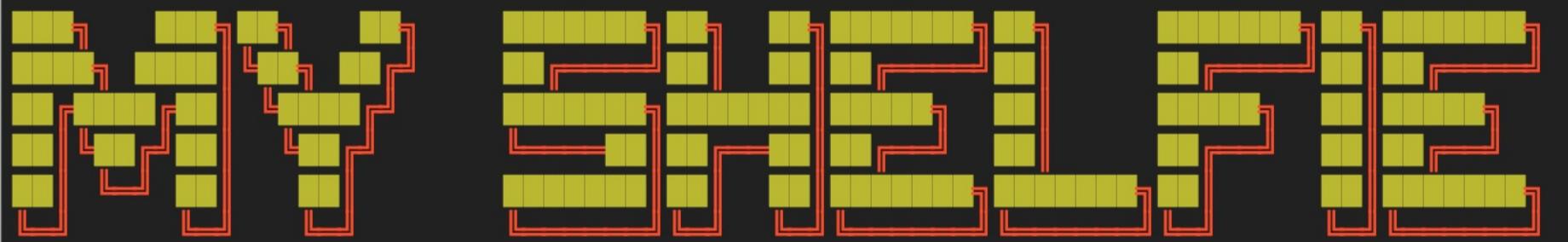


```
=====  
Start as:  
1. Server [s]  
2. Client [c]  
> Please enter your choice: c  
Starting as a client...  
> Please, insert server IP address (press enter to use default):  
Using the default server ip address: 127.0.0.1  
> Please, insert server port (press enter to use default):  
Using the default server port: 1235  
> Select preferred interface between cli and gui [c/g]:  
> Invalid input, please select preferred interface between cli and gui [c/g]: c  
> You selected cli interface  
I'm trying to connect to the server...  
Connection established  
Please wait while we load the resources...  
> Please insert your username [4-20 alphanumeric characters]: simone  
[> Please insert exact number of players for the game [2-4]: 3  
[SERVER MESSAGE: Number of players correctly set to: 3  
[SERVER MESSAGE: lorenzo joined the game!  
[SERVER MESSAGE: Waiting for other players to join...1 players left  
[SERVER MESSAGE: andrea joined the game!  
[SERVER MESSAGE: The selected number of players has been reached!  
The games is starting...
```

```
Last login: Tue May 30 10:06:59 on ttys003  
[simonegirardi@MacBook-Air-di-Simone ~ % java -jar /Users/simonegirardi/Desktop/MyShelfie.jar  
=====  
|| MENU ||  
=====  
Start as:  
1. Server [s]  
2. Client [c]  
> Please enter your choice: s  
Starting as a server...  
Server started  
A new client is trying to connect...  
simone connected with client Id: 1  
A new client is trying to connect...  
A new client is trying to connect...  
lorenzo connected with client Id: 2  
andrea connected with client Id: 3  
Starting game GameID 1 with { simone@1 lorenzo@2 andrea@3 }  
[
```

```
Last login: Tue May 30 10:10:04 on ttys001  
[simonegirardi@MacBook-Air-di-Simone ~ % java -jar /Users/simonegirardi/Desktop/MyShelfie.jar  
=====  
|| MENU ||  
=====  
Start as:  
1. Server [s]  
2. Client [c]  
> Please enter your choice: c  
Starting as a client...  
> Please, insert server IP address (press enter to use default):  
Using the default server ip address: 127.0.0.1  
> Please, insert server port (press enter to use default):  
Using the default server port: 1235  
> Select preferred interface between cli and gui [c/g]: c  
> You selected cli interface  
I'm trying to connect to the server...  
Connection established  
Please wait while we load the resources...  
> Please insert your username [4-20 alphanumeric characters]: andrea  
[SERVER MESSAGE: The selected number of players has been reached!  
The games is starting...
```

```
Last login: Tue May 30 10:10:30 on ttys002  
[simonegirardi@MacBook-Air-di-Simone ~ % java -jar /Users/simonegirardi/Desktop/MyShelfie.jar  
=====  
|| MENU ||  
=====  
Start as:  
1. Server [s]  
2. Client [c]  
> Please enter your choice: c  
Starting as a client...  
> Please, insert server IP address (press enter to use default):  
Using the default server ip address: 127.0.0.1  
> Please, insert server port (press enter to use default):  
Using the default server port: 1235  
> Select preferred interface between cli and gui [c/g]: c  
> You selected cli interface  
I'm trying to connect to the server...  
Connection established  
Please wait while we load the resources...  
> Please insert your username [4-20 alphanumeric characters]: lorenzo  
[SERVER MESSAGE: Waiting for other players to join...1 players left  
[SERVER MESSAGE: andrea joined the game!  
[SERVER MESSAGE: The selected number of players has been reached!  
The games is starting...
```



Legend:

- = CAT
- = BOOK
- = GAME
- = FRAME
- = TROPHY
- = PLANT

simone



lorenzo



Game info:

Username: andrea
Current player: lorenzo
Points: 0
Turn number: 1/3
Chair: false
Last message: board refilled

