INTRODUKSI LEVEL 3



CARA BERMAIN



PROSES START

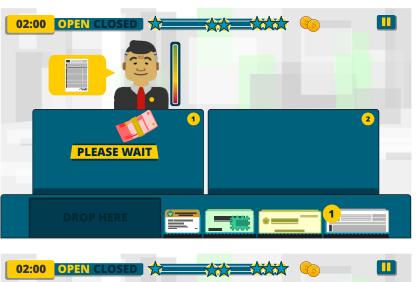


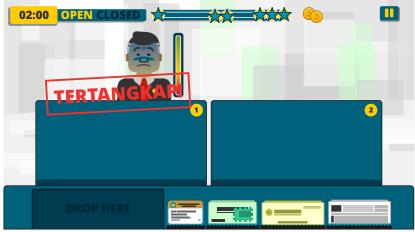


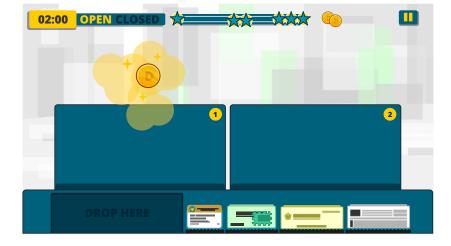




APABILA UANG DI KLIK







APABILA UANG TIDAK DI KLIK





