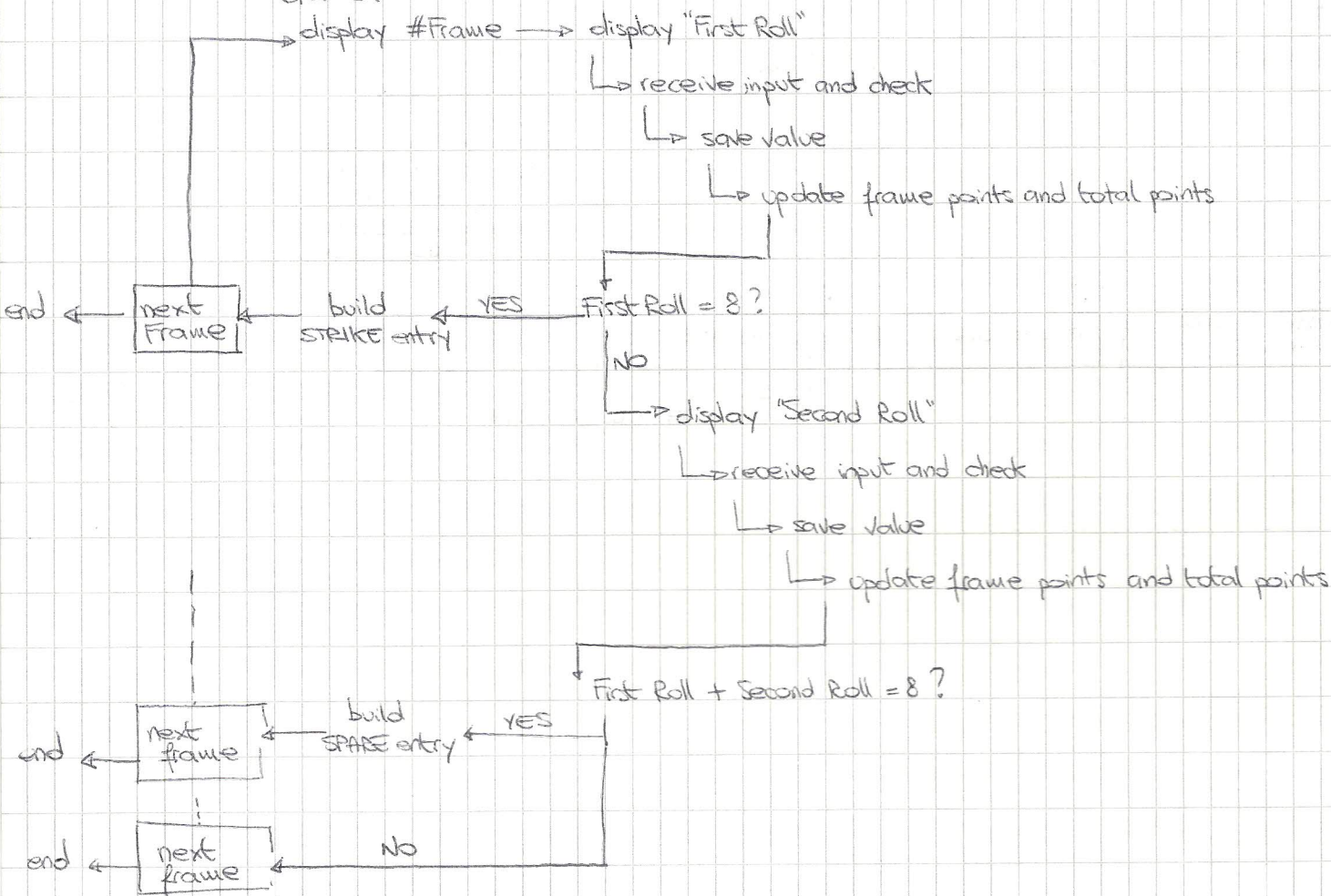


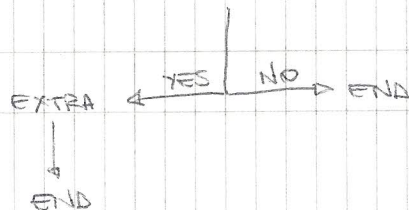
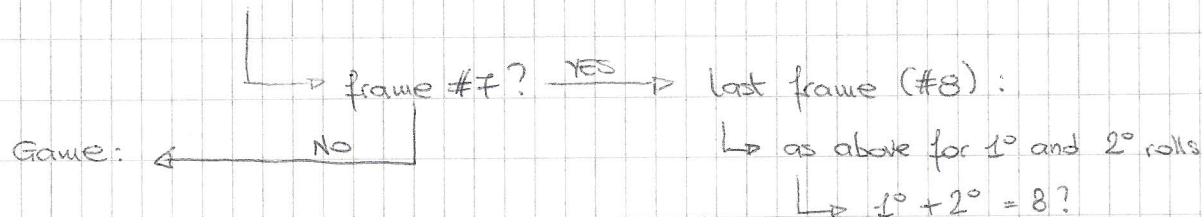
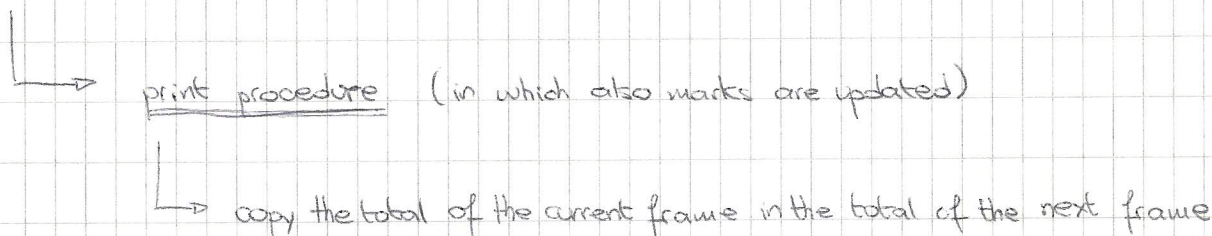
ITEM 2 (no strike in 8th frame)

2015-09-08

Game:



next frame



Entry of POLIBOW variable

