

	Client		Authentification		Serveur de jeu	
Évènement	Reçoit	Envoie	Reçoit	Envoie	Reçoit	Envoie
ok						
error						
auth						
user_token						
servers_list						
servers						
poke						
push_history						
prepare_game						
game_token						
check_game						
user						
info						
server_info						
join_room						
join_room_offline						
opponent_event						
quit_room						
ready						
game_starting						
initialize						
all_set						
your_turn						
cast						
state						
surrender/ff						
object_change						
game_end						
object						