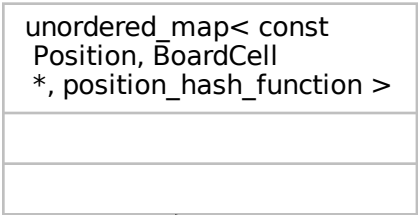
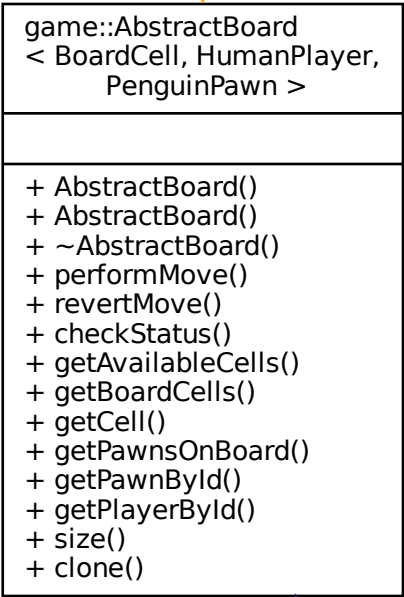


< BoardCell, HumanPlayer,
PenguinPawn >



#boardValues

