Mair	Gai	ne TaxSc	quare Reward	Starting	Square Bo	ard Per	son Dice	Square
Ì	1.1: <create>></create>	1						İ
4	1.2:setGame							
		1.2.1:«create»						
		12	2:< <create>></create>]				-
				.2.3:< <create>></create>				
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		*			1.2.5:<<	reate>>		
×	1.3:getPlayers	*						
k	<u>1</u>]				1.4:<<	leate>>	İ
K	1.5:setCycle							-
K	1.6:setTurn							
	1.7:beforeRollingDices]						
	,				1.7.1:g	etName		
	Ī	1.7.2:getTurn				 		
	L	1.7.3:getCycle						į
	Į				1740	etName		
		·			1.7.5:get	. 1		- [
		·		176 net	Gameboard			
					1.7.7:get	Position		
		·				1	1.7.8:getNa	me
			f				1.7.8.1:getNa	me
		*		1 7 Grand	Sameboard			
		·		17.9:geo	1	Position		
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			r				.7.11.1:getTy	
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k						1.8:	follDice	
k	1.9:move							İ
		·			1.9.1:get Gameboard	Position		
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		*		1.9.3:90	Gameboard	. !		
		·			1.9.4:set	Position		-
K	1.10:updateStatus							
		*		1.10.1:get	1			-
		·			1.10.2:get 3:setCurrent	1		
		·				1		
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		1.10.5:ge	tRewardPrice		amahaand			
		·		_	Sameboard			-
		·			1.10.7:get			
					8:setCurrent	1		- į
		1.10.10:getTaxAmount		1.10	19:getCurrent	salance		
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×	1.11:afterRollingDices							
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			f				.11.8.1:getT)	
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		·			1.11.13:get	Position		
		1.11.14:getTaxAmount			gc			
				1.11	.5:getCurrent	Balance	H	İ
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ľ	1.12:isBankrupt	, i		1.12	1:getCurrent	Balance		
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ľ		· i			1.13·g	etName	\	
ľ	1.14:isGameOver							
k		,			1.15:g	etName		
ŀ	·			1.1	6:getCurrent	Balance		
k	1.17:afterCycle	i			1.17.1:g	etNerr-	İ	
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					1.17.2:get			
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