

StartingPoint

City

ChanceSquare

Tax

RailRoad

Lot

Jail

ChanceGoSquare

*ChanceCard*

ChanceGoJail

ChanceGetMoney

ChanceLoseMoney

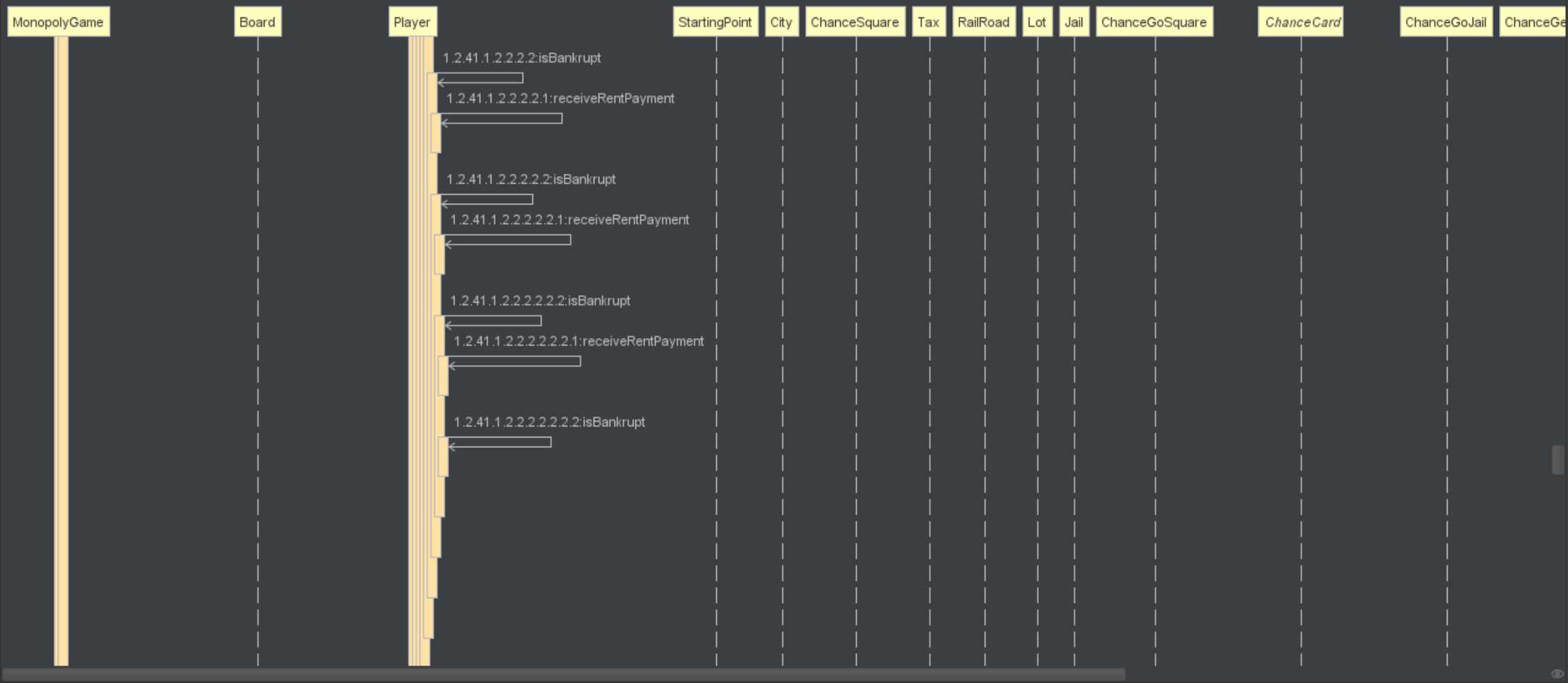
