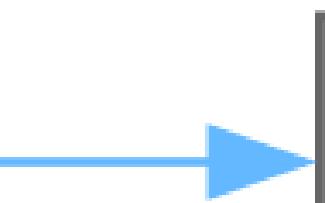


TurnManager::executePlayer  
Action



TurnManager::hasPlayerAction  
Points