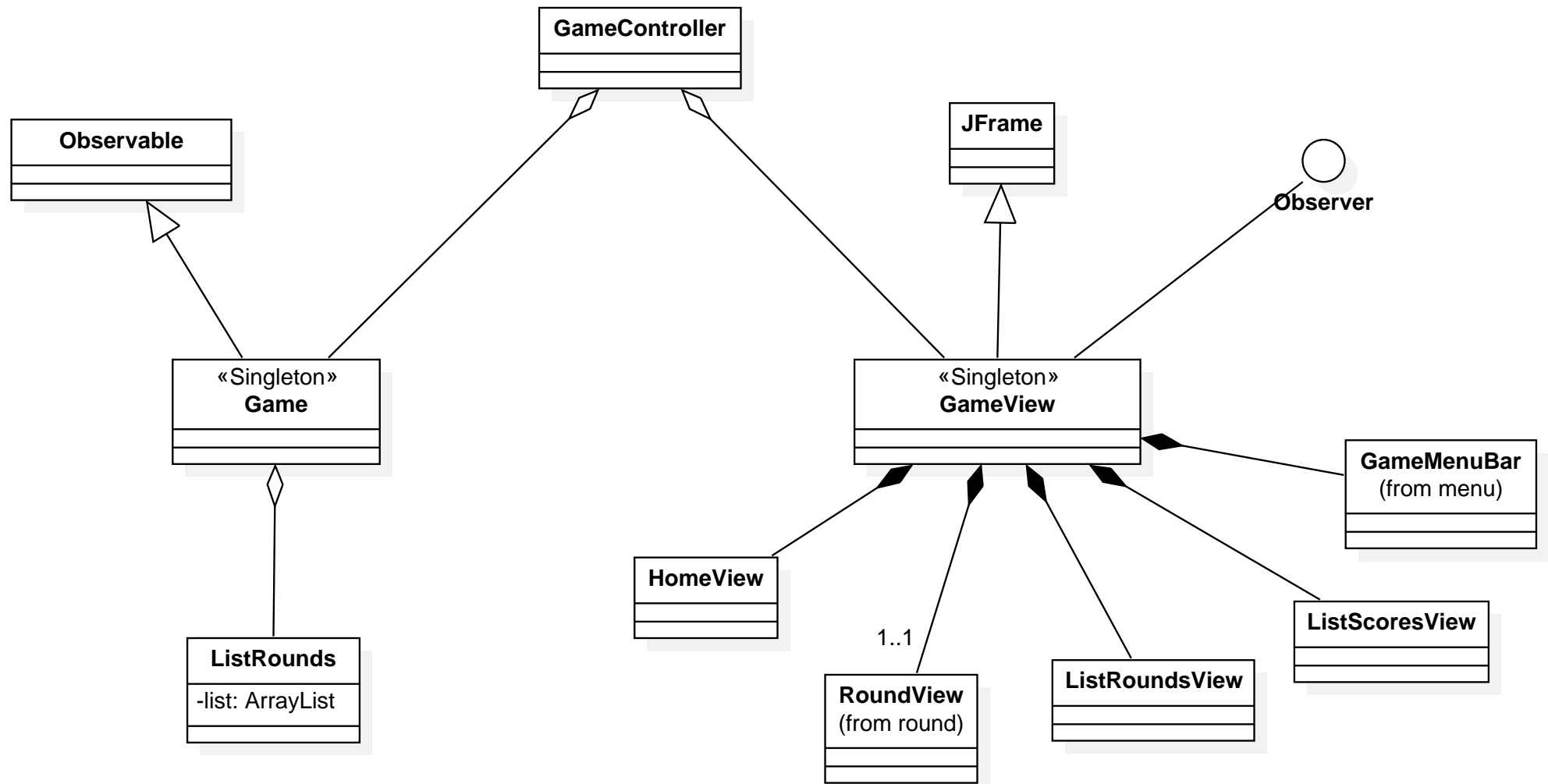