Board

	1	2	3	4	5	6	7	8	9	
A				PLA						
B				FRA	TRO					
C		CAT	BOO	GAM	BOO	CAT				
D		FRA	FRA	PLA	TRO	TRO	TRO	TRO	FRA	
E	FRA	TRO	CAT	BOO	CAT	TRO	TRO	PLA		
F	GAM	BOO	BOO	PLA	BOO	GAM	GAM			
G		PLA	BOO	CAT	CAT	CAT				
H				PLA	PLA					
I					GAM					

Library

	1	2	3	4	5
A					
B					
C					
D					
E					
F					

Personal Card

	1	2	3	4	5
A					
B	FRA			GAM	
C				PLA	
D		CAT			TRO
E					
F	BOO				

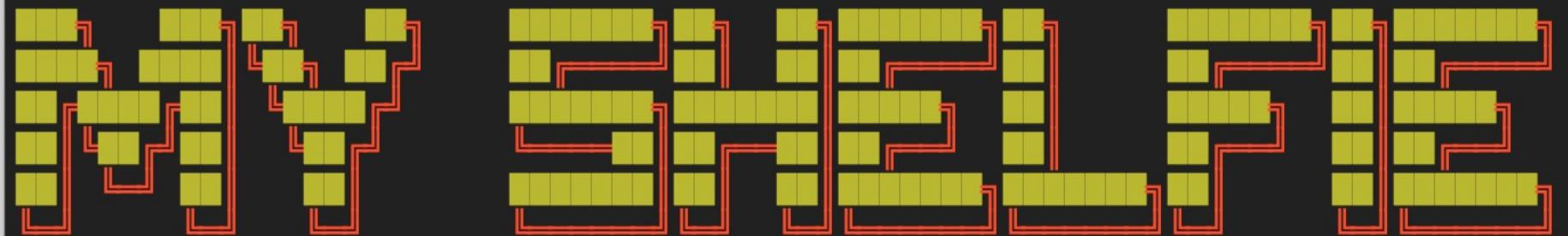
Common Cards:

- 12) Token: 8 | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
- 4) Token: 8 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn... ■



simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50



Legend:

- = CAT
- = BOOK
- = GAME
- = FRAME
- = TROPHY
- = PLANT

andrea



simone



Game info:
Username: lorenzo
Current player: lorenzo
Points: 0
Turn number: 1/3
Chair: true
Last message: board refilled

Board

	1	2	3	4	5	6	7	8	9	
A				PLA						
B				FRA	TRO					
C		CAT	BOO	GAM	BOO	CAT				
D		FRA	FRA	PLA	TRO	TRO	TRO	TRO	FRA	
E		FRA	TRO	CAT	BOO	CAT	TRO	TRO	PLA	
F	GAM	BOO	BOO	PLA	BOO	GAM	GAM			
G		PLA	BOO	CAT	CAT	CAT				
H				PLA	PLA					
I					GAM					

Library

	1	2	3	4	5
A					
B					
C					
D					
E					
F					

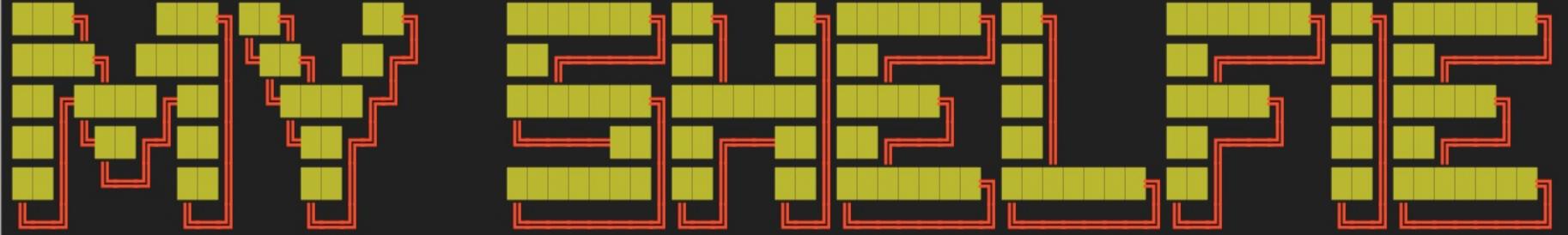
Personal Card

	1	2	3	4	5
A				TRO	
B		GAM			
C	BOO				
D				CAT	
E		FRA			
F				PLA	

Common Cards:

- 12) Token: 8 | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
- 4) Token: 8 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

> Please insert the coordinates of the tile you want to place [A1-I9]:

**Legend:**

■	= CAT
■	= BOOK
■	= GAME
■	= FRAME
■	= TROPHY
■	= PLANT

simone**lorenzo****Game info:**

Username: **andrea**
 Current player: **lorenzo**
 Points: **0**
 Turn number: **1/3**
 Chair: **false**
 Last message: **board refilled**

