

*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

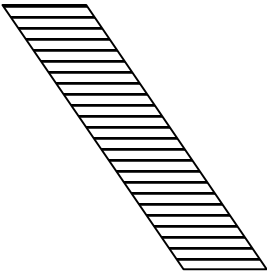
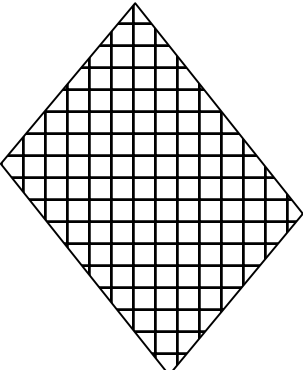
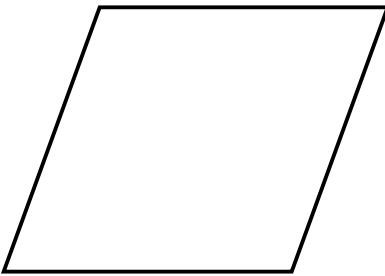
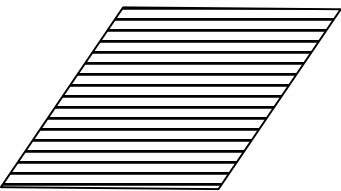
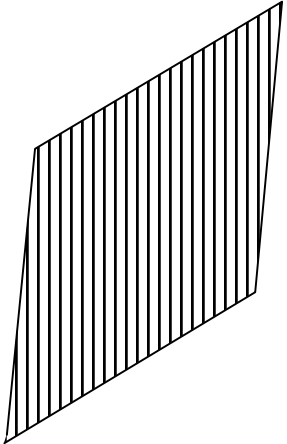
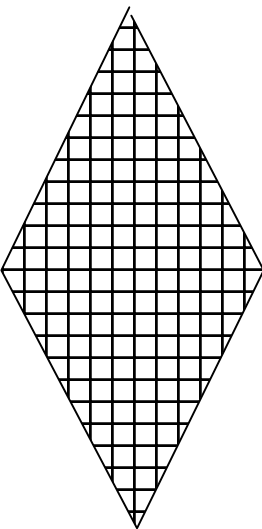
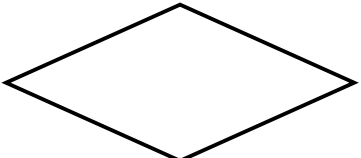
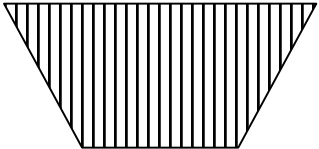
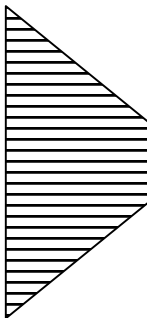
*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