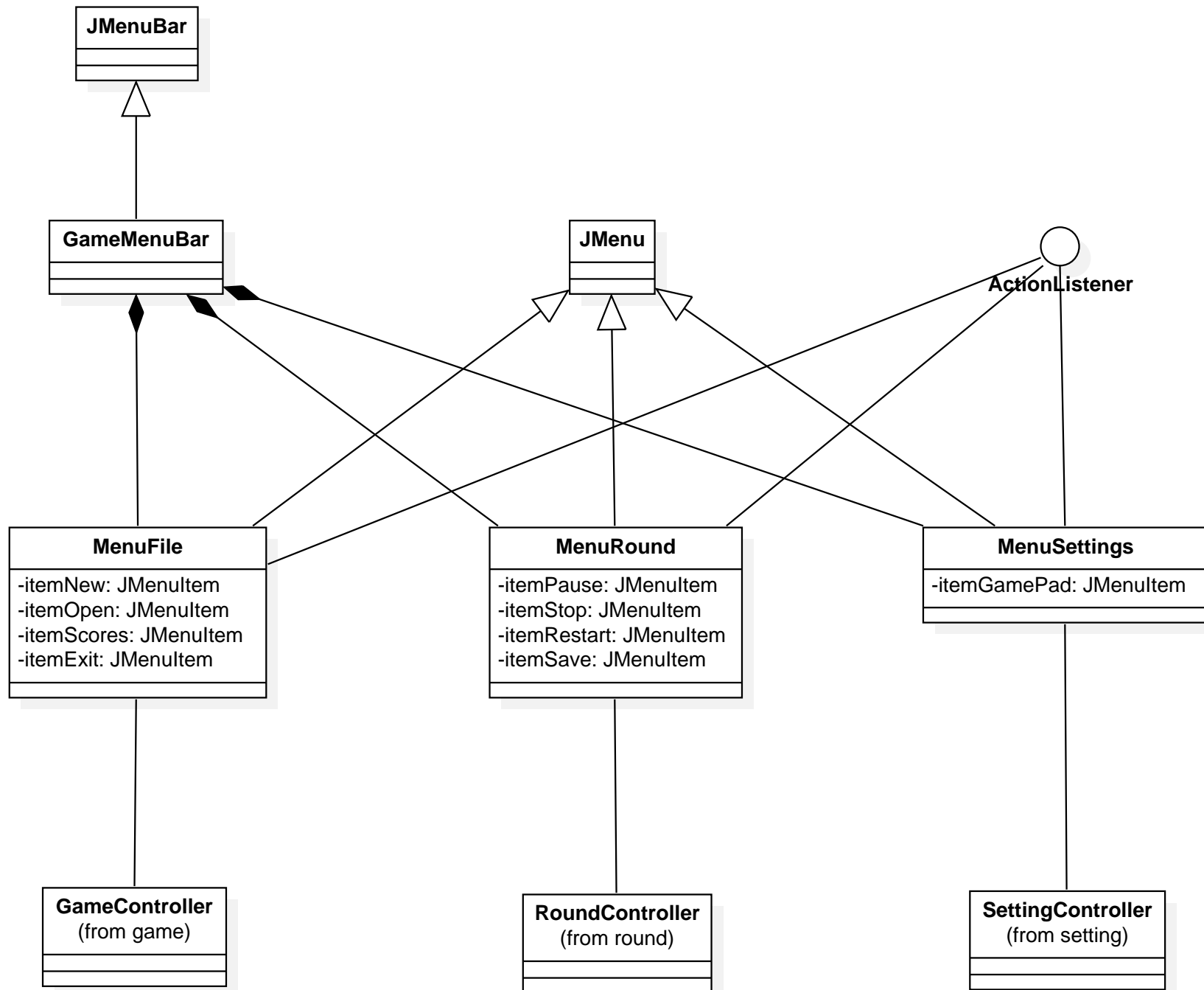
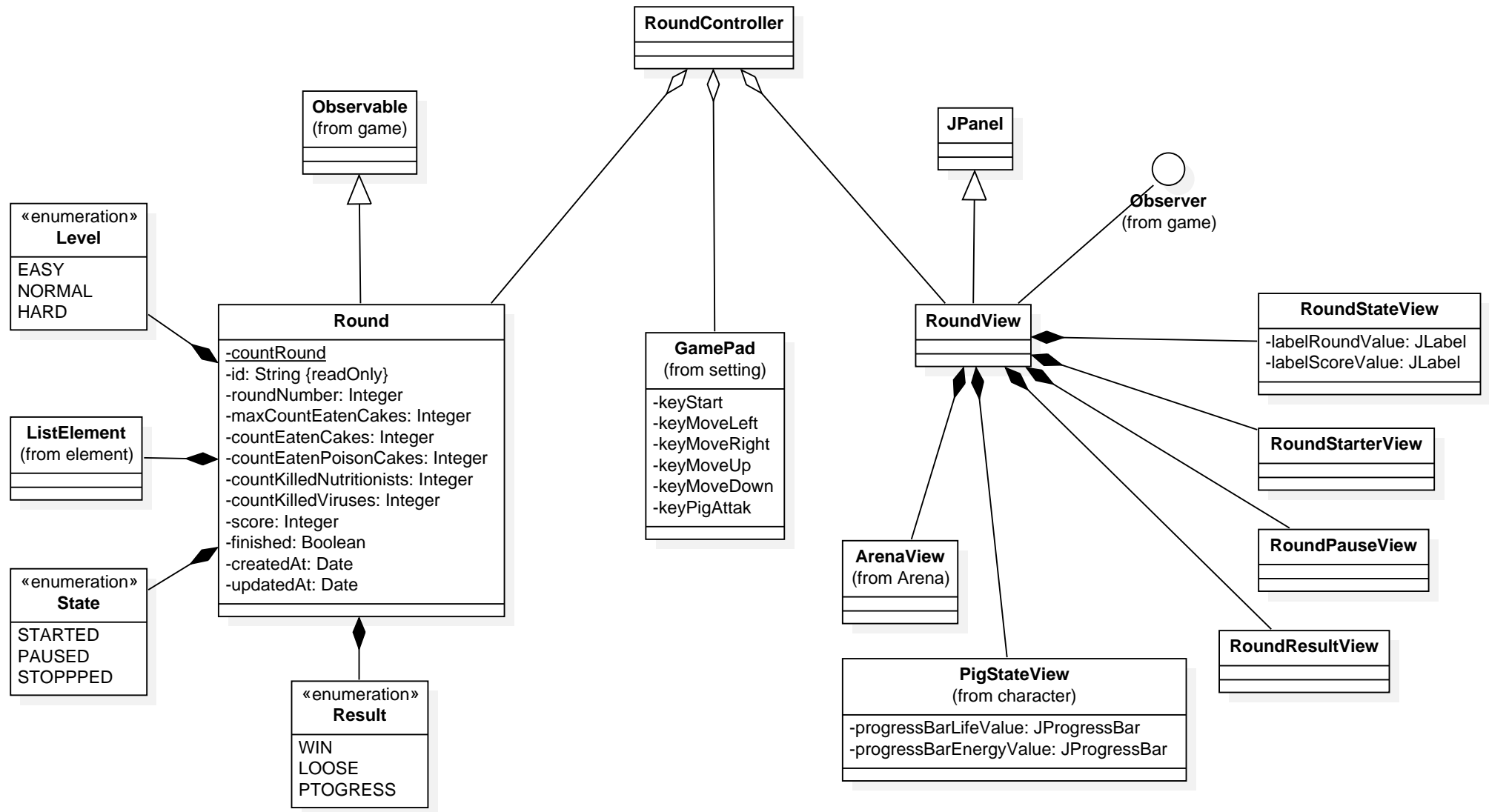


