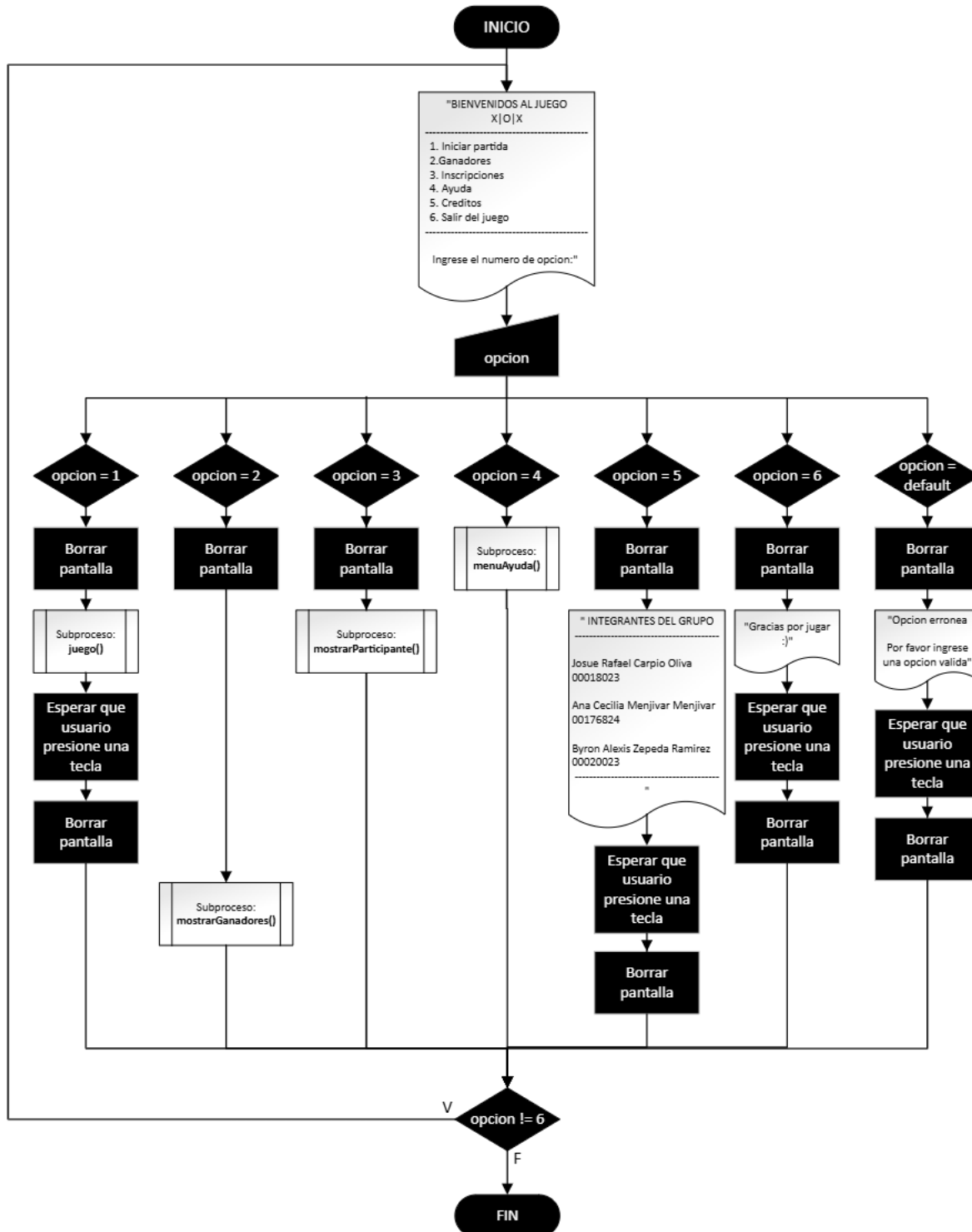
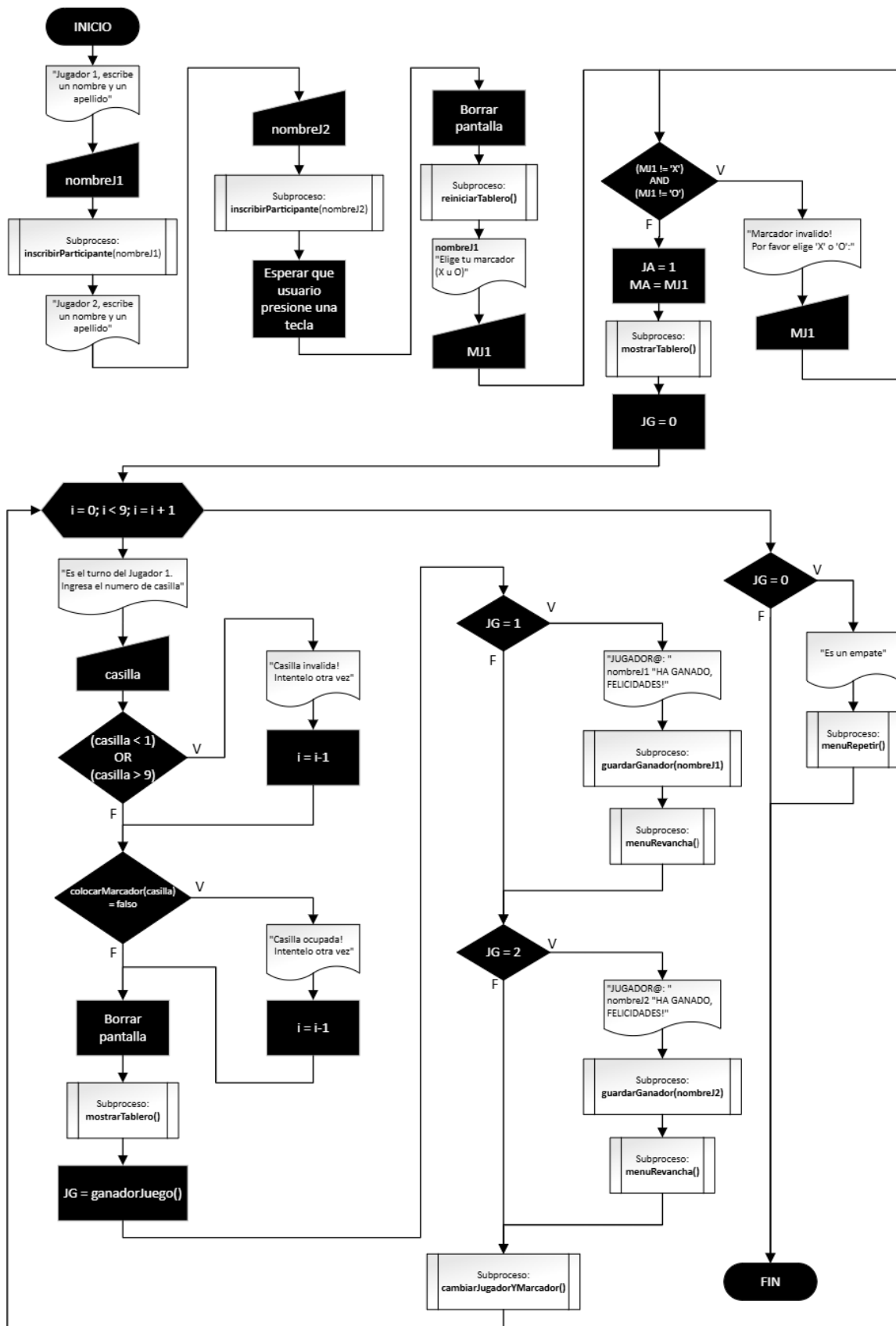


