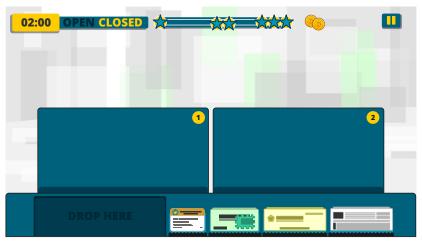
# **INTRODUKSI LEVEL 3**



#### CARA BERMAIN



## **PROSES START**

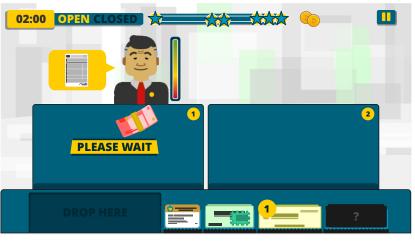




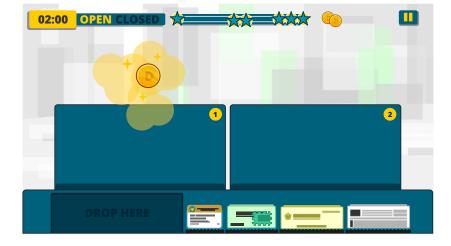




### **APABILA UANG DI KLIK**







### **APABILA UANG TIDAK DI KLIK**