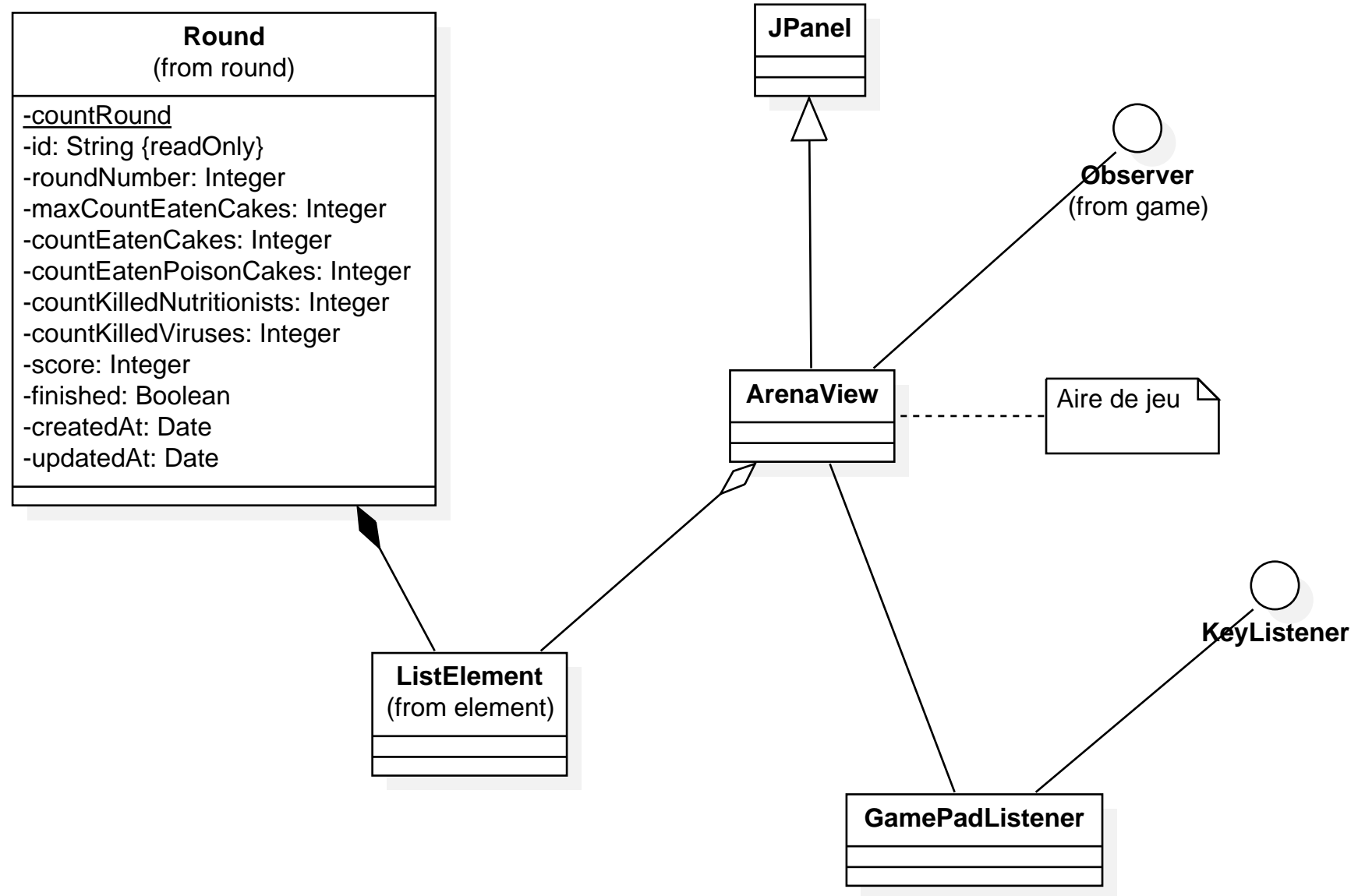
game::Game



