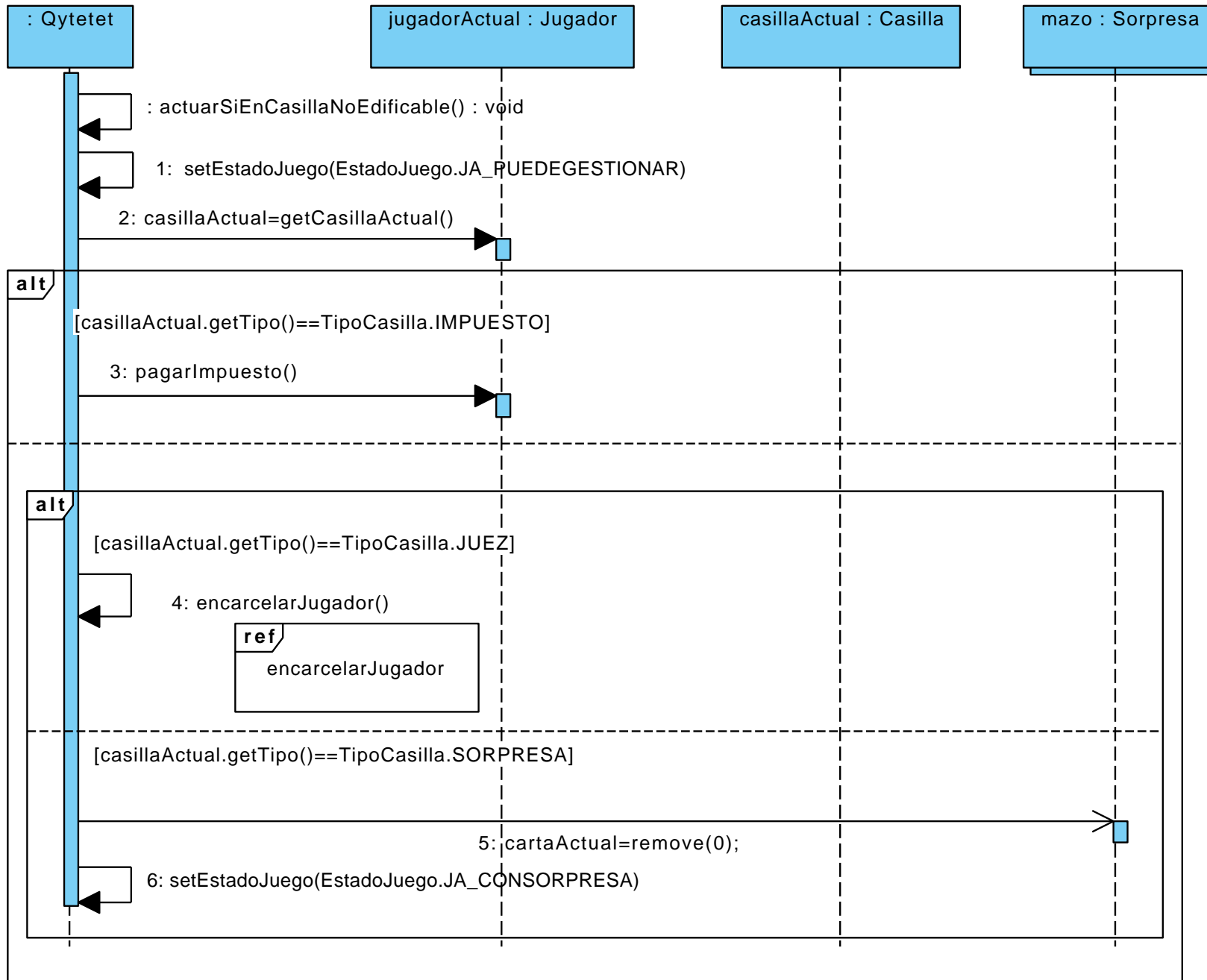
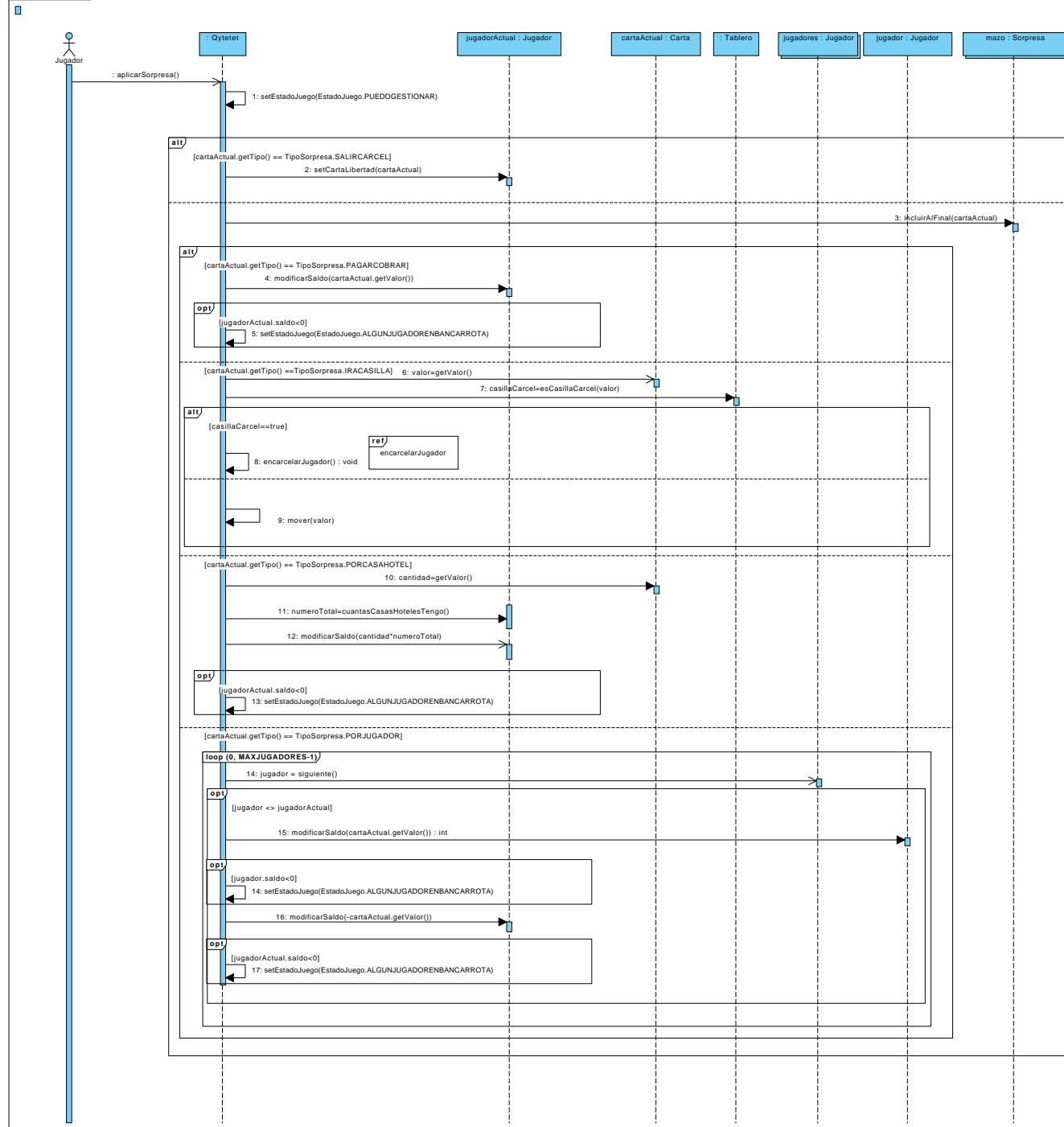