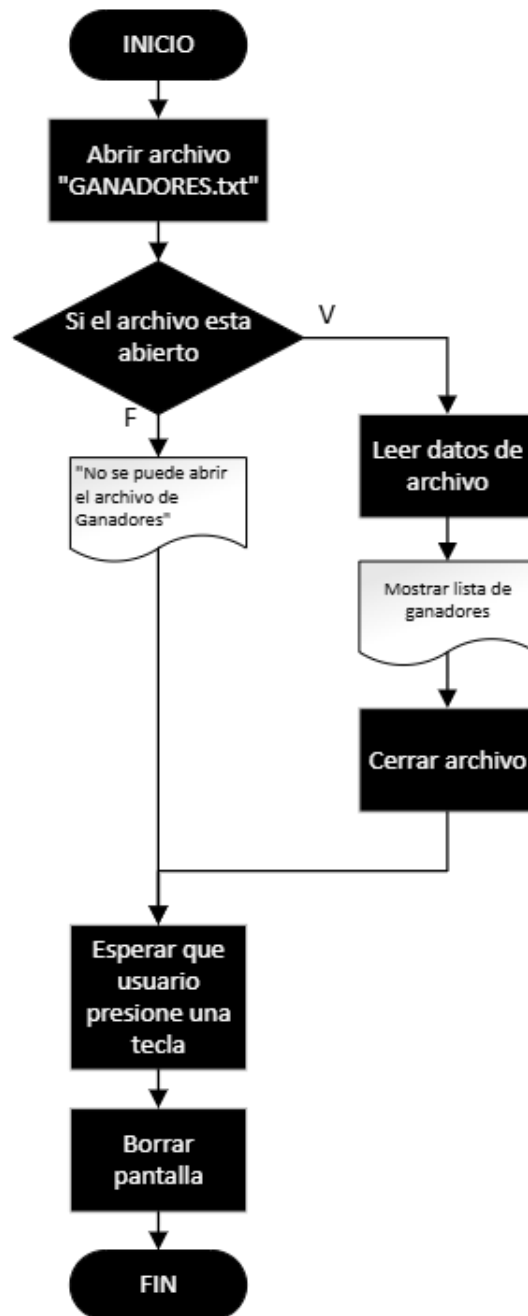
Función principal: main()



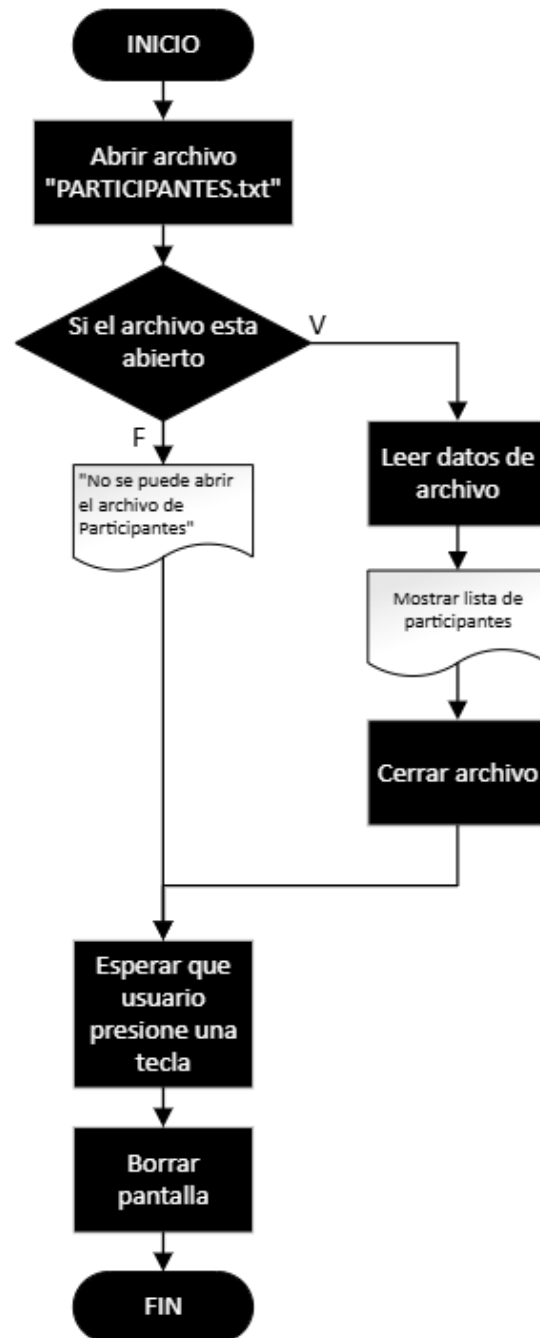
Función: juego()



