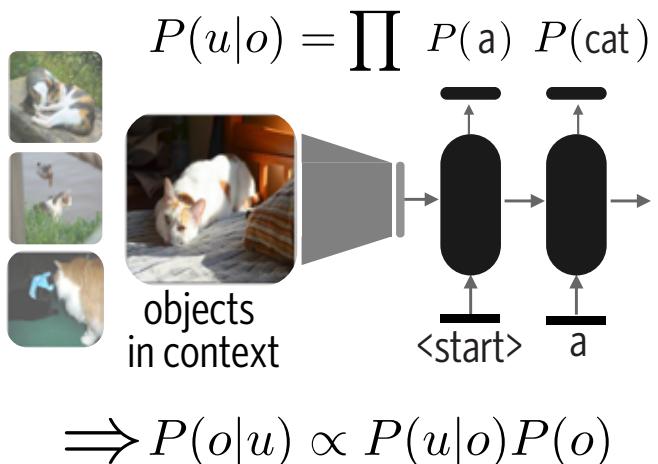


reference game task



listener architecture



partner-specific adaptation

