

Space shuttle

```

fill(120);
rect(285,300,30,10);

fill(0,180,200);
ellipse(300,180,10,10);

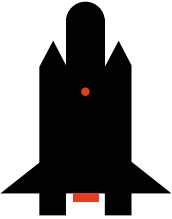
```

brandstoftank

zijkanten

shuttle

raam en motor



Space shuttle

```

fill(255);
triangle(245,150,260,120,275,150);
rect(245,150,30,175);
triangle(325,150,340,120,355,150);
rect(325,150,30,175);50,200);

```

brandstoftank

zijkanten

shuttle

raam en motor



Space shuttle

```

fill(255);
triangle(200,300,300,220,400,300);
ellipse(300,170,25,25);
rect(287,170,26,100);

```

brandstoftank

zijkanten

shuttle

raam en motor



Space shuttle

```

fill(255,50,0);
ellipse(300,100,50,50);
rect(275,100,50,200);

```

brandstoftank

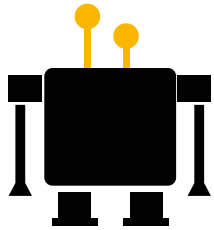
zijkanten

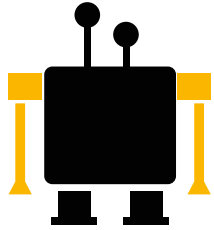
shuttle

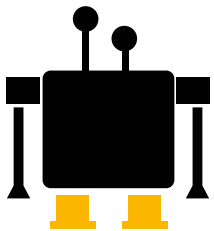
raam en motor

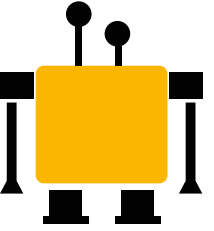


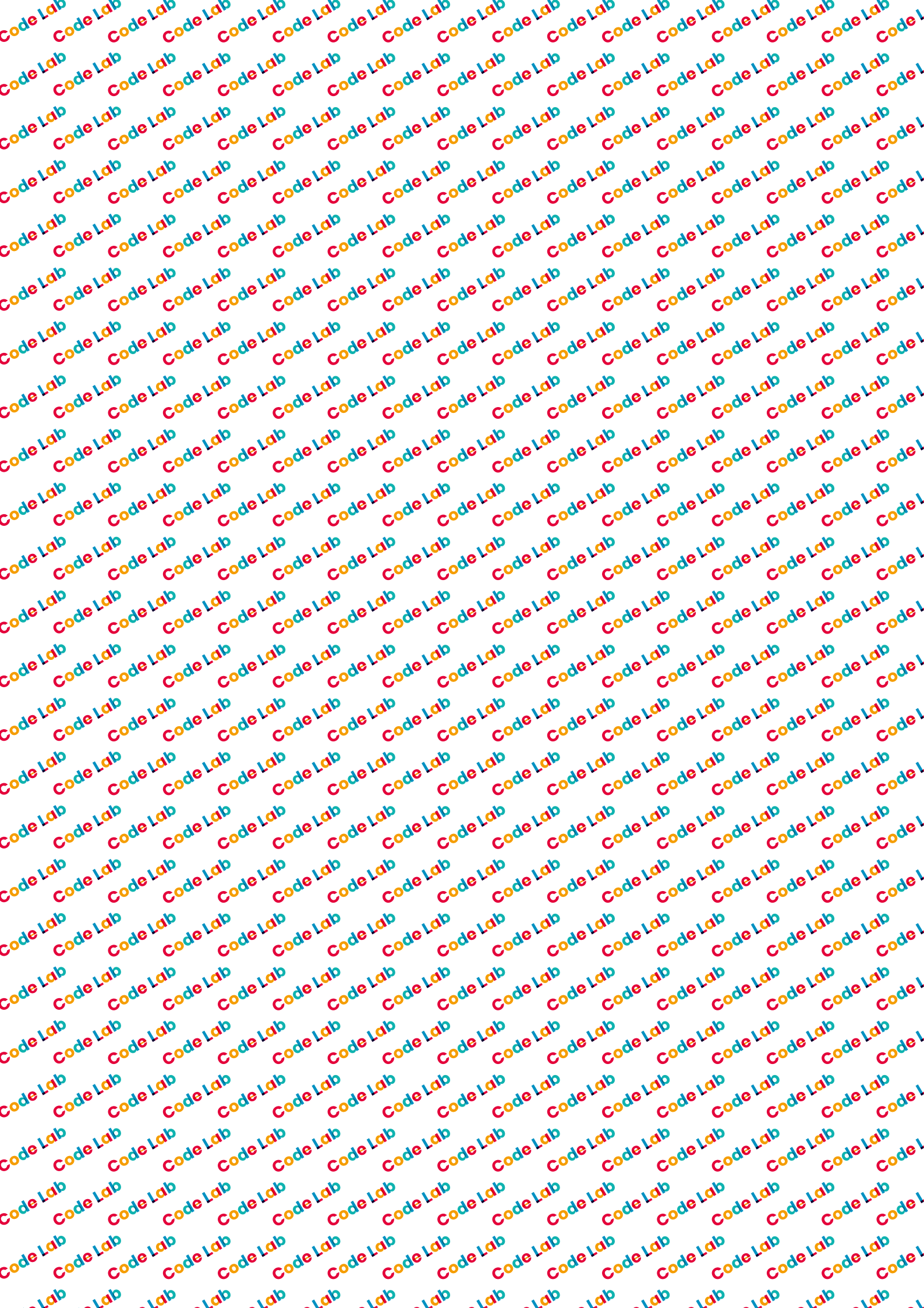


Robot	
<pre>fill(255); rect(260,120,10,80); rect(320,150,10,50); ellipse(265,120,40,40); ellipse(325,150,40,40); fill(0,0,70); ellipse(265,120,25,25); ellipse(325,150,25,25);</pre>	
<p>ogen</p> <p>armen</p> <p>lichaam</p> <p>benen</p>	

Robot	
<pre>fill(255); rect(145,210,50,40,10,0,0,10); rect(405,210,50,40,0,10,10,0); rect(155,255,15,120); rect(430,255,15,120); triangle(145,395,163,360,180,395); triangle(420,395,438,360,455,395);</pre>	
<p>ogen</p> <p>armen</p> <p>lichaam</p> <p>benen</p>	

Robot	
