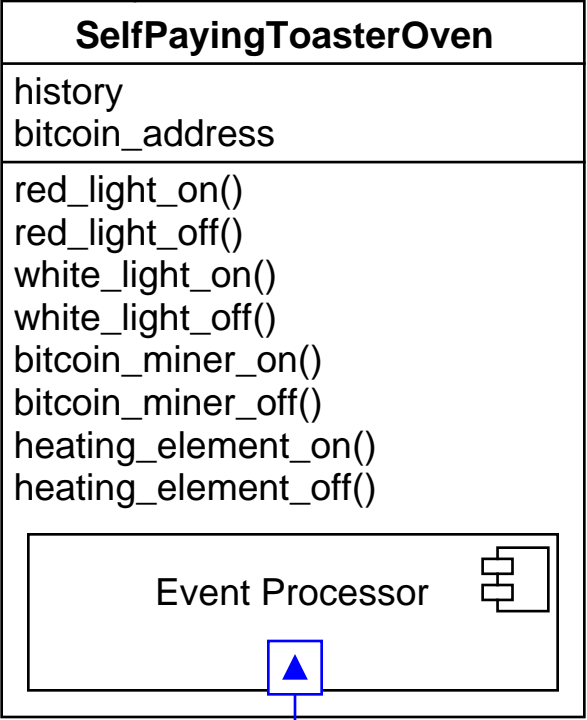


ActiveObject



Think of this as a clear transparent film that you put over your game board. As your players play the game, your event processor uses a marker to draw things on this film.

The film belongs to the object instantiated from the SelfPayingToasterOven class.

toaster = SelfPayingToasterOven('142..')  
toaster.start\_at(door\_closed)

