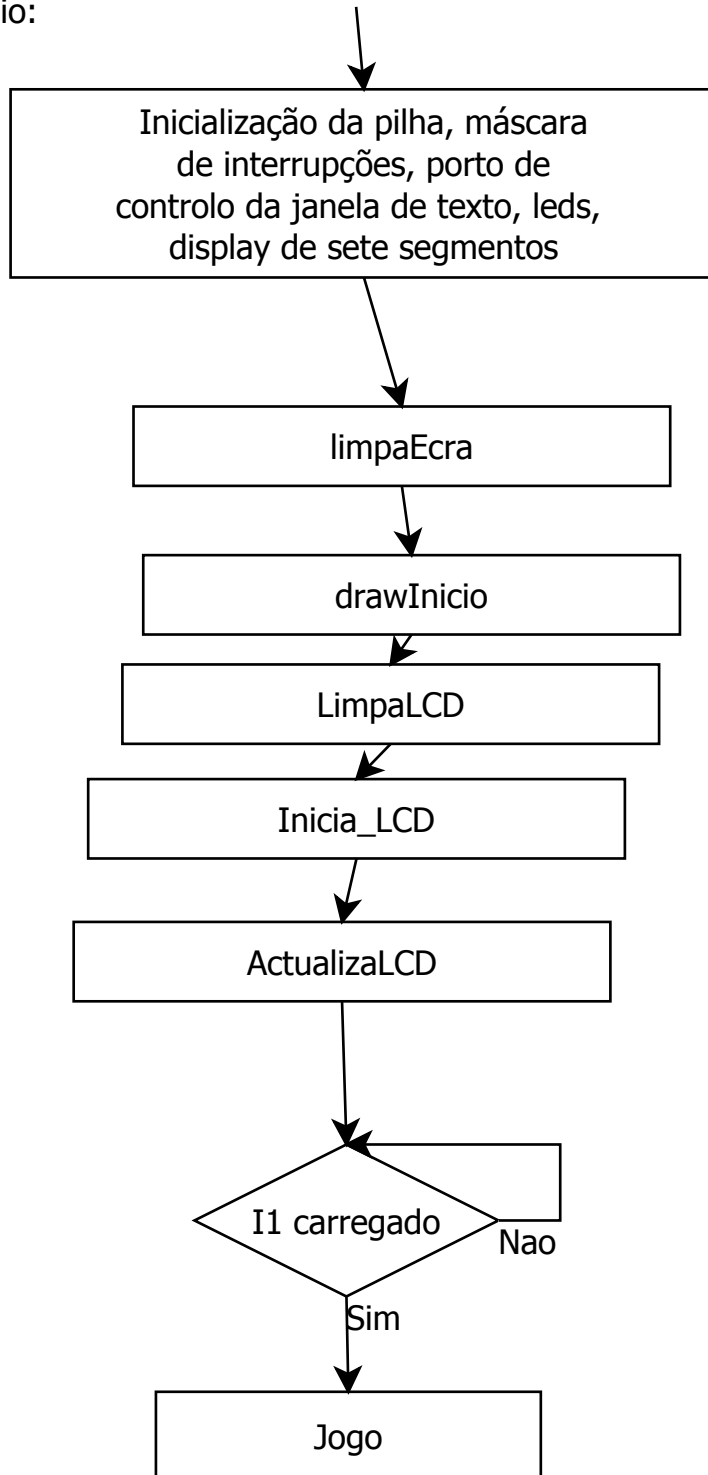
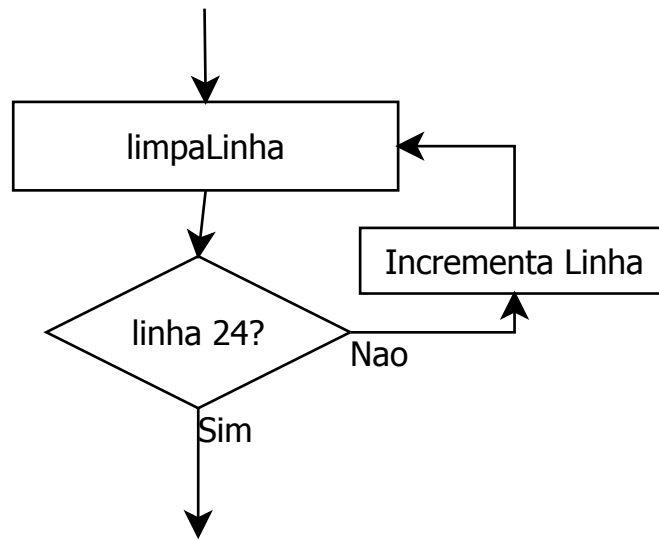


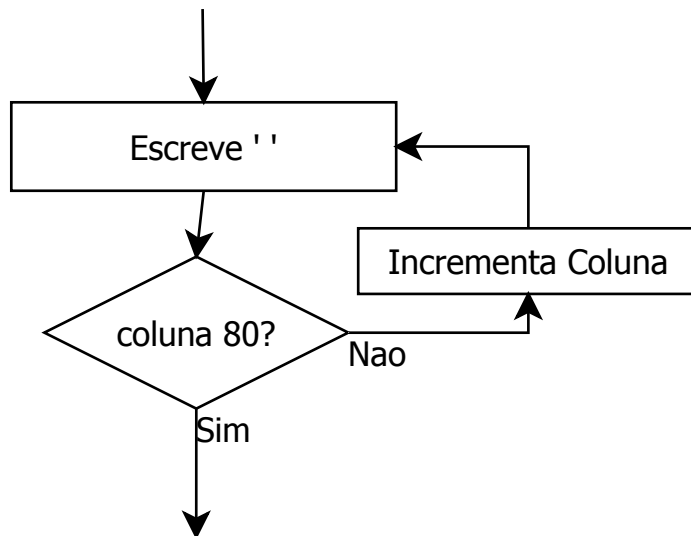
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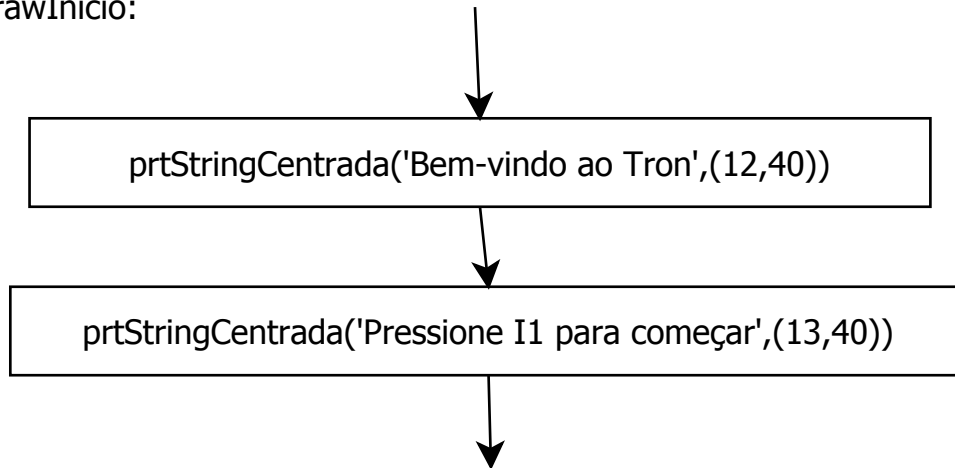
