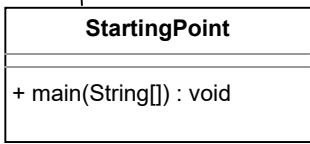


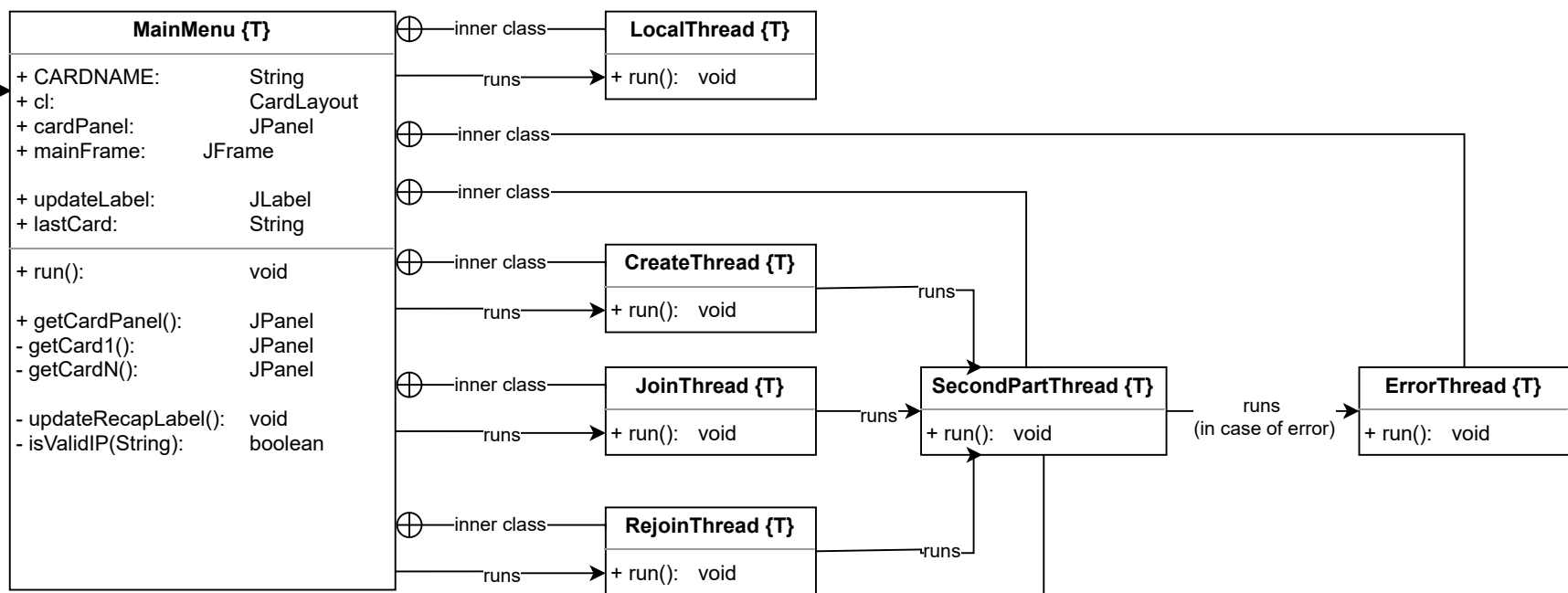
Invoked with certain parameters:  
"cli" : allocates a new PhaseClient  
"gui" : allocates a new MainMenu  
"server" : allocates a new Server  
"server" <port> : specifies a port  
in this case we expand "gui"