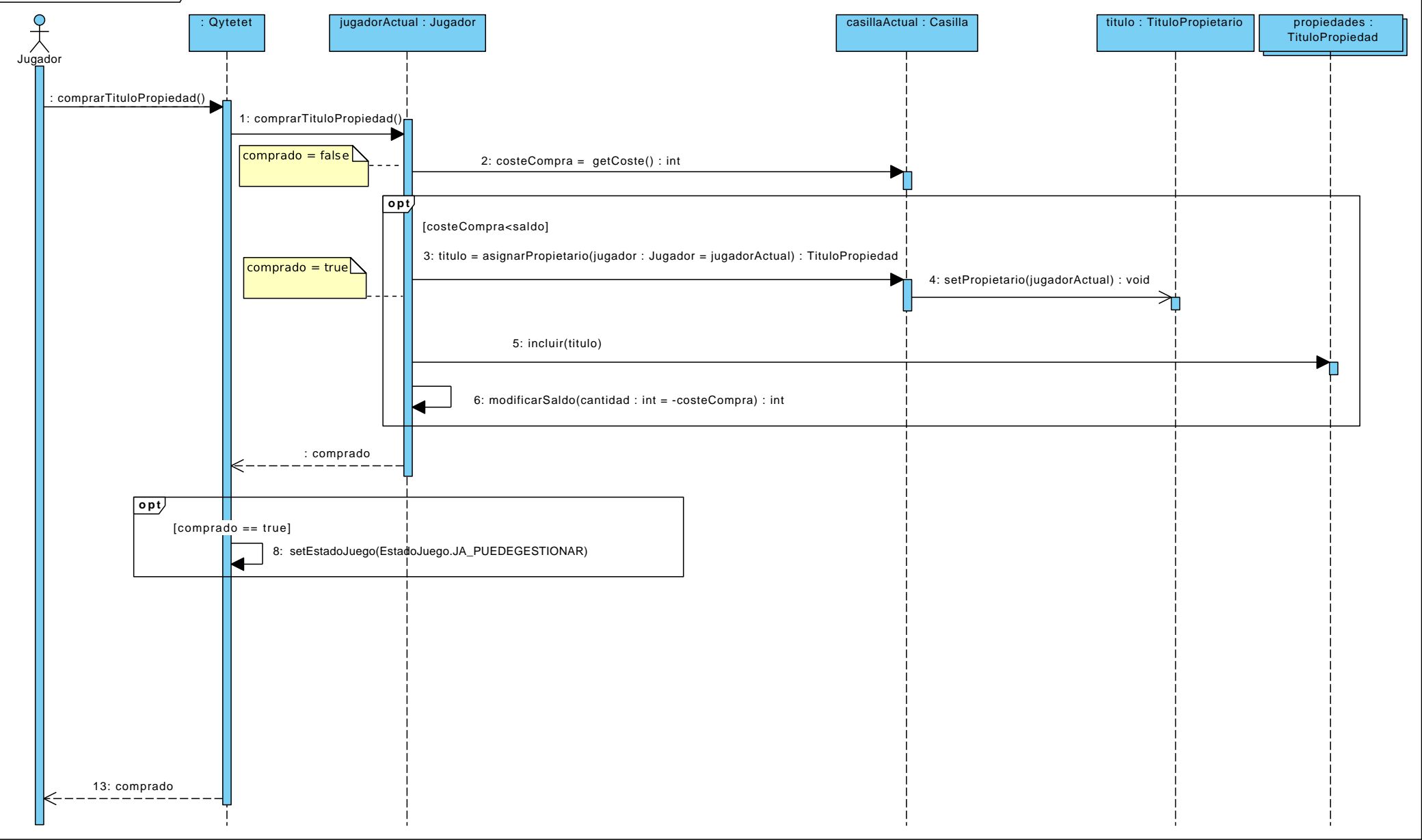


