

Spill

Spiller

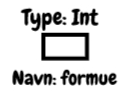
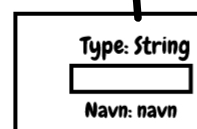
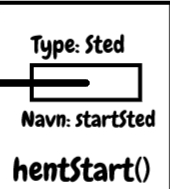
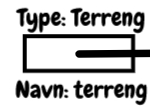
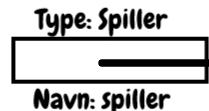
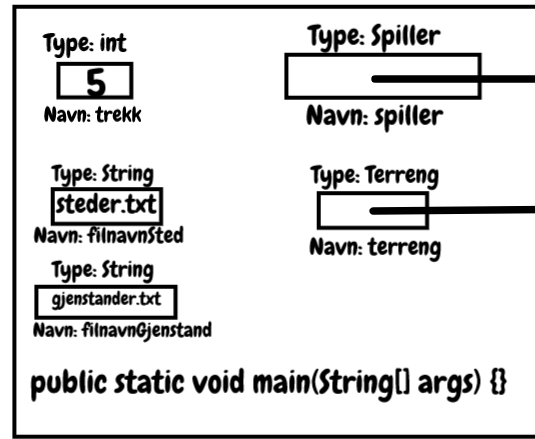
Terreng

Terminal

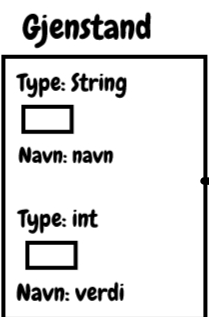
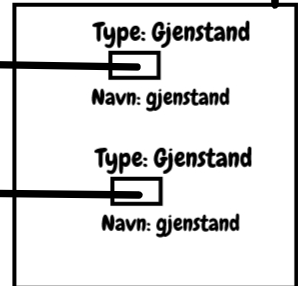
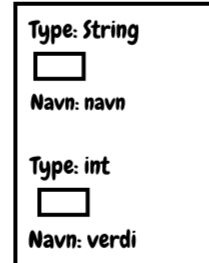
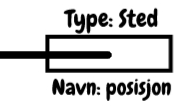
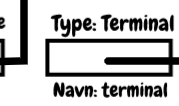
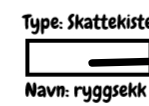
Skattekiste

Gjenstand

Gjenstander[]



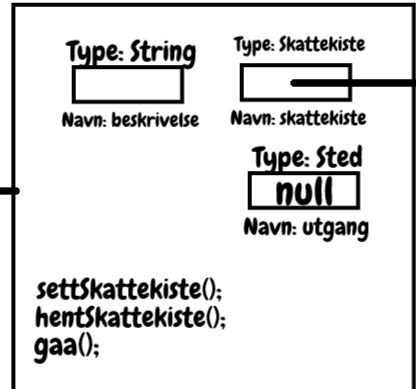
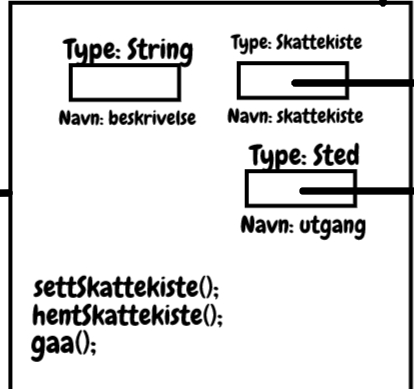
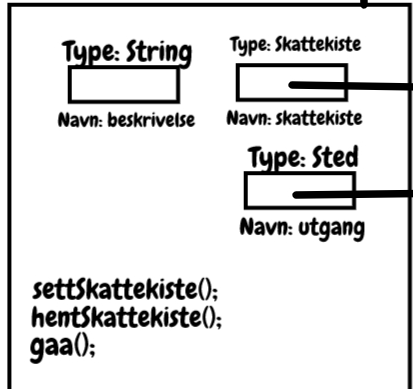
nyttTrekk()



Sted

Sted

Sted



Interface Brukergrensesnitt

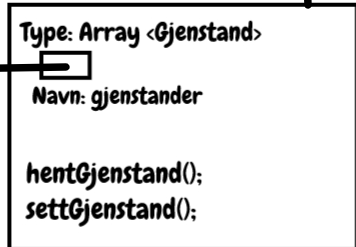
void giStatus(String status)

int
beOmKommando(String
spoersmaal, String[]
alternativer);

Skattekiste

Skattekiste

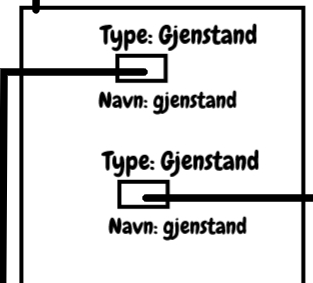
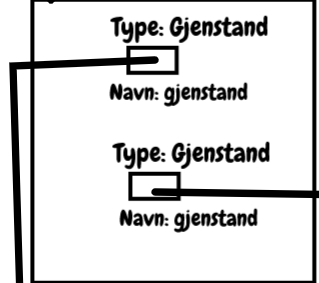
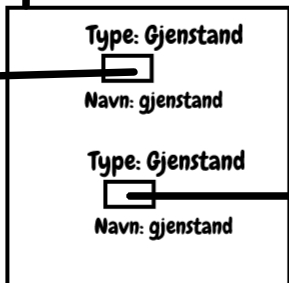
Skattekiste



Gjenstander[]

Gjenstander[]

Gjenstander[]



Gjenstand

Gjenstand

Gjenstand

Gjenstand

Gjenstand

Gjenstand

