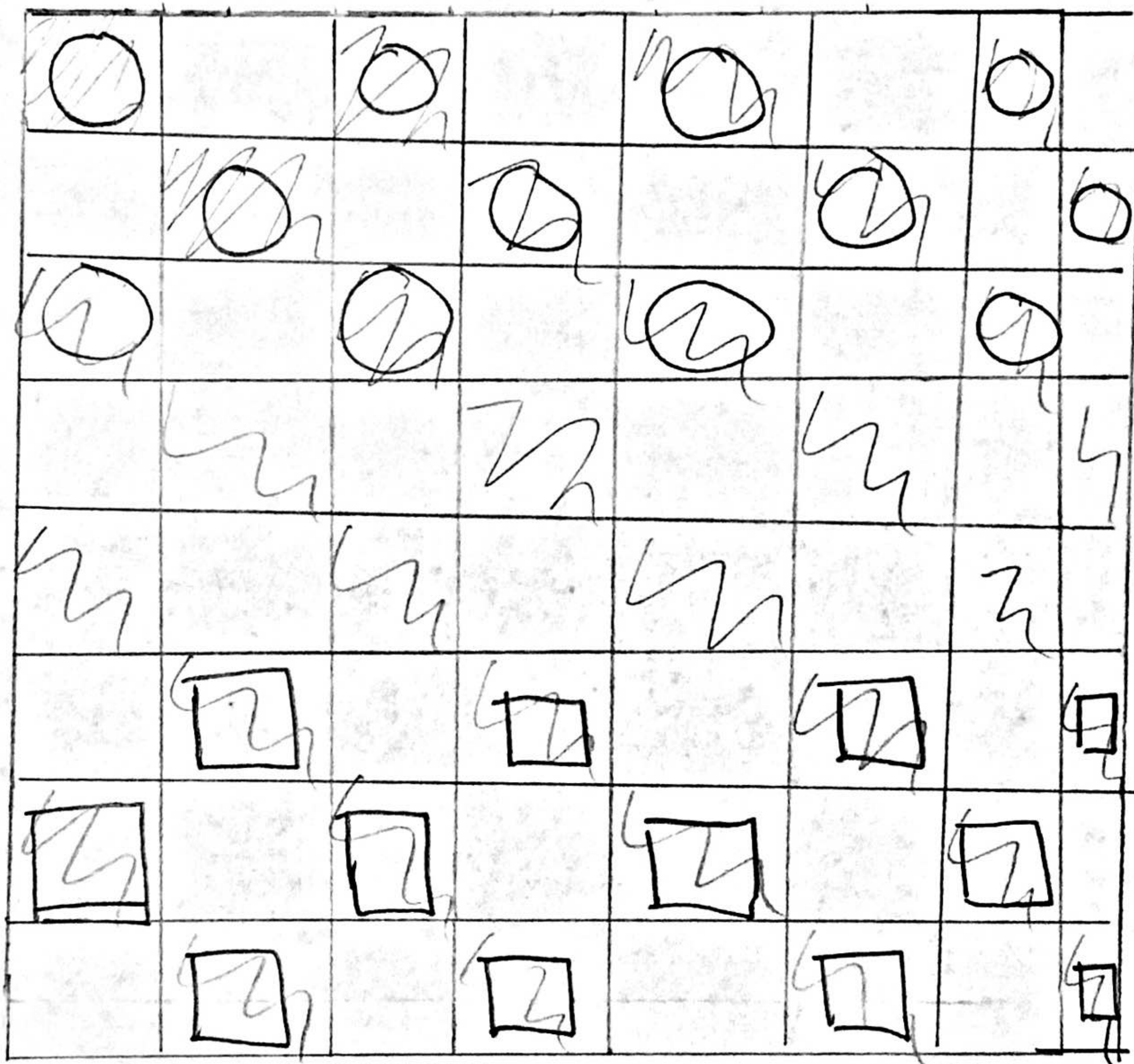
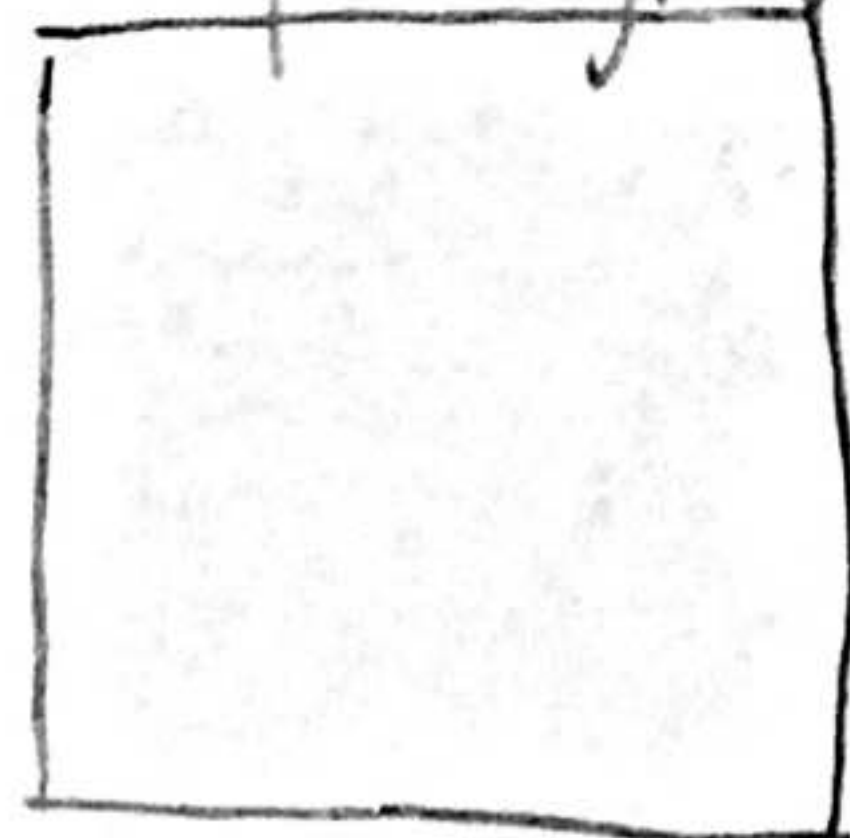


# CHECKERS

players 2 grave



player 1 grave



player 1 turn

at start: is start button