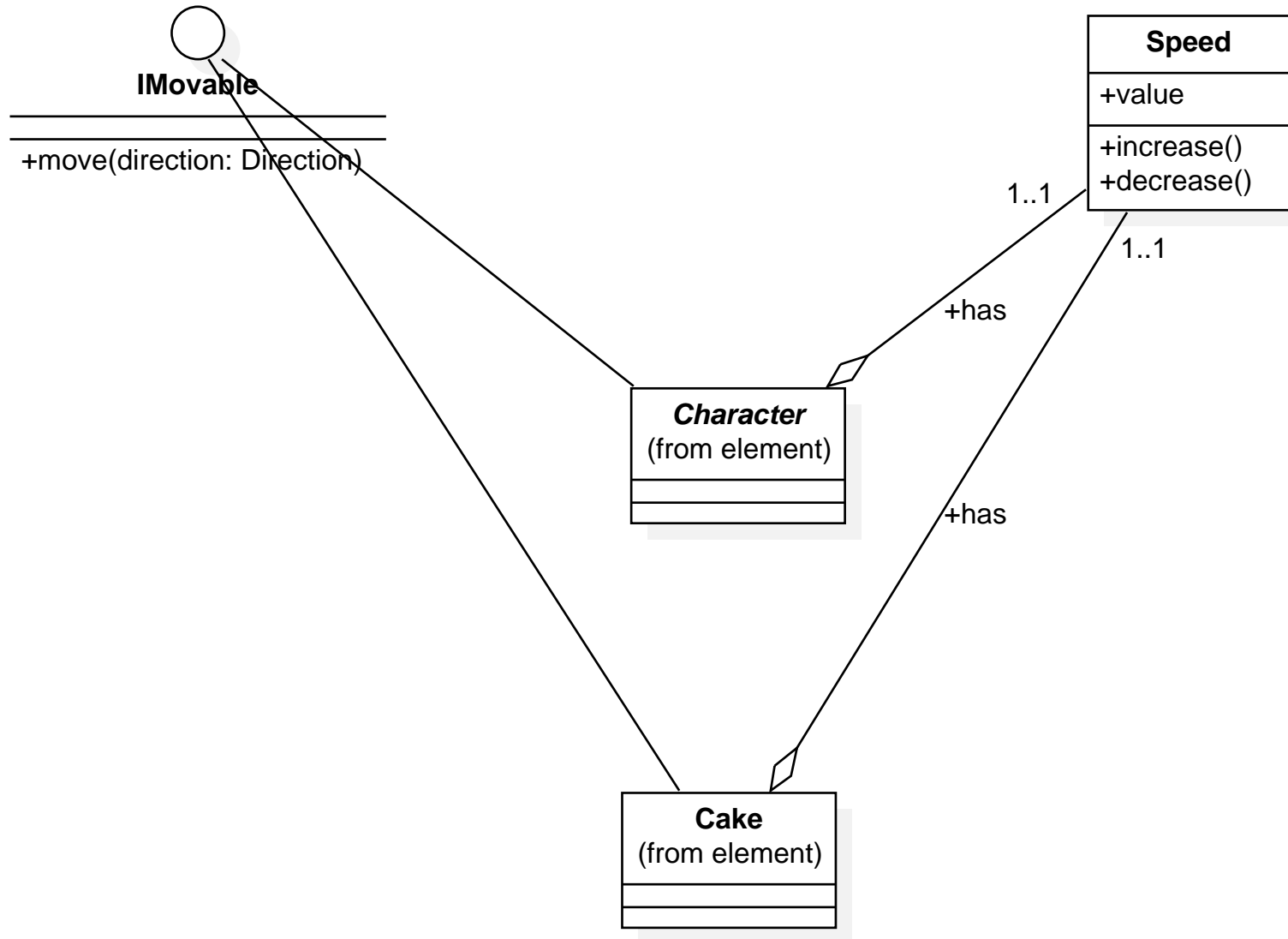