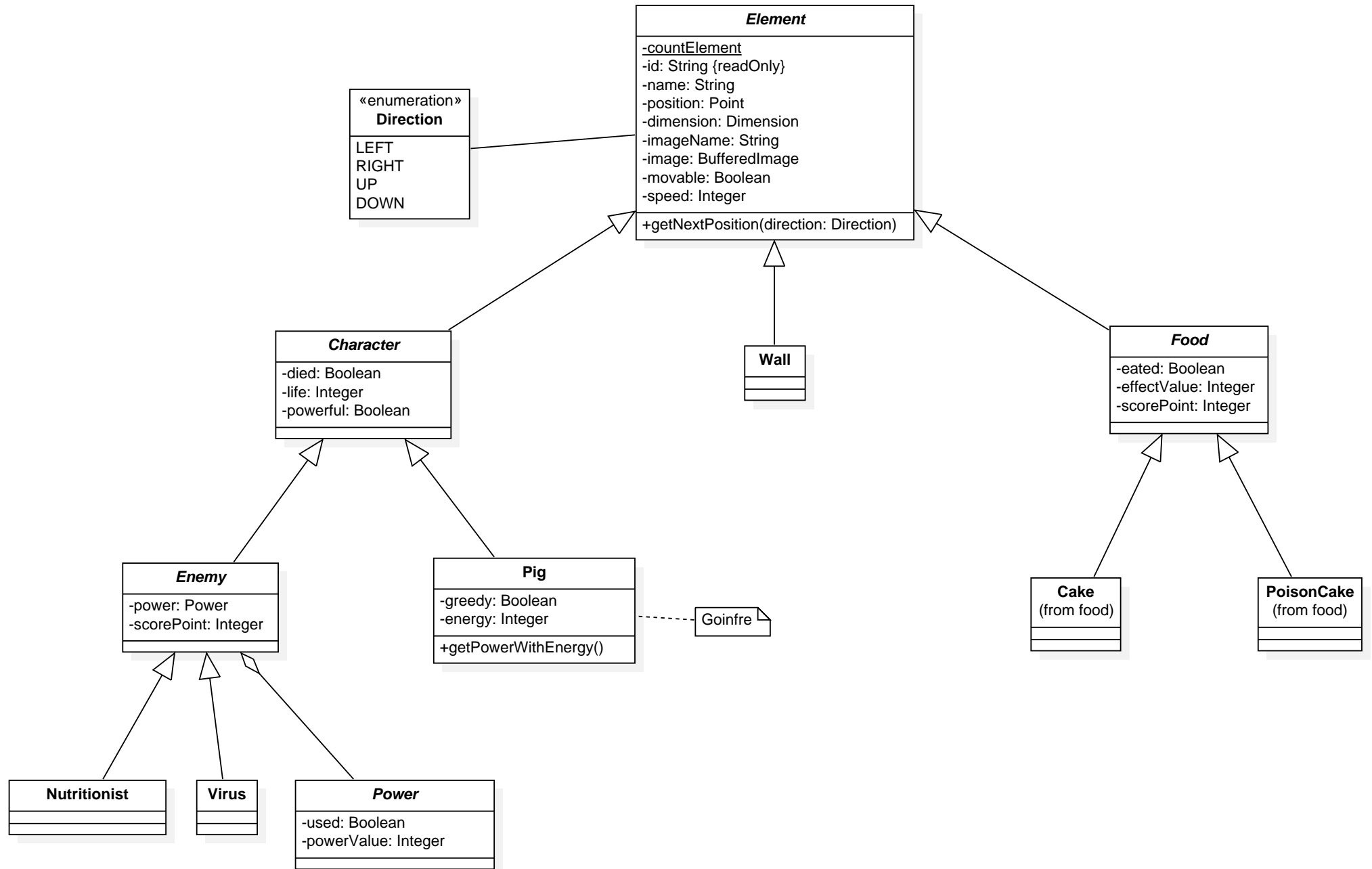