sd actuarSiEnCasillaNoEdificable

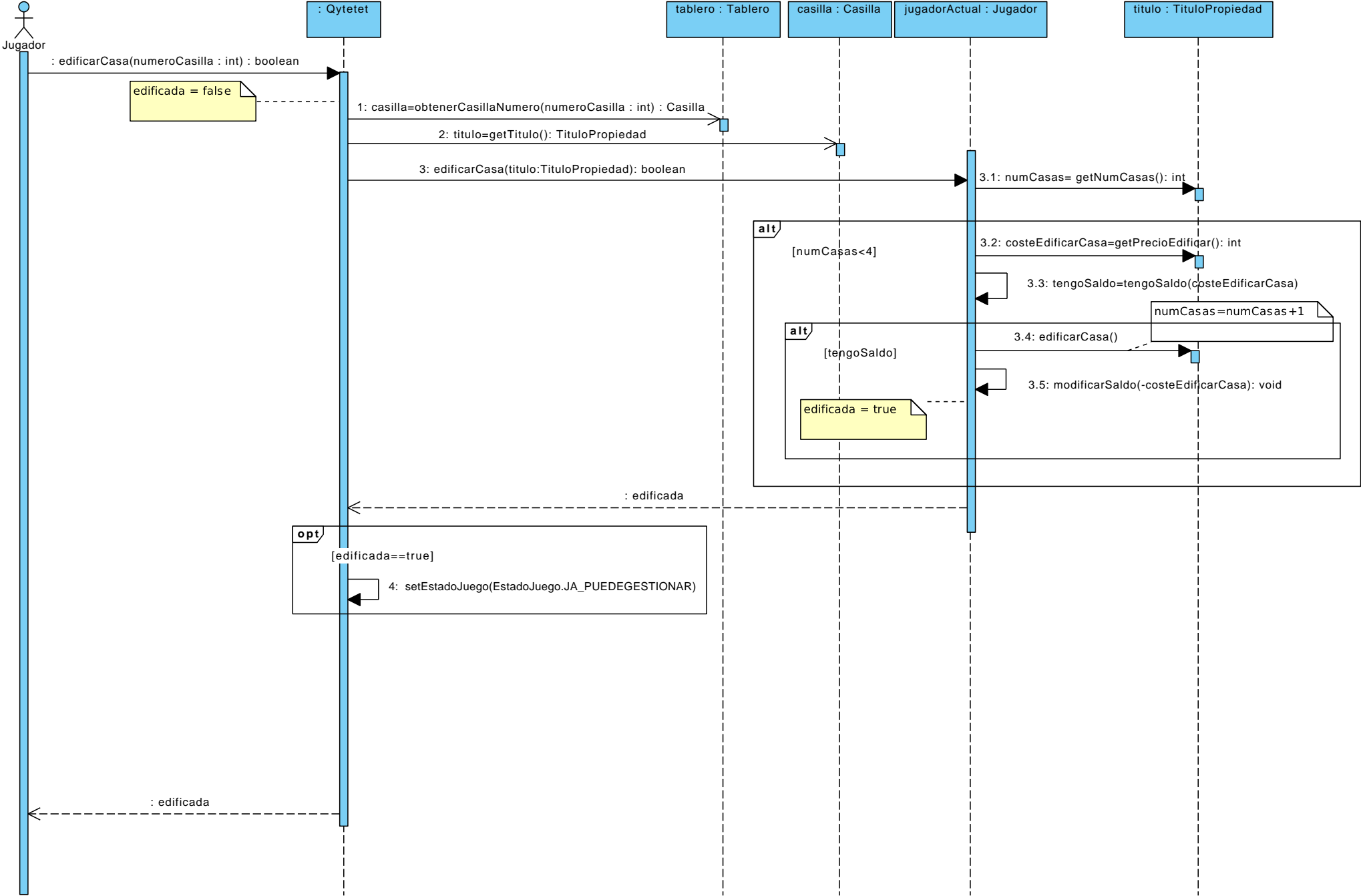
sd aplicarSorpresa