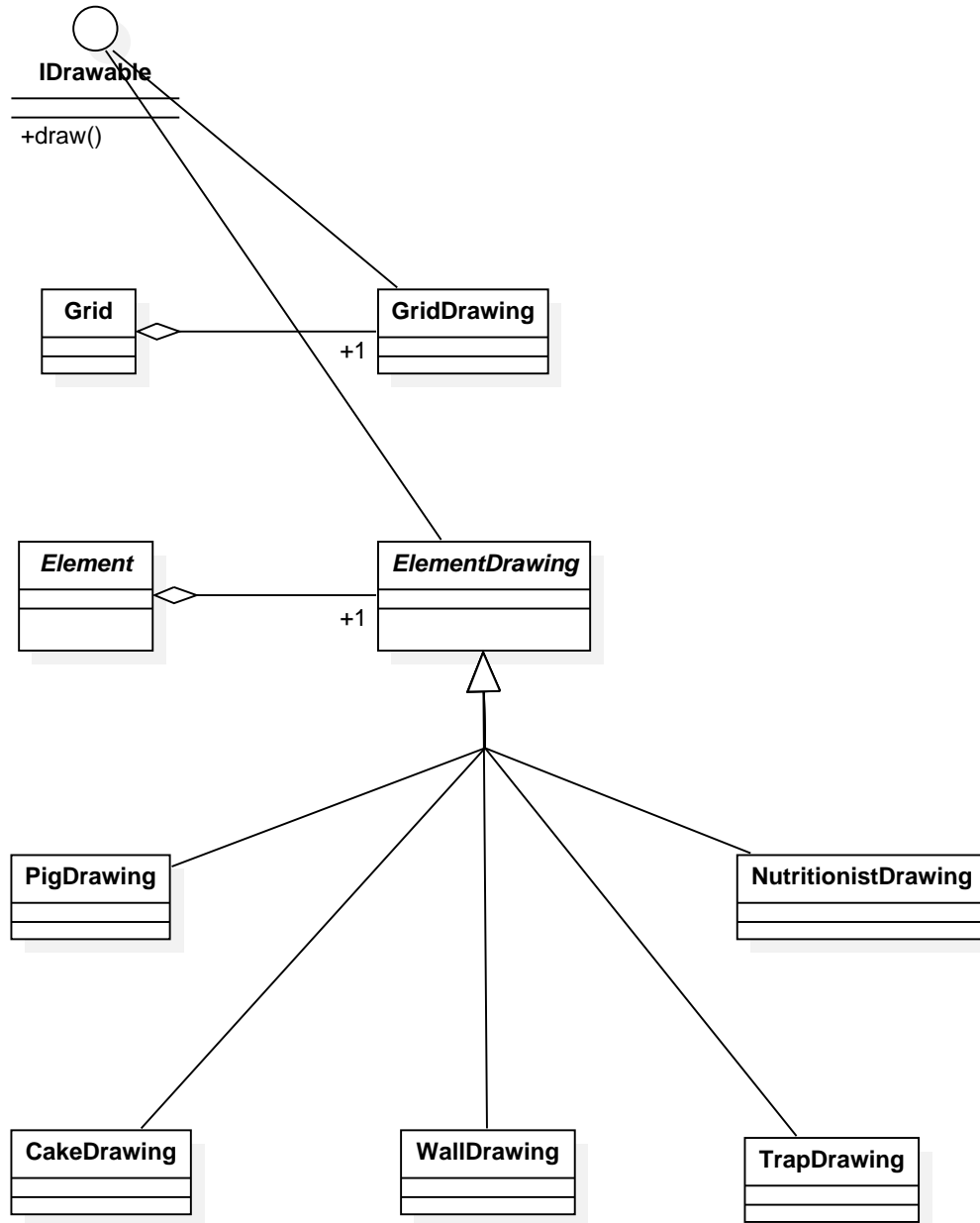


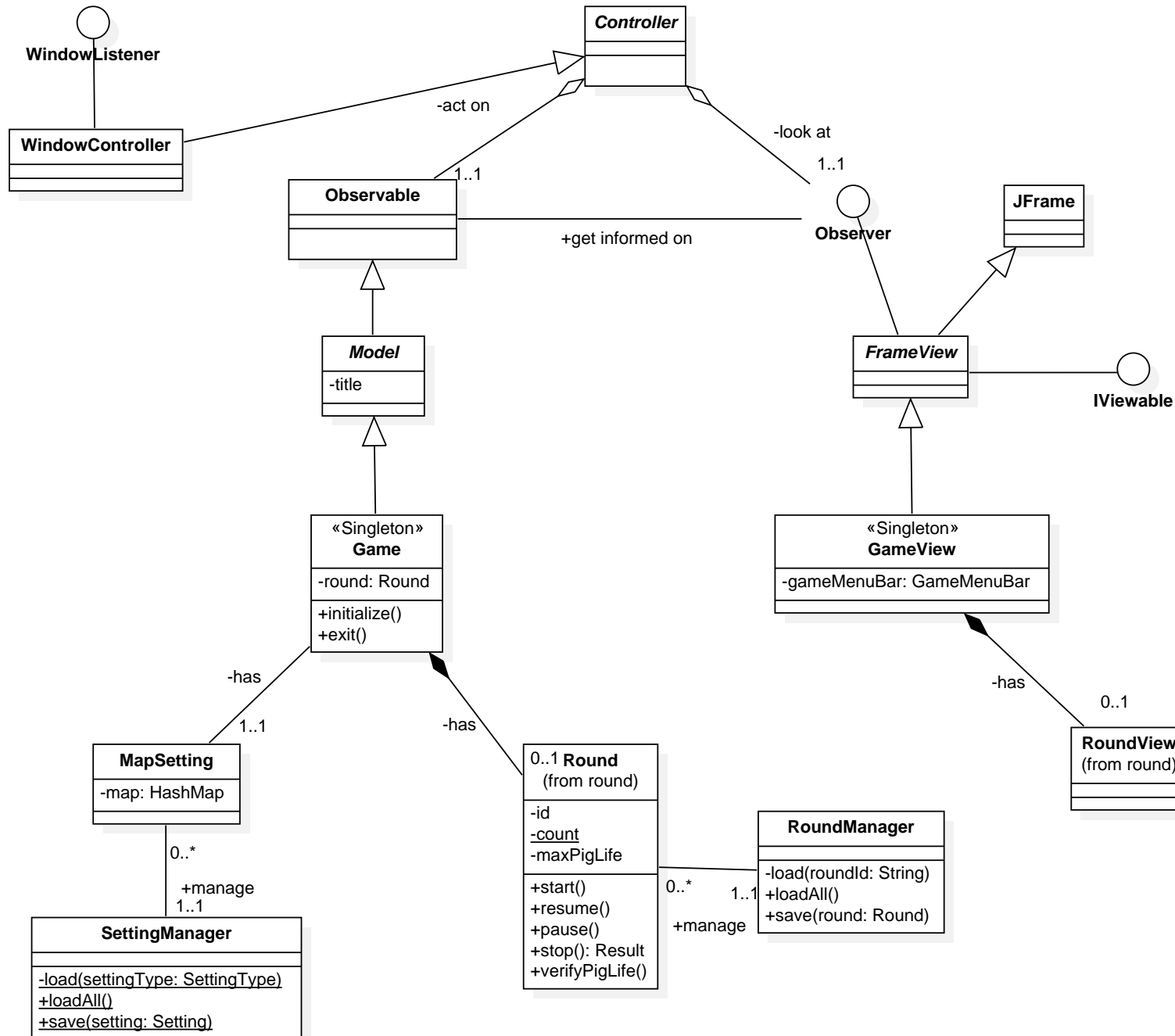