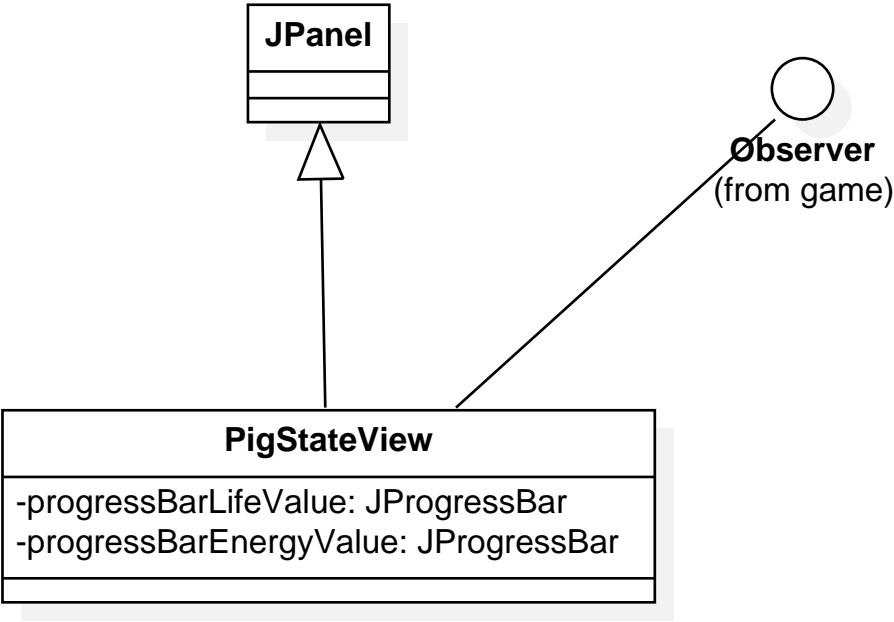
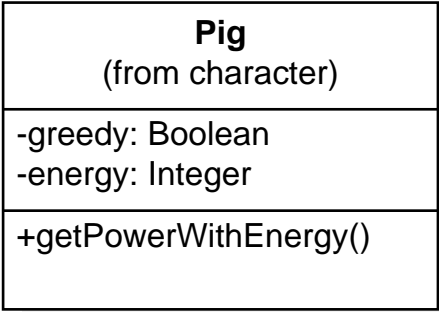
