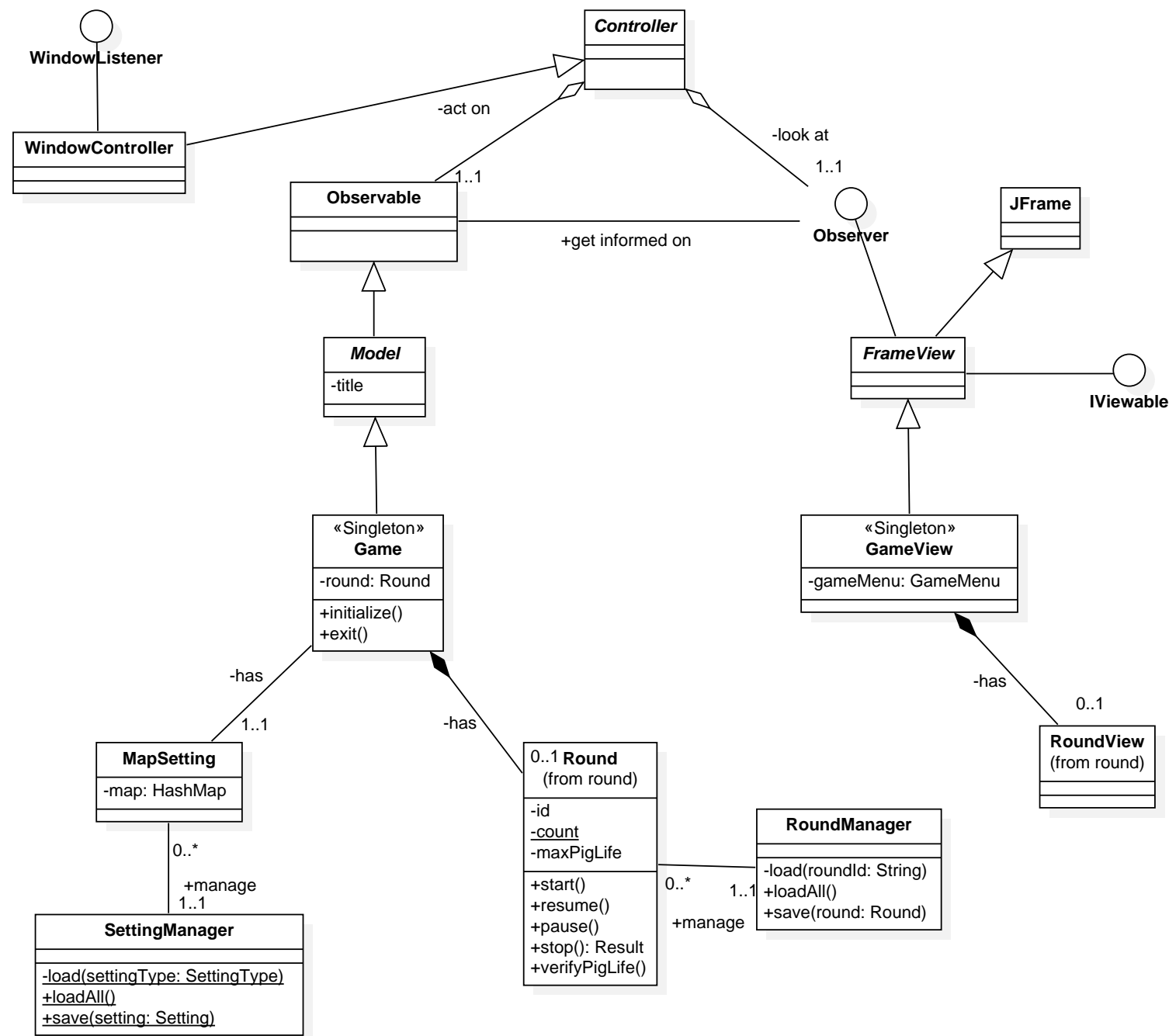
