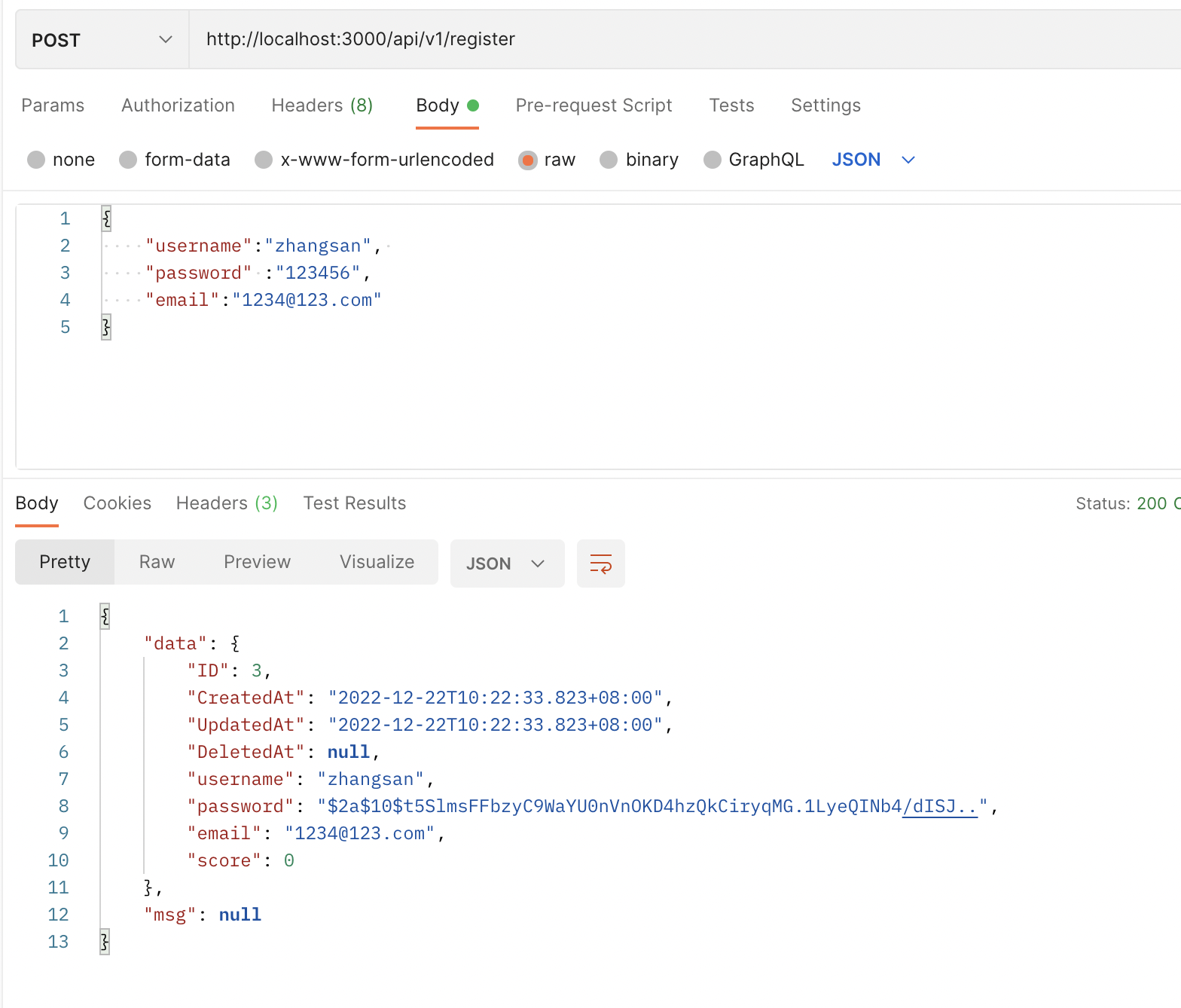
