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1 - instantiate

2 - instantiate, start, accept

3 - instantiate, start

4 - readObject, writeObject, close

5 - processAndReply

6 - instantiate, getType

7 - newGame, newTrial, getNumberOfGames, declareMatchWinner, getTotalNumberOfGames, updateRope, assertTrialDecision, initContestant, setContestantState, initCoachState, setCoachState, initRefereeState, setRefereeState, setContestantLastTrial, refreshStrengths, setPosition, removePosition, printGameWinner