

(This is for holding)

Game ID

Number of Rounds -

Player 1

Player 2

Create Game
(Both creating)

Share
Game ID

Join game

free player 2
for that round
to player

Plays / takes
actions

Record

Action / check if

Unfreeze 2, someone
freeze 1, coins

Play / takes
action

←
Record Action /

Check if someone
even /

Unfreezes Player 1,
freeze player 2

Should decide how the
fall from US