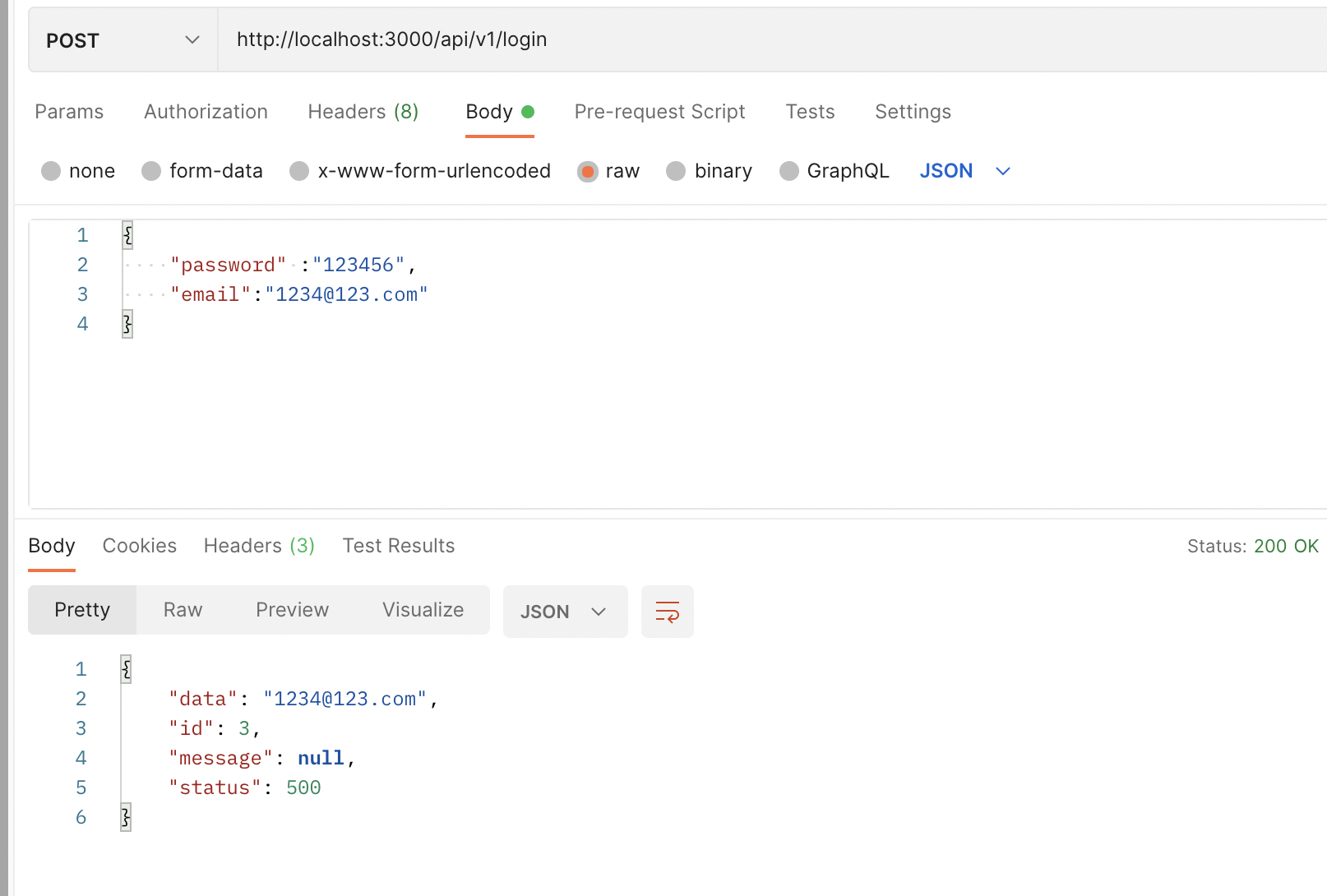
