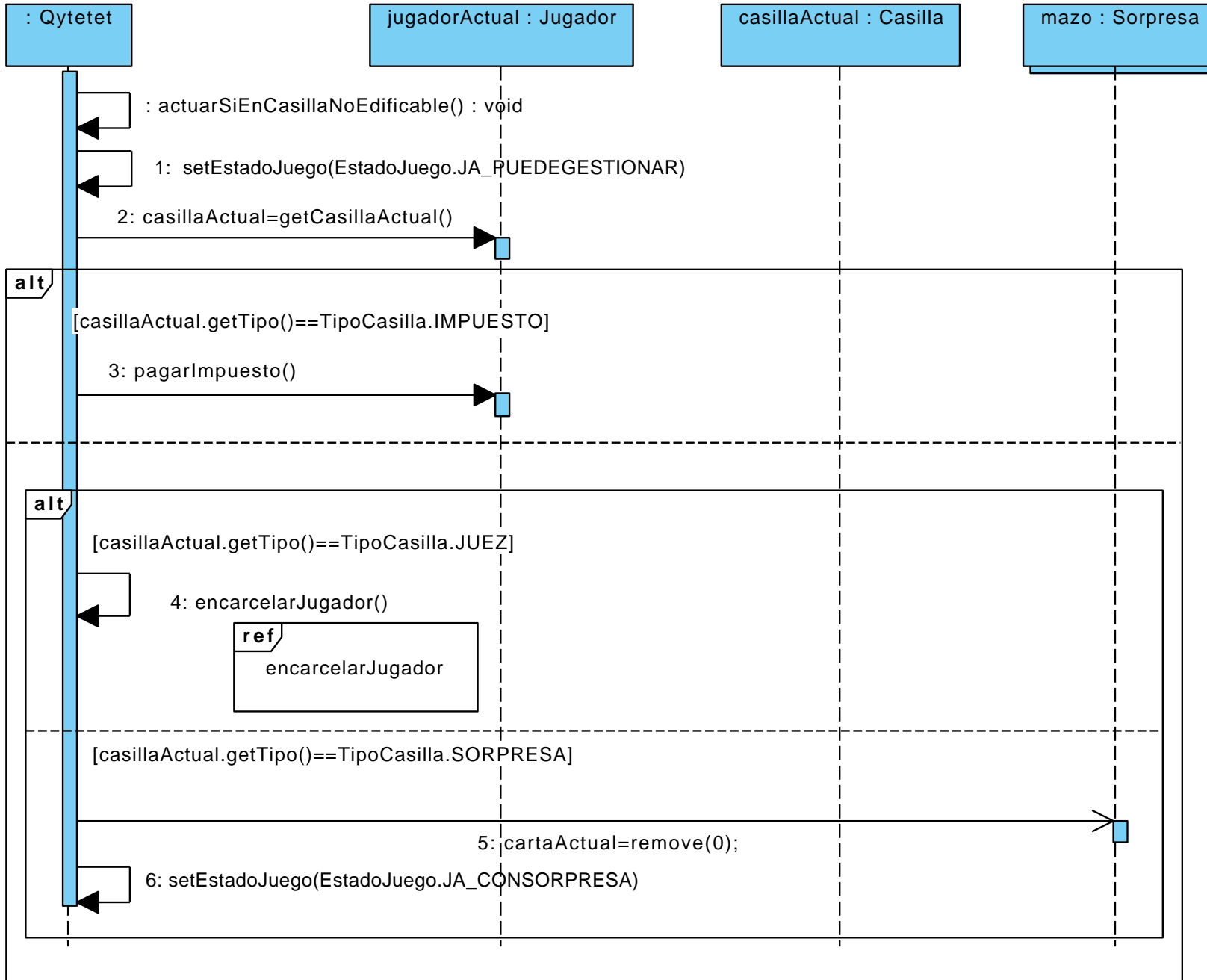
