

klondike scaffolding

[viewport](#) [viewfinder](#)
[MaxViewport](#) ,

가
가

$(7 * \text{cardWidth} + 8 * \text{cardGap} + 4 * \text{cardHeight} + 3 * \text{cardGap})$ 가
.visibleGameSize 가

- [flame](#)

From:
<https://jace.link/> - **Various Ways**

Permanent link:
<https://jace.link/open/klondike-scaffolding>

Last update: **2023/08/04 06:45**

