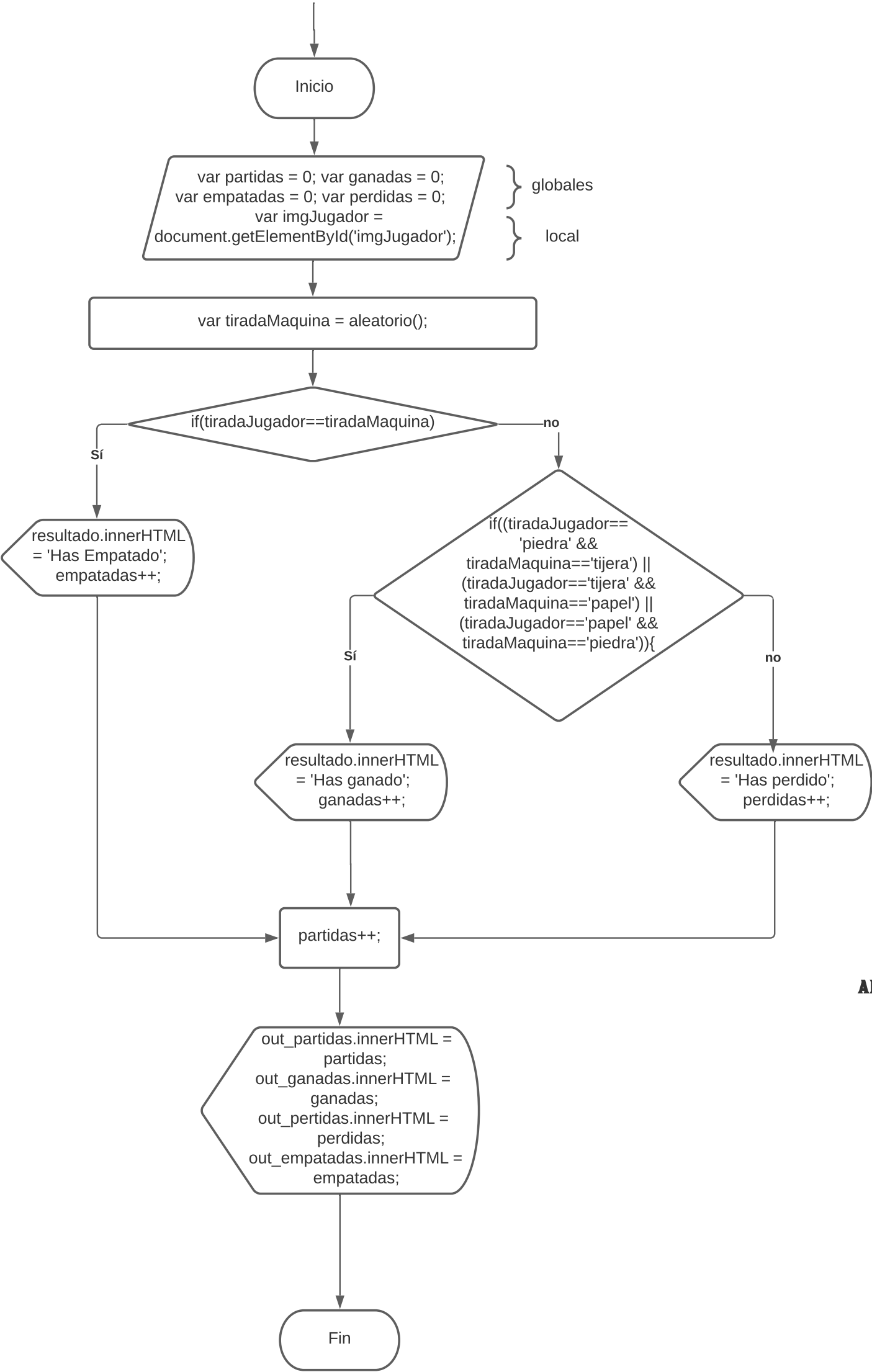


**FUNCTION**  
**TIRADA(TIRADAJUGADOR){}**



**FUNCTION REINICIAR(){}**

