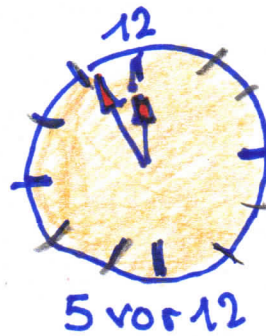


ANGRIFF

2

TIMING

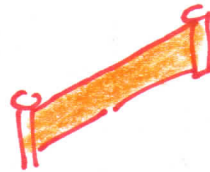
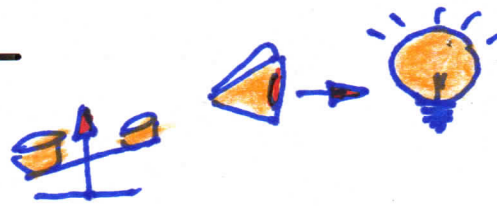
ABWARTEN
BEREIT SEIN
ZUSCHLAGEN



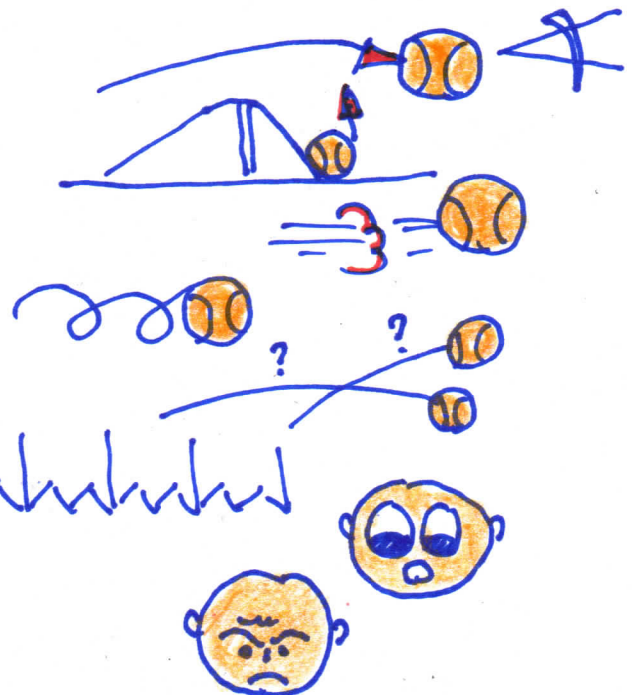
ERKENNEN - BALANCE

NETZ

NAHE ZIELE
EFFIZIENT
TODER RAUM +
ZEIT GEGNER-



LÄNGE - WINKEL
STOP
TEMPO
DRALL
FLUG-BAHN
RHYTHMUS
SURPRISE
TÄUSCHUNG



WINNER-NETZ 2 PUNKTE

RESET OK $\pm$ / BID  / ACTION