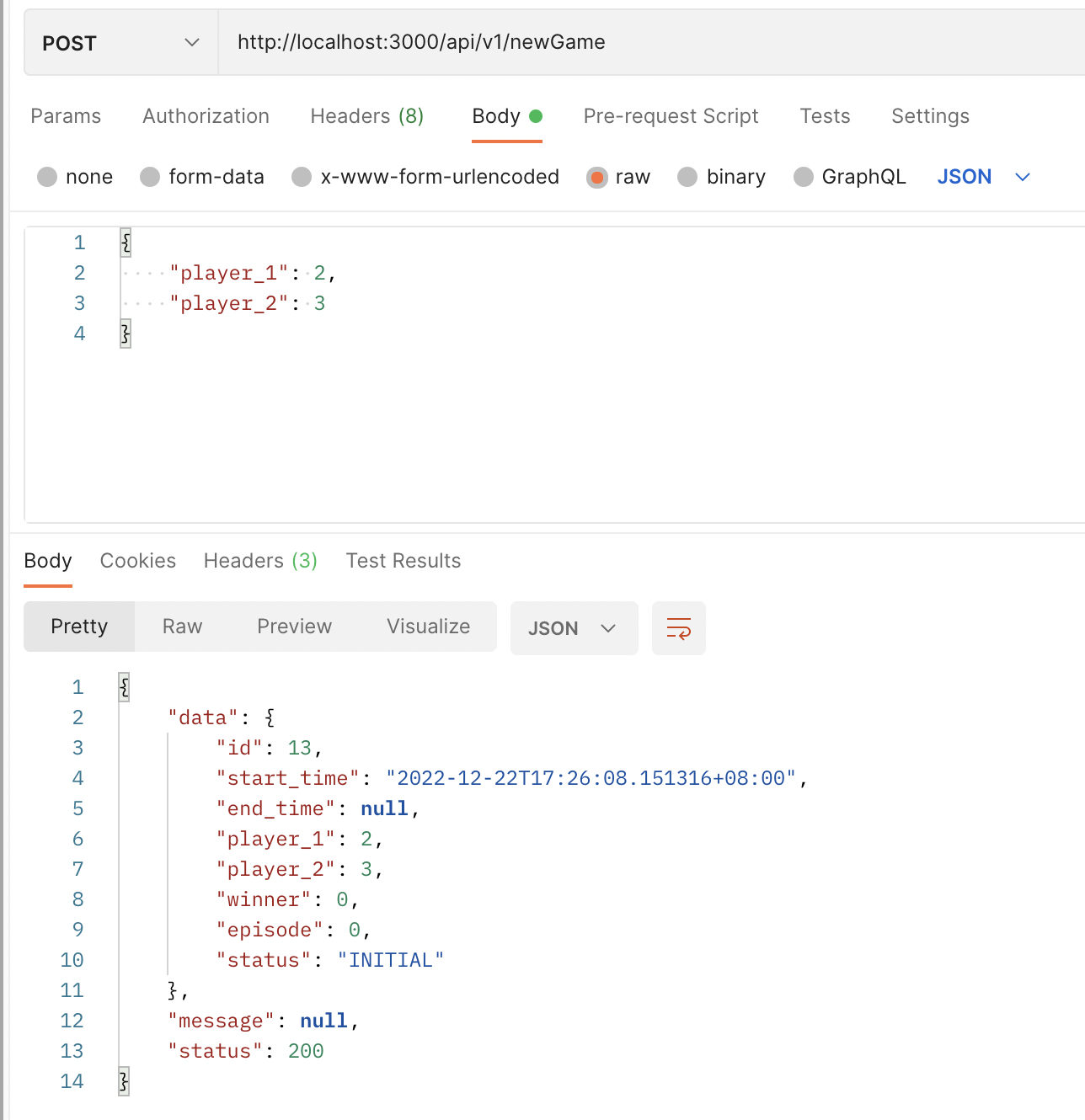
**接口说明**