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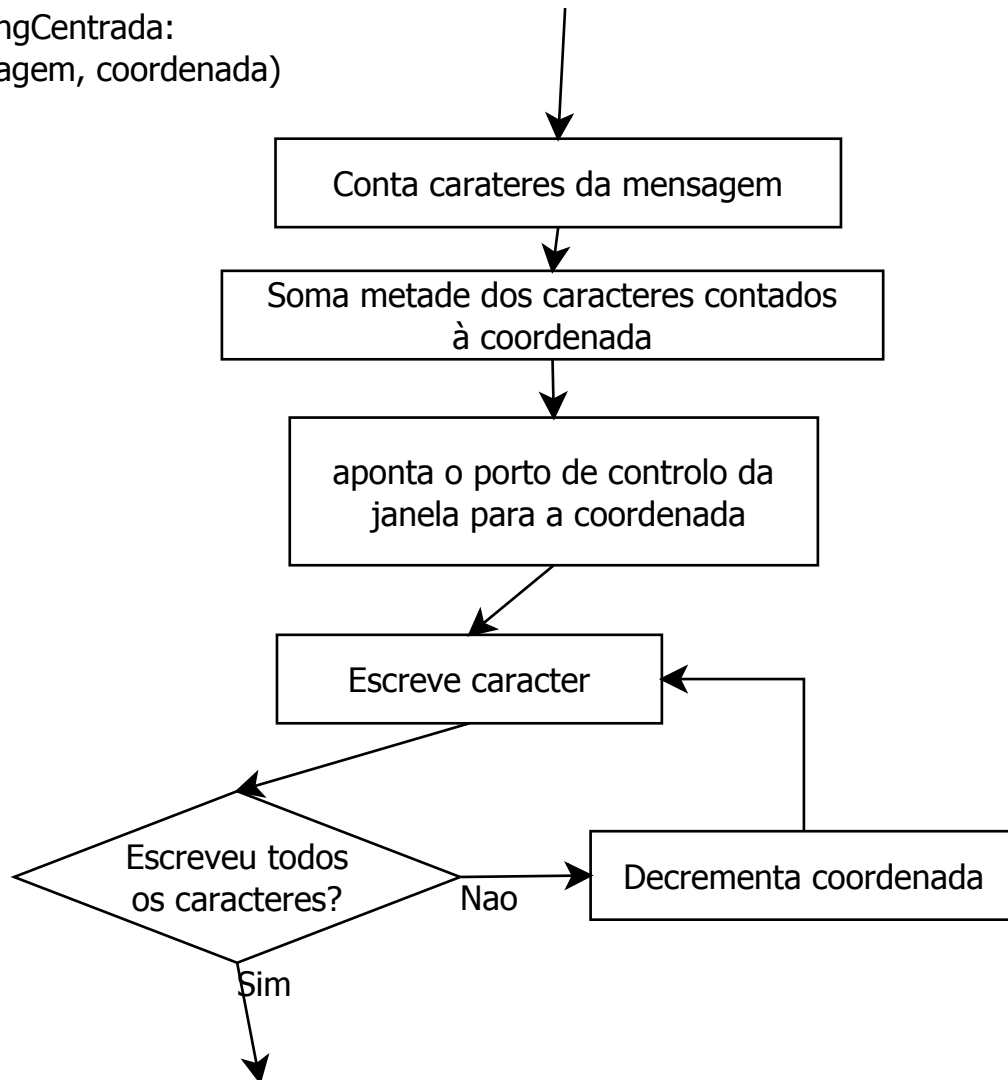
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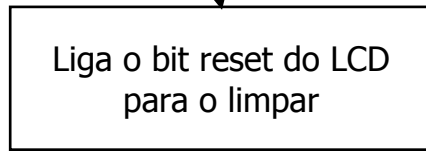
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