className="player1Points'

className="timer"

className="player2Points"
className="gameTitle"

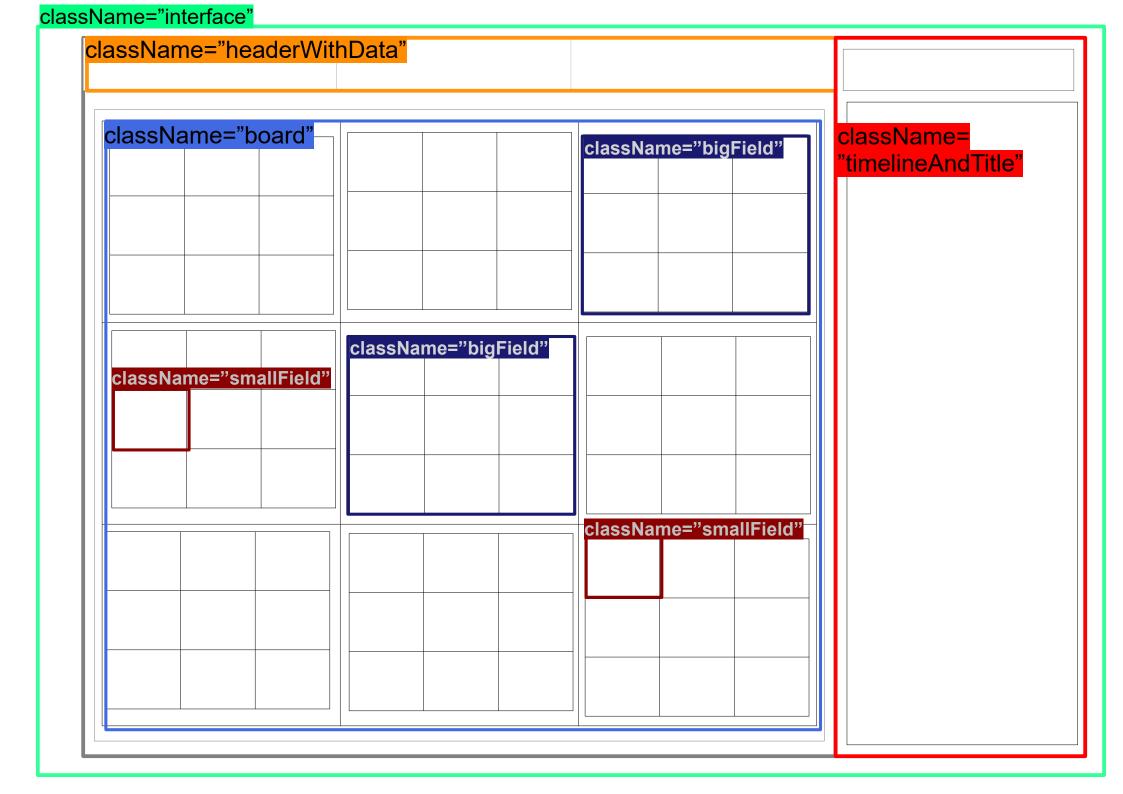
className="timeline"

1_1	1_2	1_3
1_4	1_5	1_6
1_7	1_8	1_9

3_1	2	3
4	5	6
7	8	9

6_1	2	3
4	5	6
7	8	9

9_1	2	3
4	5	6
7	8	9



If player wins in certain field, it's going to render to the following look

			2_1 2_4	2_2 2_5	2_3 2_6	3_1	5	6
			2_7	2_8	2_9	7	8	9
		7	5_1	2	3	6_1	2	3
	盛		4	5	6	4	5	6
100 m		P	7	8	9	7	8	9
7_1	2	3	8_1	2	3	9_1	2	3
4	5	6	4	5	6	4	5	6
7	8	9	7	8	9	7	8	9