<Number of players>

<Whose turn is it (array index)>

<Player 1’s name> <isComputer>

{Stockpile} <First card> <Second card> … <Last card>

{Hand} <First card> <Second card> <Third card> <Fourth card> <Fifth card>

{Discard Pile 1} <First card> <Second card> … <Last card>

{Discard Pile 2} <First card> <Second card> … <Last card>

…

{Discard Pile 5} <First card> <Second card> … <Last card>

<Player 2’s name> <isComputer>

{Stockpile}

{Hand}

{Discard Piles}

<Player 3’s name> <isComputer>

[Player data]

[Player 4]

…

[Last player]

{Build Pile 1} <First card> <Second card> … <Last card>

{Build Pile 2} <First card> <Second card> … <Last card>

{Build Pile 3} <First card> <Second card> … <Last card>

{Build Pile 4} <First card> <Second card> … <Last card>

{Draw Pile} <First card> <Second card> … <Last card>