service -> client:

connect\_successs: 0x00

connect\_failed: 0x01

ready: 0x02

play+card: 0x03

skip: 0x04

play\_turn: 0x05

choose\_turn: 0x06

deal\_card + card: 0x07

deal\_landloard: 0x08

client -> service:  
connect\_successs: 0x00

connect\_failed: 0x01

ready: 0x02

play+card: 0x03

skip: 0x04

play\_turn: 0x05

choose\_turn: 0x06

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