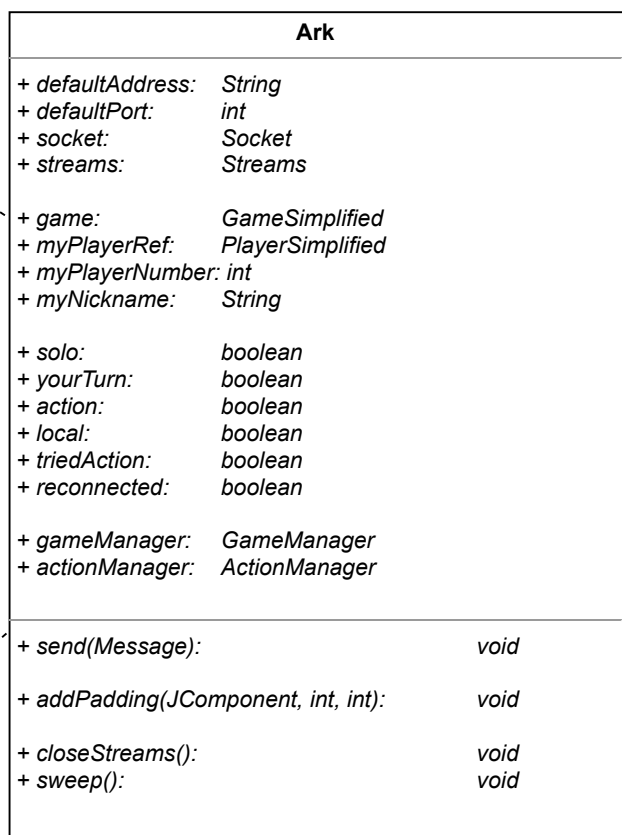
All the classes market with {T}  
implements this interface.