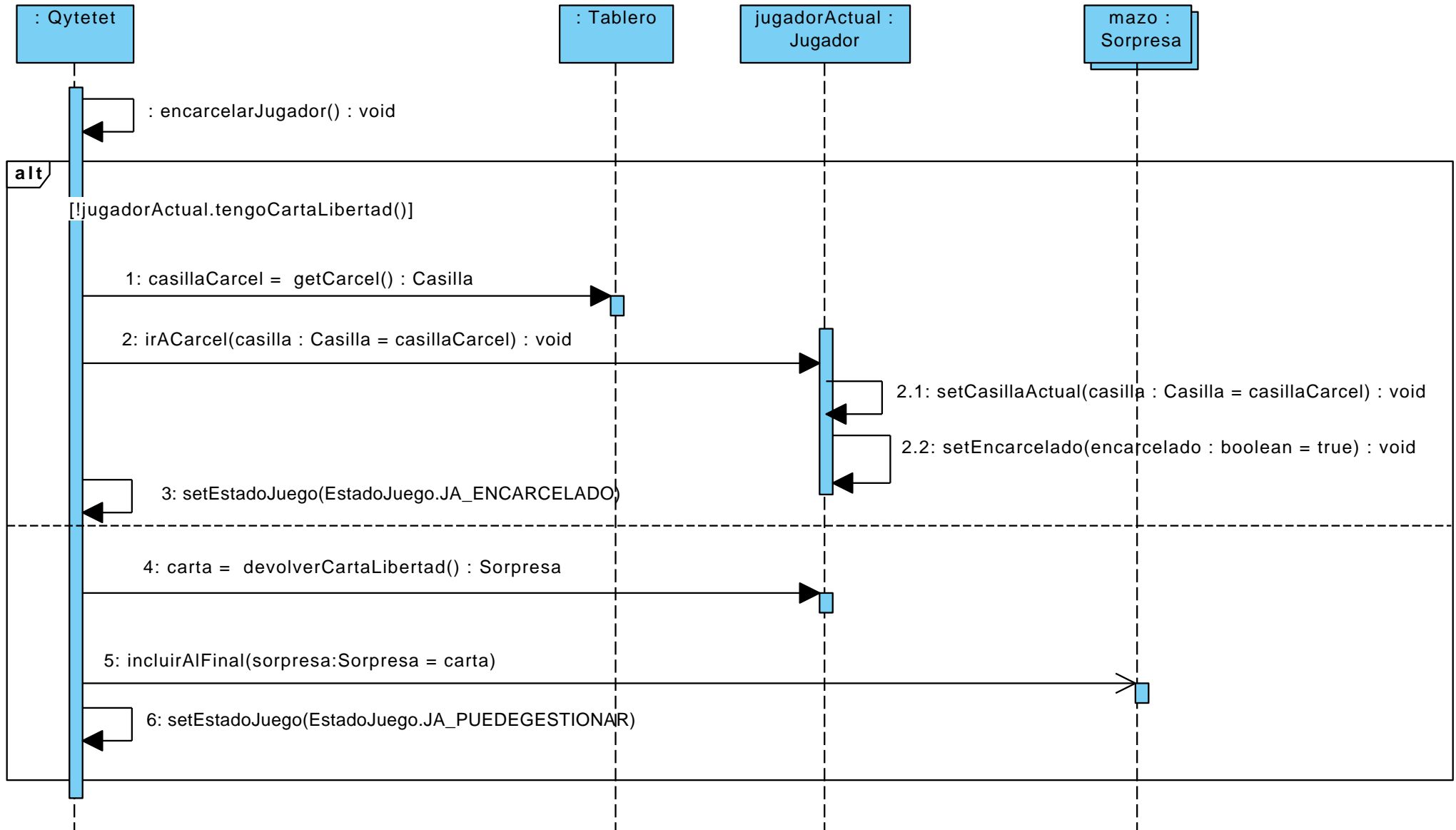


sd comprarTituloPropiedad

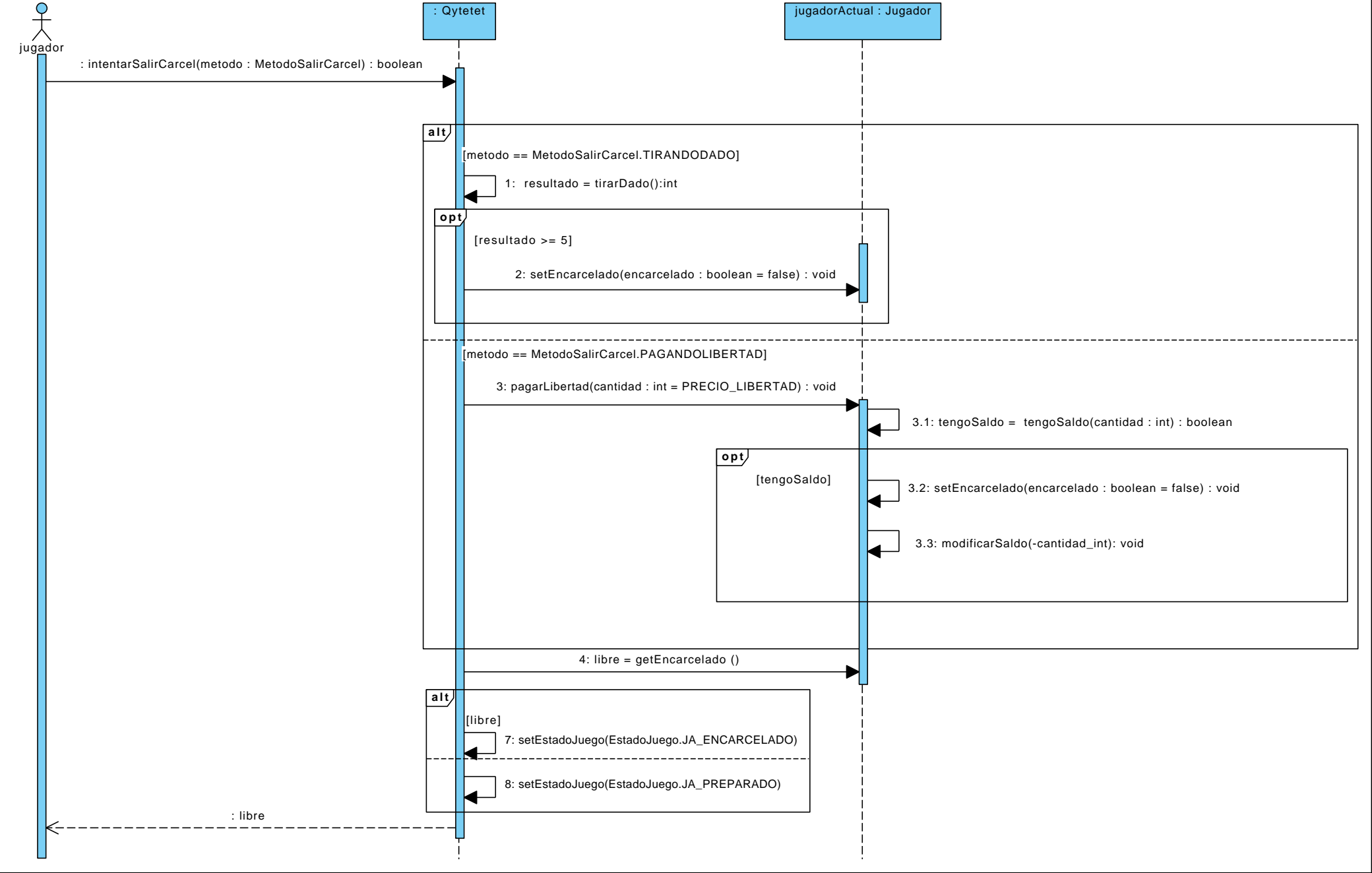