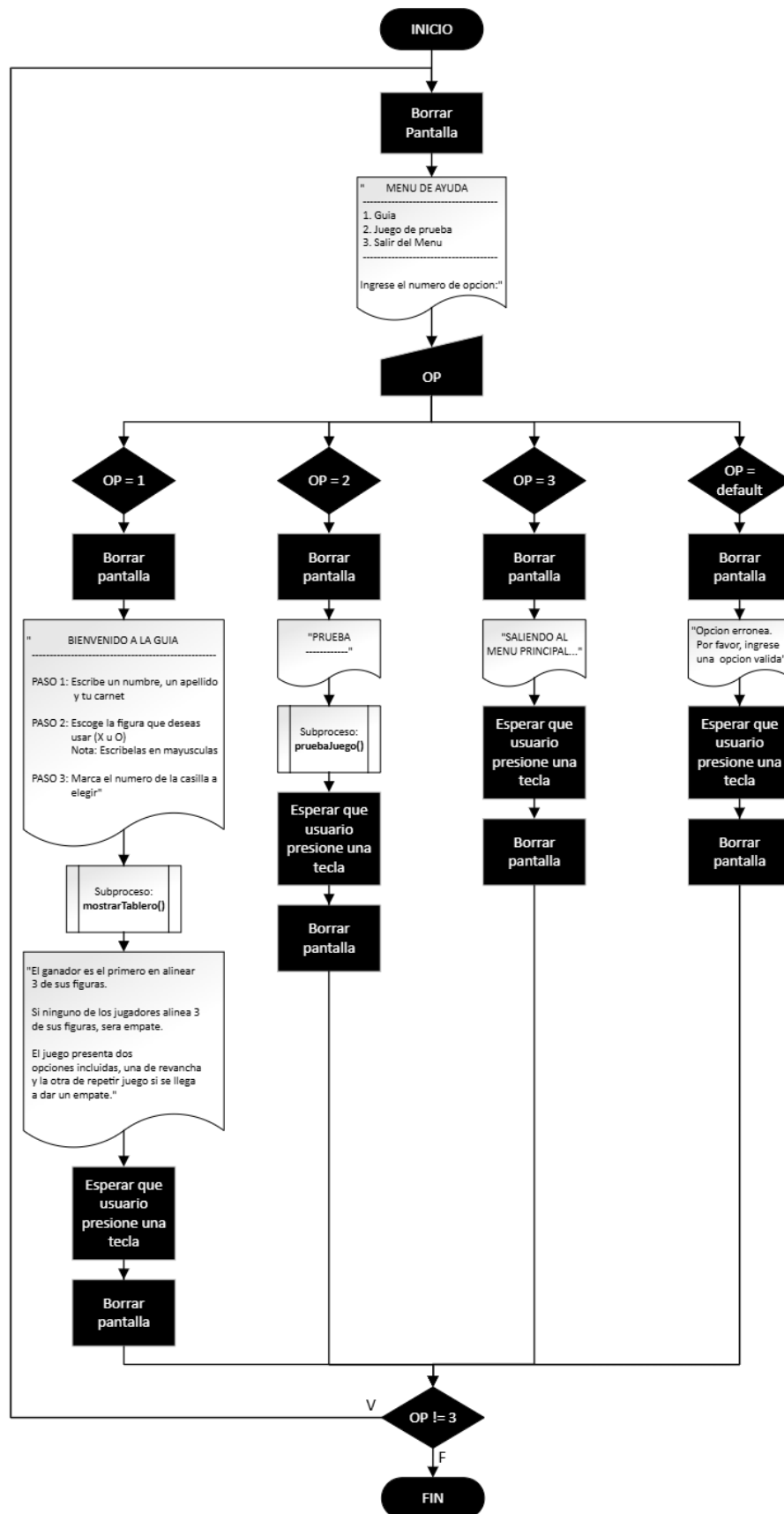
Función: mostrarGanadores()



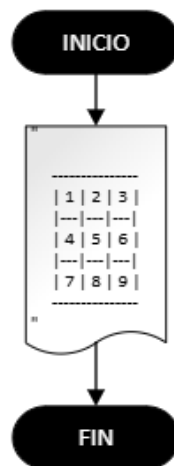
Función: mostrarParticipante()



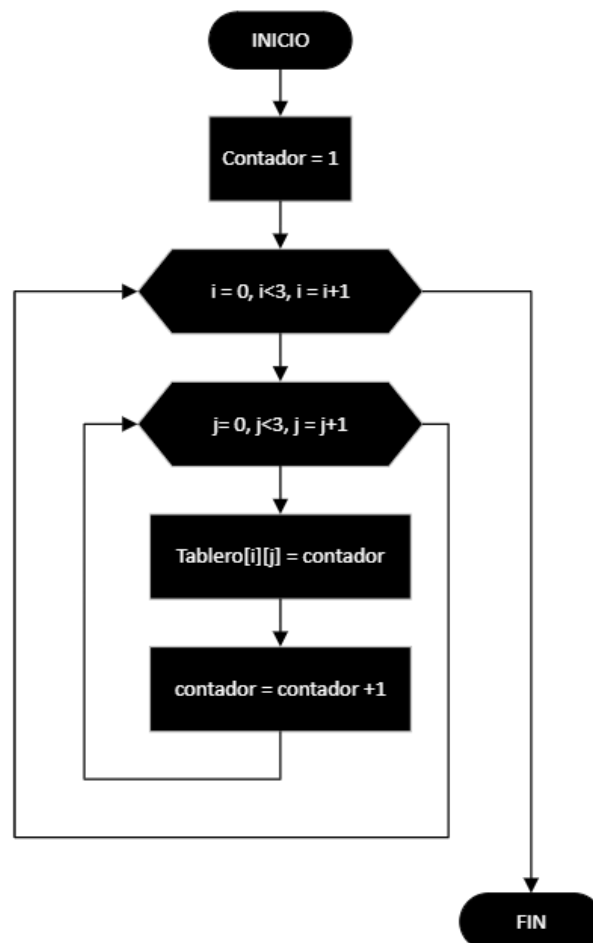
Función: menuAyuda()



