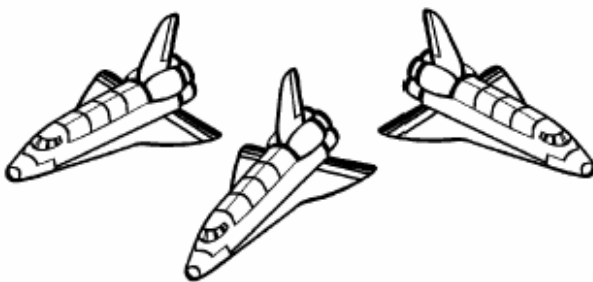


In de ruimte.

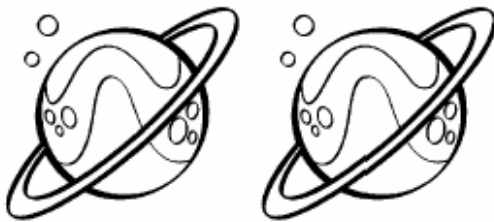
Tel en zet een kring om het juiste cijfer.



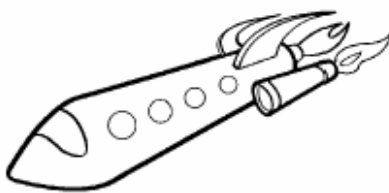
1 2 3



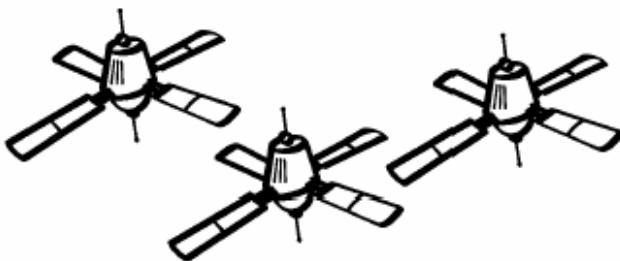
1 2 3



1 2 3



1 2 3



1 2 3