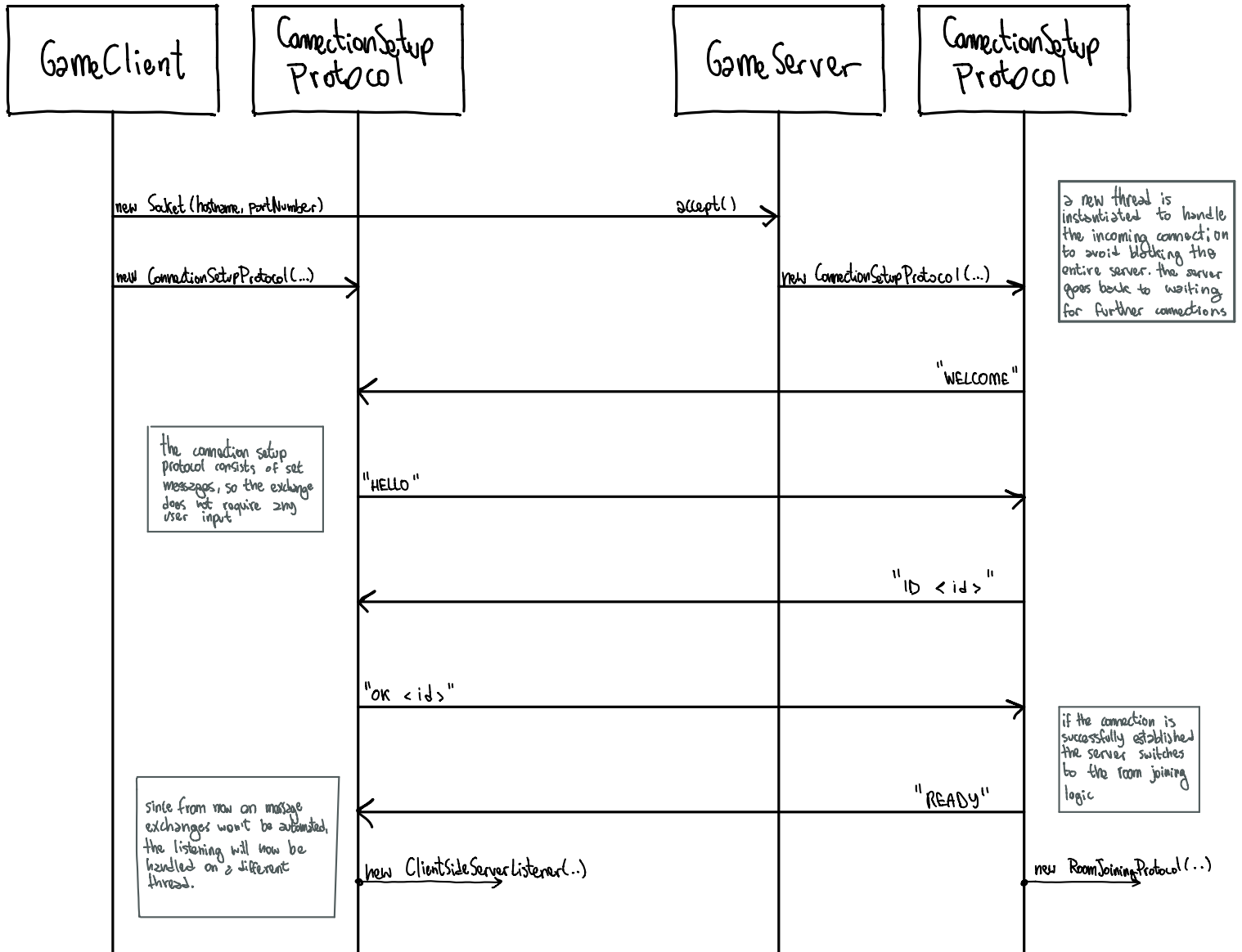
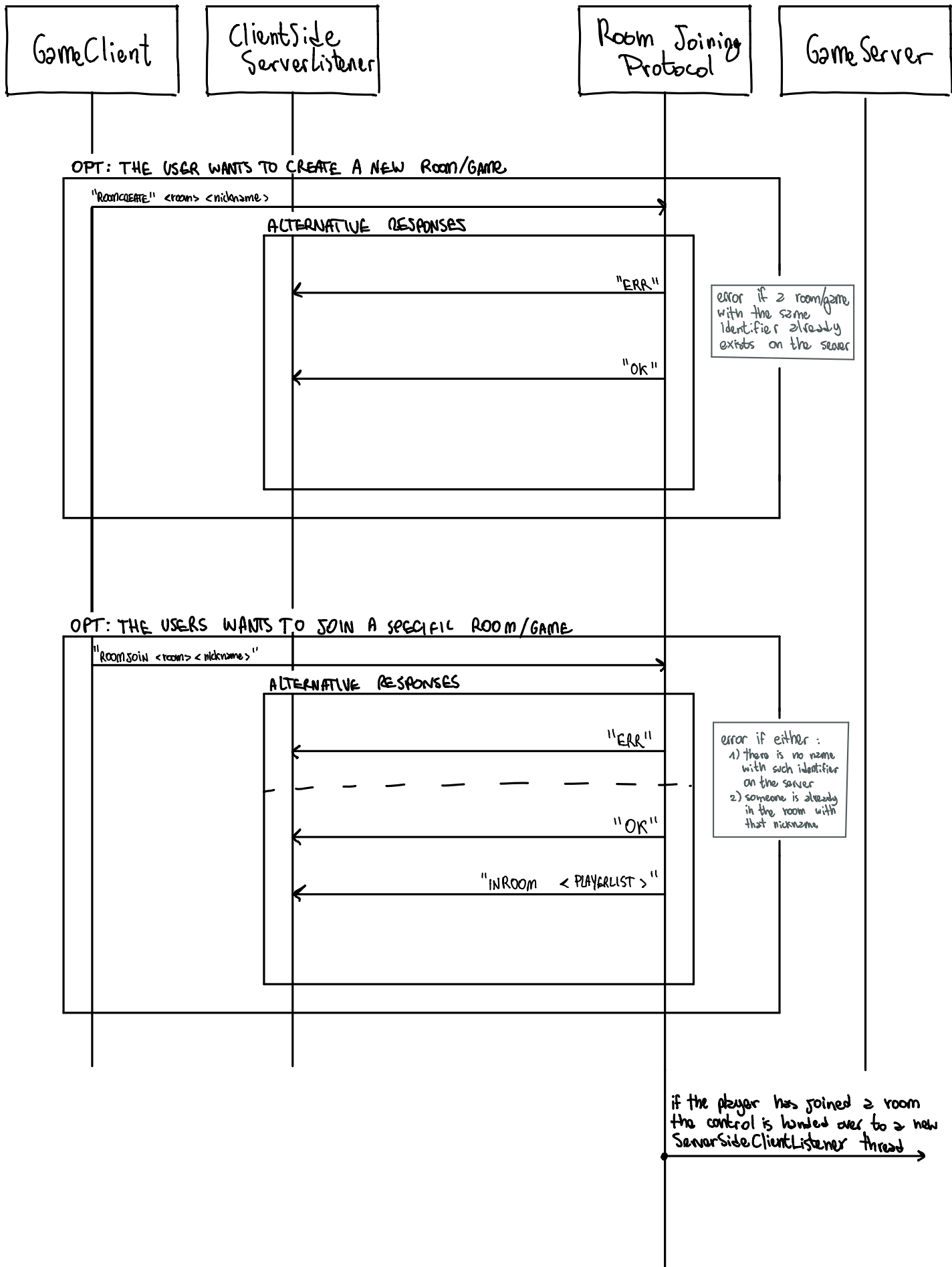


# Connection Setup Protocol :



# Room Joining Protocol :



Before the game starts :