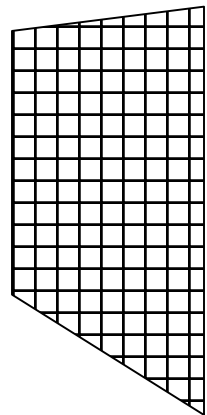
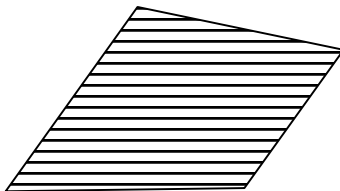
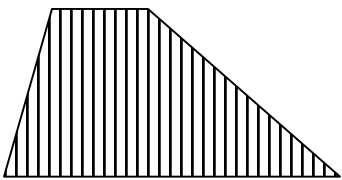
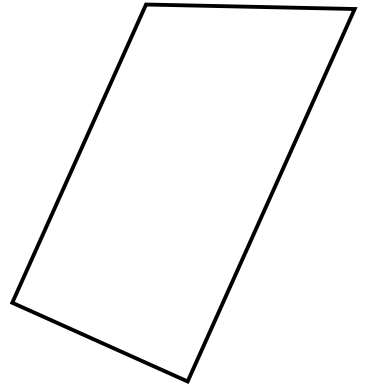
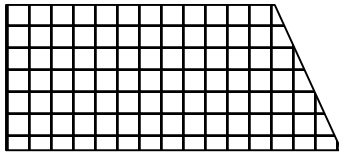
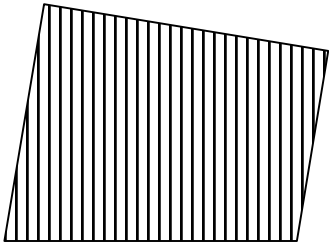
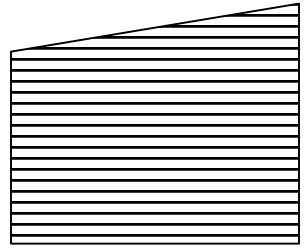
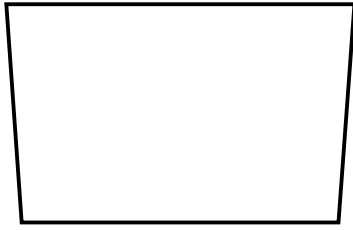
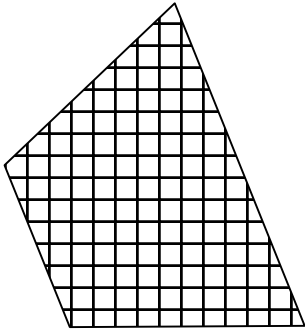
*Quad*

*Quad*

*Card*

*Card*

*Card*



*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

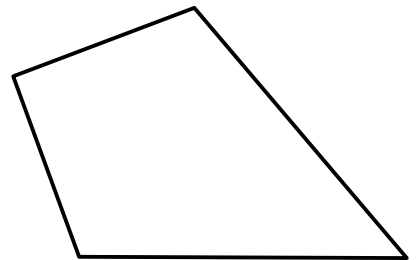
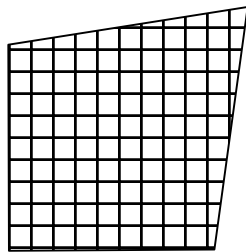
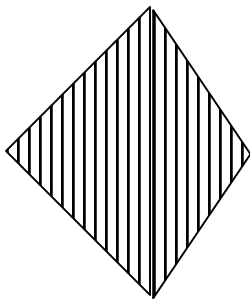
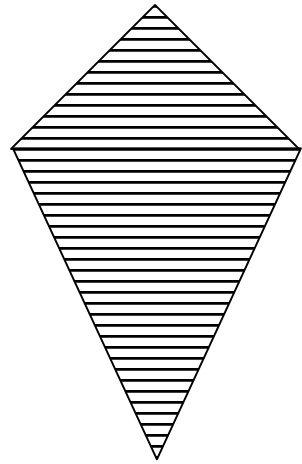
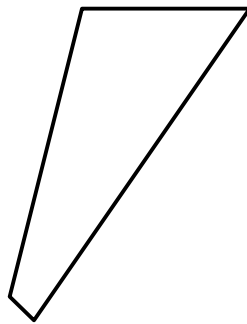
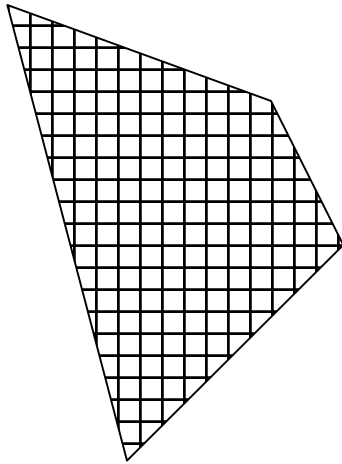
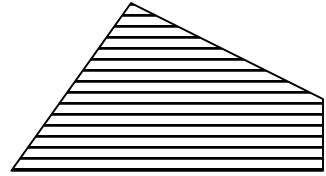
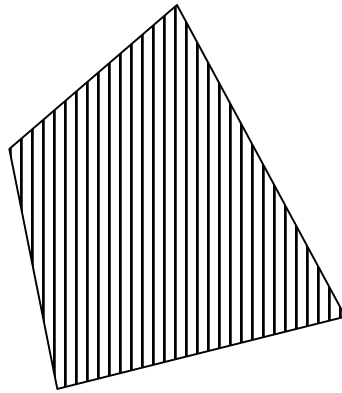
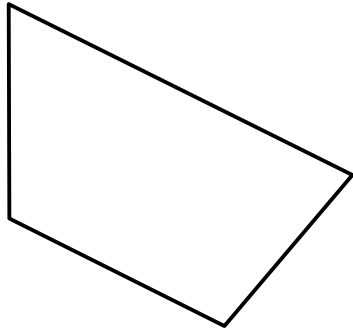
*Quad*