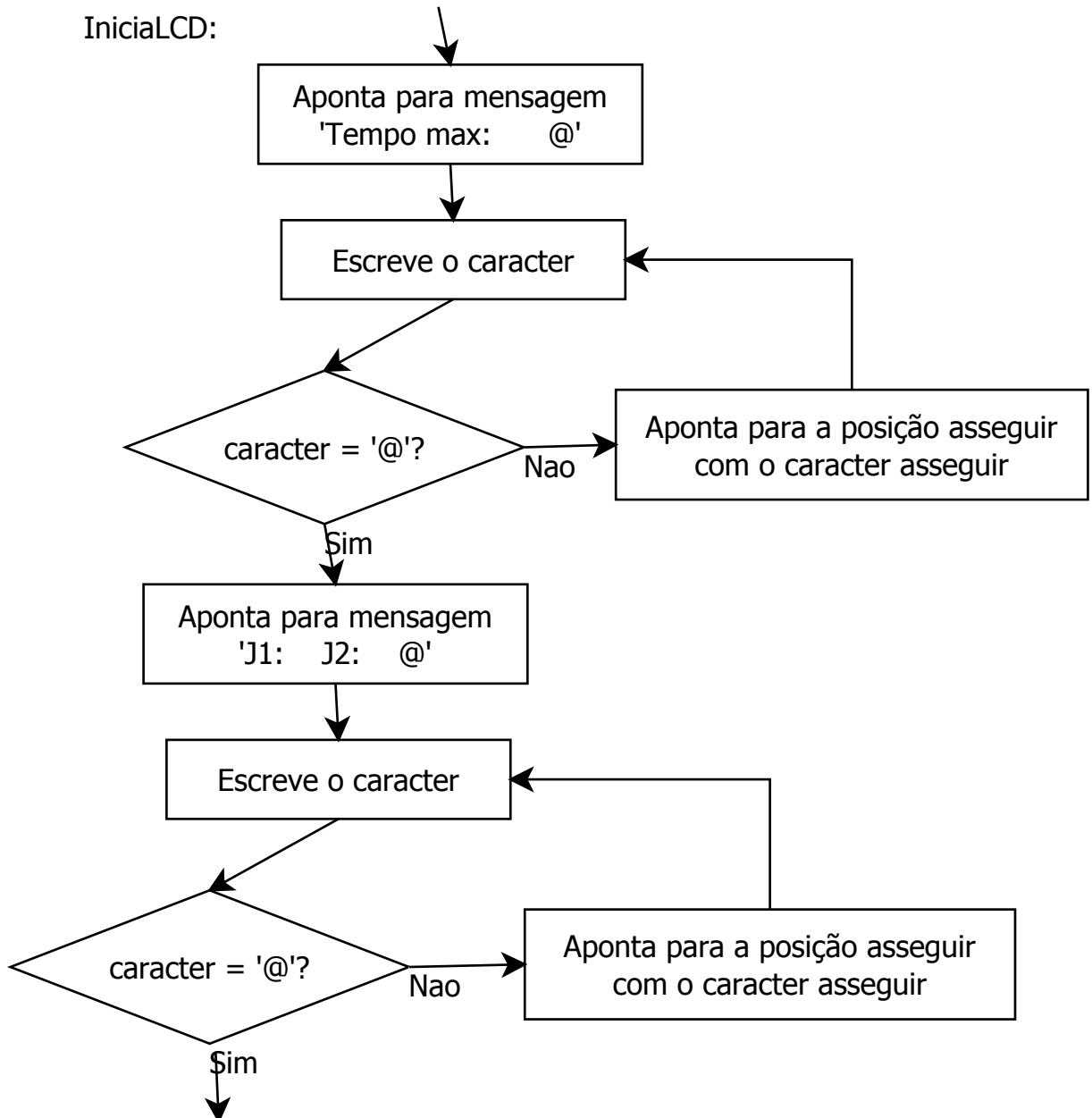
prtStringCentrada:  
(mensagem, coordenada)



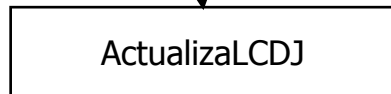
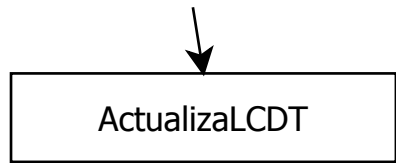