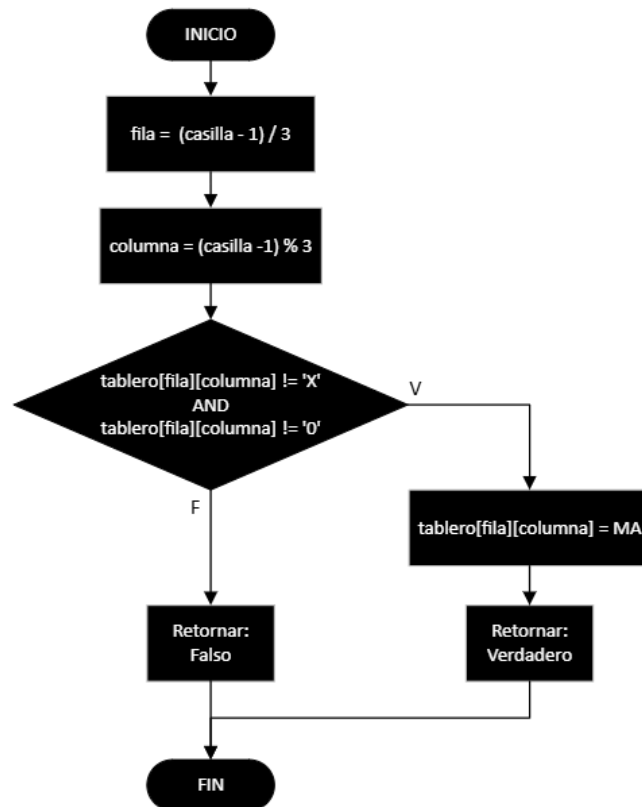
Función: mostrarTablero()



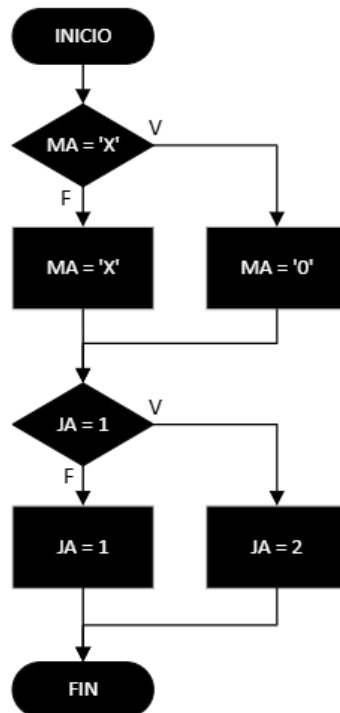
Función: reiniciarTablero()



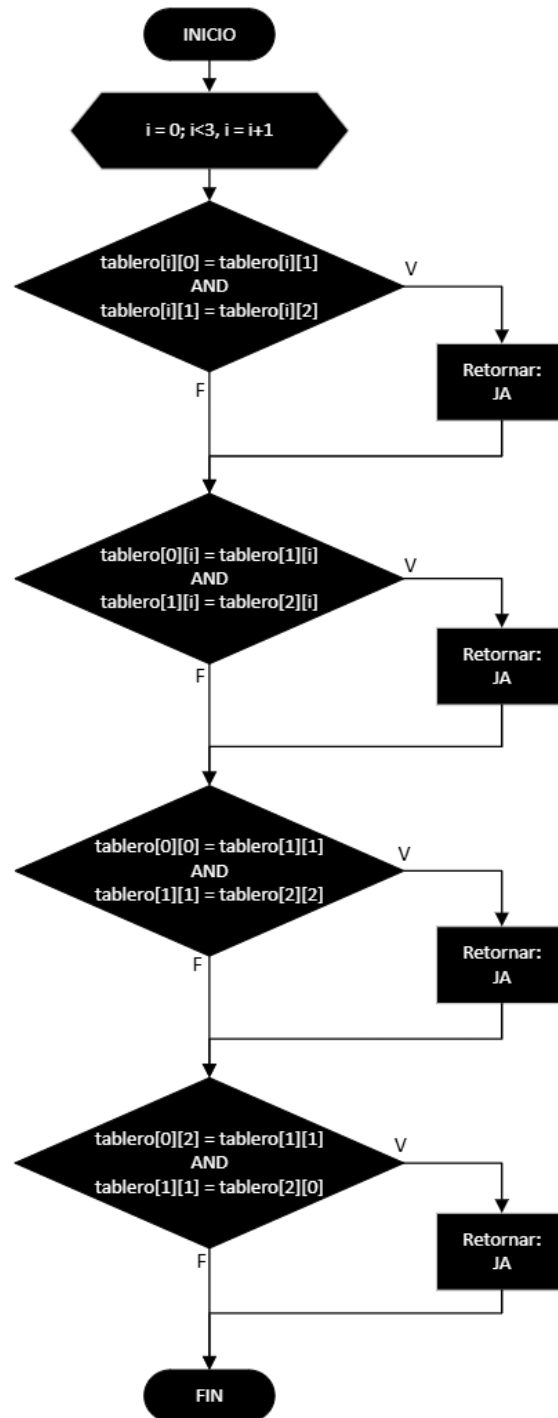
Función: colocarMarcador()



