5.2 (Start) Memory: al-Scribble < h17 <d: v > <d: /> id = Sequence Sequence Memory id=fime chose your game-settings (6) < 67 chose your séquence -watch/pre-time Zdiu7 id = chose (input) id = pretime play/search time (Span) Theydown id = Sequence 1/. or create your own. > click (9) START max. 10 letes 1 < P>9 (input) ?d = playtime < input> <979 > keydown (a> id = ownsequence id = start > keydown