All the classes market with {JP}  
extends this Class

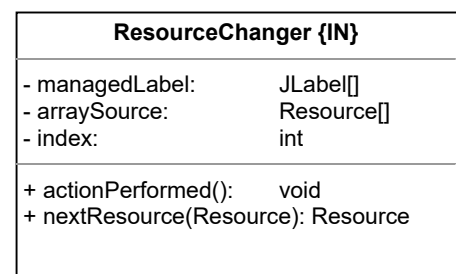
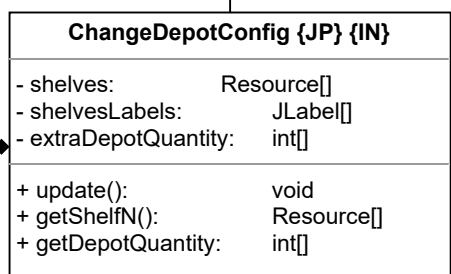
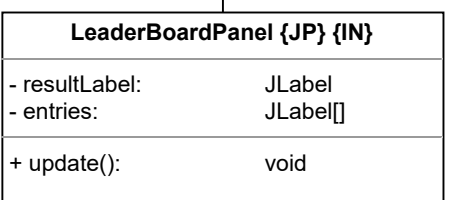
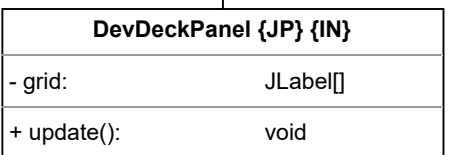
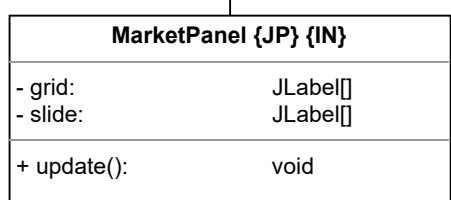
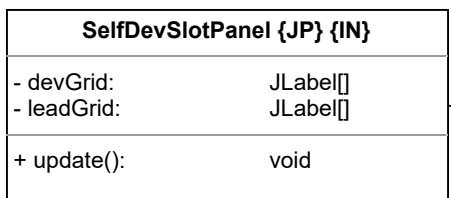
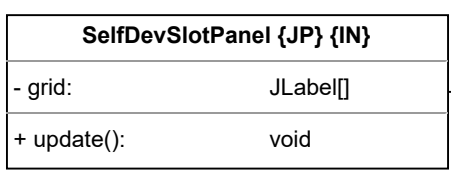
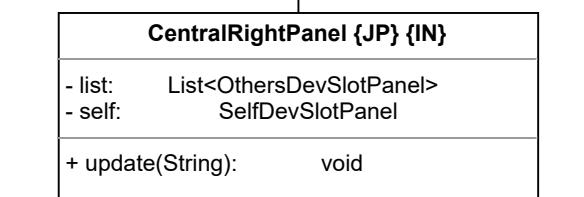
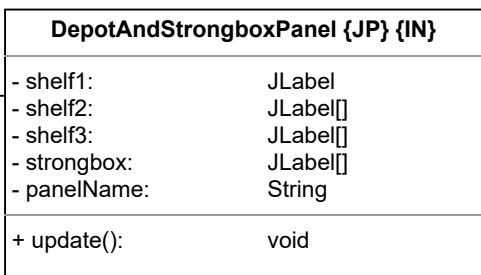
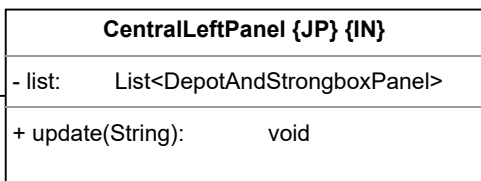
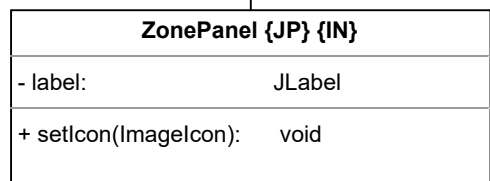
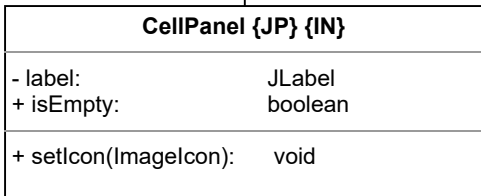
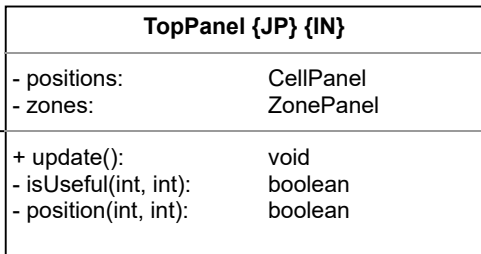
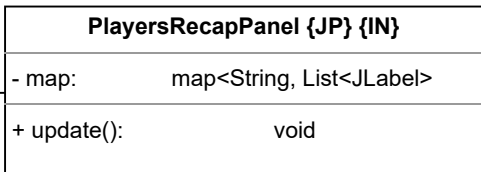
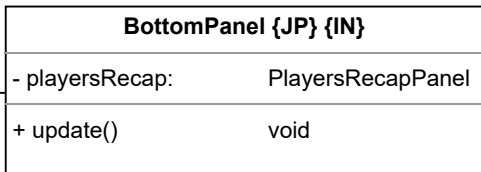
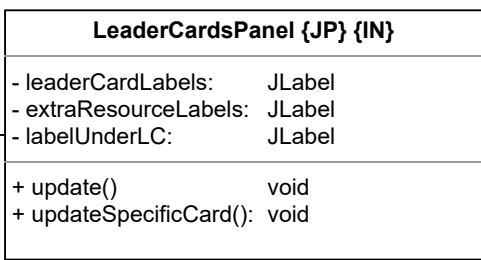
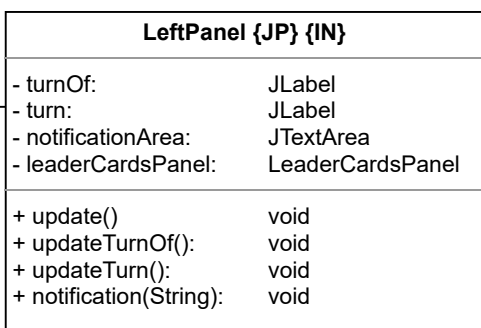
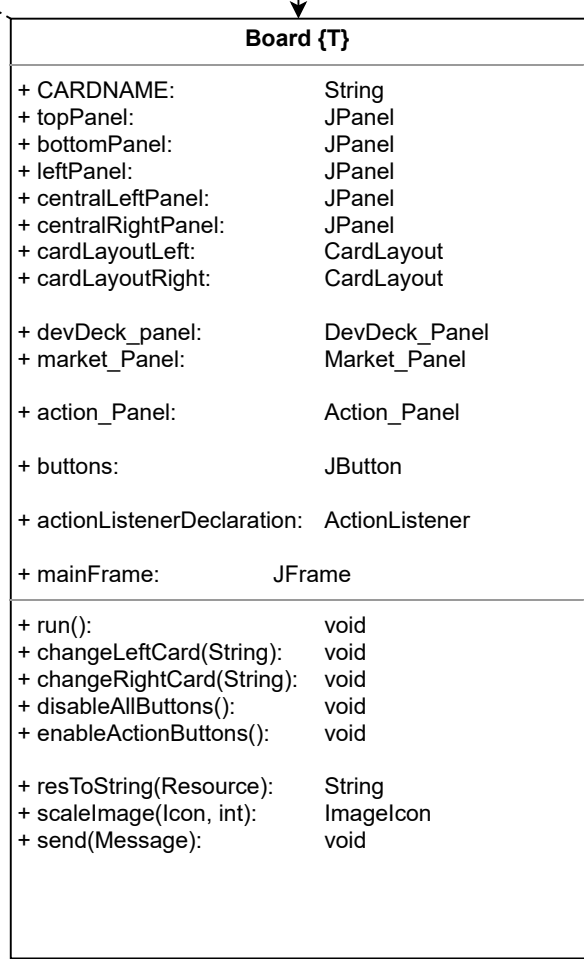


