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| Game Protocol | | |
| Client | **Server** | **Description** |
| PLAYER1 | PLAYER1 and players | Set one of the players to player 1 |
| PLAYER2 | PLAYER2 and players | Set one of the players to player 2 |
| MATCHING | MATCHING and points | Increment the points if matching |
| UNMATCHING | MATCHING and points | Points remains the same |
| PLAYER1\_WON | To both players | Set player1 to winner |
| PLAYER2\_WON | To both players | Set player2 to winner |
| START | Status and players | Signal the player to begin |
| CONTINUE | Status and players | Set the player to the current player |
| FREEZE | Status and players | Set the player to wait |
| QUIT | Status and players | Player n quits the current game |