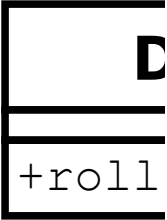
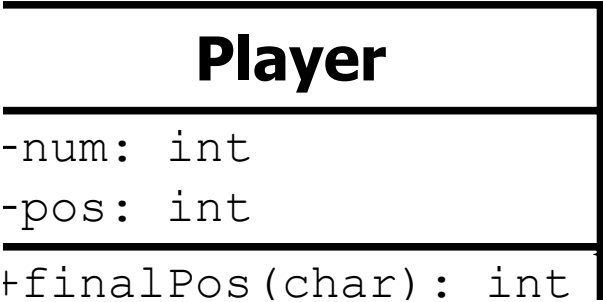
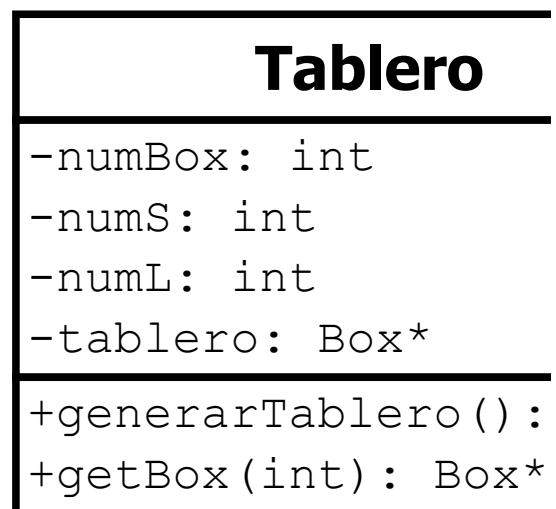
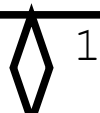
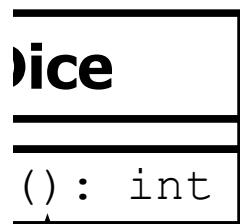
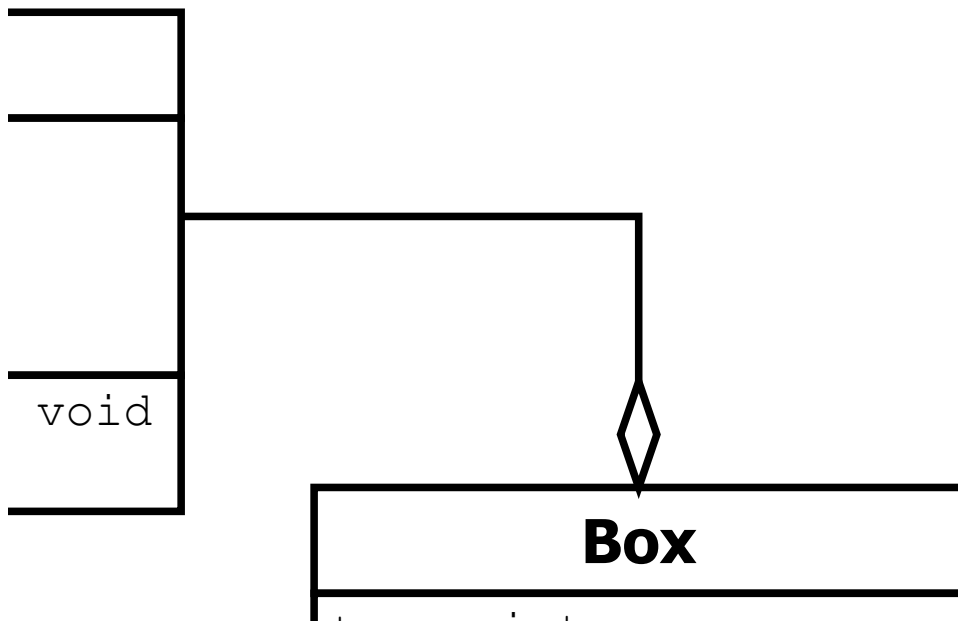