*Quad*

*Card*

*Card*

*Card*



*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

*Quad*

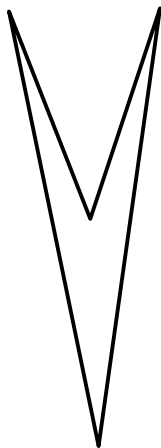
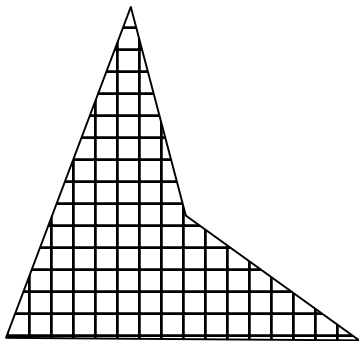
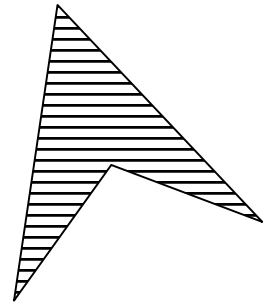
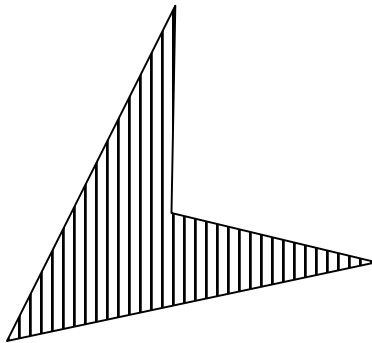
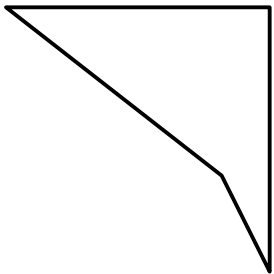
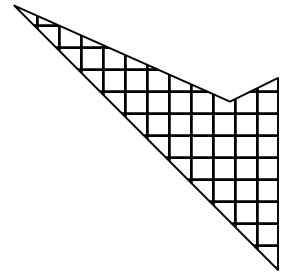
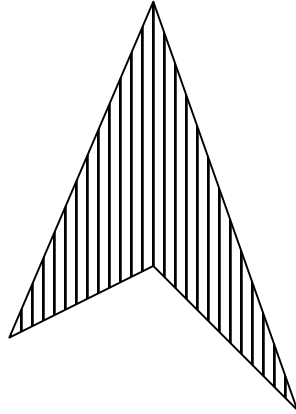
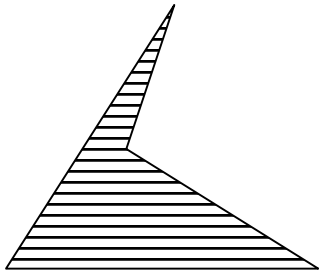
*Quad*

*Card*

*Card*

*Card*





joker

Name a property of sides

joker

*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*

*Quad*

*Quad*

*Quad*

*Card*

*Card*

*Card*