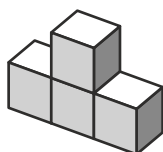
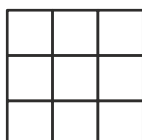
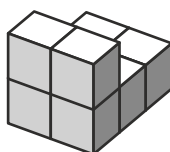


OSTROVY – STAVEBNÍ KAMENY = BUDOVY

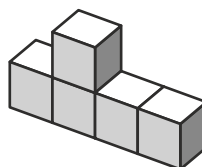
radnice



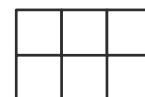
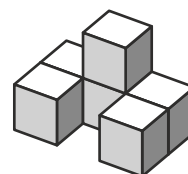
kostel



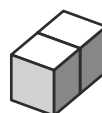
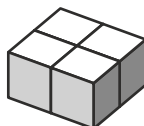
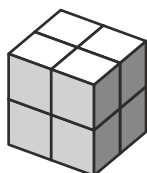
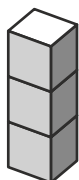
továrna



škola



bydlení / práce



Hrací plán – 10×10 / start – označ 2 mosty a hlavní budovu (radnice, kostel, továrna, škola)

