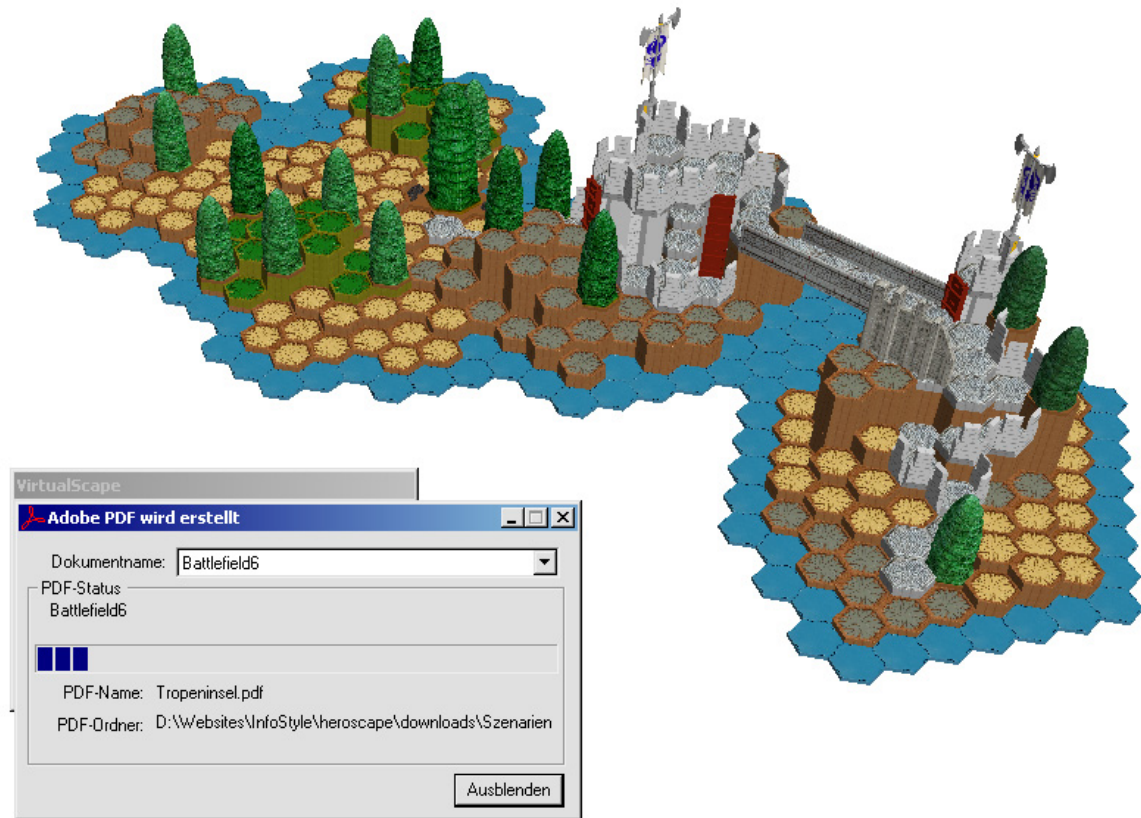
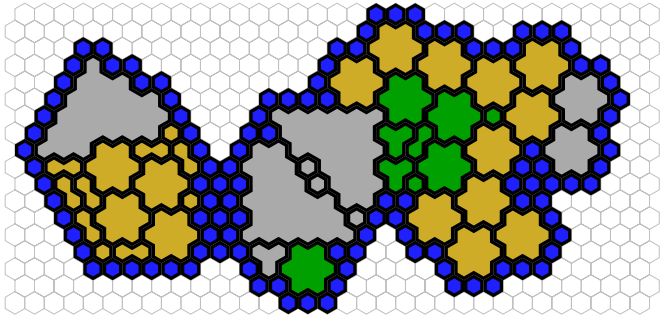


Tropeninsel

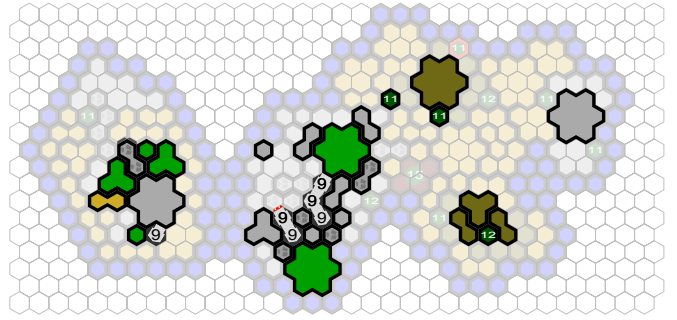


Author : Caravaggio (erw. v. JS)