1







1  
2  
3  
4

```
+advance(int): int  
+getNum(): int  
+getPos(): int
```

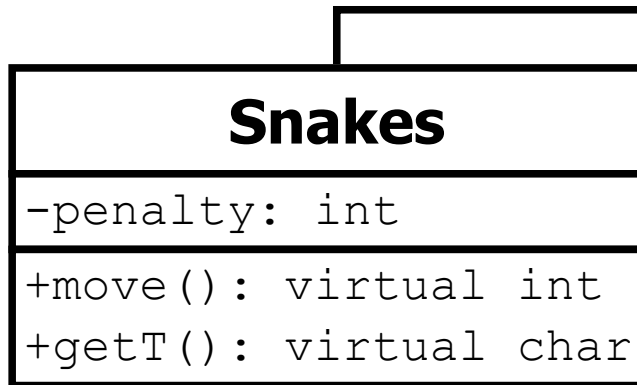
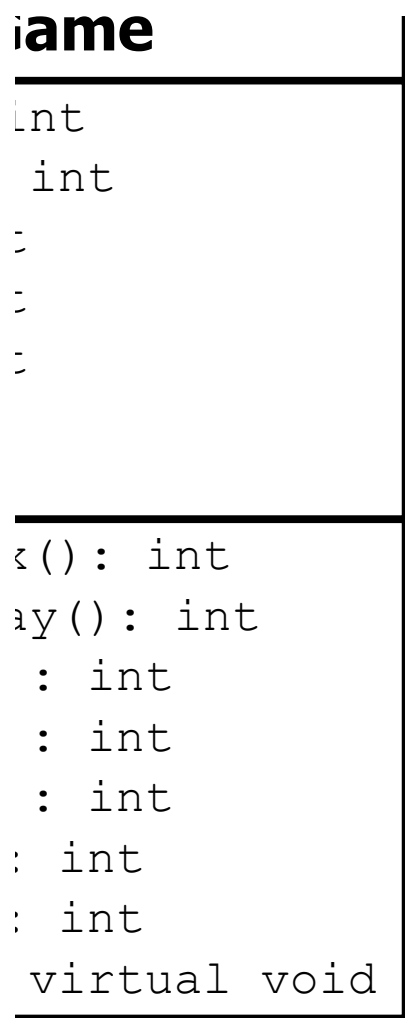
**G**

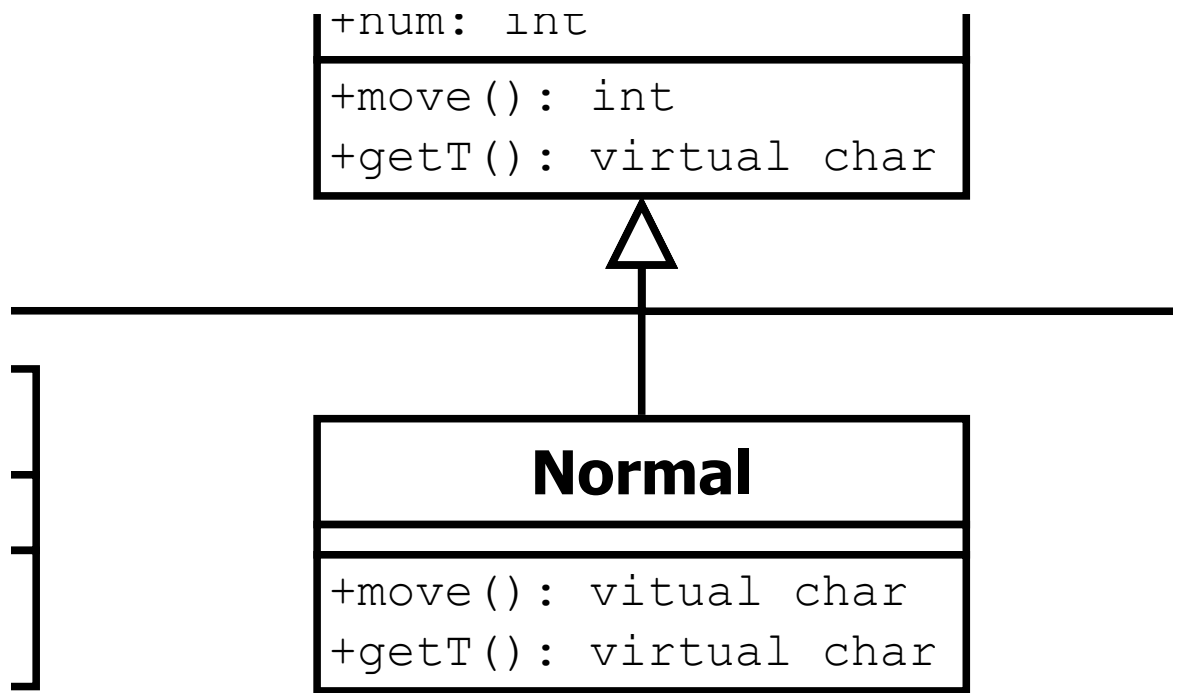
```
-numBox: int  
-numPlay:  
-limT: int  
-numS: int  
-numL: int  
-pen: int  
-rew: int
```

```
+getNumBox  
+getNumPlay  
+getLimT()  
+getNumS()  
+getNumL()  
+getpen():  
+getrew():  
+start():
```

## Manual

```
+start(): virtual void
```





.d