<pre>fill(255); rect(220,390,50,40); rect(330,390,50,40); rect(210,430,70,10,10,10,0,0); rect(320,430,70,10,10,10,0,0);</pre>	
<p>ogen</p> <p>armen</p> <p>lichaam</p> <p>benen</p>	

Robot	
<pre>fill(255); rect(200,200,200,180,10); ellipse(300,330,90,60); rect(200,230,200,100);</pre>	
<p>ogen</p> <p>armen</p> <p>lichaam</p> <p>benen</p>	



Raket

```
fill(120);
ellipse(300,220,50,50);
fill(190);
ellipse(300,220,40,40);
```

vleugels

middenstuk

raam

motor



Raket

```
fill(120);
rect(265,400,70,10,0,0,20,20);
fill(80);
rect(270,410,60,8,0,0,20,20);
rect(250,150,100,10);
```

vleugels

middenstuk

raam

motor



Raket

```
fill(0,0,70);
rect(150,400,300,100);
rect(240,150,10,140);
rect(350,150,10,140);

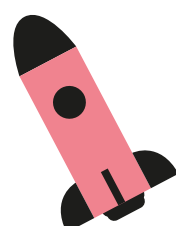
fill(255);
rect(250,150,100,250);
```

vleugels

middenstuk

raam

motor



Raket

```
fill(255,70,0);
ellipse(250,400,100,125);
ellipse(350,400,100,125);
ellipse(300,220,110,300);

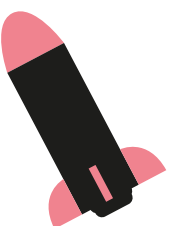
fill(255,70,0);
rect(295,340,10,60);
```

vleugels

middenstuk

raam

motor





Ruimte karretje

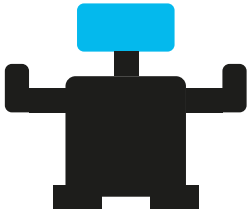
```
fill(255);
rect(200,100,200,100,15);
fill(255,188,0);
ellipse(250,140,30,30);
ellipse(350,140,30,30);
rect(270,170,60,20,0,0,20,20);
```

hoofd

lichaam

armen

voeten



Ruimte karretje

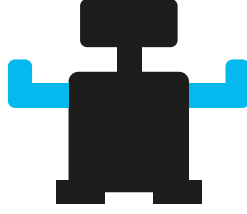
```
fill(70);
rect(100,275,75,50);
rect(425,275,75,50);
fill(255);
rect(500,225,50,100,15,15,15,0)
rect(50,225,50,100,15,15,0,15);
```

