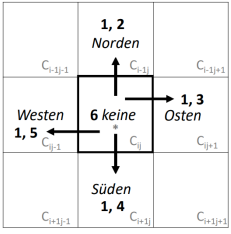


- turn
 - end the current round for the player and begin the round for the next player.
- fire-to-roll <number>
 - number is between 1-6



- 1: Fire spreads in every direction
- 2: Fire spreads to the north
- 3: Fire spreads to the east
- 4: Fire spreads to the south
- 5: Fire spreads to the west
- 6: Fire does not spread

- show-board
 - shows the board in form of Ascii symbols.
- show-field <x>,<y>
 - gives the state of the field (d,w,+,*) and a List of all Firetrucks currently occupying the field.
 - Fire stations and Ponds just return there Ascii Symbol (A,B,C,D,L).
- show-player
 - returns the current active player and their Firetrucks

1	> show-player	<Player>,<reputation points>
2	A,3	<ID>,<water>,<action points>,<x>,<y>
3	A0,3,3,1,1	
4	A1,3,3,1,2	

- reset
 - Reset the current game to the start positions
- quit
 - quit the current game