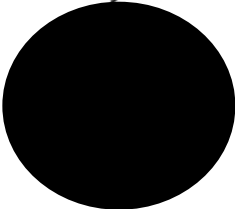
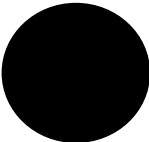


je moet de kleiner objecten  
oppakken om groter te worden

Object



Player



Object



omhoog



links



rechts

omlaag