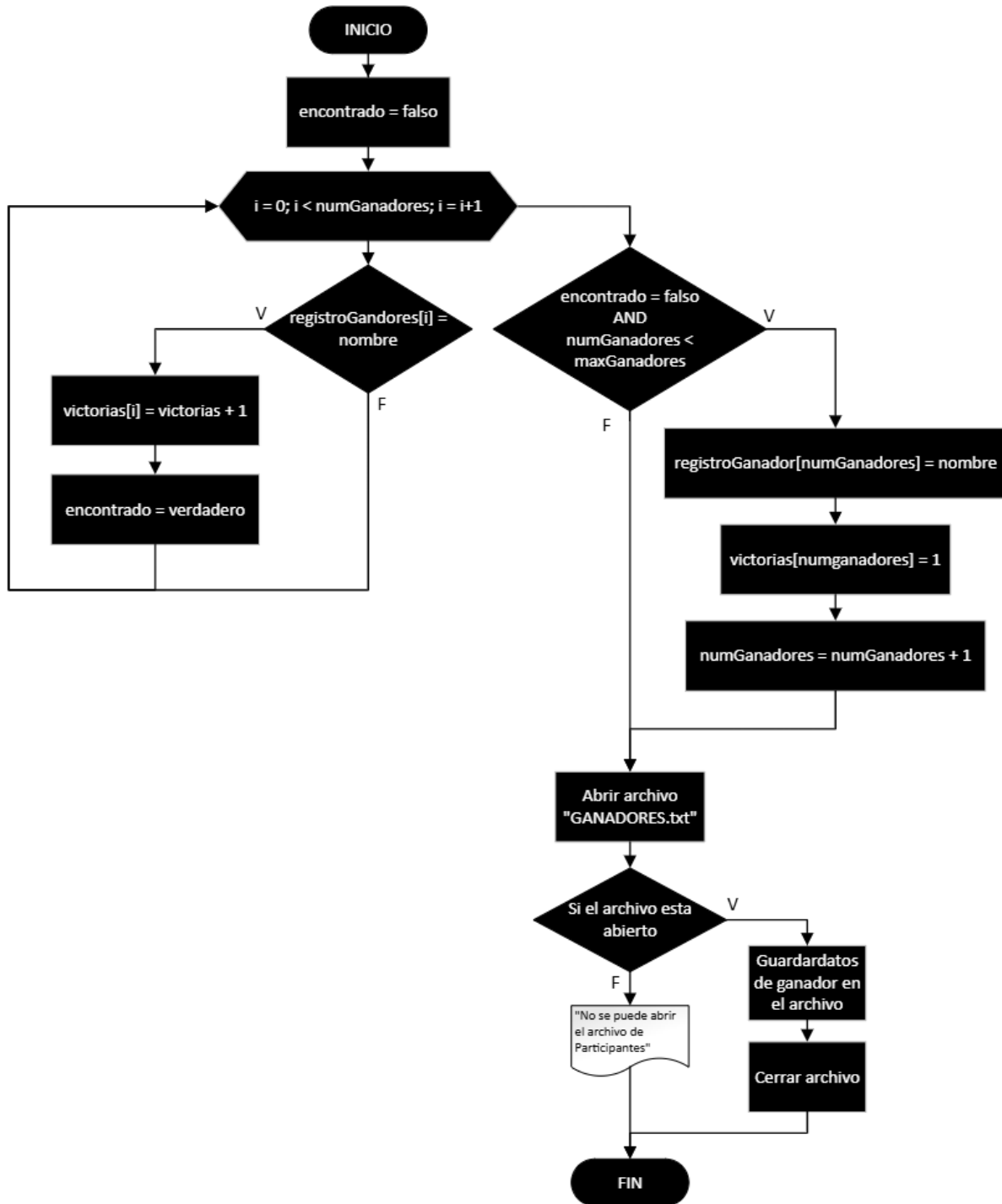
Función: cambiarJugadorYMarcador



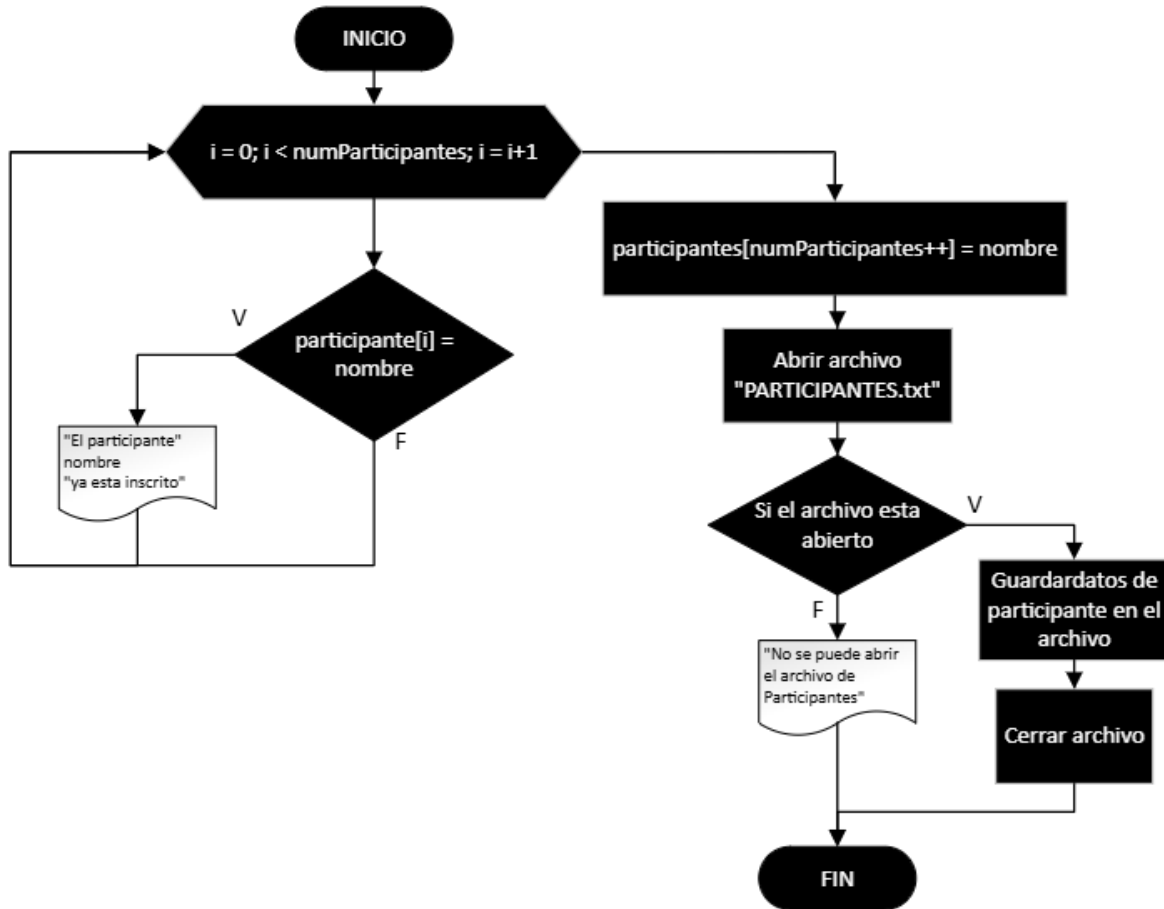
Función: ganadorJuego()