Dice

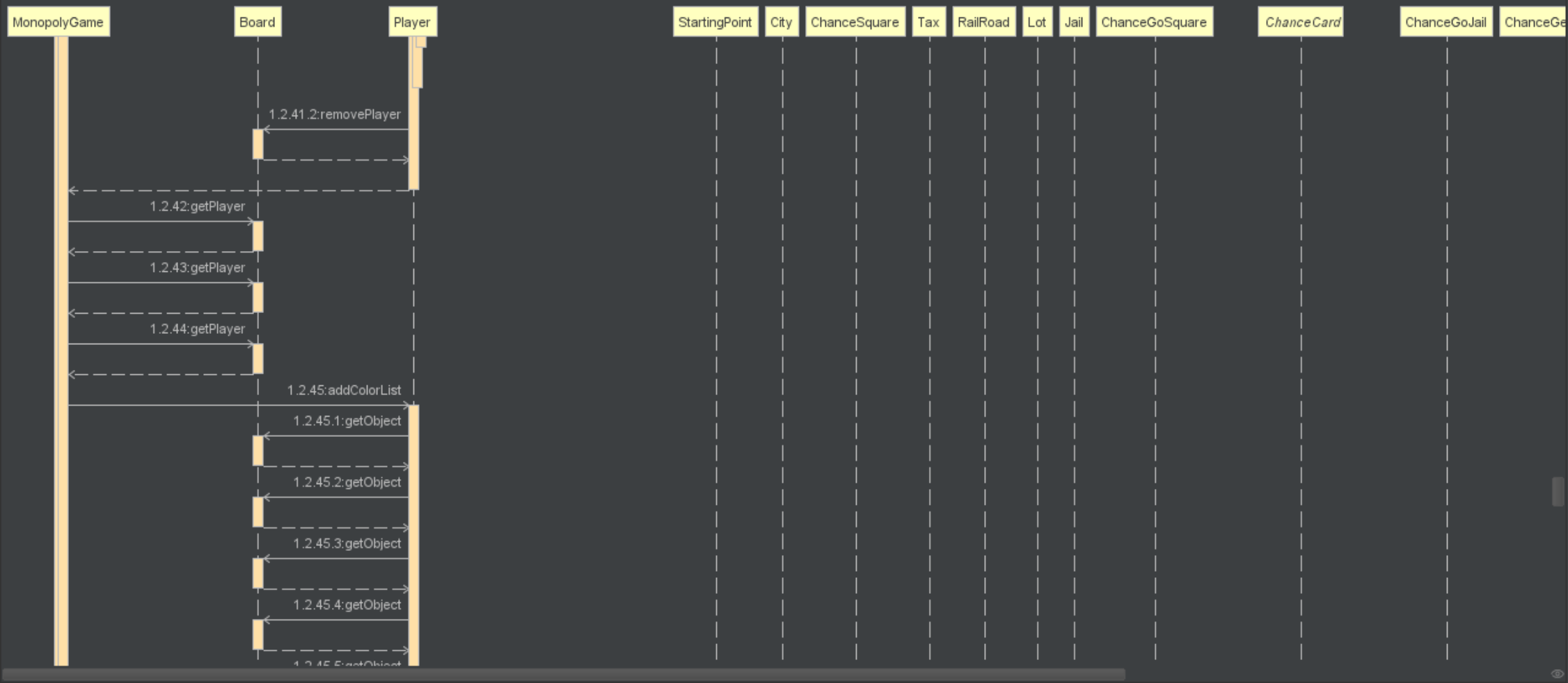
Piece

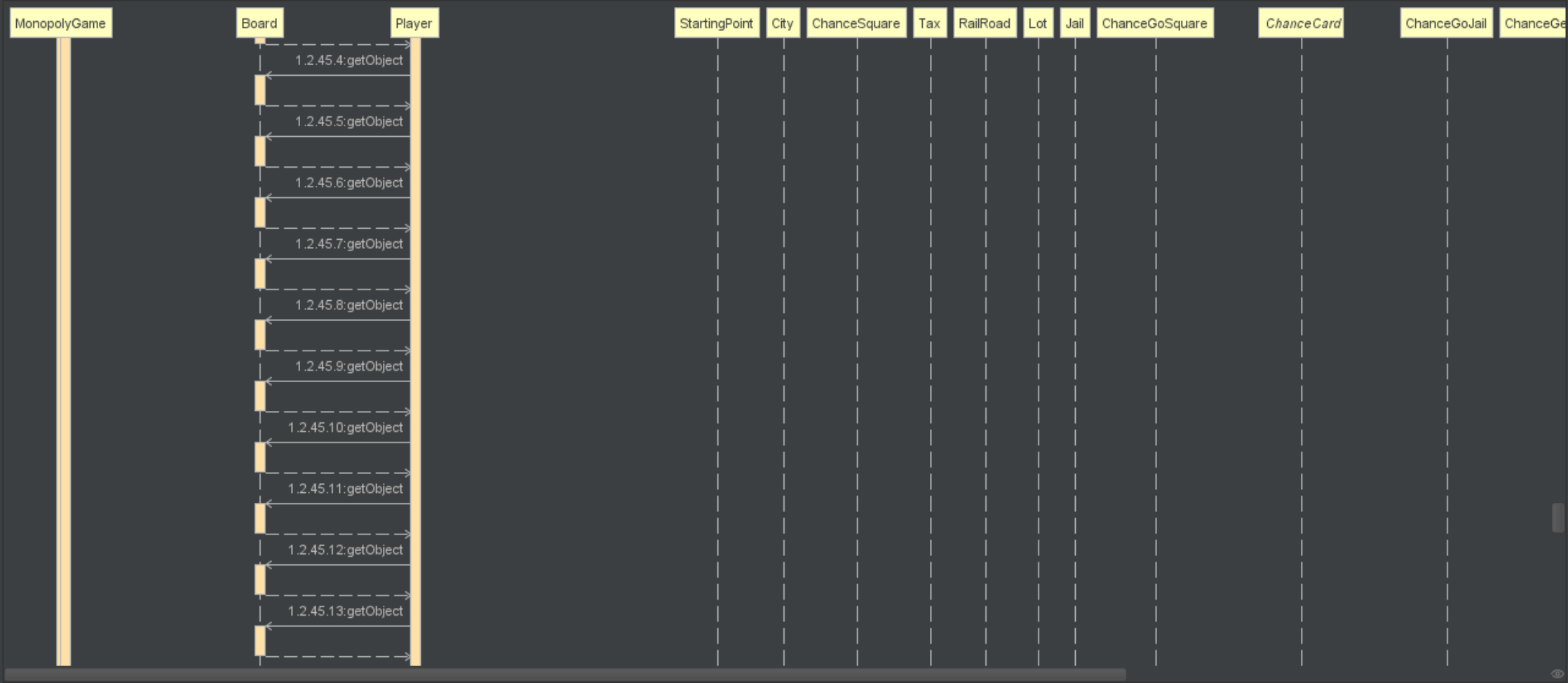