round::Round

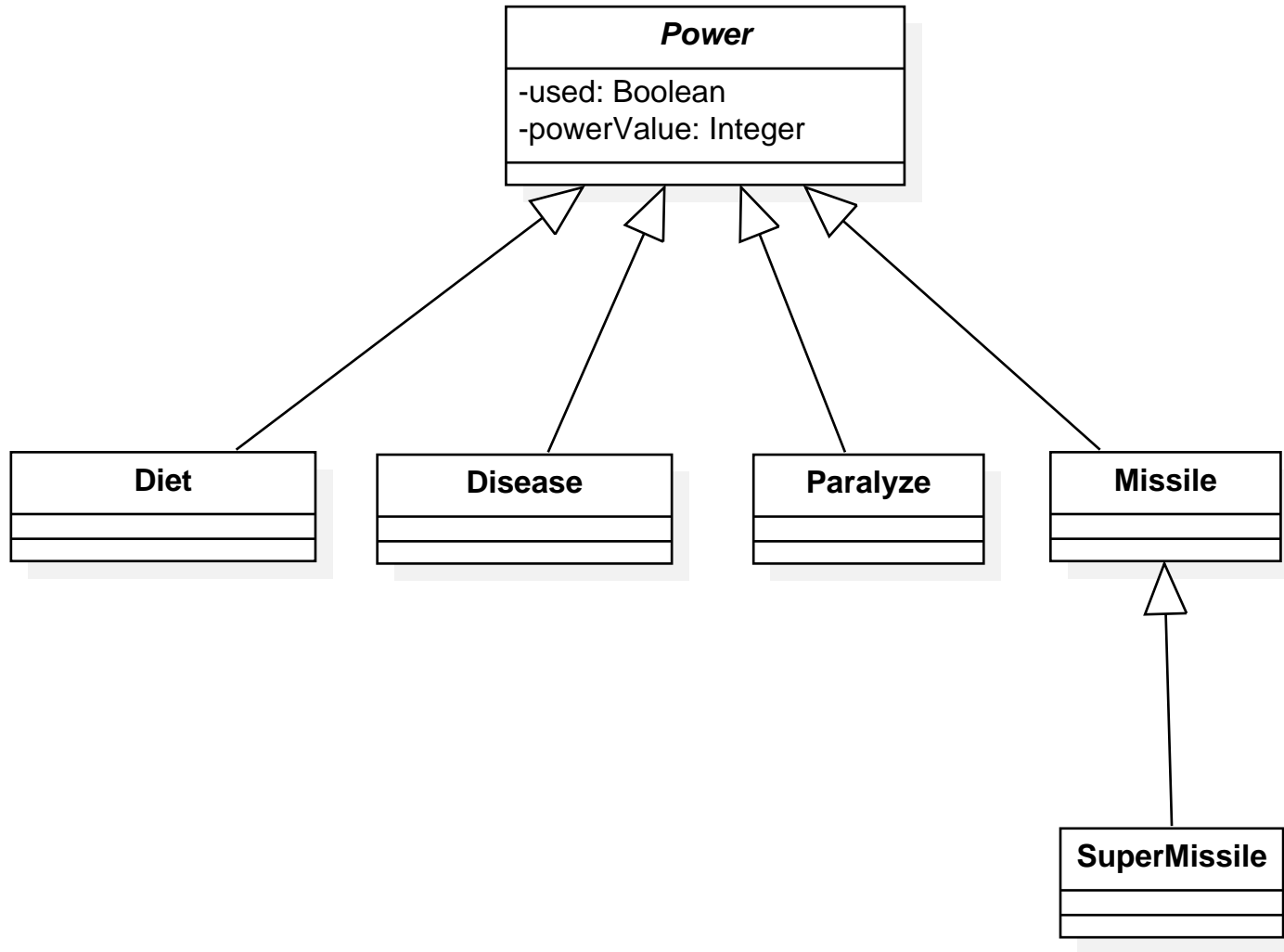


