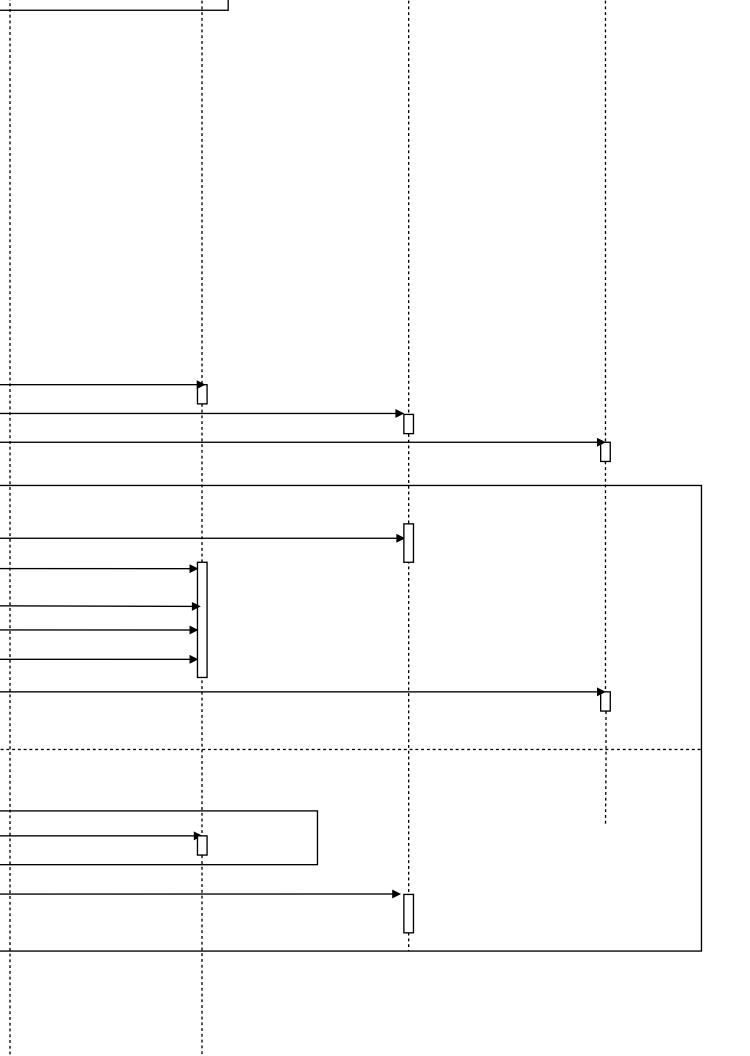


		Г	7	
dTiles(tile)	<u>-</u>	_	
	getPlayerTilesSize	·()		
	enough =	hasEnoughTiles(outTileSize)		
		time = getContinuePass	: STime()	
	rTiles = g	etRandomTiles(outTilesSize)		
	addTiles(rTiles)			
	setMove(move)			
	clearLastRandomTile	es()	 	
	addLastRandom	Tiles(rTiles)	! ! !	
		updateOr	der()	
	score = getScore	()		
	bagS	core = getBagScore()		



;		