Board

	1	2	3	4	5	6	7	8	9	
A				PLA						
B				FRA	TRO					
C	CAT	BOO	GAM	BOO	CAT					
D	FRA	FRA	PLA	TRO	TRO	TRO	TRO	FRA		
E	FRA	TRO	CAT	BOO	CAT	TRO	TRO	PLA		
F	GAM	BOO	BOO	PLA	BOO	GAM	GAM			
G		PLA	BOO	CAT	CAT	CAT				
H			PLA	PLA						
I					GAM					

Library

	1	2	3	4	5
A					
B					
C					
D					
E					
F					

Personal Card

	1	2	3	4	5
A					
B	FRA			GAM	
C				PLA	
D	CAT				TRO
E					
F	BOO				

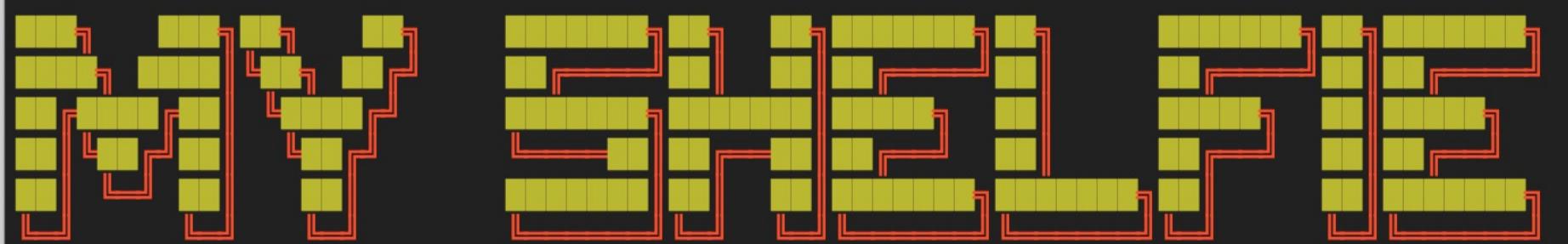
Common Cards:

- 12) Token: **8** | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
 4) Token: **8** | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn...|

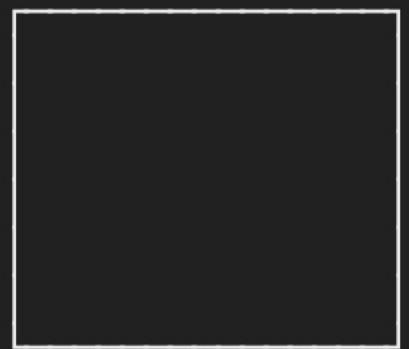


simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50



Legend:
= CAT
= BOOK
= GAME
= FRAME
= TROPHY
= PLANT

andrea



simone



Game info:
Username: lorenzo
Current player: lorenzo
Points: 0
Turn number: 1/3
Chair: true
Last message: board refilled

		Board									
		1	2	3	4	5	6	7	8	9	
		A	B	C	D	E	F	G	H	I	
				PLA							
				FRA	TRO						
				CAT	BOO	GAM	BOO	CAT			
				FRA	FRA	PLA	TRO	TRO	TRO	FRA	
				FRA	TRO	CAT	BOO	CAT	TRO	PLA	
				GAM	BOO	BOO	PLA	BOO	GAM	GAM	
					PLA	BOO	CAT	CAT	CAT		
					PLA	PLA					
							GAM				

		Library						
		1	2	3	4	5		
		A	B	C	D	E	F	
A								
B								
C								
D								
E								
F								

		Personal Card						
		1	2	3	4	5		
		A	B	C	D	E	F	
A								TRO
B								GAM
C			BOO					
D								CAT
E			FRA					
F								PLA

Common Cards:

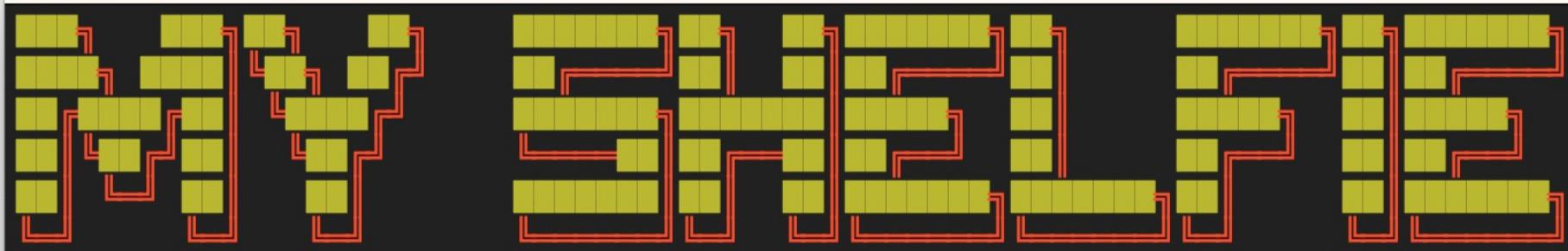
- 12) Token: 8 | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
4) Token: 8 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

