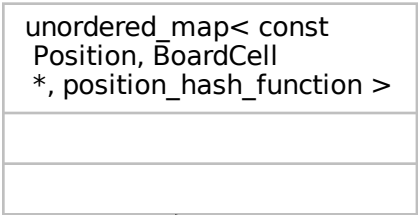
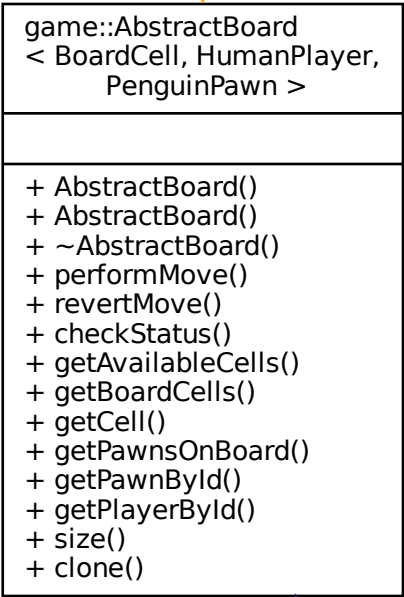


< BoardCell, HumanPlayer,  
PenguinPawn >



#boardValues