move::Move



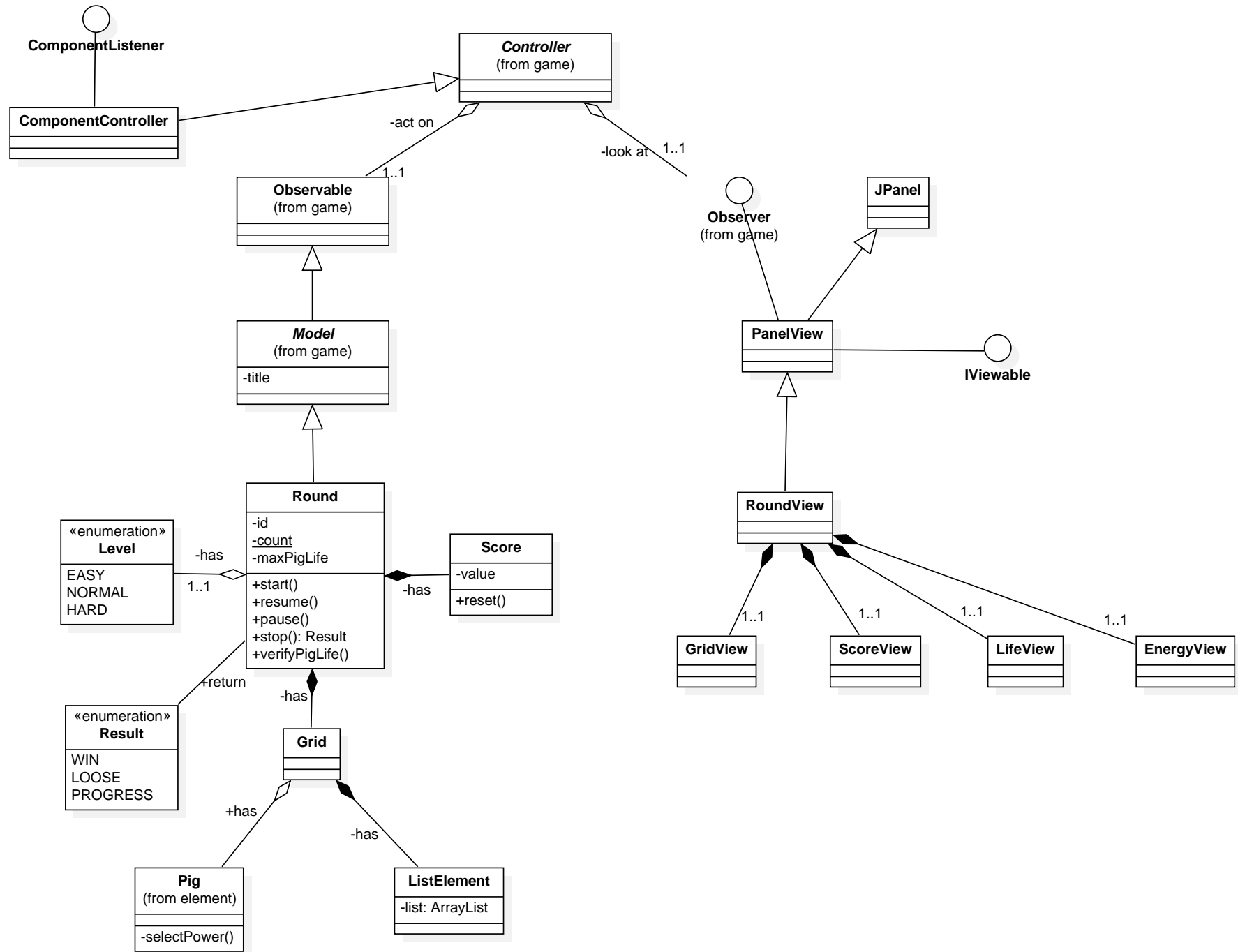
draw::Draw



game::Game



round::Round



element::Element

