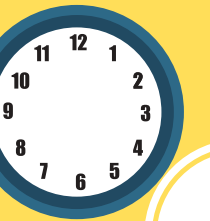
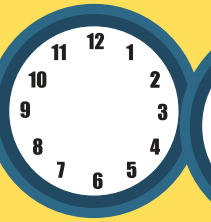
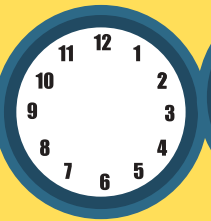
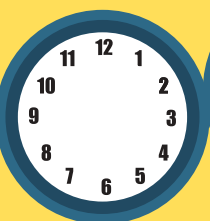
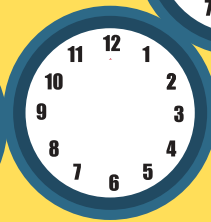
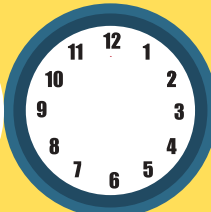
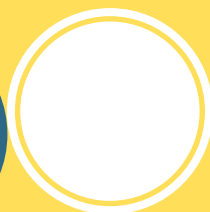
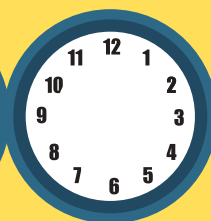
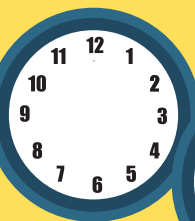
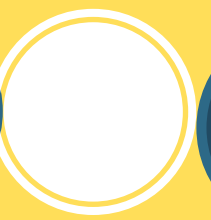
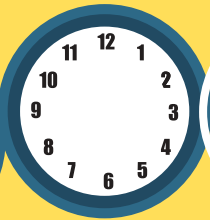
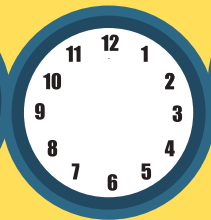
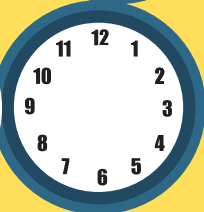
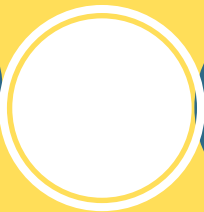
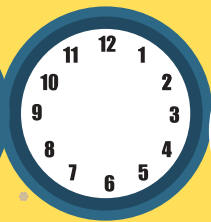
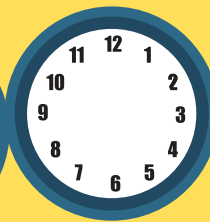
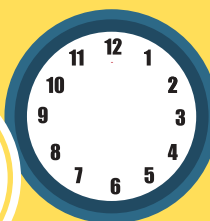
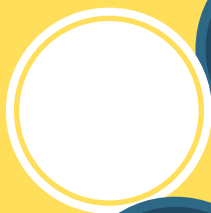
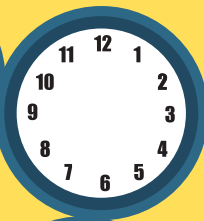
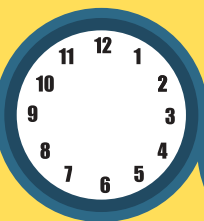
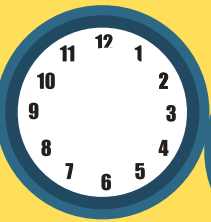
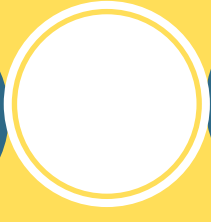
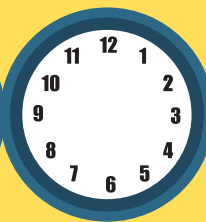
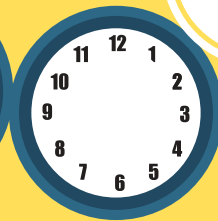
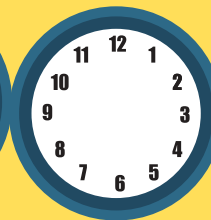
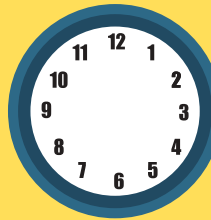
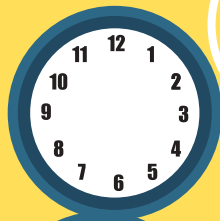
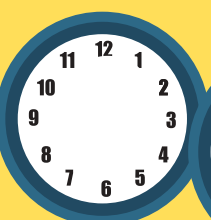
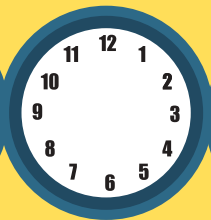
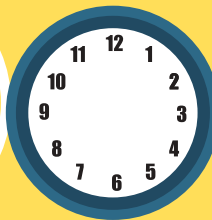
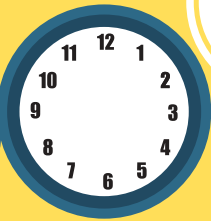
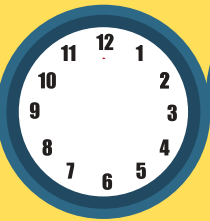
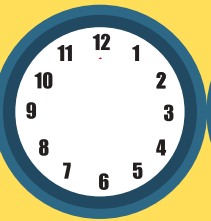


LÄHTÖ



MAALI



Voit hyödyntää tyhjää Kello -pelipohjaa seuraavalla tavalla:

Merkitse tyhjiin kelloympyröihin haluamasi kellonajat.

Piirrä tai kirjoita valkoisiin ympyröihin haluamasi liikkeet (esim. x-hyppy, kinkkaus, rapukävely).

Pelataan tavallisen noppapelin tapaan niin, että kelloympyrässä kerrotaan kellonaika ja liikeympyrässä suoritetaan liike ohjeen mukaan.