hoofd

lichaam

armen

voeten



Ruimte karretje

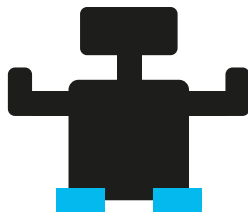
```
fill(70);
rect(350,475,100,50);
rect(150,475,100,50);
```

hoofd

lichaam

armen

voeten



Ruimte karretje

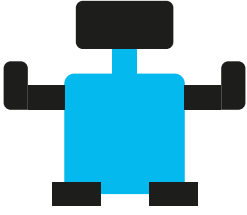
```
fill(255);
rect(175,250,250,250,15);
fill(70);
rect(275,200,50,50);
```

hoofd

lichaam

armen

voeten





Astronaut

fill(255);
rect(150,225,100,50,10);
ellipse(140,250,45,45)
rect(365,225,80,50,10);
ellipse(455,250,45,45);

helm

lichaam en oren

armen

computer



Astronaut

fill(255);
ellipse(275,340,25,25);
ellipse(275,300,25,25);
fill(255,0,0);
ellipse(275,300,20,20);
ellipse(275,340,20,20);
fill(120);
rect(300,292,30,10);
rect(300,332,30,10);

helm

lichaam en oren

armen

computer



Astronaut

fill(255);
ellipse(300,150,150,150);
fill(20);
ellipse(300,150,130,130);
fill(60);
ellipse(300,140,110,100);

helm

lichaam en oren

armen

computer



Astronaut

fill(255);
rect(225,225,150,190,0,0,15,15);
rect(215,130,15,40,20);
rect(370,130,15,40,20);
fill(190);
rect(250,260,100,120,20);

helm

lichaam en oren

armen

computer





Satteliet

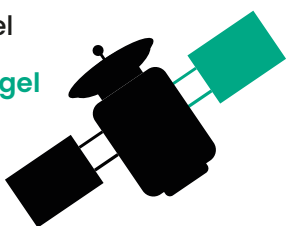
fill(60,60,90);
rect(420,200,70,50);
rect(420,255,70,50);
rect(495,200,70,50);
rect(495,255,70,50);
fill(160,160,190);
rect(370,225,50,5);
rect(370,275,50,5);
fill(255,70,0);
rect(555,200,10,105);

linker vleugel

rechter vleugel

midden

schotel



Satteliet

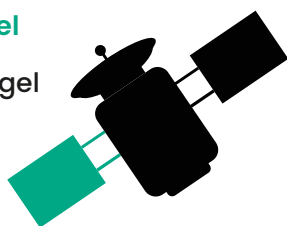
fill(60,60,90);
rect(20,200,70,50);
rect(20,255,70,50);
rect(95,200,70,50);
rect(95,255,70,50);
fill(160,160,190);
rect(165,225,50,5);
rect(165,275,50,5);
fill(255,70,0);
rect(20,200,10,105);

linker vleugel

rechter vleugel

midden

schotel



Satteliet

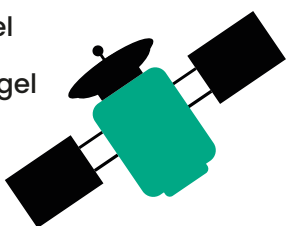
fill(255);
rect(215,180,155,200,20);
fill(160,160,190);
rect(247,380,90,15,0,0,10,10);
fill(160,160,190);
rect(290,180,4,200);

linker vleugel

rechter vleugel

midden

schotel



Satteliet

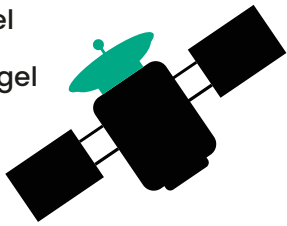
fill(160,160,190);
rect(247,165,90,15,10,10,0,0);
ellipse(292,150,160,40);
fill(255);
ellipse(292,140,180,40);
fill(160,160,190);
rect(290,100,4,40);
fill(255,70,0);
ellipse(292,100,20,20);

linker vleugel

rechter vleugel

midden

schotel





REGELS

- Verdeel alle kaarten over de spelers in je groepje.
- Mag je beginnen? Vraag aan iemand voor een kaart uit een categorie waarvan je al minimaal een kaart hebt.
- Heb je hem goed? Dan moet de ander hem afgeven. Heeft de ander niet de gevraagde kaart? dan is de volgende aan de beurt!
- Heb je alle 4 de kaarten van 1 categorie? Leg het setje dan op de tafel en roep kwartet.

