Memory: all + Scribble (Start) 400 kdiv> Zdivo id sequence sequence id = time Memory chose your game-settings < PD 4 auton/pre-time chose your seq. Zdiv> id = chose Zinputs id= pretime 1 1 Span place/search-time -id=sequence 1 10 Sclick > Kerdoun or create quir ount - - KPDT START < P> mut 10 leter Zinput> Zinput> KP24 id = ownsequence id= playtime id = start Streydown > /ce ydown

(game) Memorg: UI-scribble < span> ZdivD id = answer Alos/> , Zdiv> id = forme sequence / id=gametime 15 pan > id = startin time left? LPD" 4 span > vid - timelet NEW (a) LSPah >L id = neugame id - letter al Zdivs window A id memory Delich > loca presed