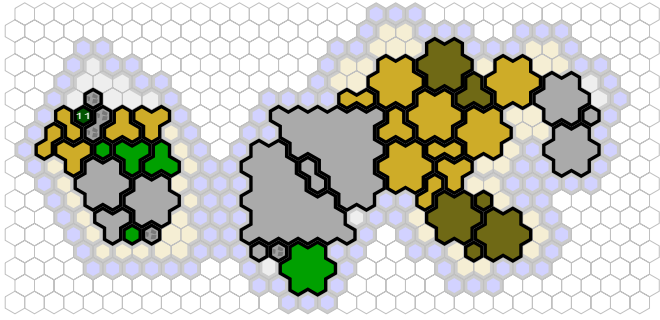
Level : 1



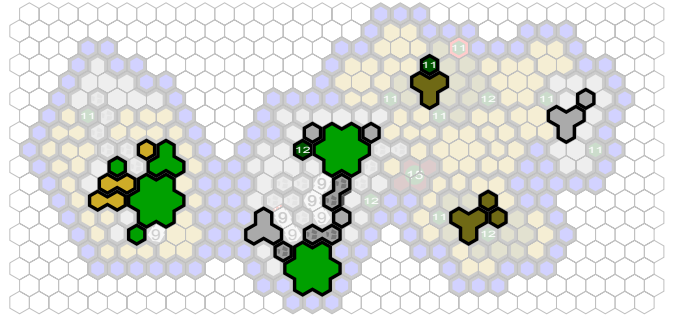
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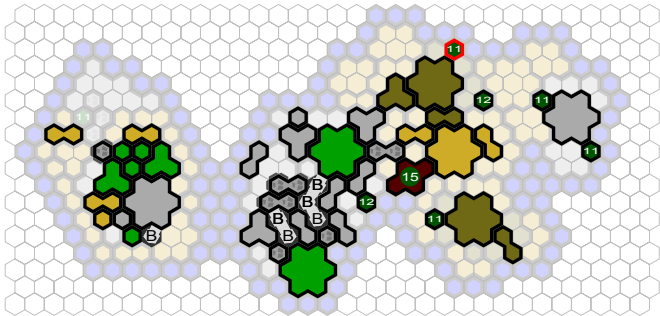
Level : 2



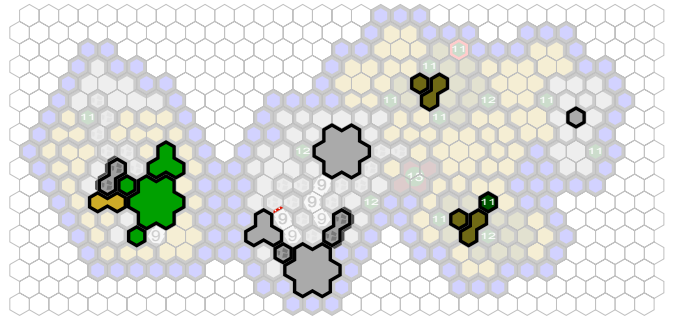
Level : 5



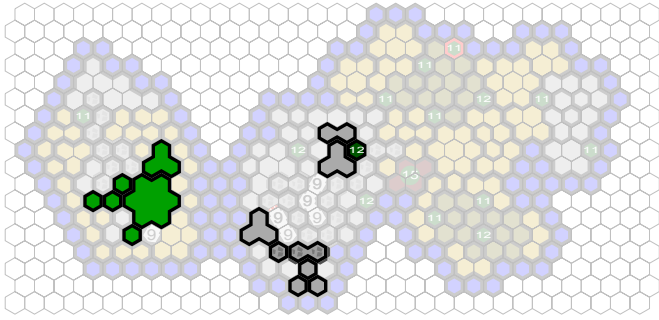
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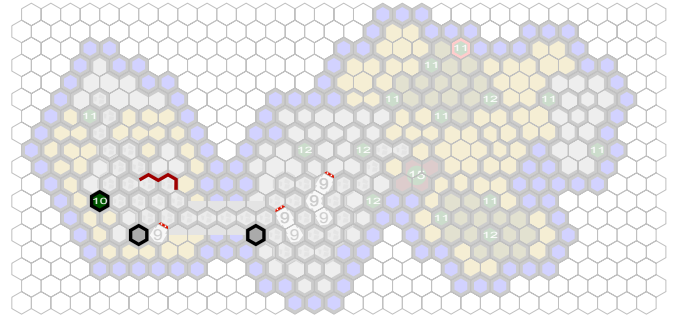
Level : 6



