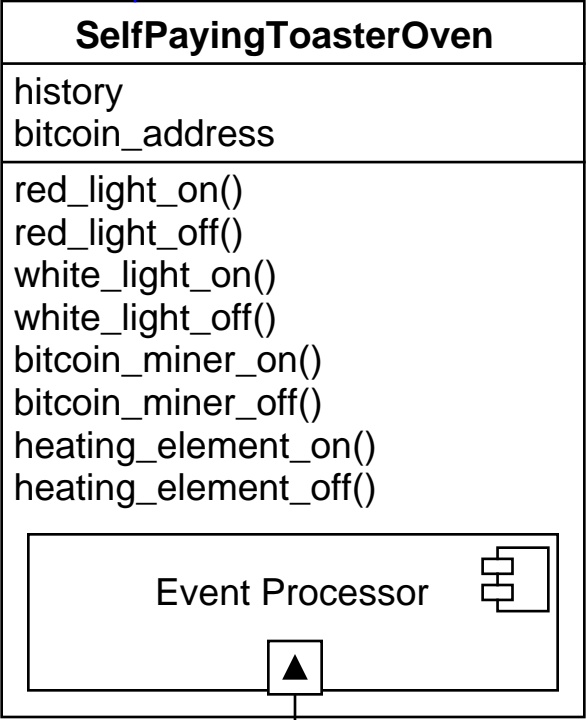


ActiveObject



The derived object from this class
keeps the state information
(the location of the common game peice etc)

Acts as a behavioral specification