> Please insert the coordinates of the tile you want to place [A1-I9]: b4-b5

> Please insert the column of the library where you want to place the tiles [1-5]: 3



simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50

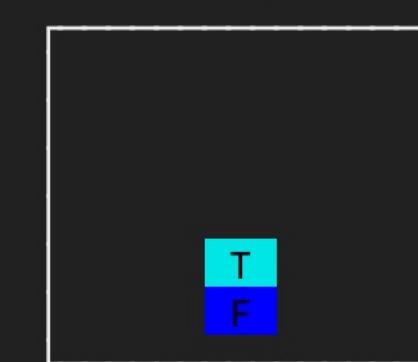


Legend:

andrea

lorenzo

■	= CAT
■	= BOOK
■	= GAME
■	= FRAME
■	= TROPHY
■	= PLANT



Game info:

Username: simone

Current player: simone

Points: 0

Turn number: 2/3

Chair: false

Last message: board refilled

Board

	1	2	3	4	5	6	7	8	9	
A				PLA						
B										
C		CAT	BOO	GAM	BOO	CAT				
D		FRA	FRA	PLA	TRO	TRO	TRO		FRA	
E		FRA	TRO	CAT	BOO	CAT	TRO	PLA		
F		GAM	BOO	BOO	PLA	BOO	GAM	GAM		
G			PLA	BOO	CAT	CAT	CAT			
H				PLA	PLA					
I						GAM				

Library

	1	2	3	4	5
A					
B					
C					
D					
E					
F					

Personal Card

	1	2	3	4	5
A		PLA			
B		BOO			
C		GAM			
D			FRA		
E				CAT	
F				TRO	

Common Cards:

- 12) Token: 8 | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
4) Token: 8 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

```
[> Please insert the coordinates of the tile you want to place [A1-I9]: a4  
[> Please insert the column of the library where you want to place the tiles [1-5]: 2  
> Invalid input! One of the selected tiles has no adjacent tile  
> Please insert the coordinates of the tile you want to place [A1-I9]:
```

simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50

Legend:

green	= CAT
white	= BOOK
yellow	= GAME
blue	= FRAME
cyan	= TROPHY
magenta	= PLANT

andrea **lorenzo**

Game info:

Username: **simone**
 Current player: **simone**
 Points: **2**
 Turn number: **2/3**
 Chair: **false**
 Last message: **board refilled**

Board

1	2	3	4	5	6	7	8	9
A				PLA				
B								
C								
D							FRA	
E		FRA					PLA	
F	GAM	BOO	BOO		GAM	GAM		
G			CAT	CAT	CAT			
H			PLA	PLA				
I								

Library

1	2	3	4	5
A				
B	BOO			
C	PLA			
D	TRO	GAM		
E	TRO	BOO		
F	TRO	CAT		

Personal Card

1	2	3	4	5
A		PLA		
B		BOO		
C	GAM			
D		FRA		
E				CAT
F			TRO	

Common Cards:

12) Token: **8** | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
 4) Token: **8** | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

```
[> Please insert the coordinates of the tile you want to place [A1-I9]: g5-g6-g7
[> Please insert the column of the library where you want to place the tiles [1-5]: 3
[> Invalid input! One of the selected tiles doesn't have a free side
[> Please insert the coordinates of the tile you want to place [A1-I9]: ]
```

simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50

Legend:

- = CAT
- = BOOK
- = GAME
- = FRAME
- = TROPHY
- = PLANT

andrea

C	C	G
C	C	G
B	T	G

simone

B	F
P	T
T	G
T	B
T	C
B	B

Game info:

Username: **lorenzo**
 Current player: **lorenzo**
 Points: **4**
 Turn number: **1/3**
 Chair: **true**
 Last message: **board refilled**

Board

1	2	3	4	5	6	7	8	9
			PLA					
							FRA	
							PLA	
GAM								
			CAT	CAT				

Library

1	2	3	4	5
	BOO			
	PLA			
	TRO	PLA		
	CAT	FRA	TRO	PLA
	BOO	FRA	FRA	PLA

Personal Card

1	2	3	4	5
				TRO
		GAM		
	BOO			
			CAT	
		FRA		
			PLA	

Common Cards:

12) Token: **8** | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
 4) Token: **8** | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

> Please insert the coordinates of the tile you want to place [A1-I9]: g6
 > Please insert the column of the library where you want to place the tiles [1-5]: 5

simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50

Legend:

- = CAT
- = BOOK
- = GAME
- = FRAME
- = TROPHY
- = PLANT

andrea

C	C	G	B	T
C	C	G	G	
B	T			

simone

B	P	F	T	G
T	T	B	T	
T	T	C		B
				B

Game info:

Username: **lorenzo**
 Current player: **simone**
 Points: **4**
 Turn number: **2/3**
 Chair: **true**
 Last message: **board refilled**

Board

1	2	3	4	5	6	7	8	9	
A			PLA						
B			GAM	CAT					
C		PLA	BOO	PLA	GAM	BOO			
D		BOO	TRO	TRO	TRO	FRA	TRO	FRA	
E	CAT	BOO	FRA	PLA	GAM	GAM	PLA		
F	GAM	CAT	TRO	BOO	FRA	CAT	TRO		
G		TRO	FRA	GAM	BOO	CAT			
H				TRO	GAM				
I					PLA				

