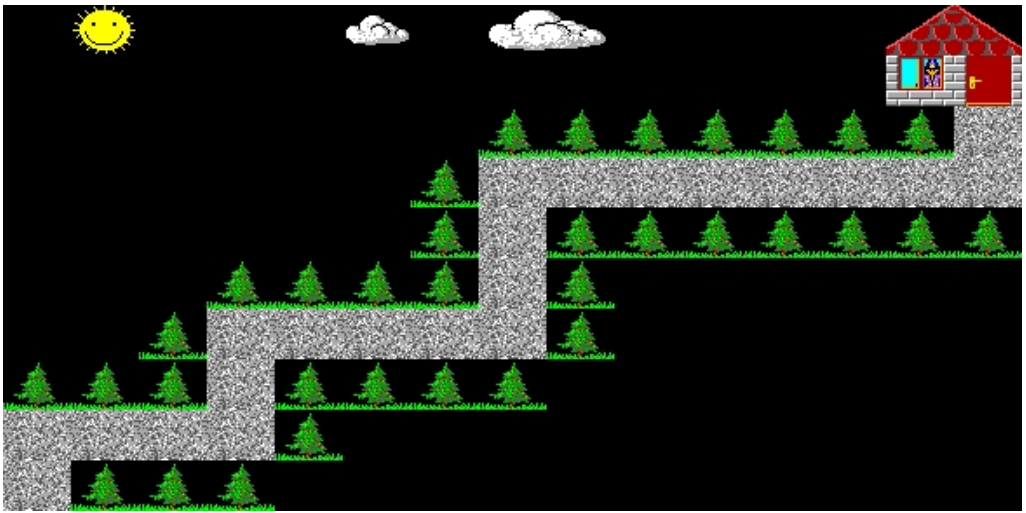
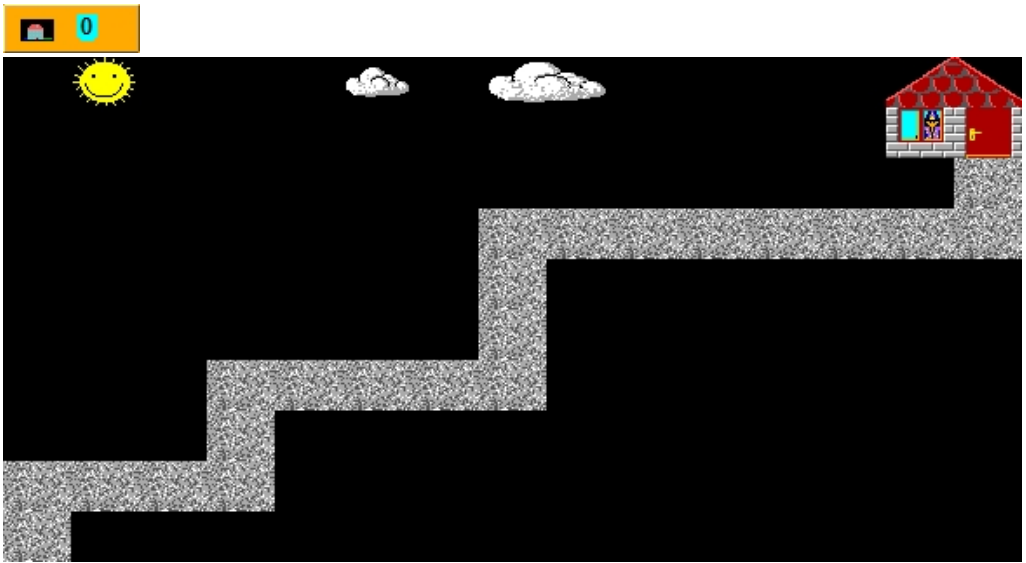


4

Načtěte scénu 0 a vytvořte scénu 1, kde kolem cesty budou smrky.



S1