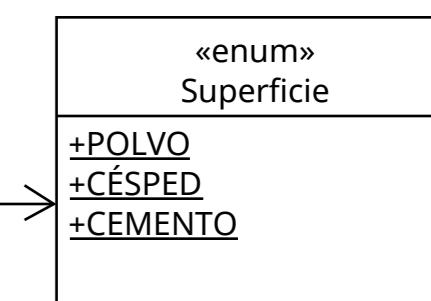
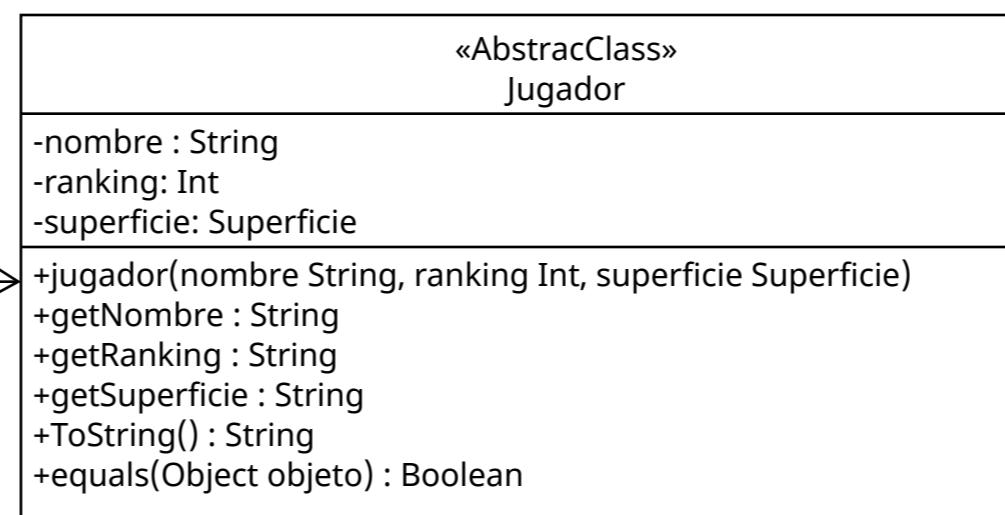
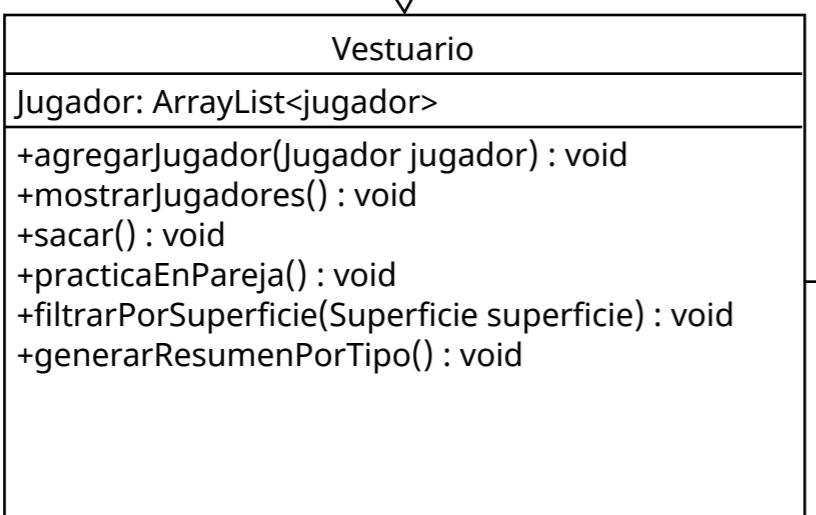


throws jugadorDuplicadoException



-jugador

1

-superficie

1