sd edificarCasa

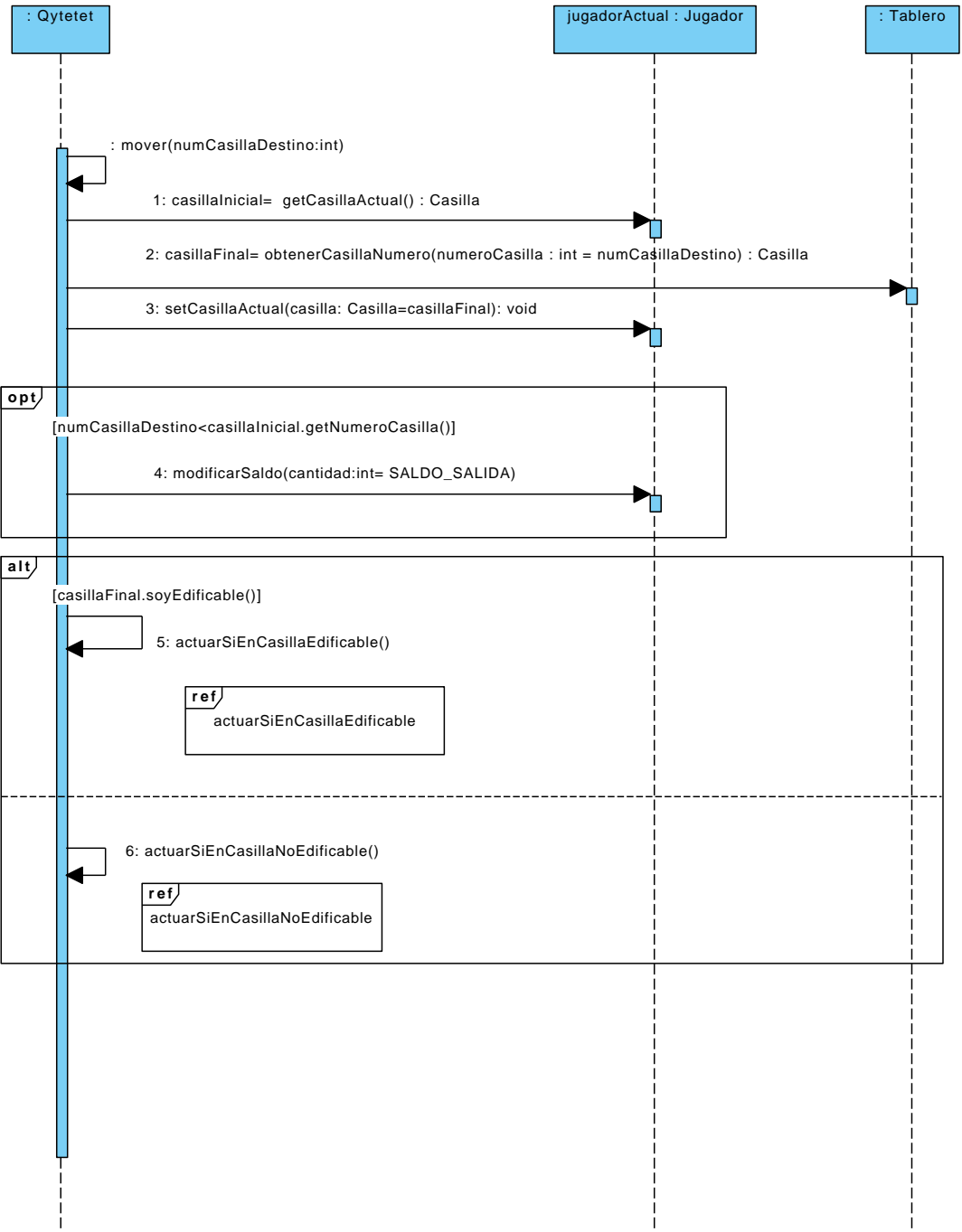


sd encarcelarJugador

sd intentarSalirCarcel



