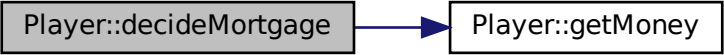


Player::decideMortgage



```
graph LR; A[Player::decideMortgage] --> B[Player::getMoney]
```

A diagram showing a call from the method `Player::decideMortgage` to the method `Player::getMoney`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

Player::getMoney