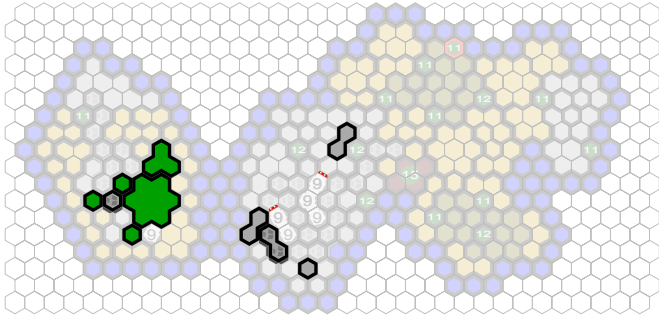
Level : 7



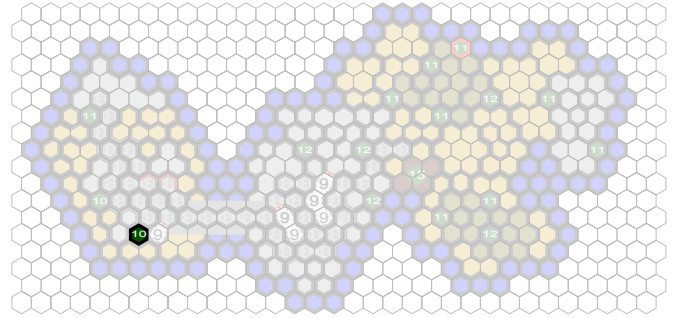
Level : 10



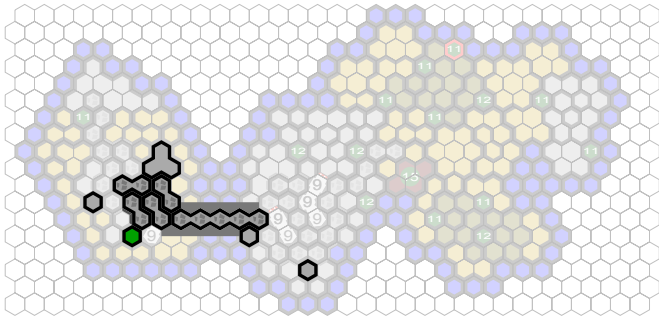
Level : 8



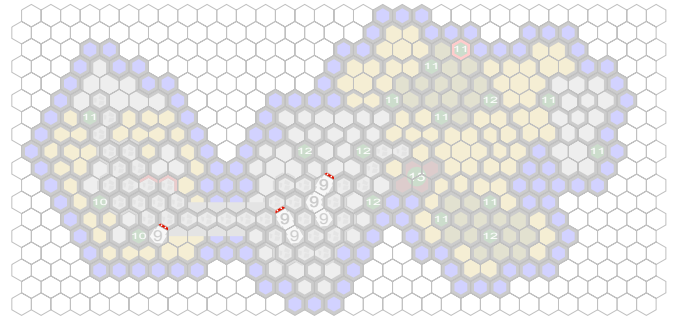
Level : 11



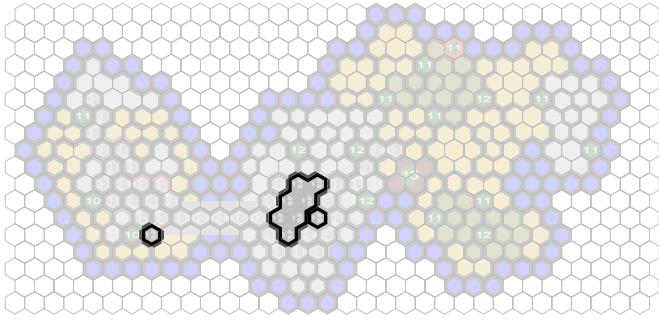
Level : 9



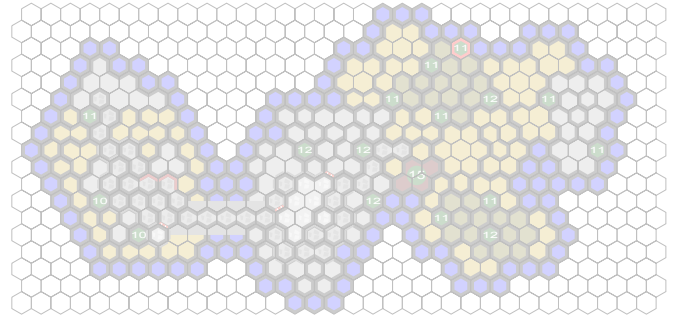
Level : 12



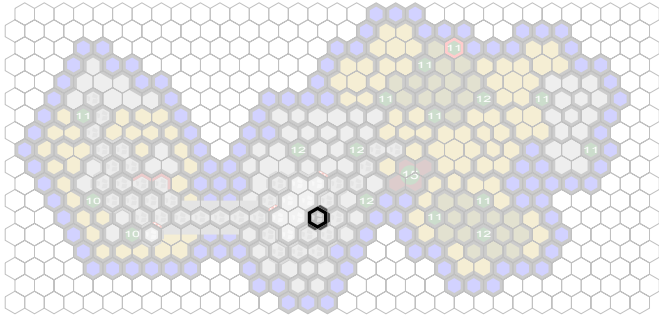
Level : 13



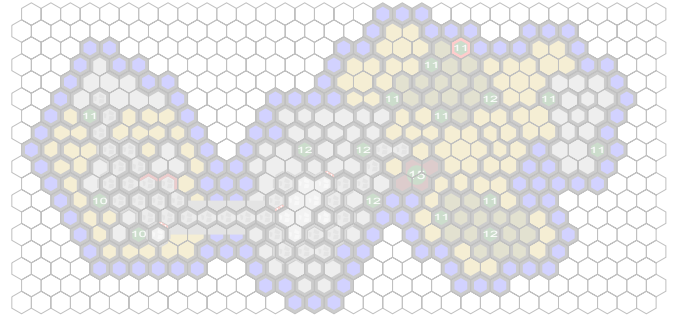
Level : 16



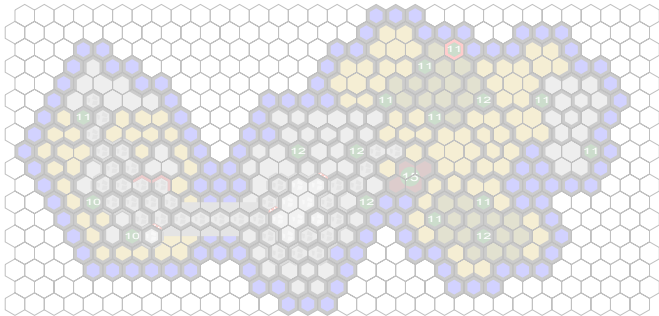
Level : 14



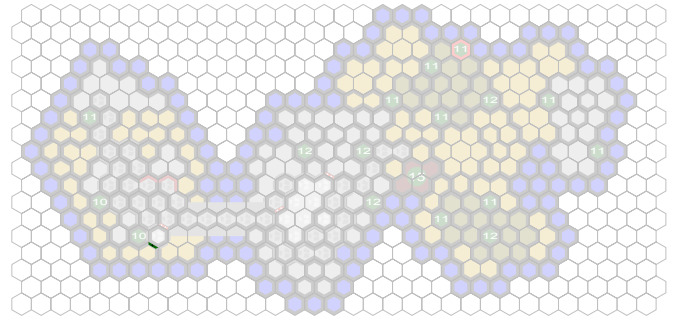
Level : 17



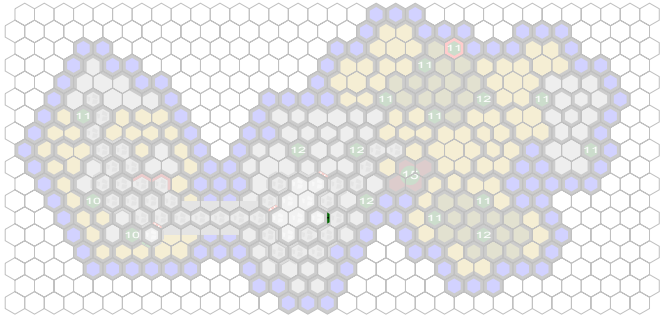
Level : 15



Level : 18



Level : 19



Number of player : 2-4

Size : 31.50x17.00 hex

Grass 1 : 22

Rock 2 : 12

Sand 2 : 21

Road 2 : 16

Tree 1 : 5

Base corner : 1

Wall end : 3

Swamp 2 : 6

Grass 2 : 1

Rock 3 : 12

Sand 3 : 5

Road 5 : 1

Ruin 2 : 1

Base straight : 2

Battlement : 57

Swamp 3 : 5

Grass 3 : 12

Rock 7 : 12

Sand 7 : 21

Tree 4 : 1

Wall 4 : 2

Base end : 3

Ladder : 10

Swamp 7 : 6

Grass 7 : 15

Rock 24 : 5

Water 1 : 115

Tree 1 : 2

ground castle 1 : 3

Wall corner : 1

Flag : 2

Rock 1 : 24

Sand 1 : 5

Road 1 : 13

Tree 1 : 9

ground castle 7 : 1

Wall straight : 2

Swamp 1 : 6