sd mover

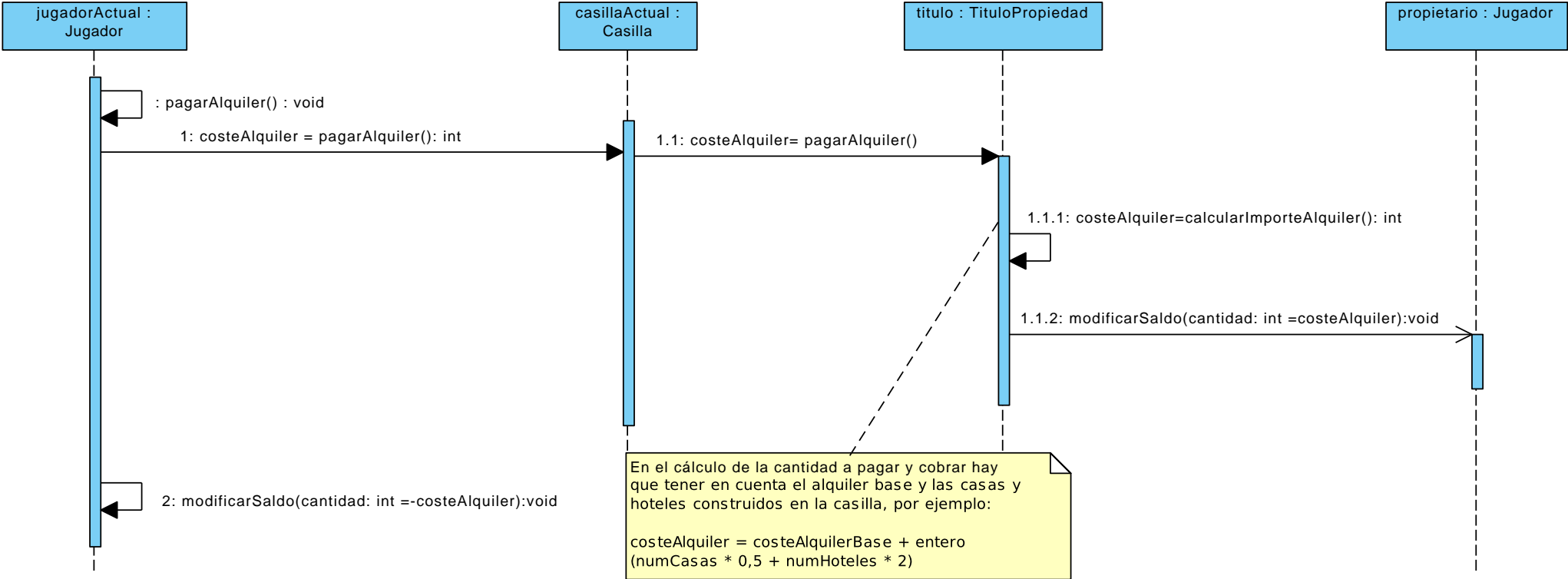


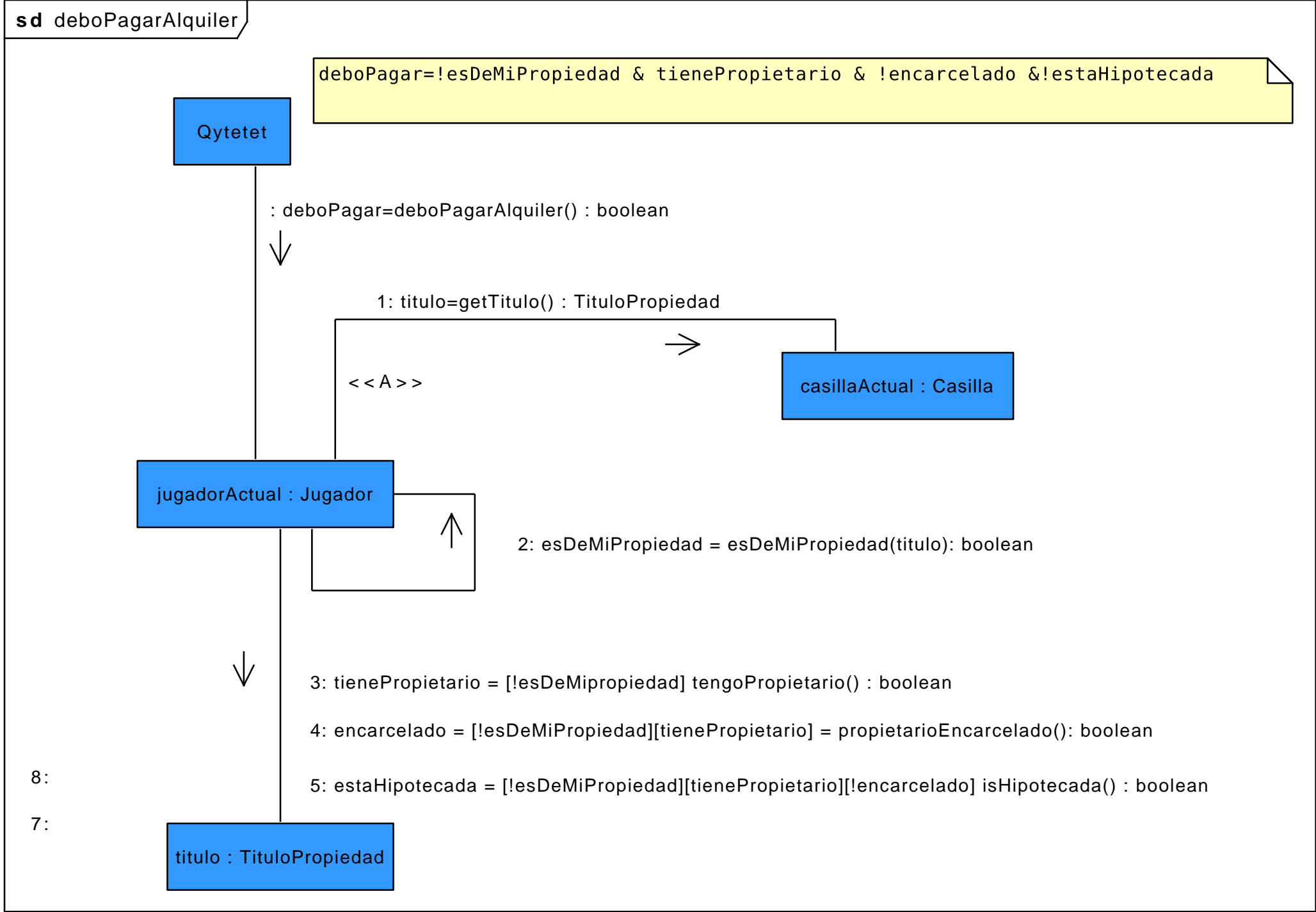
Si se pasa por la