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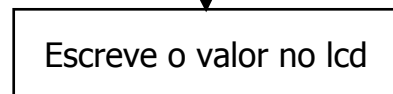
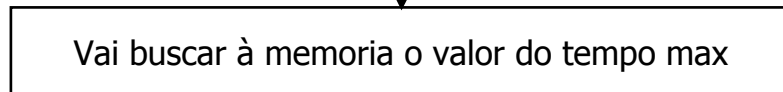
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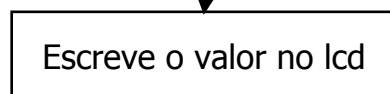
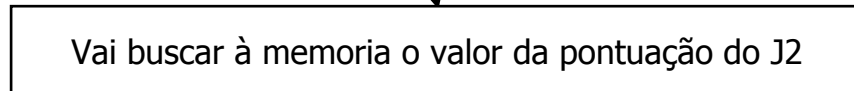
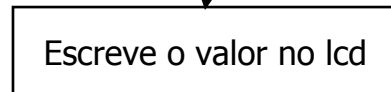
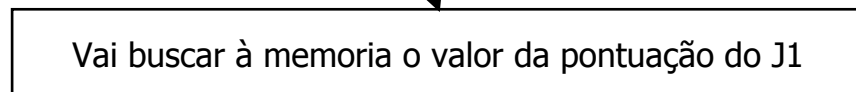
ActualizaLCD:



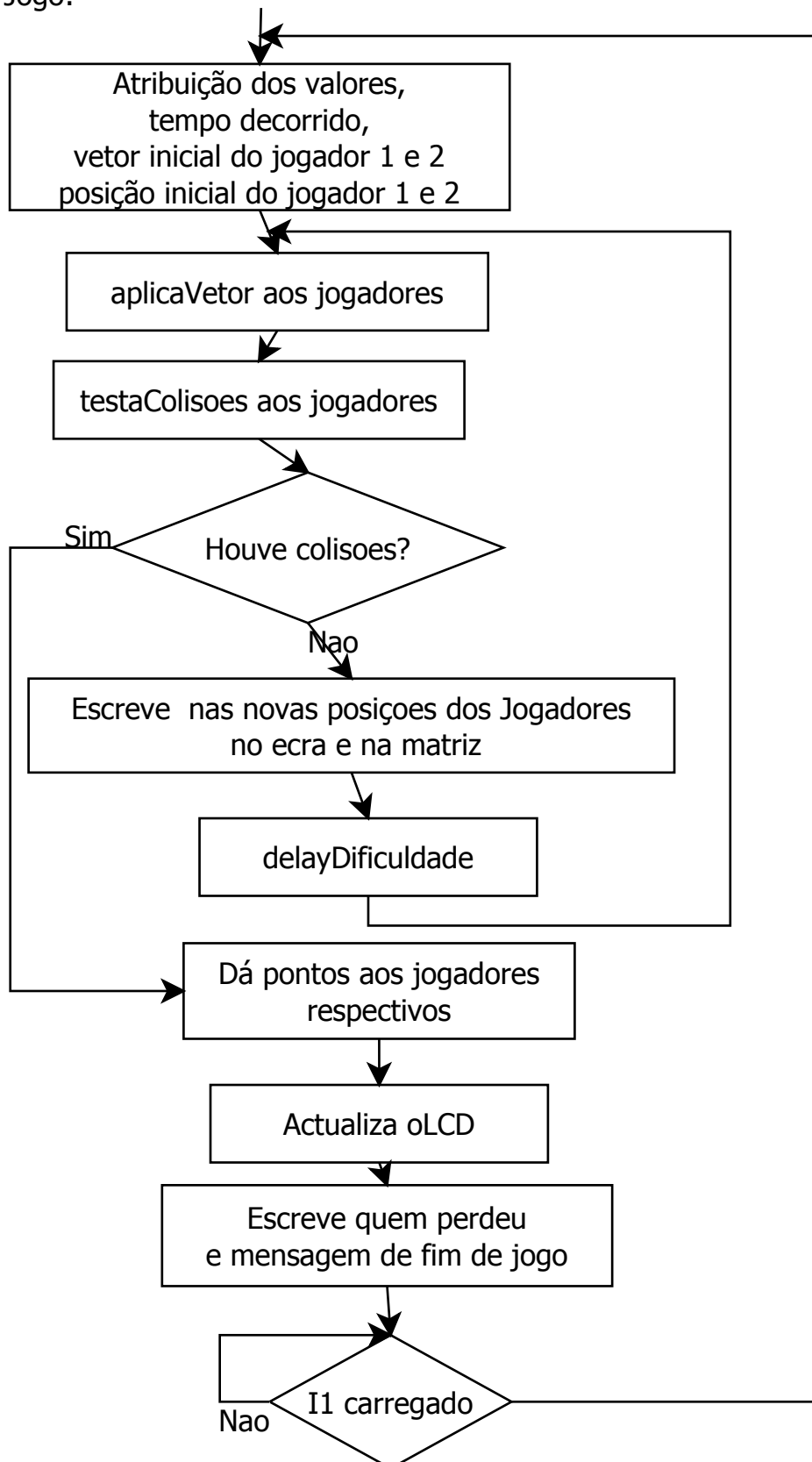
ActualizaLCDT:



ActualizaLCDT:



Jogo:



delayDificuldade:

