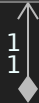








 ErrorCode







  PowerUpOutOfBoundException


  IllegalPlayerException
  getCode(ErrorCode)

  UnreachablePlayerException



  InvalidDirectionException

  WeaponOutOfBoundException

  InexistentWeaponException



  IllegalDirectionException



  UnpaidEffectCostException

  FullWeaponDeckException

  InvalidPlayerException

  CancellPlayerException

  InvalidSpaceException

  InvalidInputException

  InvalidNrOfMoves