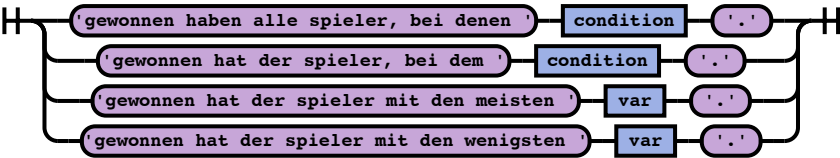
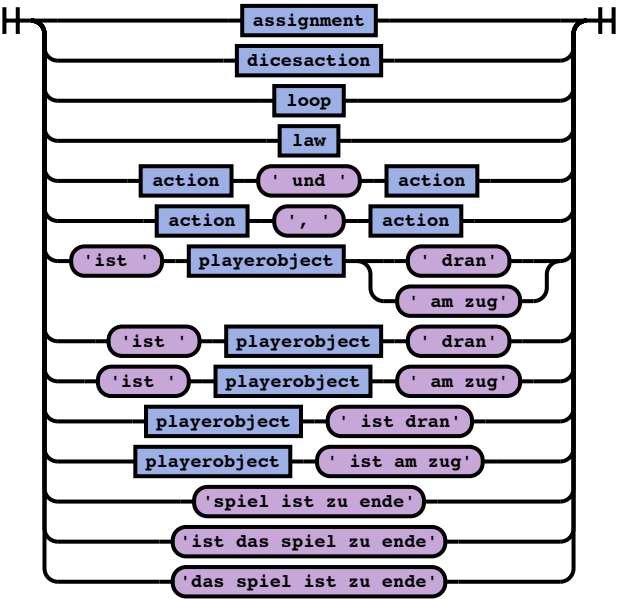


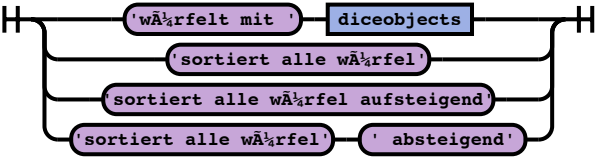
gameend



action



dicesaction



playerobject



playerobjects



diceobject

