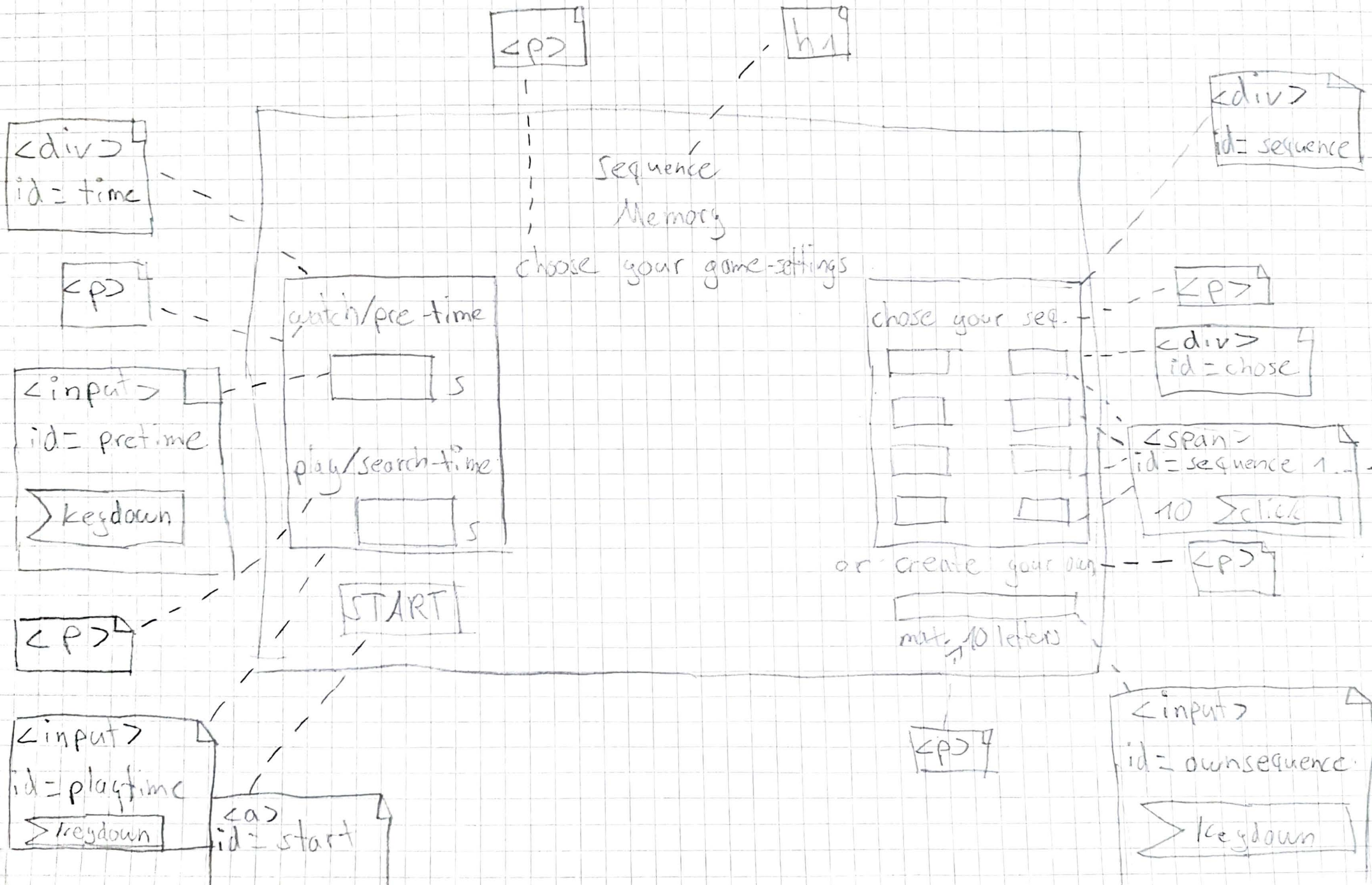


Memory: UI - Scribble (Start)

S2.



Memory: UI-scribble

(game)

53

<span>

id = answer 4/1.00/x

<div>

id = game sequence

<div>

id = gametime

start in

5

time left:

5

<p>

<span>  
id = startin

<p>

<span>  
id = timeleft

NEW

<a>  
id = newgame

<span>  
id = letter a/x  
click

<div>  
id = memory

window  
keypressed