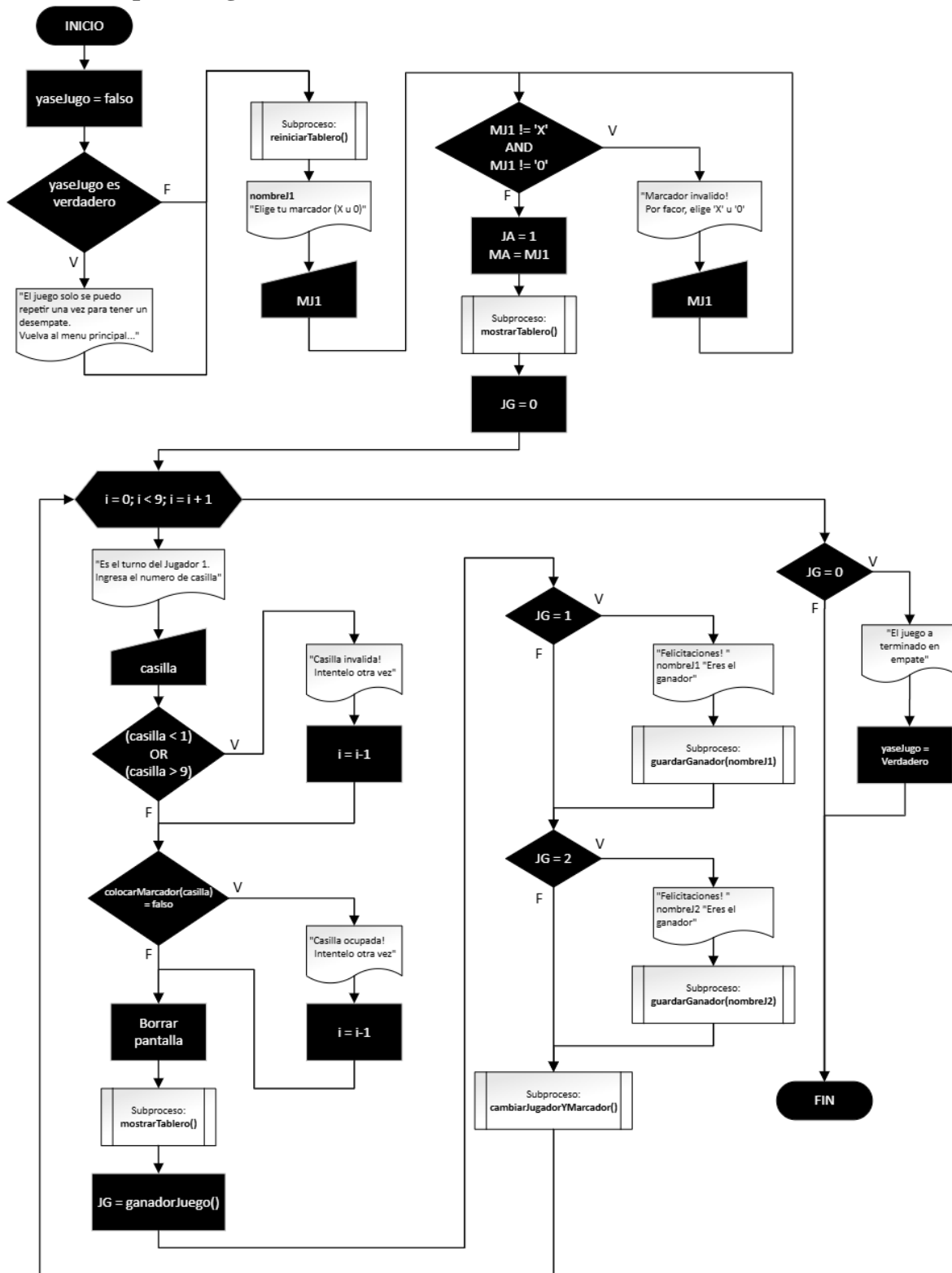
Función: guardarGanador()