Library

1	2	3	4	5	
A					
B	BOO				
C	PLA				
D	TRO	PLA			
E	CAT	FRA	TRO	PLA	
F	BOO	FRA	FRA	PLA	CAT

Personal Card

1	2	3	4	5
A				TRO
B		GAM		
C	BOO			
D			CAT	
E	FRA			
F			PLA	

Common Cards:

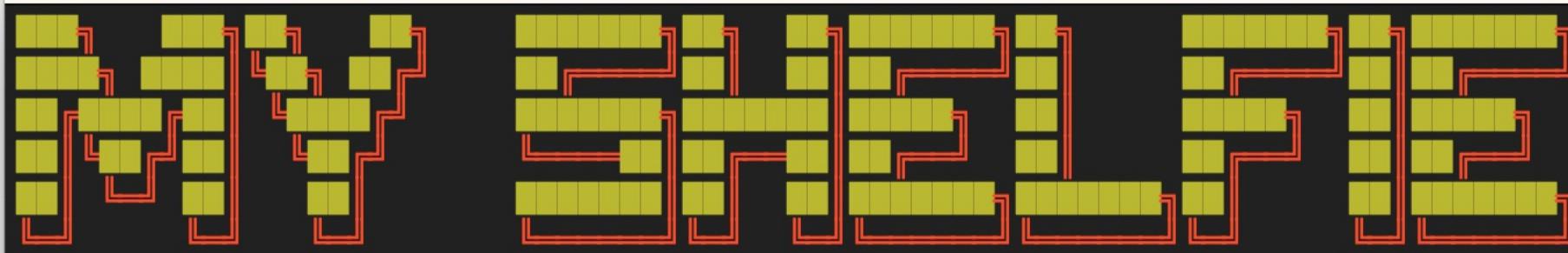
12) Token: **8** | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.

4) Token: **8** | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn...■



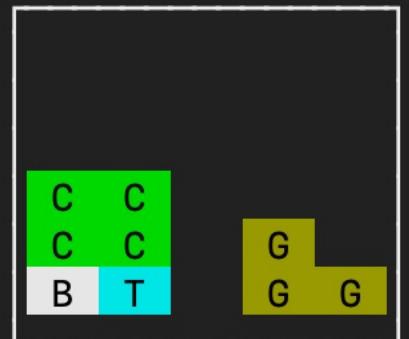
simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50



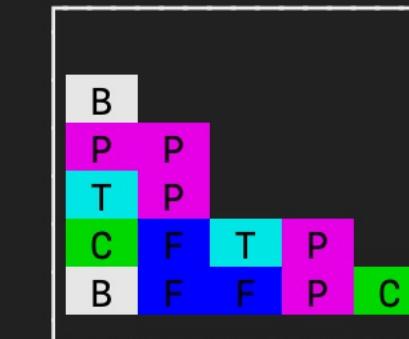
Legend:

█	= CAT
░	= BOOK
█	= GAME
█	= FRAME
█	= TROPHY
█	= PLANT

andrea



lorenzo



Game info:

Username: simone
Current player: andrea
Points: 10
Turn number: 3/3
Chair: false
Last message: simone has achieved the goal of Common Card number 12, earns 8 points!

Board

	1	2	3	4	5	6	7	8	9	
A										
B			GAM							
C				BOO						
D			BOO	TRO	TRO	TRO	FRA	TRO	FRA	
E	CAT	BOO	FRA	PLA	GAM	GAM		PLA		
F	GAM	CAT	TRO	BOO	FRA	CAT	TRO			
G			TRO	FRA	GAM	BOO	CAT			
H				TRO	GAM					
I						PLA				

Library

	1	2	3	4	5
A					
B	BOO				
C	PLA	FRA			
D	TRO	GAM	BOO		
E	TRO	BOO	GAM	BOO	
F	TRO	CAT	PLA	BOO	PLA

Personal Card

	1	2	3	4	5
A			PLA		
B		BOO			
C	GAM				
D			FRA		
E				CAT	
F				TRO	

Common Cards:

- 12) Token: 6 | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
4) Token: 8 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn... █

simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50

Legend:

- = CAT
- = BOOK
- = GAME
- = FRAME
- = TROPHY
- = PLANT

andrea

C	C	
C	C	G
B	T	G G

simone

B	F	
T	G	B
T	B	G
T	C	P
B	P	B P

Game info:

Username: **lorenzo**
 Current player: **andrea**
 Points: **6**
 Turn number: **3/3**
 Chair: **true**
 Last message: **simone has achieved the goal of Common Card number 12, earns 8 points!**

Board

1	2	3	4	5	6	7	8	9
A								
B		GAM						
C			BOO					
D		BOO	TRO	TRO	TRO	FRA	TRO	FRA
E	CAT	BOO	FRA	PLA	GAM	GAM	PLA	
F	GAM	CAT	TRO	BOO	FRA	CAT	TRO	
G		TRO	FRA	GAM	BOO	CAT		
H				TRO	GAM			
I					PLA			

