Create new Properties array of length 41

Set 0 of regions to new Properties with 0, "Go"

Set 1 of regions to new Properties with 1, "Germania Inferior", "Purple\_GermaniaI.PNG"...

Set 2 of regions to new Properties with 2, "Community Chest"

Set 3 of regions to new Properties with 3, "Germania Superior", "Purple\_GermaniaS.PNG"...

Set 4 of regions to new Properties with 4, "Render Unto Ceasar"

Set 5 of regions to new Properties with 5, "Via Appia", "Via\_Appia.PNG"...

Set 6 of regions to new Properties with 6, "Alps Poeniae", "BBlue\_APoeniae.PNG"...

Set 7 of regions to new Properties with 7, "Chance"

Set 8 of regions to new Properties with 8, "Alps Cottiae", "BBlue\_ACottiae.PNG"...

Set 9 of regions to new Properties with 9, "Alps Maritimae", "BBlue\_AMaritimae.PNG"...

Set 10 of regions to new Properties with 10, "See a battle"

Set 11 of regions to new Properties with 11, "Gladitorial Arena"

Set 12 of regions to new Properties with 12, "Aquitanina", "DPink\_Aquitania.PNG"...

Set 13 of regions to new Properties with 13, "Sewers", "Utility\_Sewers.PNG"...

Set 14 of regions to new Properties with 14, "Belgica", "DPink\_Belgica.PNG"...

Set 15 of regions to new Properties with 15, "Raetia", "DPink\_Raetia.PNG"...

Set 16 of regions to new Properties with 16, "Via Flaminia", "Via\_Flaminia.PNG"...

Set 17 of regions to new Properties with 17, "Africa Proconsularis", "Orange\_AProconsularis.PNG"...

Set 18 of regions to new Properties with 18, "Community Chest"

Set 19 of regions to new Properties with 19, "Asia", "Orange\_Asia.PNG"...

Set 20 of regions to new Properties with 20, "Britannia", "Orange\_Britannia.PNG"...

Set 21 of regions to new Properties with 21, "Free Market"

Set 22 of regions to new Properties with 22, "Cilicia", "Red\_Cilicia.PNG"...

Set 23 of regions to new Properties with 23, "Chance"

Set 24 of regions to new Properties with 24, "Galatia", "Red\_Galatia.PNG"...

Set 25 of regions to new Properties with 25, "Cappadocia", "Red\_Cappadocia.PNG"...

Set 26 of regions to new Properties with 26, "Via Aemilia", "Via\_Aemilia.PNG"...

Set 27 of regions to new Properties with 27, "Aegyptus", "Yellow\_Aegyptus.PNG"...

Set 28 of regions to new Properties with 28, "Arabia Petraea", "Yellow\_APetraea.PNG"...

Set 29 of regions to new Properties with 29, "Aquaducts", "Utility\_Aqueducts.PNG"...

Set 30 of regions to new Properties with 30, "Syria", "Yellow\_Syria.PNG"...

Set 31 of regions to new Properties with 31, "Go to the Arena"

Set 32 of regions to new Properties with 32, "Macedonia", "Green\_Macedonia.PNG"...

Set 33 of regions to new Properties with 33, "Epirus", "Green\_Epirus.PNG"...

Set 34 of regions to new Properties with 34, "Community Chest"

Set 35 of regions to new Properties with 35, "Achaia", "Green\_Achaia.PNG"...

Set 36 of regions to new Properties with 36, "Via Popilia", "Via\_Popillia.PNG"...

Set 37 of regions to new Properties with 37, "Chance"

Set 38 of regions to new Properties with 38, "Sicilia", "Blue\_Sicilia.PNG"...

Set 39 of regions to new Properties with 39, "Citizen's Tax"

Set 40 of regions to new Properties with 40, "Italia", "Blue\_Italia.PNG"...

tileNumber = Pos, name, image name, group, cost, mortgage, owner, houses, hotels, rent, group rent

Create new Players array of length 8

Set 0 of people to new Players with "Player I", 1, "Token\_E.png"...

Set 1 of people to new Players with "Player II", 2, "Token\_H.png"...

Set 2 of people to new Players with "Player III", 3, "Token\_S1.png"...

Set 3 of people to new Players with "Player IV", 4, "Token\_S2.png"...

Set 4 of people to new Players with "Player V", 5, "Token\_S3.png"...

Set 5 of people to new Players with "Player VI", 6, "Token\_Sen.png"...

Set 6 of people to new Players with "Player VII", 7, "Token\_W1.png"...

Set 7 of people to new Players with "Player VIII", 8, "Token\_W2.png"...

Call method Board with regions, people

Call method MainMenu