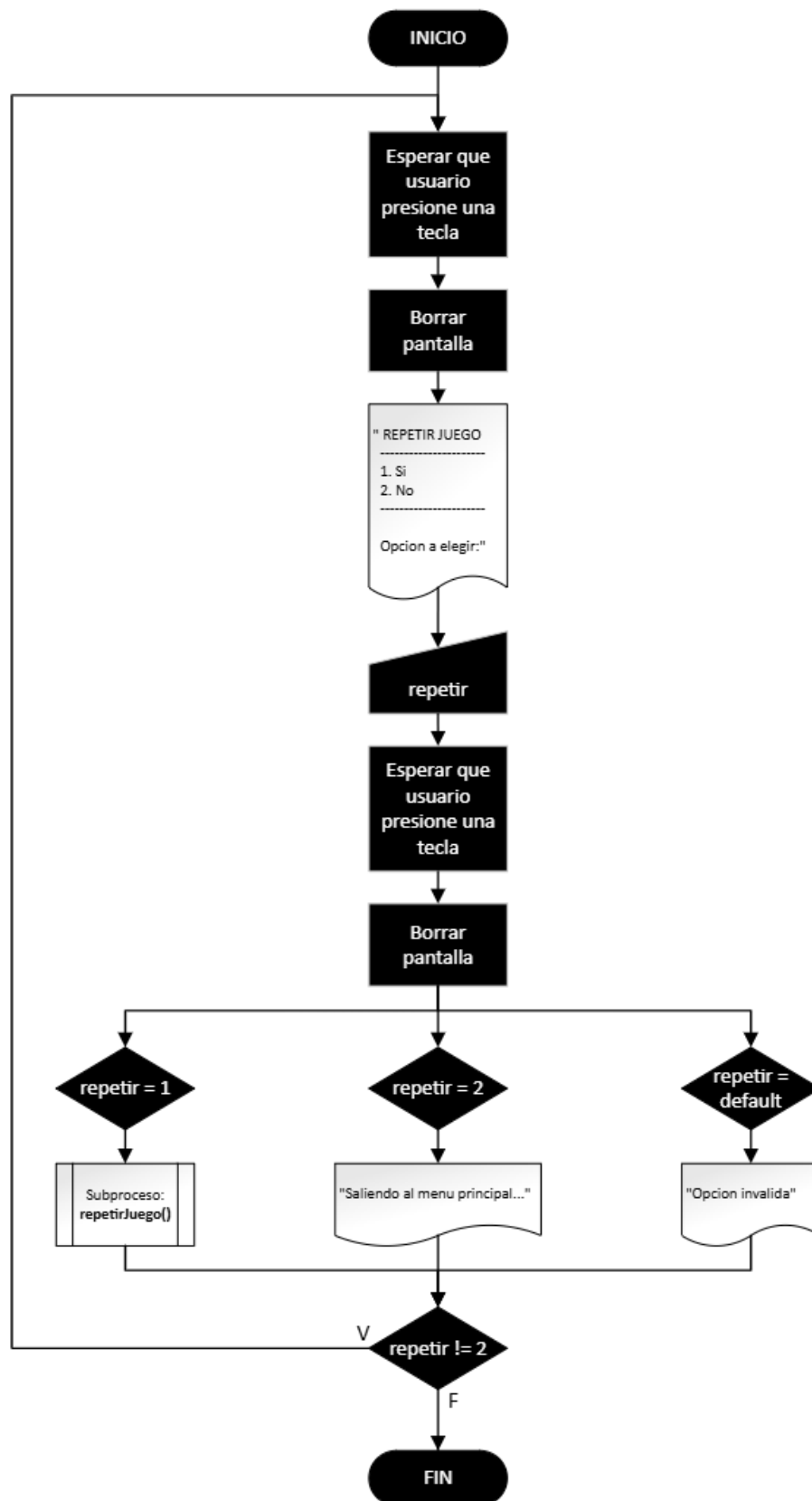
Función: `incribirParticipantes()`



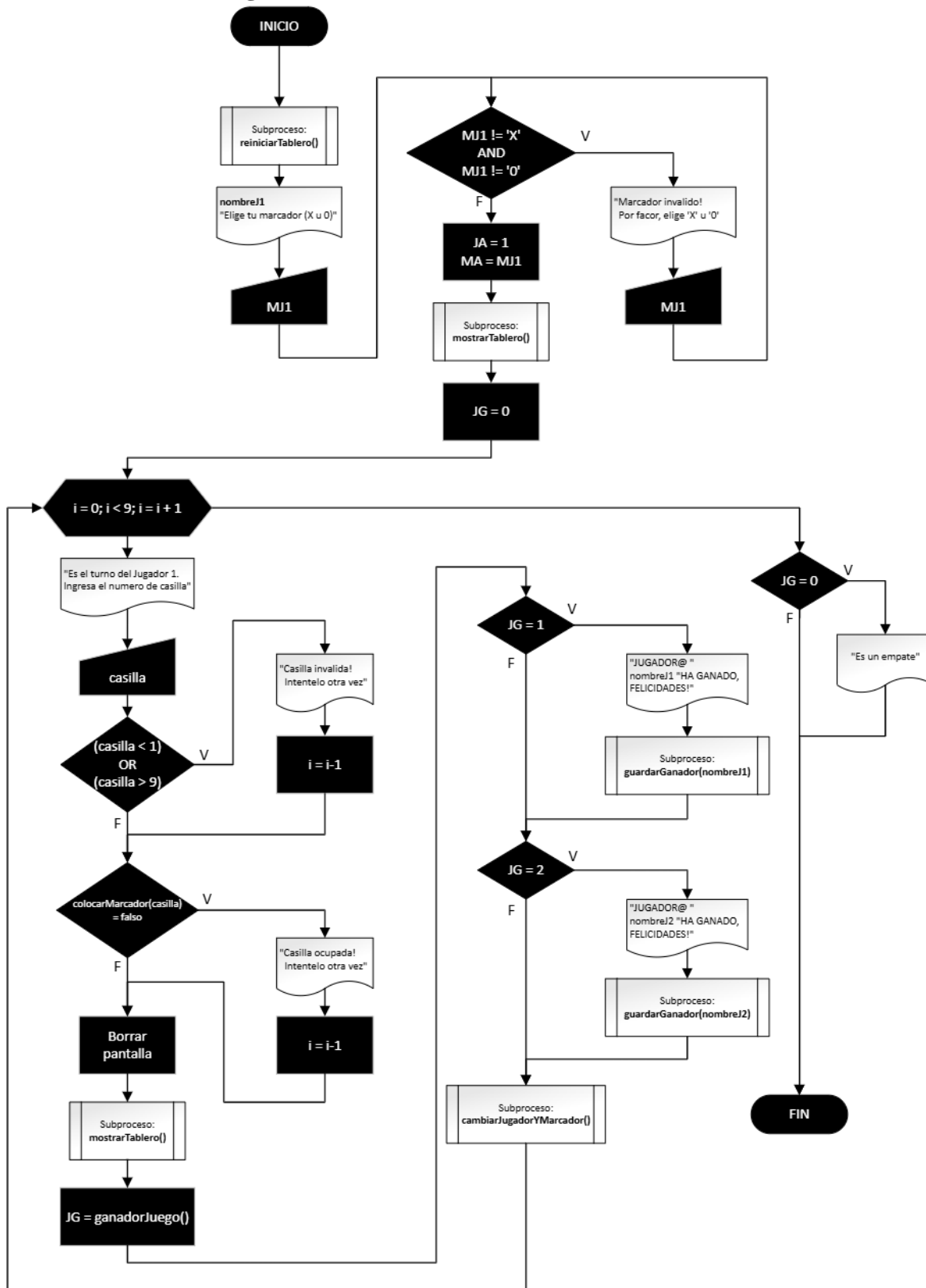
Función: repetirJuego()