Library

1	2	3	4	5
A				
B	BOO			
C	PLA	PLA		
D	TRO	PLA		
E	CAT	FRA	TRO	PLA
F	BOO	FRA	FRA	PLA

Personal Card

1	2	3	4	5
A				TRO
B	GAM			
C	BOO			
D			CAT	
E	FRA			
F			PLA	

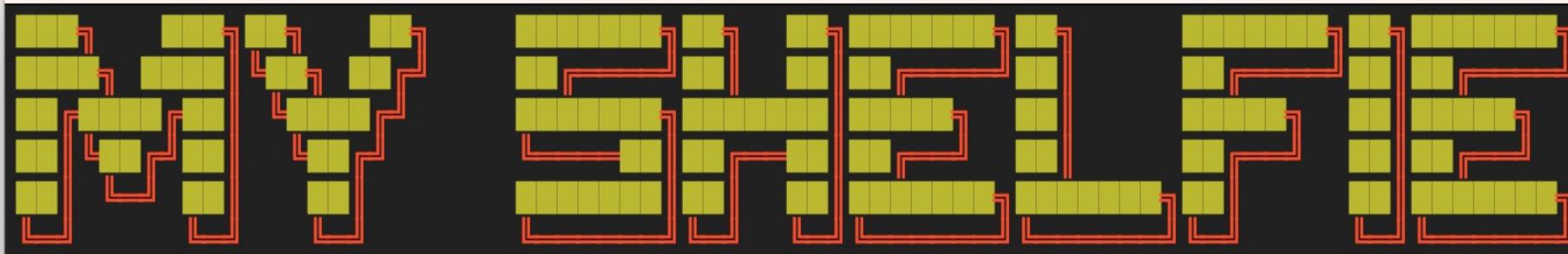
Common Cards:

12) Token: **6** | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.

4) Token: **8** | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn... ▶

simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50



Legend:

█	= CAT
░	= BOOK
█	= GAME
█	= FRAME
█	= TROPHY
█	= PLANT

simone

lorenzo

Game info:

Username: **andrea**
Current player: **lorenzo**
Points: **16**
Turn number: **1/3**
Chair: **false**
Last message: **andrea has achieved the goal of Common Card number 4, earns 8 points!**

Board

	1	2	3	4	5	6	7	8	9	
A										
B										
C			BOO							
D		BOO	TRO	TRO	TRO	FRA	TRO	TRO		
E	CAT	BOO	FRA	PLA	GAM	GAM	PLA			
F	GAM	CAT	TRO	BOO	FRA	CAT	TRO			
G		TRO	FRA	GAM	BOO	CAT				
H			TRO	GAM						
I				PLA						

Library

	1	2	3	4	5
A					
B					
C					
D	CAT	CAT			
E	CAT	CAT		GAM	GAM
F	BOO	TRO		GAM	GAM

Personal Card

	1	2	3	4	5
A					
B	FRA			GAM	
C			PLA		
D	CAT				TRO
E					
F	BOO				

Common Cards:

- 12) Token: **6** | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
4) Token: **6** | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn...|

simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50

Legend:

- = CAT
- = BOOK
- = GAME
- = FRAME
- = TROPHY
- = PLANT

andrea

G	P								
F	C	G	G	T					
B	C	G	F	T					
C	C	P	T	T					
C	C	G	G	G					
B	T	G	G	G					

simone

B	C	P	B						
B	B	F	B						
P	F	B	B	T					
T	G	B	B	G					
T	B	G	B	C					
T	C	P	B	P					

Game info:

Username: lorenzo
Current player: simone
Points: 40
Turn number: 2/3
Chair: true
Last message: lorenzo is the first to fill the library, earns 1 point

Board

A									
B			FRA						
C		PLA	PLA	BOO					
D		FRA	FRA	BOO					FRA
E	CAT	FRA	BOO	CAT	GAM	PLA			
F	GAM	FRA							
G		CAT							
H									GAM
I									

Library

A	CAT	TRO	TRO	TRO	TRO
B	BOO	GAM	PLA	TRO	TRO
C	PLA	PLA	PLA	FRA	FRA
D	TRO	PLA	PLA	CAT	TRO
E	CAT	FRA	TRO	PLA	FRA
F	BOO	FRA	FRA	PLA	CAT