*Square*

1.2.34: getlocation

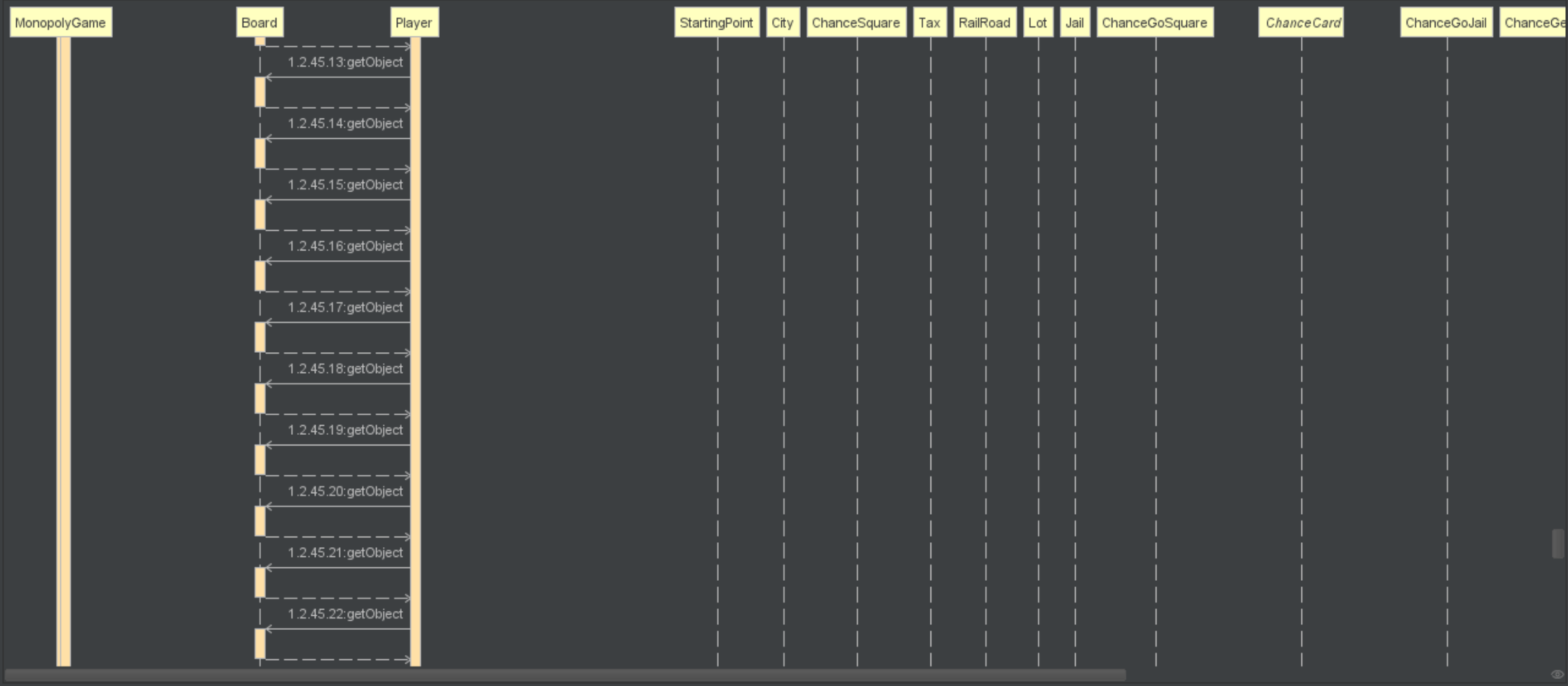