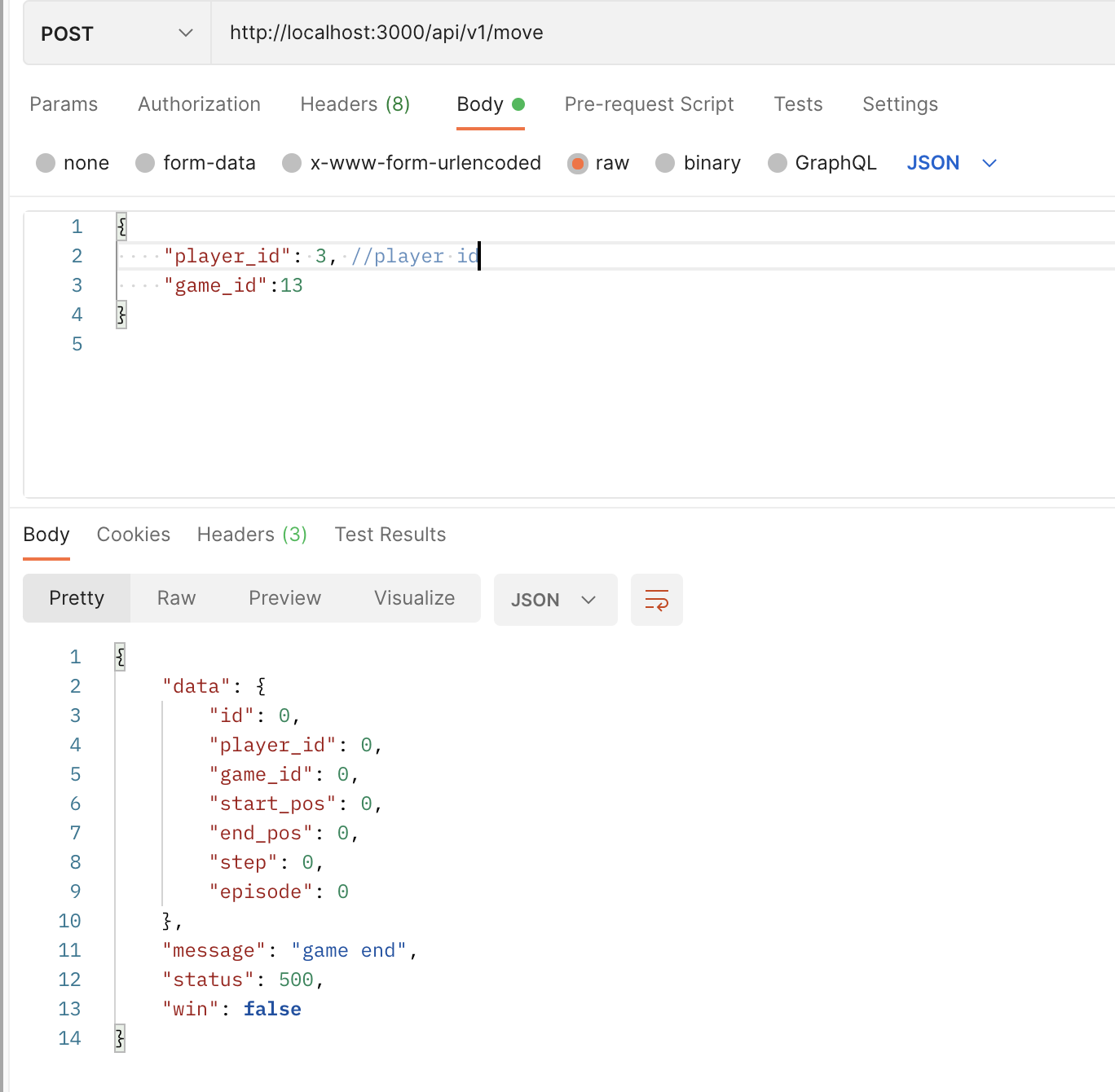
**1.注册**

****

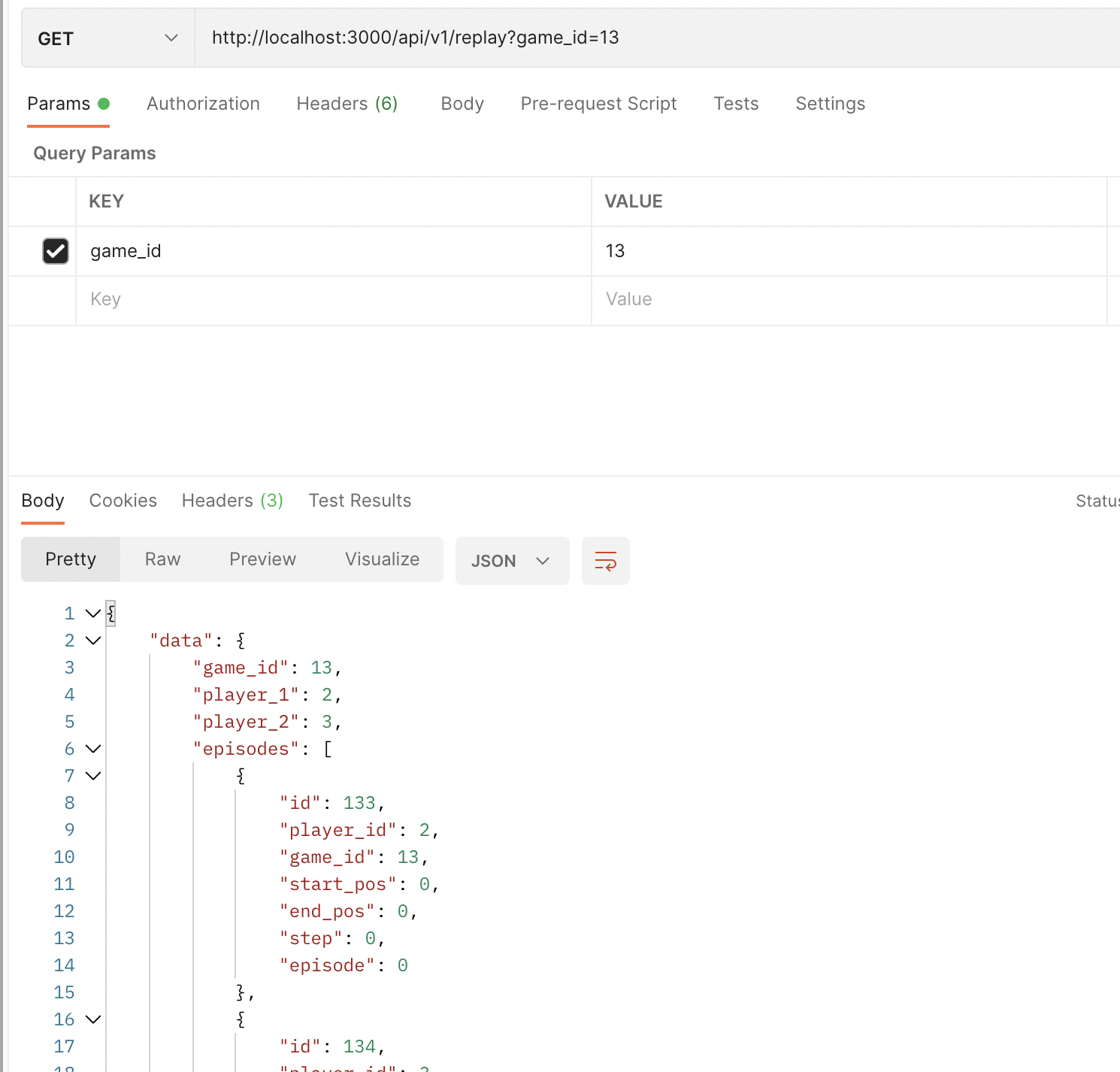
**2．登录**

**3.创建新游戏 **

创建游戏时player\_1 扔筛子在前player\_2在后

**4. move **

规定了player\_1在前 player\_2在后的顺序调用接口，不可重复调用，会有message 提示错误

**5.replay**

将episode列表按回合数从小到大排序输出成json 字符串