Personal Card

A				TRO
B		GAM		
C	BOO			
D			CAT	
E		FRA		
F			PLA	

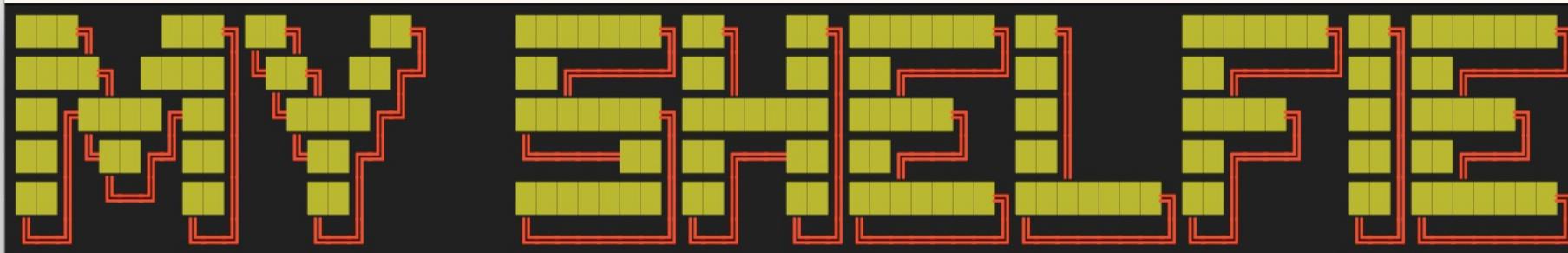
Common Cards:

12) Token: 4 | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
4) Token: 4 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn...



simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 180x50



Legend:

green	CAT
white	BOOK
yellow	GAME
blue	FRAME
cyan	TROPHY
magenta	PLANT

andrea

C	T	T	T	T
B	G	P	T	T
P	P	P	F	F
T	P	P	C	T
C	F	T	P	F
B	F	F	P	C

lorenzo

Game info:
Username: simone
Current player: andrea
Points: 28
Turn number: 3/3
Chair: false
Last message: simone has achieved the goal of Common Card number 4, earns 4 points!

Board

	1	2	3	4	5	6	7	8	9	
A										
B				FRA						
C			PLA	PLA						
D			FRA	FRA					FRA	
E	CAT	FRA	BOOK	CAT	GAM	PLA				
F	GAM	FRA								
G		CAT								
H										
I					GAM					

Library

	1	2	3	4	5
A	BOOK	CAT	PLA	BOOK	BOOK
B	BOOK	BOOK	FRA	BOOK	BOOK
C	PLA	FRA	BOOK	BOOK	TROPHY
D	TROPHY	GAM	BOOK	BOOK	GAM
E	TROPHY	BOOK	GAM	BOOK	CAT
F	TROPHY	CAT	PLA	BOOK	PLA

Personal Card

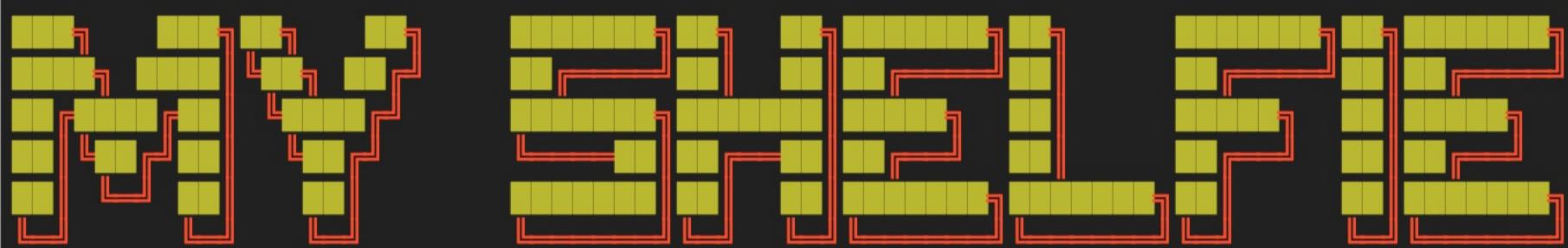
	1	2	3	4	5
A			PLA		
B			BOOK		
C			GAM		
D				FRA	
E					CAT
F				TROPHY	

Common Cards:

- 12) Token: 4 | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
4) Token: 0 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Waiting for your turn...|





Legend:

= CAT
 = BOOK
 = GAME
 = FRAME
 = TROPHY
 = PLANT

andrea				
G	P	G		
F	C	G	G	T
B	C	G	F	T
C	C	P	T	T
C	C	G	G	G
B	T	G	G	G

lorenzo

lorenzo				
C	T	T	T	T
B	G	P	T	T
P	P	P	F	F
T	P	P	C	T
C	F	T	P	F
B	F	F	P	C

Game info:

Username: simone
 Current player: andrea
 Points: 28
 Turn number: 3/3
 Chair: false
 Last message: simone has achieved the goal of Common Card number 4, earns 4 points!