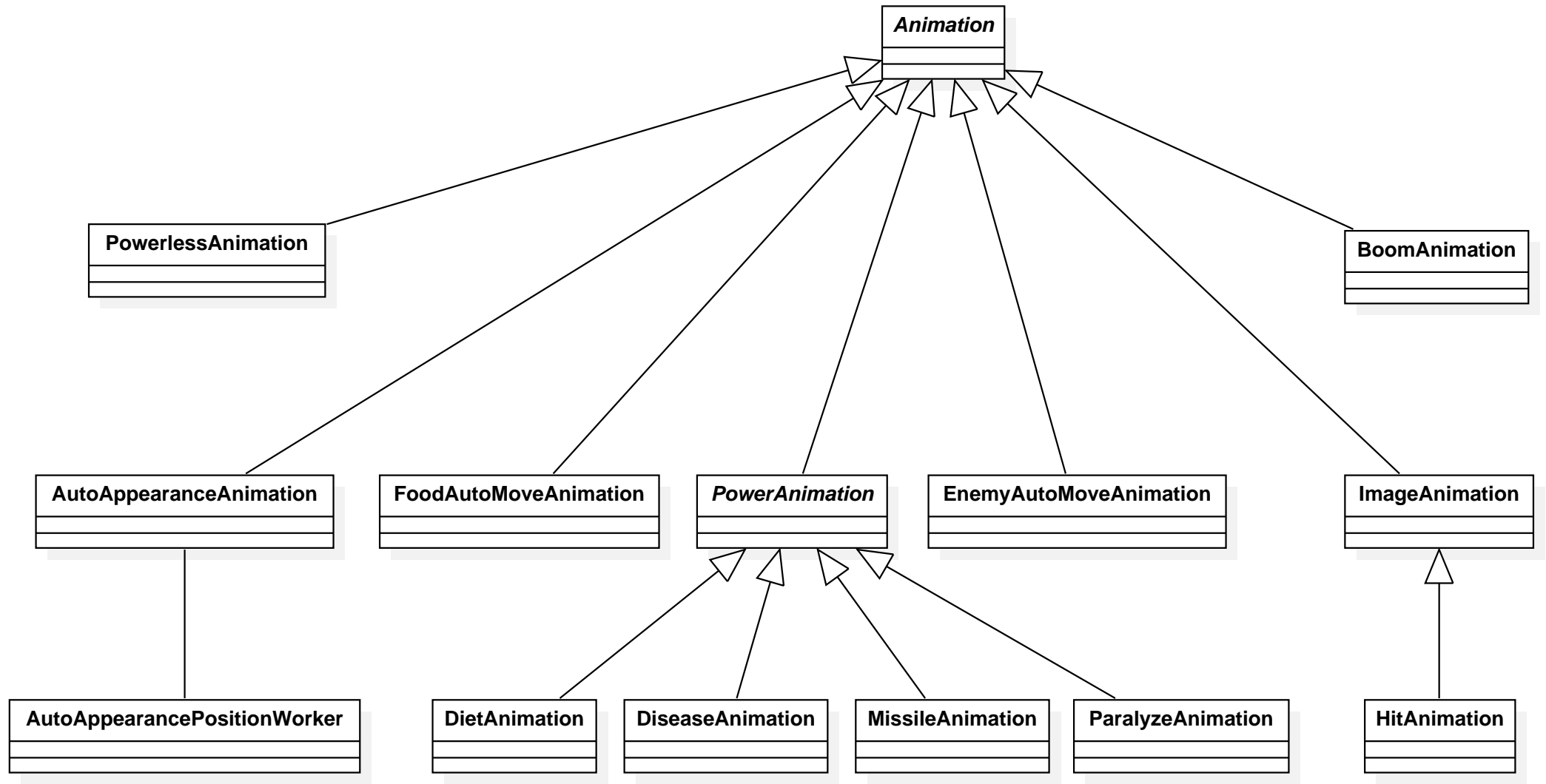


element::Element