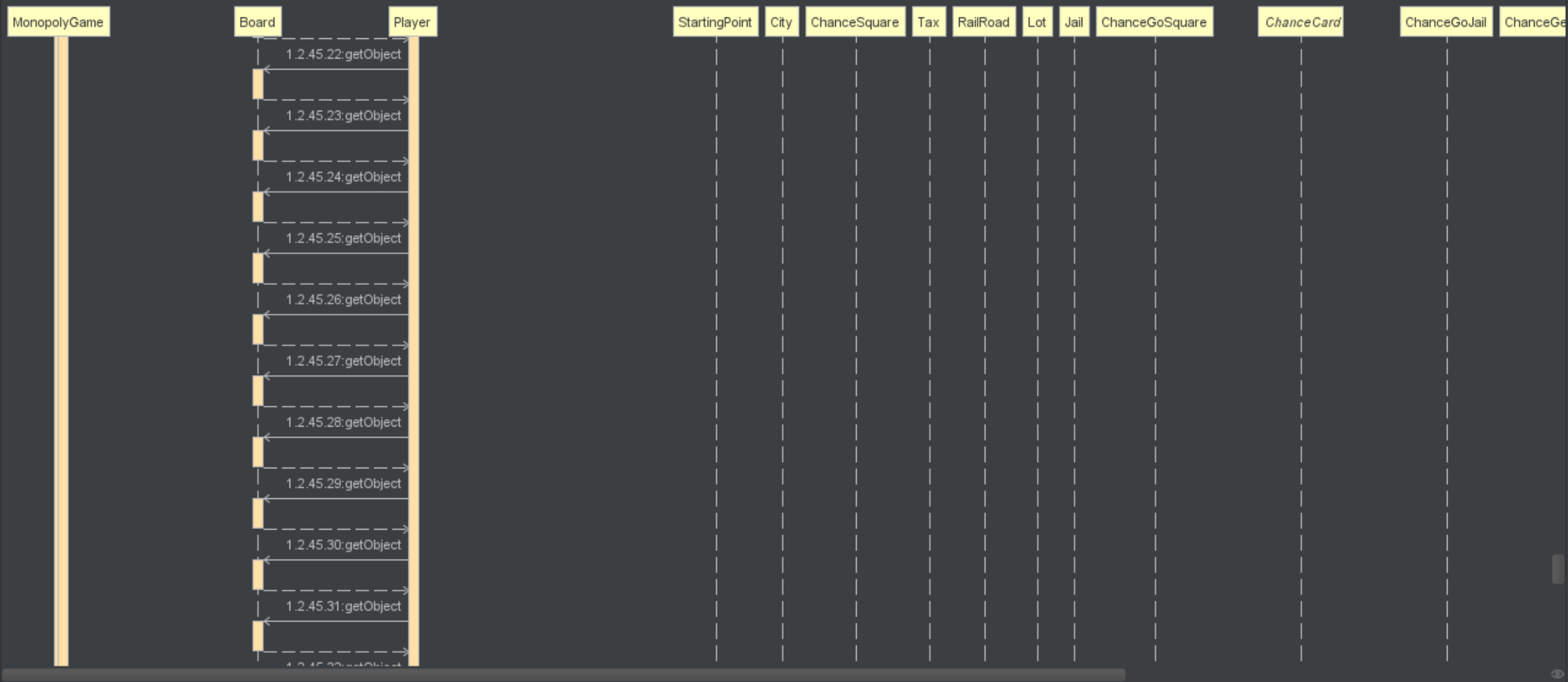


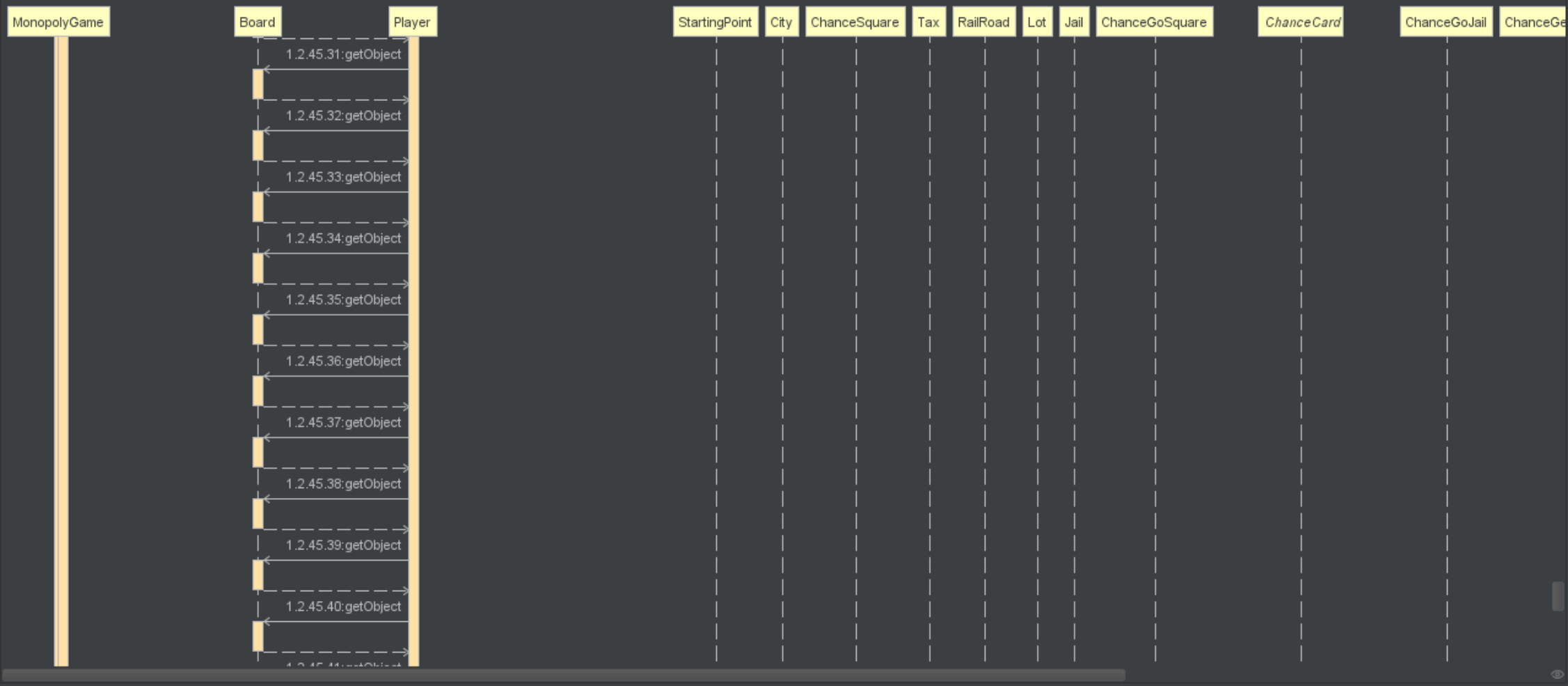


