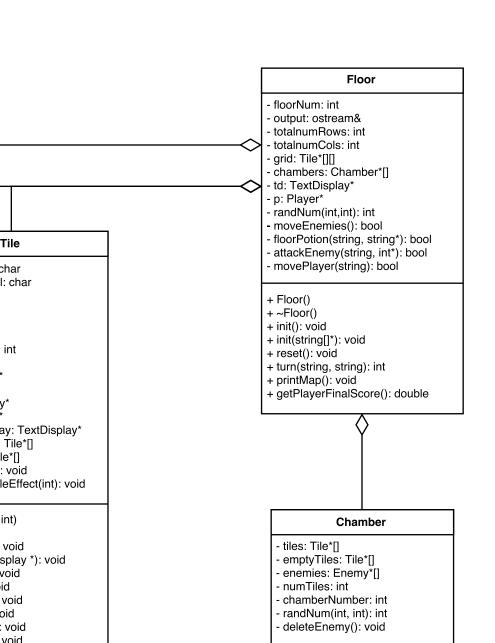
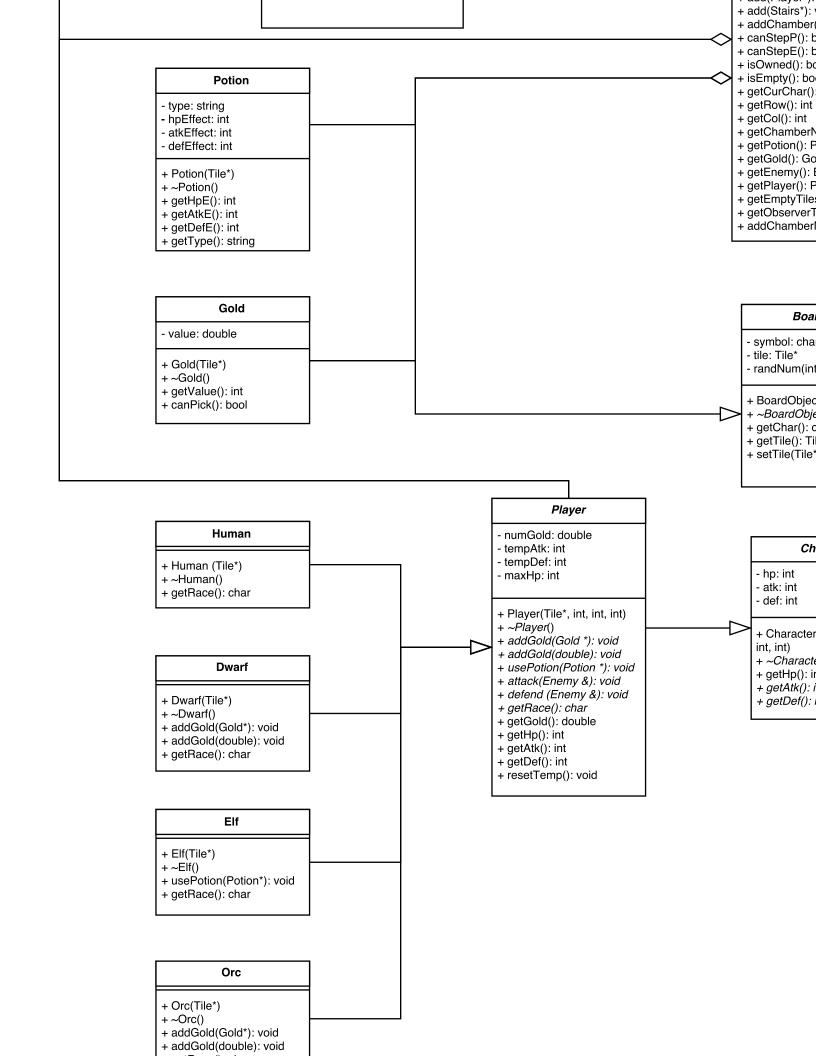


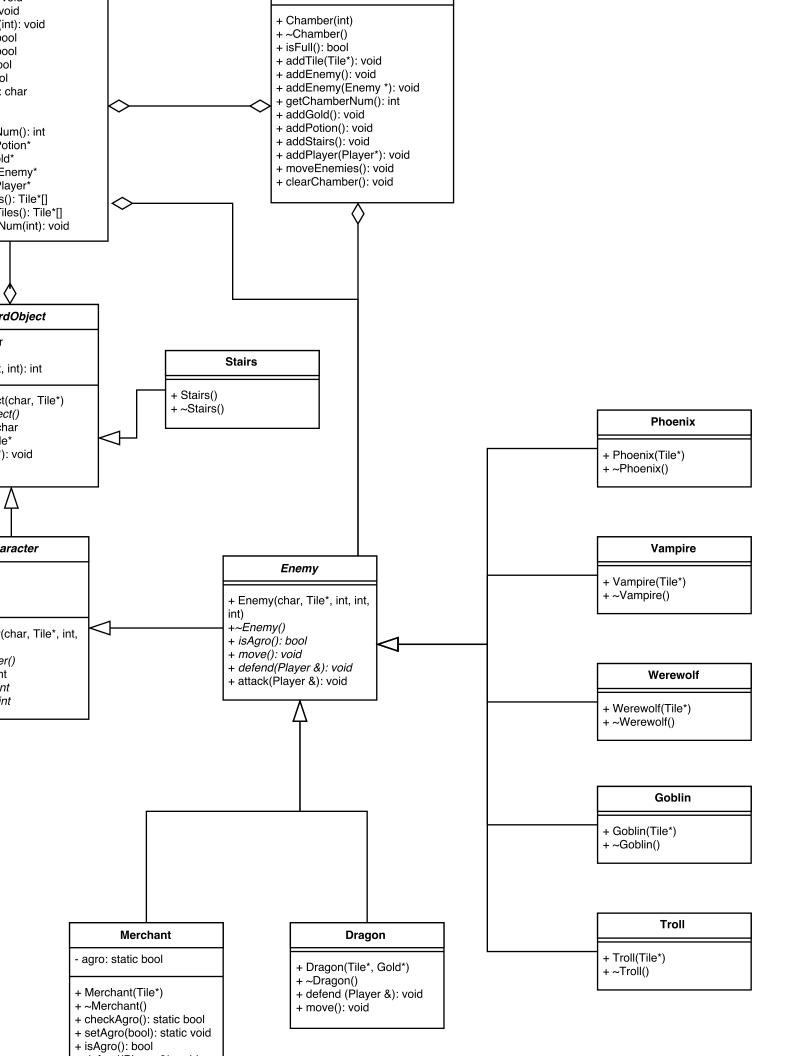
+ notify(Tile *): void

+ add(Gold*): v

+ add(Enemy*) + add(Player*).







+ getRace(): char

+ defend(Player &): void