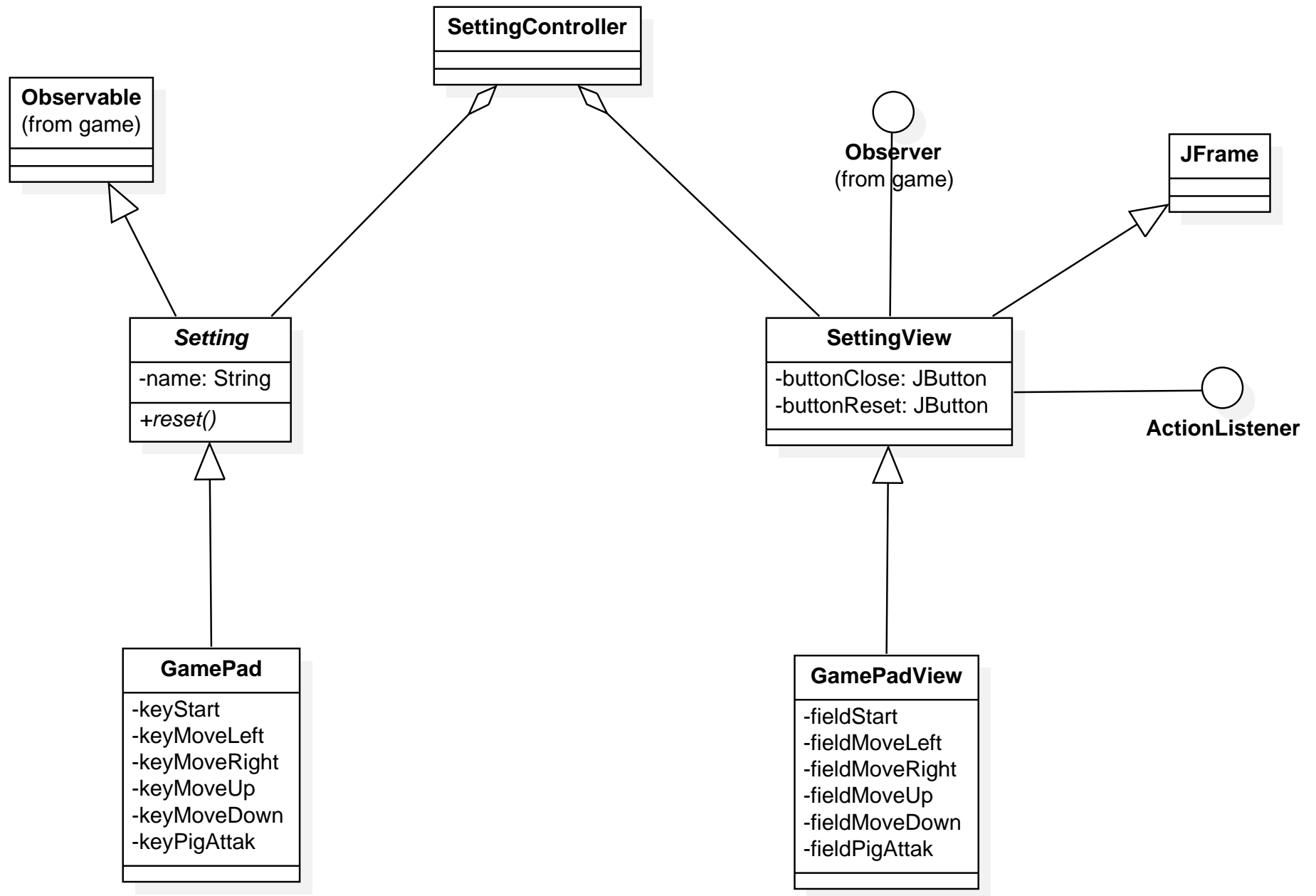












db::DB

