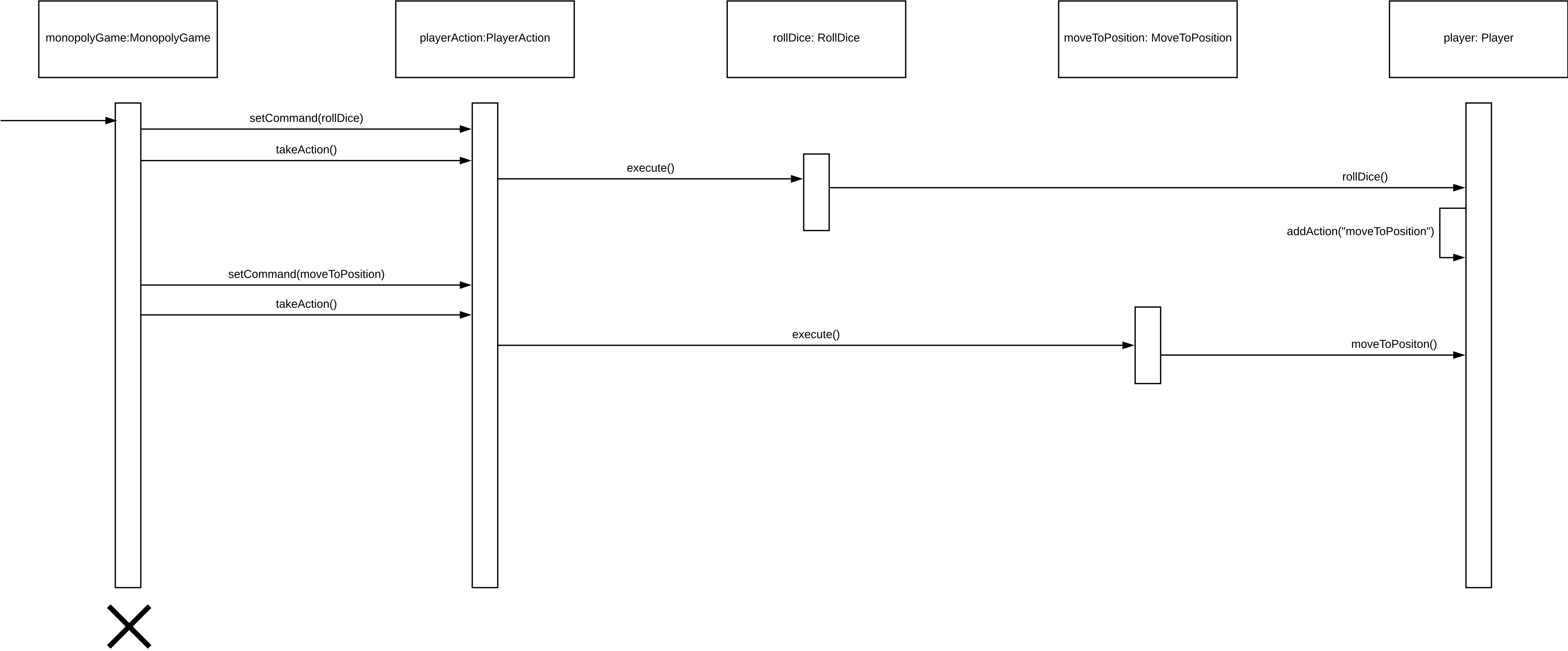


DiceRoll and
MoveToPosition
at each turn



How boardpart is
invoked after
moveToPosition()

