

The Board

The diagram illustrates a board game layout. The board is a large rectangle with a border of 12 squares on each side. The top-left square is labeled "Parking", the top-right is "Police", the bottom-left is "Jail", and the bottom-right is "Go" with a star icon. The center of the board is a large open area containing two diamond-shaped spaces labeled "Chest" and "Chance". To the right of the board is a player area with a large box for "PLAYER 1" containing "MONEY:" and "PROPERTIES:", and a smaller box below it. Below the board are three dice-related boxes: "ROLL DICE" with two arrows pointing to "DICE 1" and "DICE 2", and a "YES/NO" box. At the bottom right is a large "END TURN" button.

Event: Dice Rolled

[illegible]

Event: Player Moves 6 Blocks

Parking											Police	PLAYER 1 MONEY: PROPERTIES:
Jail			★								Go	Player moves 6 steps Landed on SV Hall, do you want to buy a property?

ROLL DICE

YES

NO

5
1

END TURN

Event: Player Buys a Property

Parking											Police
Jail				★							Go

ROLL DICE

YES

NO

END TURN

Event: Property Bought

[illegible]