Board

	1	2	3	4	5	6	7	8	9	
A										
B						FRA				
C				PLA	PLA					
D			FRA	FRA					FRA	
E		CAT	FRA	BOO	CAT		PLA			
F		GAM	FRA							
G			CAT							
H										
I					GAM					

Library

	1	2	3	4	5
A	B00	CAT	PLA	B00	B00
B	B00	B00	FRA	B00	B00
C	PLA	FRA	B00	B00	TRO
D	TRO	GAM	B00	B00	GAM
E	TRO	B00	GAM	B00	CAT
F	TRO	CAT	PLA	B00	PLA

Personal Card

	1	2	3	4	5
A			PLA		
B		B00			
C	GAM				
D			FRA		
E					CAT
F				TRO	

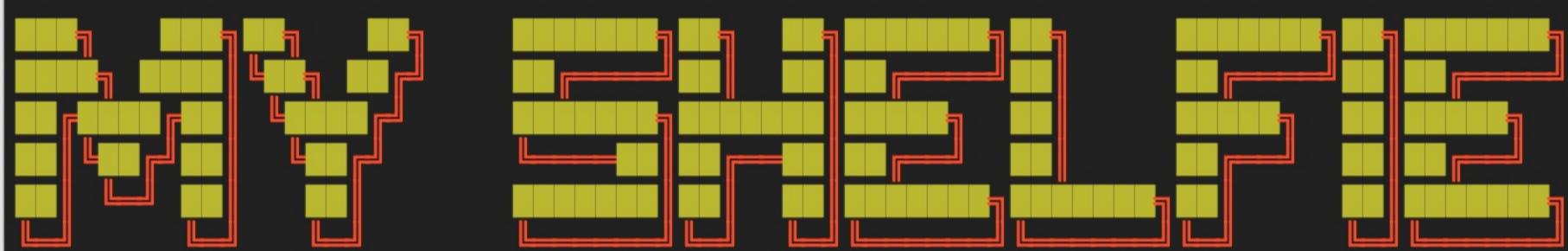
Common Cards:

- 12) Token: 4 | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
 4) Token: 0 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Rank Leaderboard Points

1	lorenzo	40
2	andrea	39
3	simone	28





Legend:

= CAT
 = BOOK
 = GAME
 = FRAME
 = TROPHY
 = PLANT

simone

B	C	P	B	B
B	B	F	B	B
P	F	B	B	T
T	G	B	B	G
T	B	G	B	C
T	C	P	B	P

lorenzo

C	T	T	T	T
B	G	P	T	T
P	P	P	F	F
T	P	P	C	T
C	F	T	P	F
B	F	F	P	C

Game info:

Username: andrea
 Current player: andrea
 Points: 39
 Turn number: 3/3
 Chair: false
 Last message: simone has achieved the goal of Common Card number 4, earns 4 points!

Board

	1	2	3	4	5	6	7	8	9	
A										
B					FRA					
C				PLA	PLA					
D			FRA	FRA					FRA	
E	CAT	FRA	BOO	CAT		PLA				
F	GAM	FRA								
G		CAT								
H										
I					GAM					

Library

	1	2	3	4	5
A	GAM	PLA	GAM		
B	FRA	CAT	GAM	GAM	TRO
C	BOO	CAT	GAM	FRA	TRO
D	CAT	CAT	PLA	TRO	TRO
E	CAT	CAT	GAM	GAM	GAM
F	BOO	TRO	GAM	GAM	GAM

Personal Card

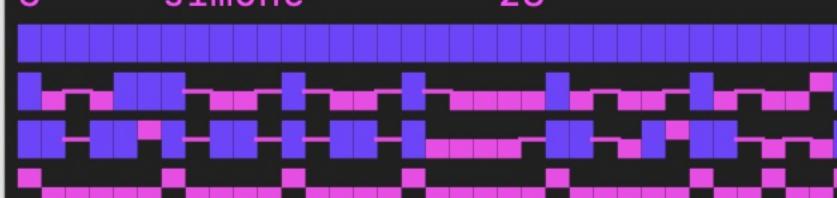
	1	2	3	4	5
A					
B	FRA			GAM	
C			PLA		
D	CAT				TRO
E					
F	BOO				

Common Cards:

- 12) Token: 4 | Five columns with increasing/decreasing height. Next column must be exactly one tile higher/lower.
 4) Token: 0 | Two groups, each with a 2x2 square of 4 same-type tiles. Squares may have different tiles.

Rank Leaderboard Points

1	lorenzo	40
2	andrea	39
3	simone	28





simonegirardi — java -jar ~/Desktop/MyShelfie.jar — 100x25

```
[simonegirardi@MacBook-Air-di-Simone ~ % java -jar /Users/simonegirardi/Desktop/MyShelfie.jar
```

```
=====|| MENU ||=====
```

Start as:

1. Server [**s**]
2. Client [**c**]

> Please enter your choice: **s**

Starting as a server...

Server started

A new client is trying to connect...

simone connected with client Id: **1**

A new client is trying to connect...

A new client is trying to connect...

lorenzo connected with client Id: **2**

andrea connected with client Id: **3**

Starting game GameID 1 with { simone@1 lorenzo@2 andrea@3 }

Unregistering client simone with client id: 1...Client has been successfully unregistered.

Unregistering client lorenzo with client id: 2...Client has been successfully unregistered.

Unregistering client andrea with client id: 3...Client has been successfully unregistered.

Game GameID 1 with { simone@1 lorenzo@2 andrea@3 } correctly end

Read failed on client 1 socket

Read failed on client 3 socket

Read failed on client 2 socket

|