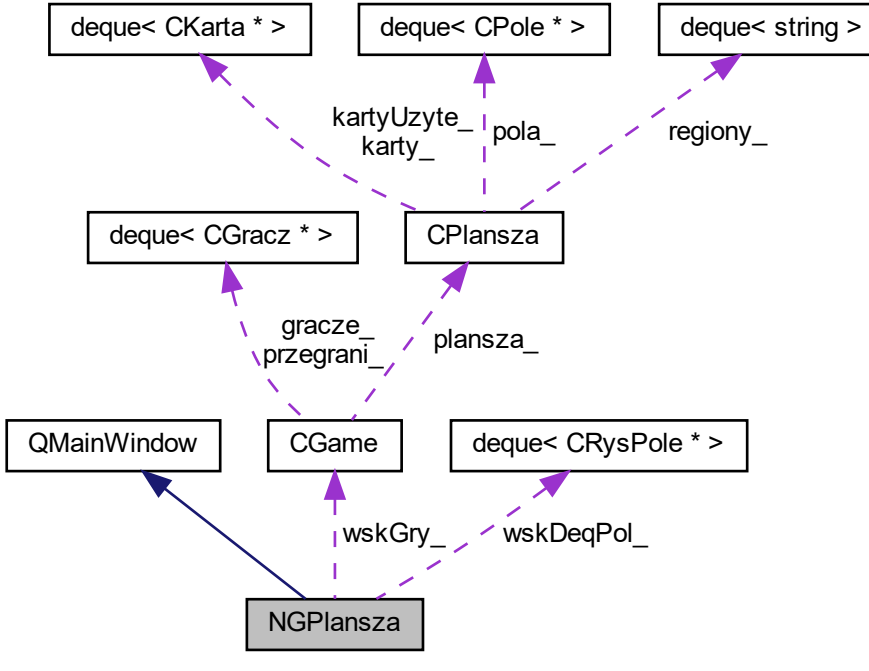
deque< CKarta * >
deque< CPole * >
deque< string >
kartyUzyte_
karty_
pola_
regiony_
deque< CGracz * >
CPlansza
gracze_
przegrani_
plansza_
QMainWindow
CGame
deque< CRysPole * >
wskGry_
wskDeqPol_
NGPlansza