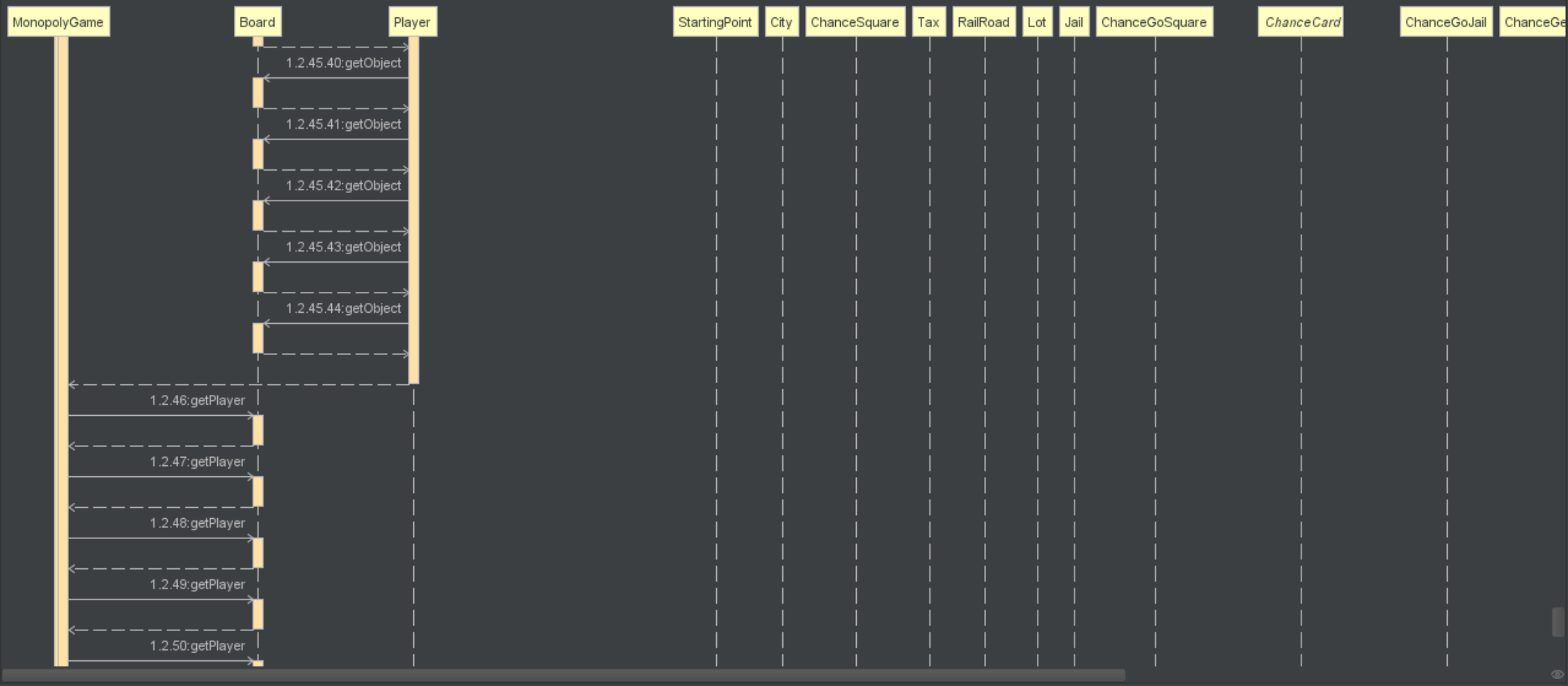


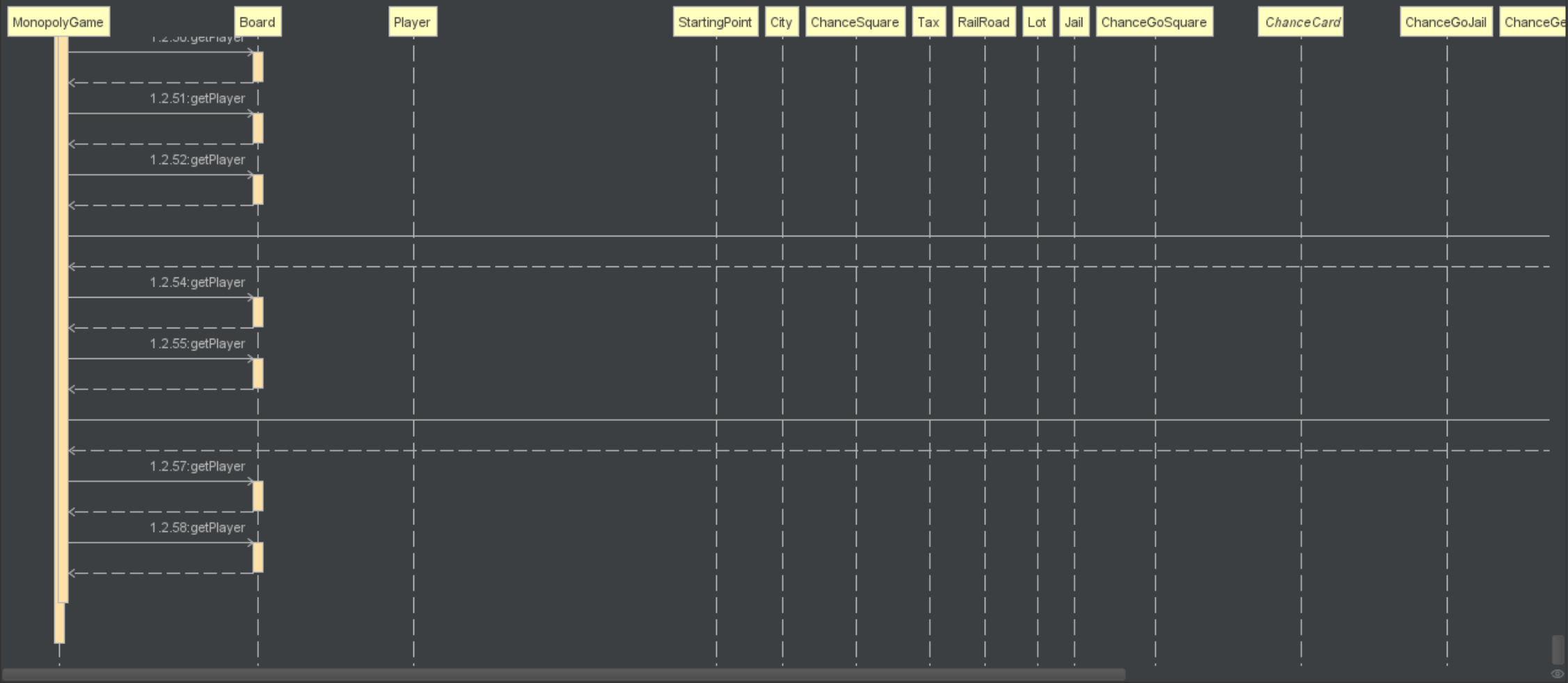












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1.2.53:setlocation →

1.2.56:getlocation →