Classes market with {IN}  
are INNER CLASSES of the Board

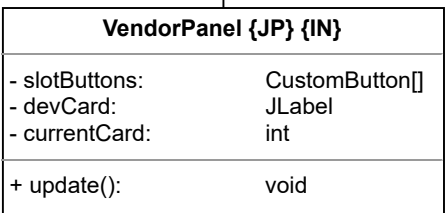
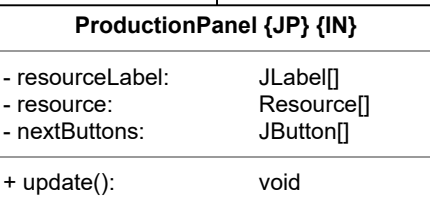
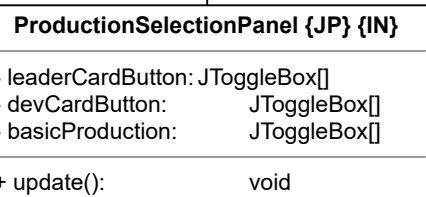
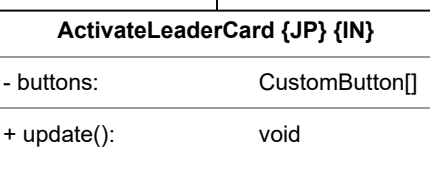
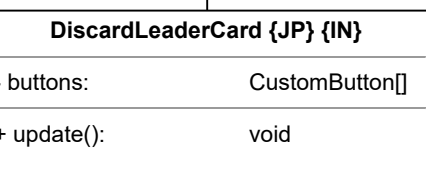
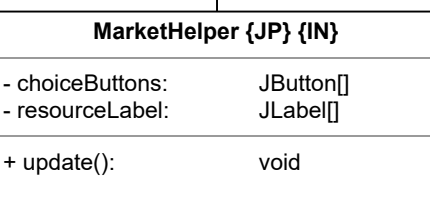
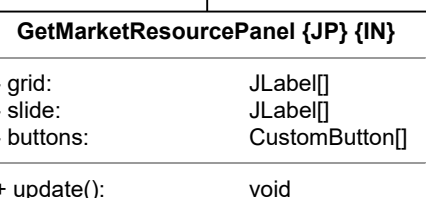
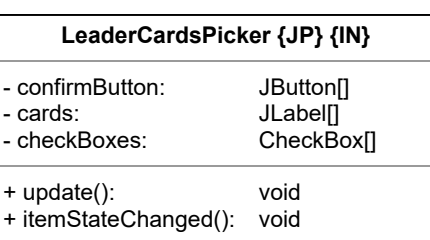
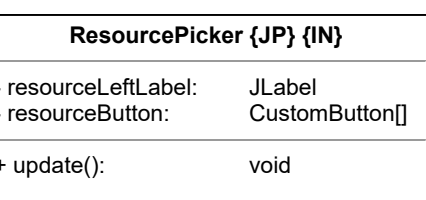


The Ark contains a set of Global variables;  
Attributes are divided in zones  
first zone: Streams, connection variables.  
second zone: useful variables for in-game actions  
third zone: flags (for solo, local, multi)  
fourth zone: references for the Local Mode

The Ark is used by ALL classes, either because  
they have to access the Game reference, either cause  
of a global variable



INSIDE the cardLayoutRight  
(that manages this Panel)



CustomButtons usually are  
JButtons that store an integer