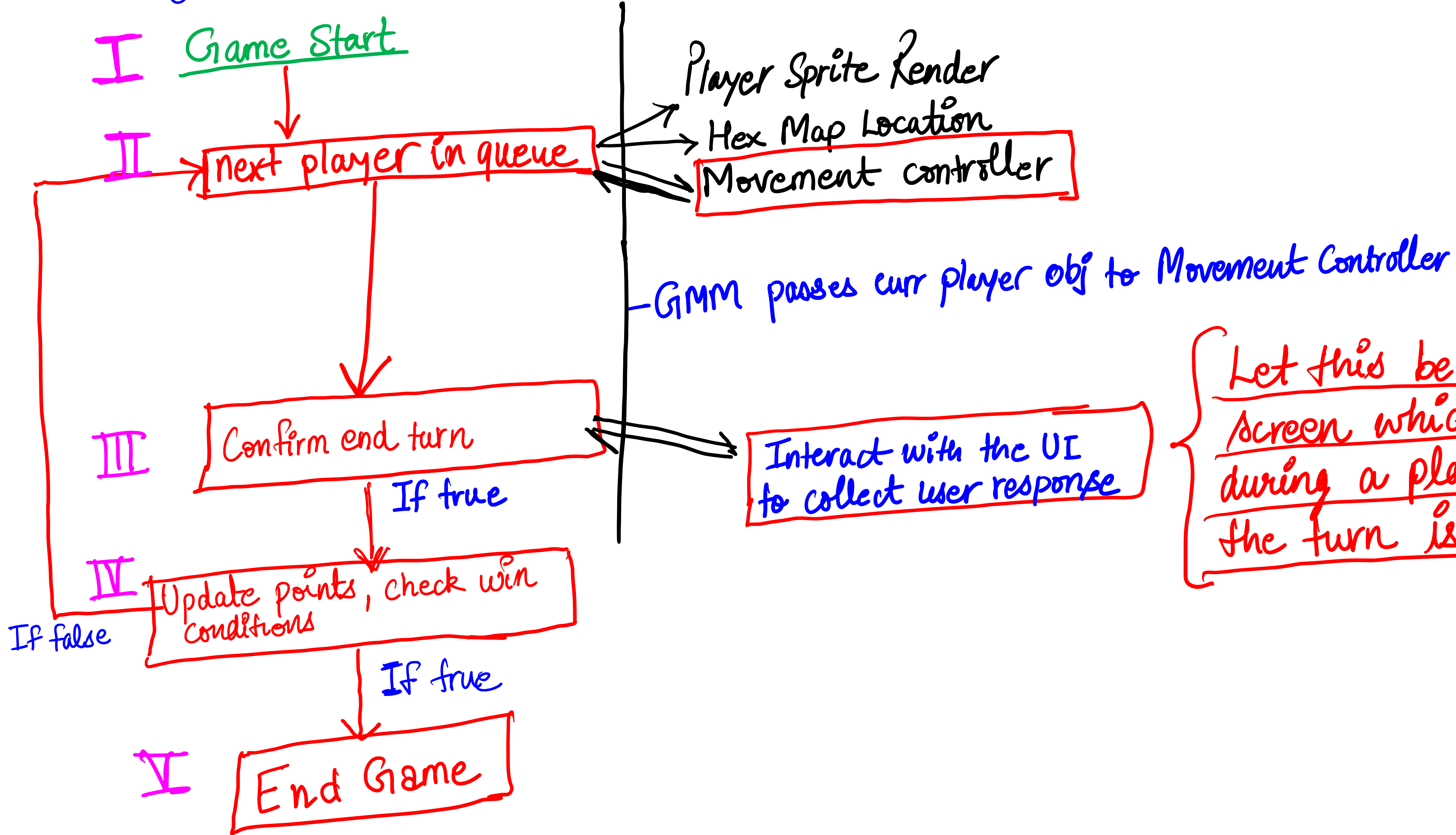


# Game Mode Manager



Let this be a button on the screen which is clickable during a player's turn. On click, the turn is ended.