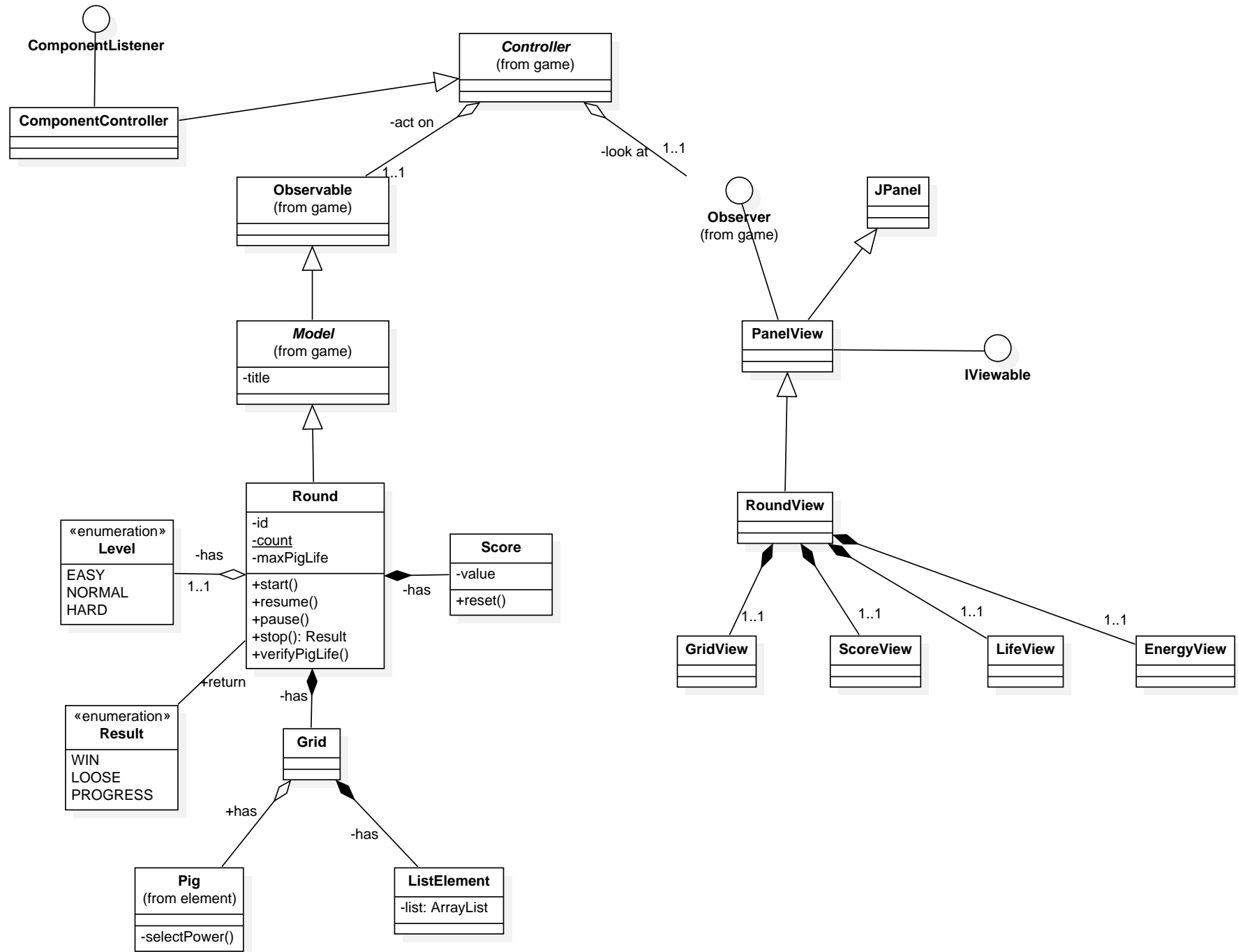


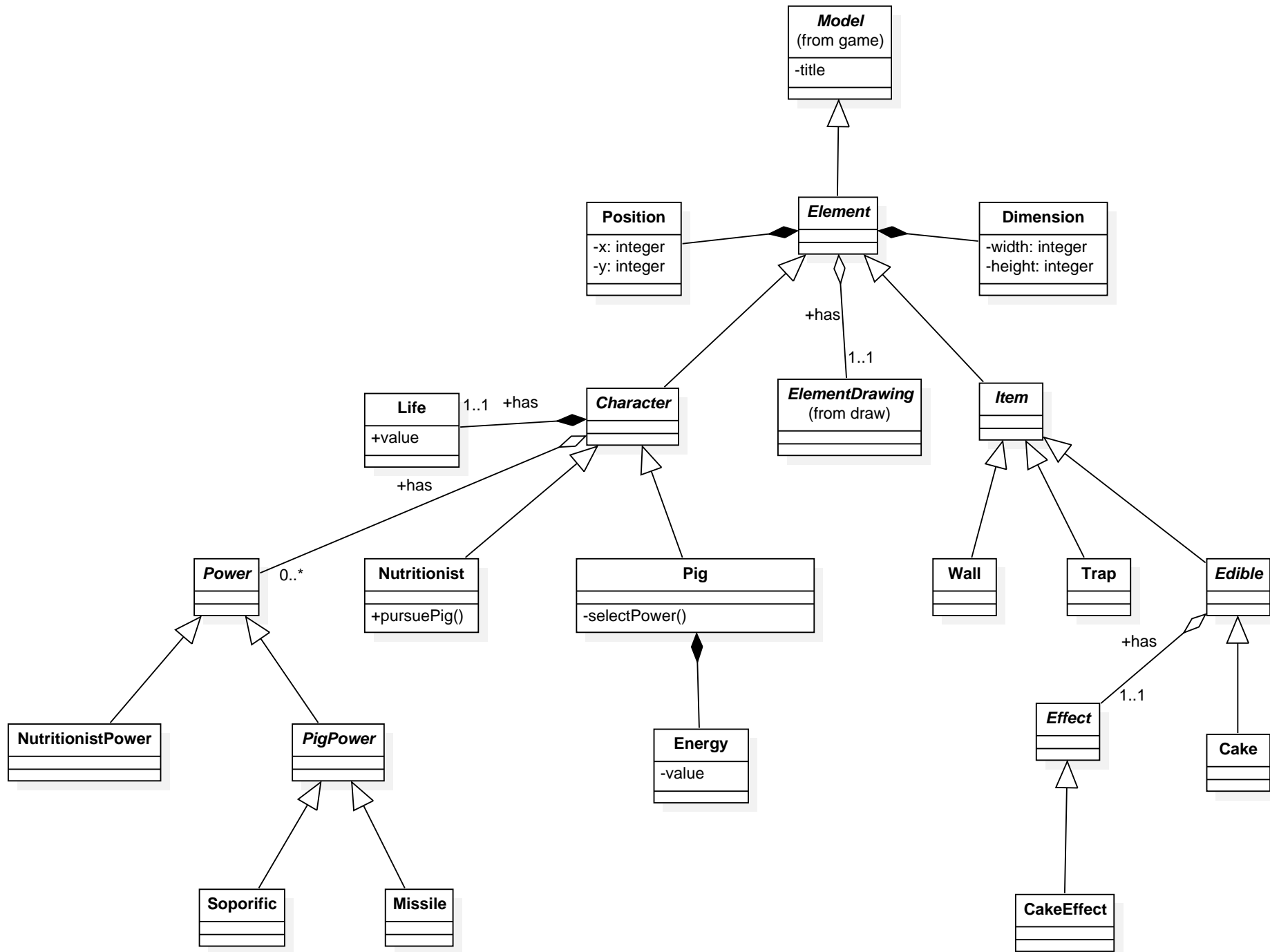