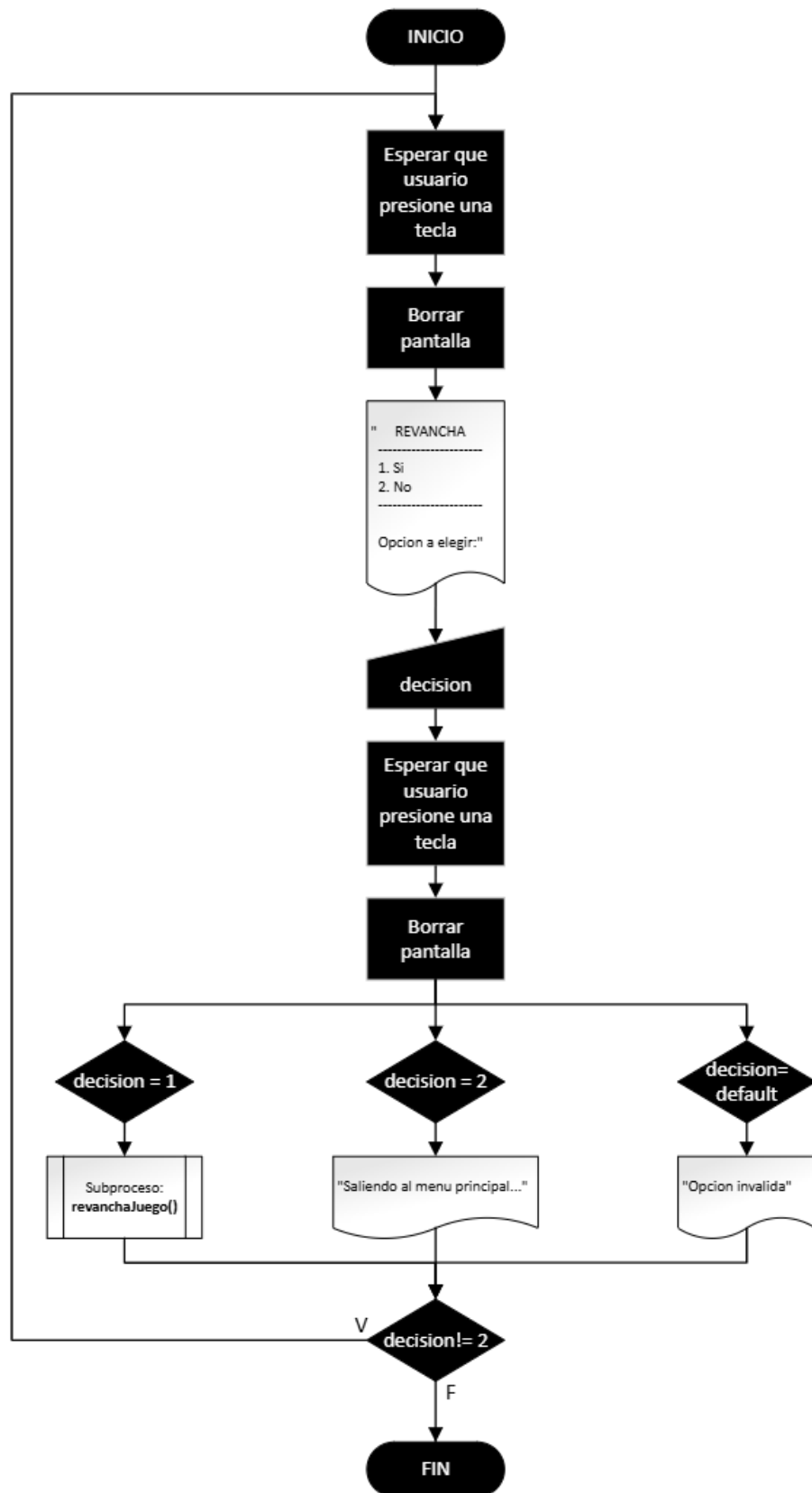
Función: menuRepetir()



Función: revanchaJuego()



Función: menuRevancha()



Función: pruebaJuego()