casilla de salida

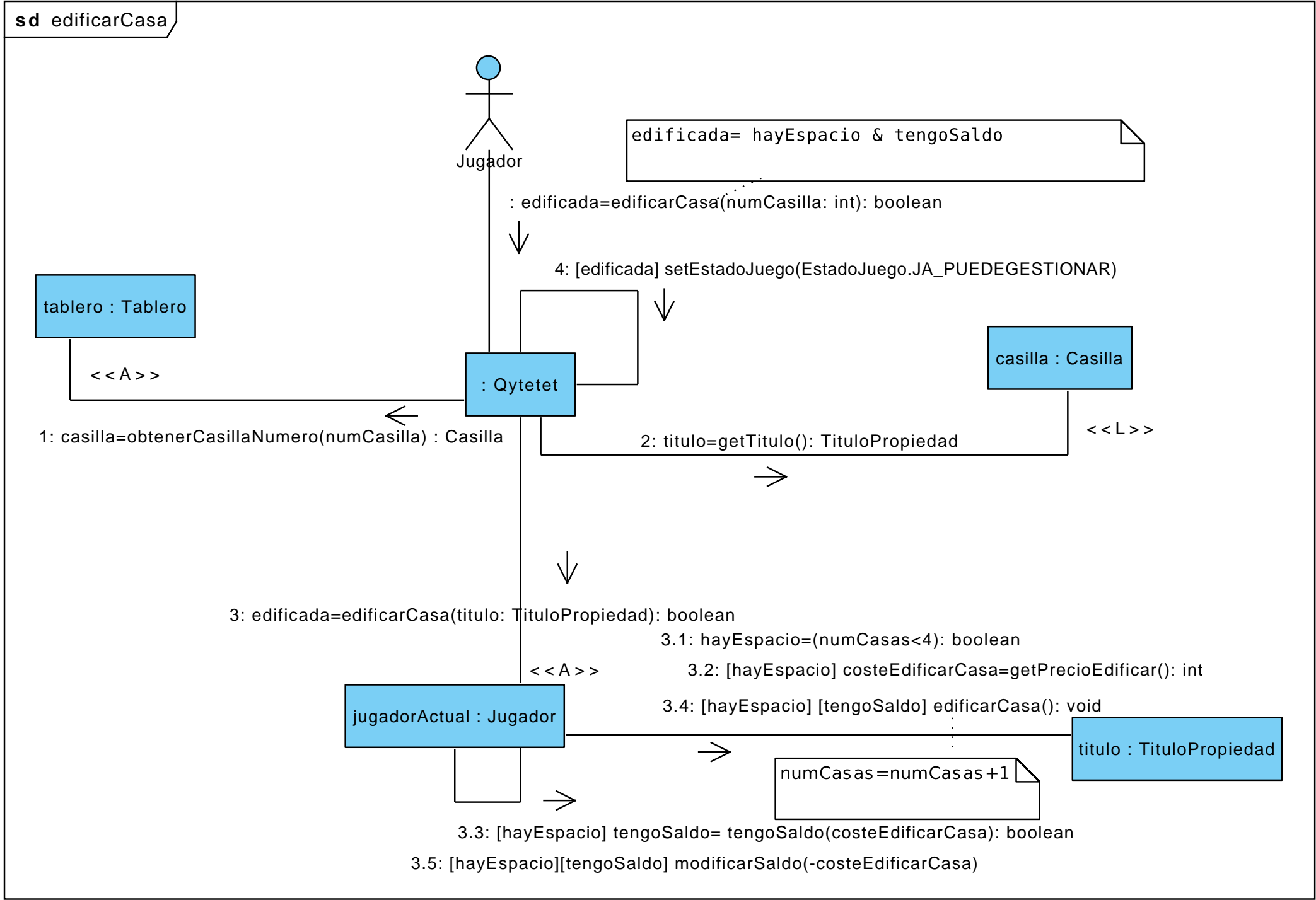
Si al mover se cae en una casilla edificable

