1. JoinGame (GameInfoMesage game)
   1. Check SIM mods
   2. Check Map
   3. Check Patch
   4. Send command “game\_join”
2. Waiting “game\_launch” from lobby-server
3. OnGameLaunchData()
   1. Launch ICE-adapter
      1. Pass player id and login
      2. **Determine free port** for RPC-Server
      3. Launch faf-ice-adapter.exe with args:
         1. Player id
         2. Played login
         3. **Determined port**
      4. Launch JSON-RPC TCP Client on localhost with:
         1. **Determined port**
      5. Send call for status
      6. Send ice servers
   2. Based on game type, create required args for game
      1. Custom
      2. Team Match Making