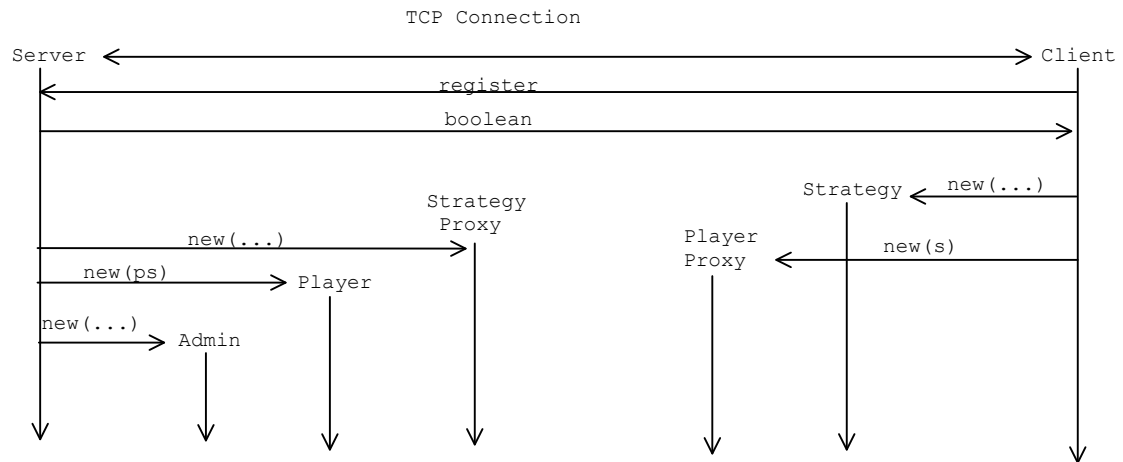
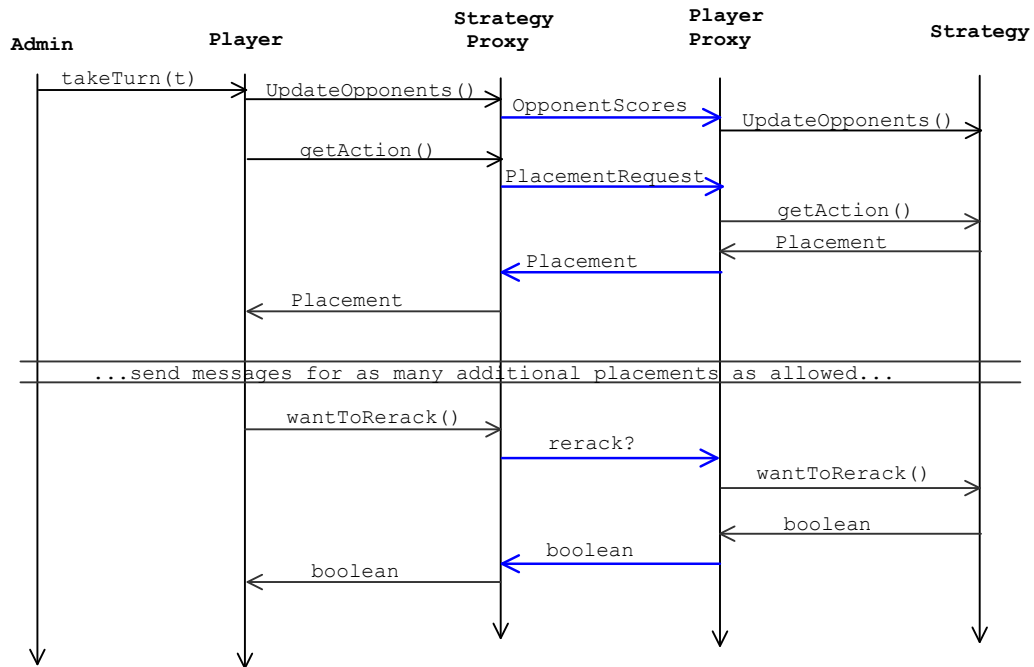

Registration



```
Register    == <register name=String />
boolean is one of:
    -- <true />
    -- <false />
```

Turn



```

PlacementRequest == <PlacementRequest> Board Score Tile ... </PlacementRequest>
Board            == <board players=PlayerNumber> Placement ... </board>
                  %% (2 ≤ PlayerNumber ≤ 6)
Score            == <score orange=Nat red=Nat green=Nat yellow=Nat purple=Nat blue=Nat />
Placement        == <placement c0=Color d0=Nat a0=Nat c1=Color d1=Nat a1=Nat />
Nat              == a natural number less than 1,000,000

OpponentScores   == <OpponentScores>PlayerScore ... </ OpponentScores>
                  %% there are (PlayerNumber - 1) PlayerScore(s)
PlayerScore      == <PlayerScore playerName=String>
                  <score orange=Nat red=Nat green=Nat yellow=Nat purple=Nat blue=Nat />
                  </PlayerScore>
rerack?          == <rerack />
  
```