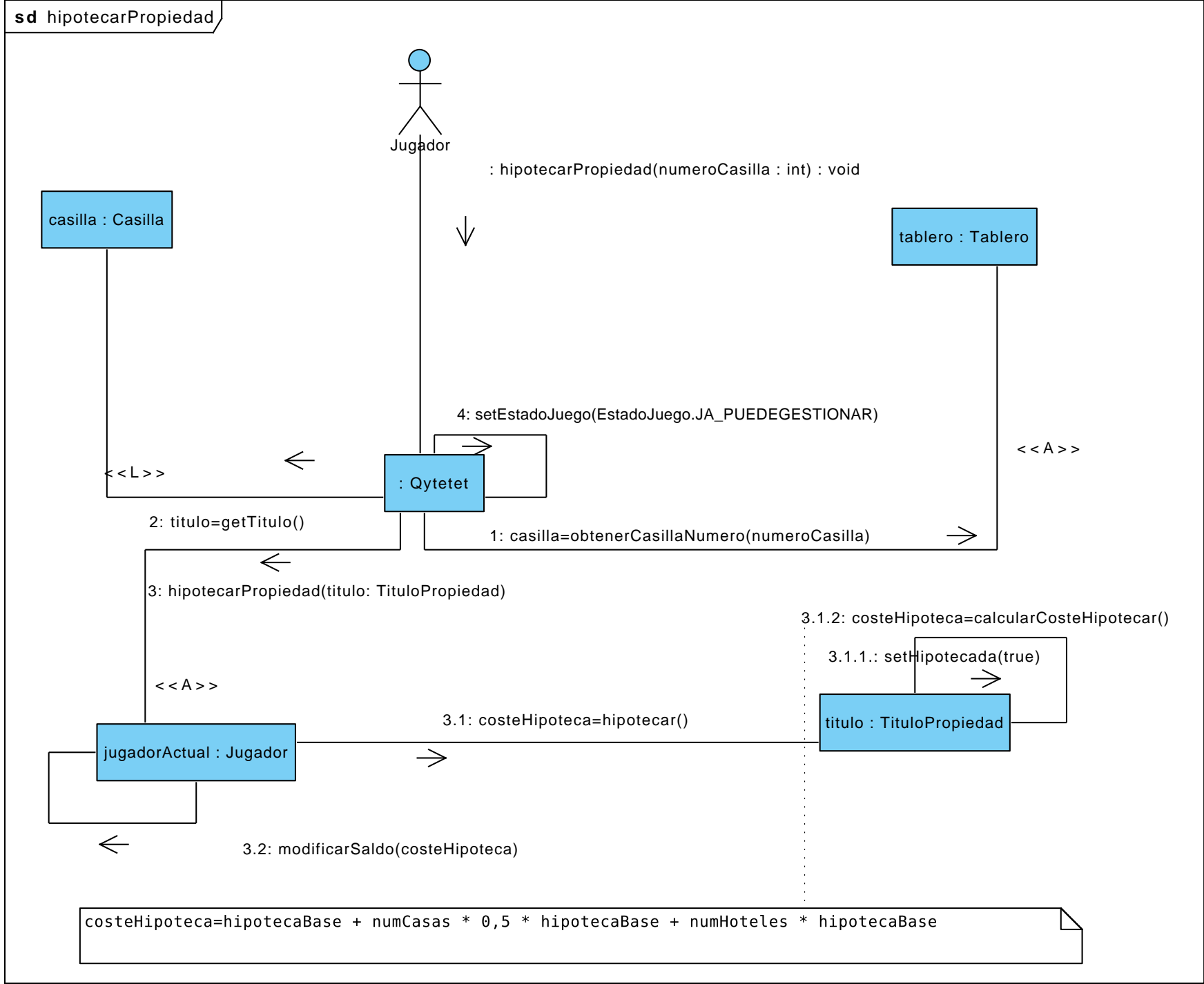
Si al mover se cae en una casilla no edificable

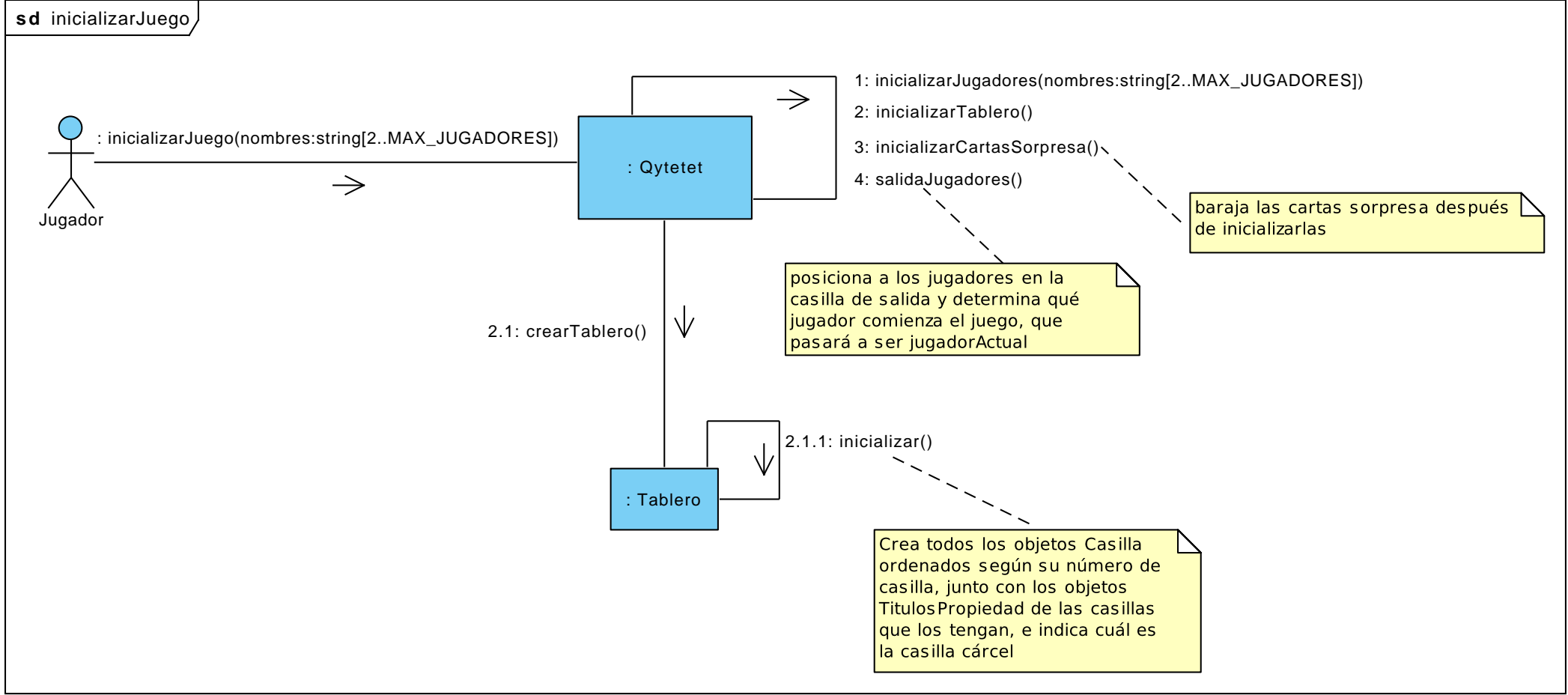
sd pagarAlquiler











sd venderPropiedad

