

- 1 instantiate
- 2 instantiate, start, accept
- 3 instantiate, start
- 4 readObject, writeObject, close
- 5 processAndReply
- 6 instantiate, getType
- 7 informReferee, declareMatchWinner, waitForInformReferee, amDone, waitForAmDone, positioned, waitAllPositioned, endOfMatch