game::Game



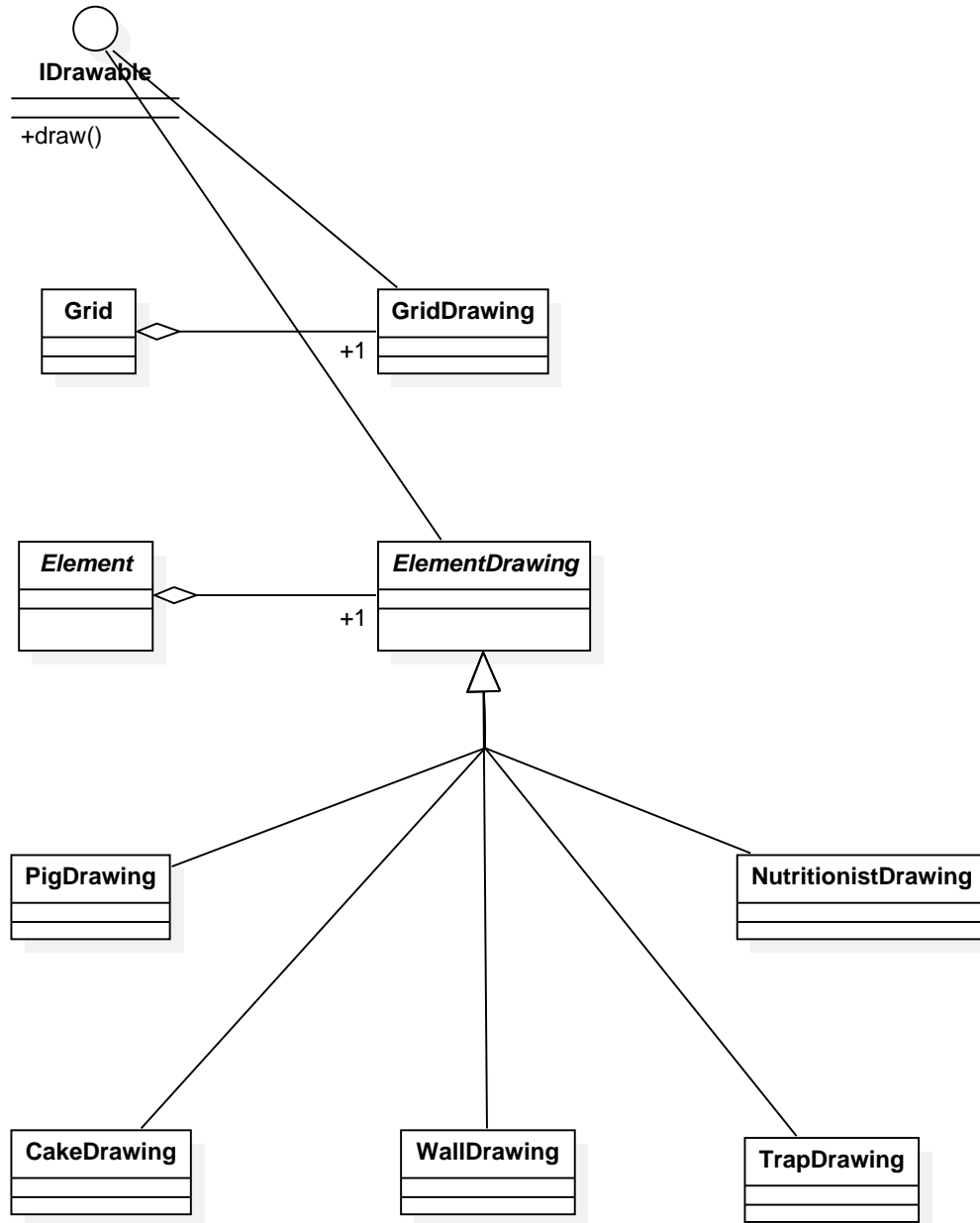
round::Round



element::Element



draw::Draw



move::Move

