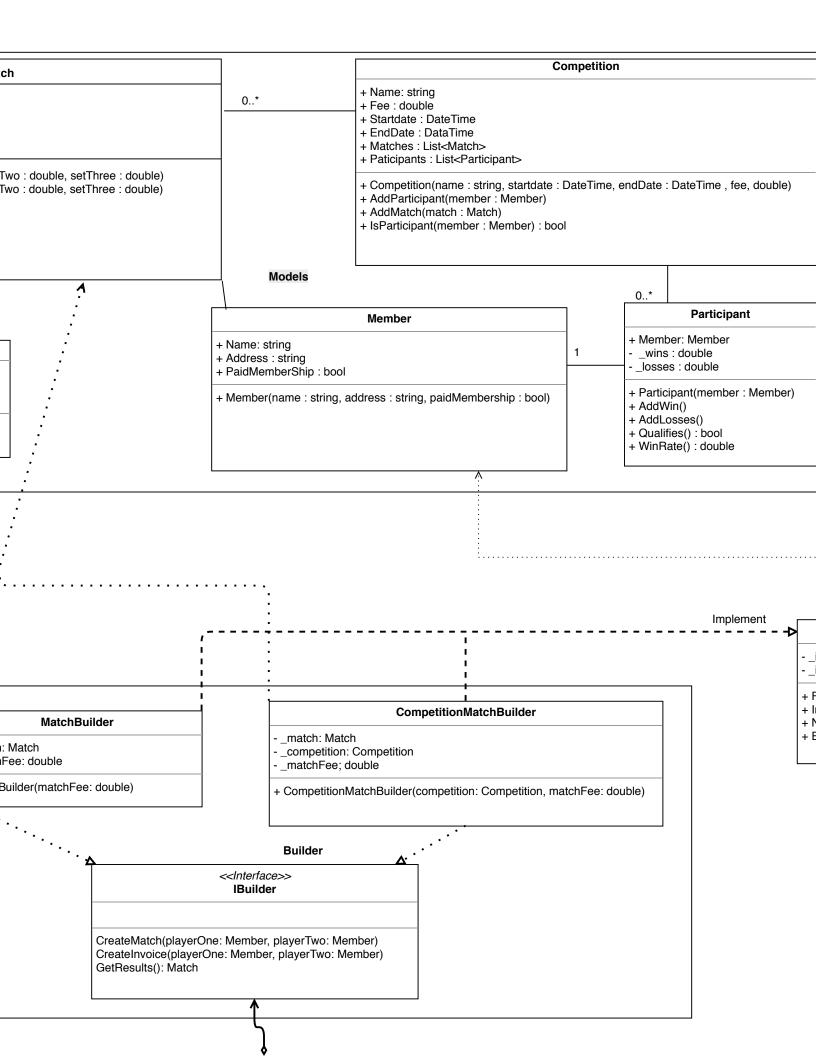
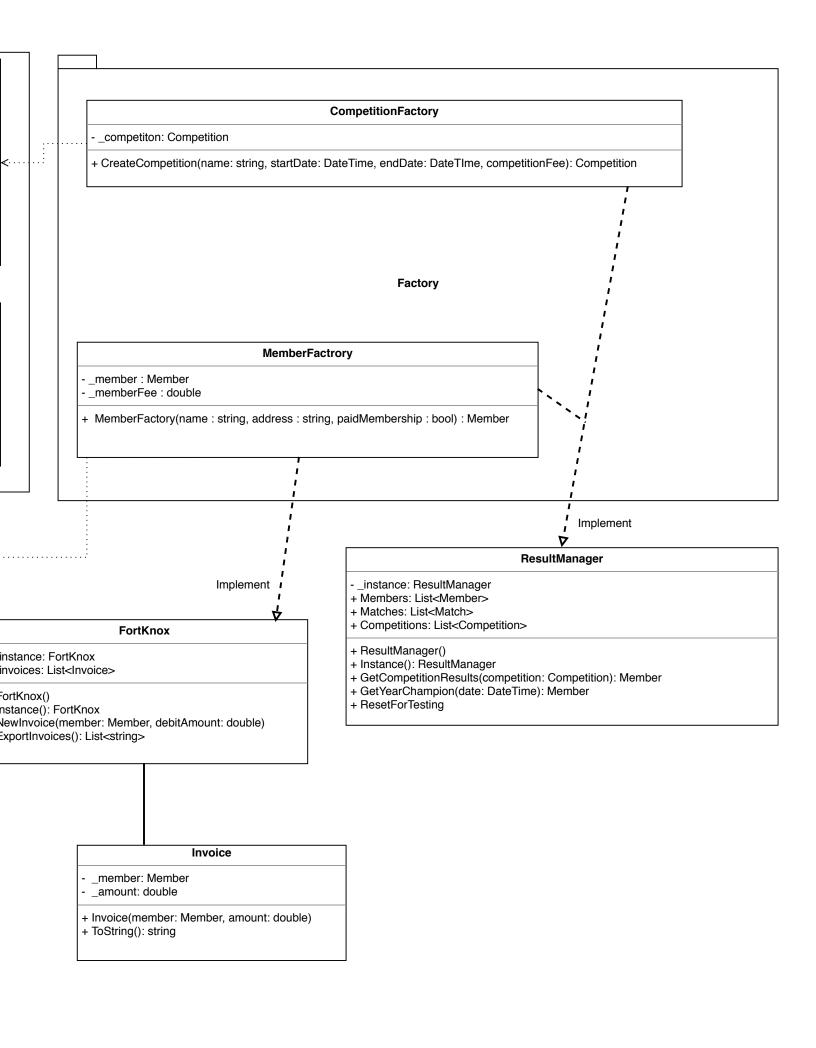
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MatchDirector
+ Construct(builder: IBuilder, playerOne: Member, playerTwo: Member)