Any to Any Messages:

HELLO   RobotSoccer   <proto_ver>

Server to Client messages:

FIELD `<x> <y>`

ADD `<id> <type> <team#> <xloc> <yloc> <size> "<name>"`

LOC `<id> <xloc> <yloc>`

DISPLAY

YOU `<id>`

SCORE `<red|blue> <num>`

DEL

TICK

Client to Server messages:

CREATE <team> "<name>"

REMOVE <id>

SPEED <ticknum|*> <id> <newxspeed> <newyspeed>