

SERVER

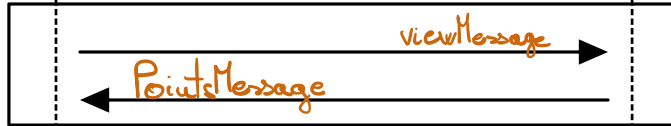
CLIENT

remove_tiles



TYPE: REMOVE

remove_tiles

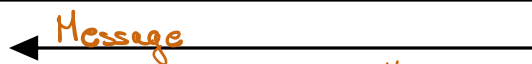


TYPE: ERROR
TYPE: REMOVE



TYPE: VIEW

roll_back



TYPE: ROLLBACK

remove_tiles



TYPE: VIEW
TYPE: REMOVE

remove_tiles

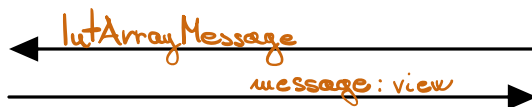


TYPE: ERROR
TYPE: REMOVE



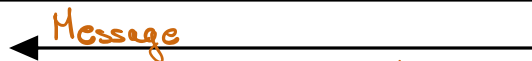
TYPE: VIEW

switch_tiles_order



TYPE: SWITCH
TYPE: VIEW

roll_back



TYPE: ROLLBACK

switch_tiles_order



TYPE: VIEW
TYPE: SWITCH
TYPE: VIEW

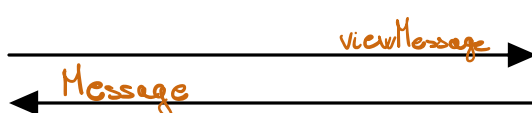


add_to_bookshelf



TYPE: ADD
TYPE: VIEW

end_game
disconnect



TYPE: END_GAME
TYPE: DISCONNECT