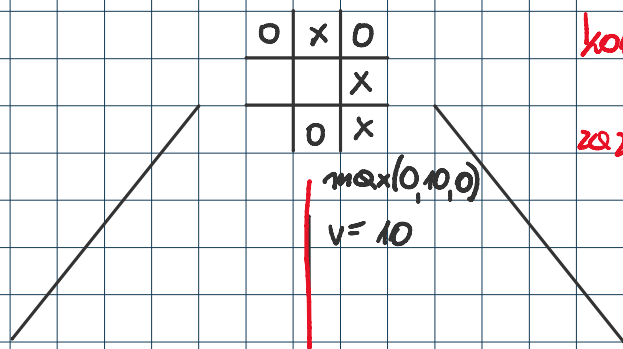


max
turn 0

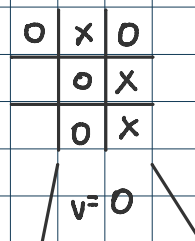
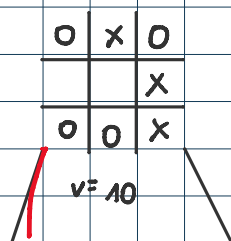
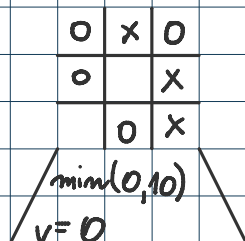


gracz 0 z zolonym

stanem początkowym zawsze

wygra

min
turno x



max
turn 0