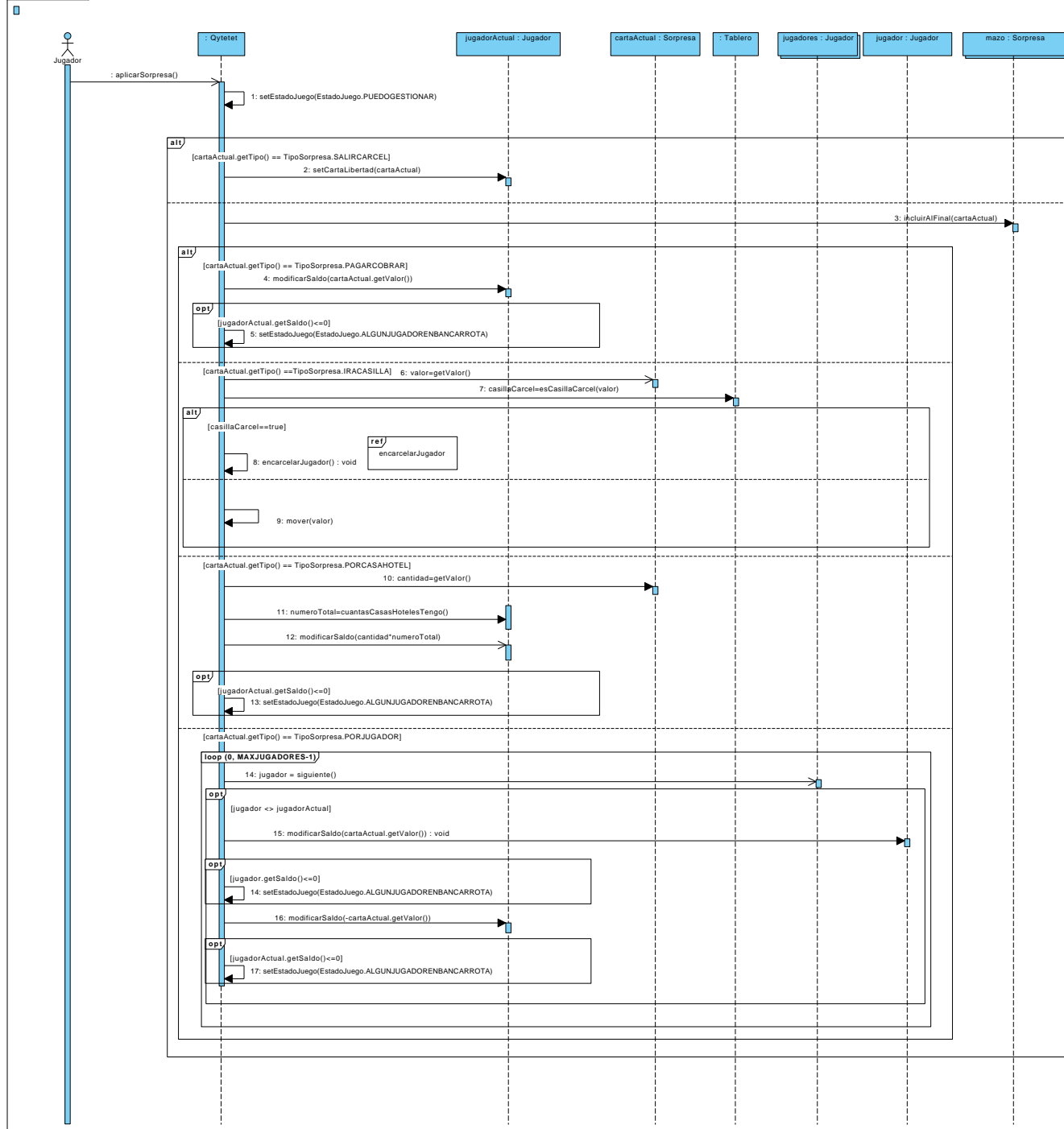
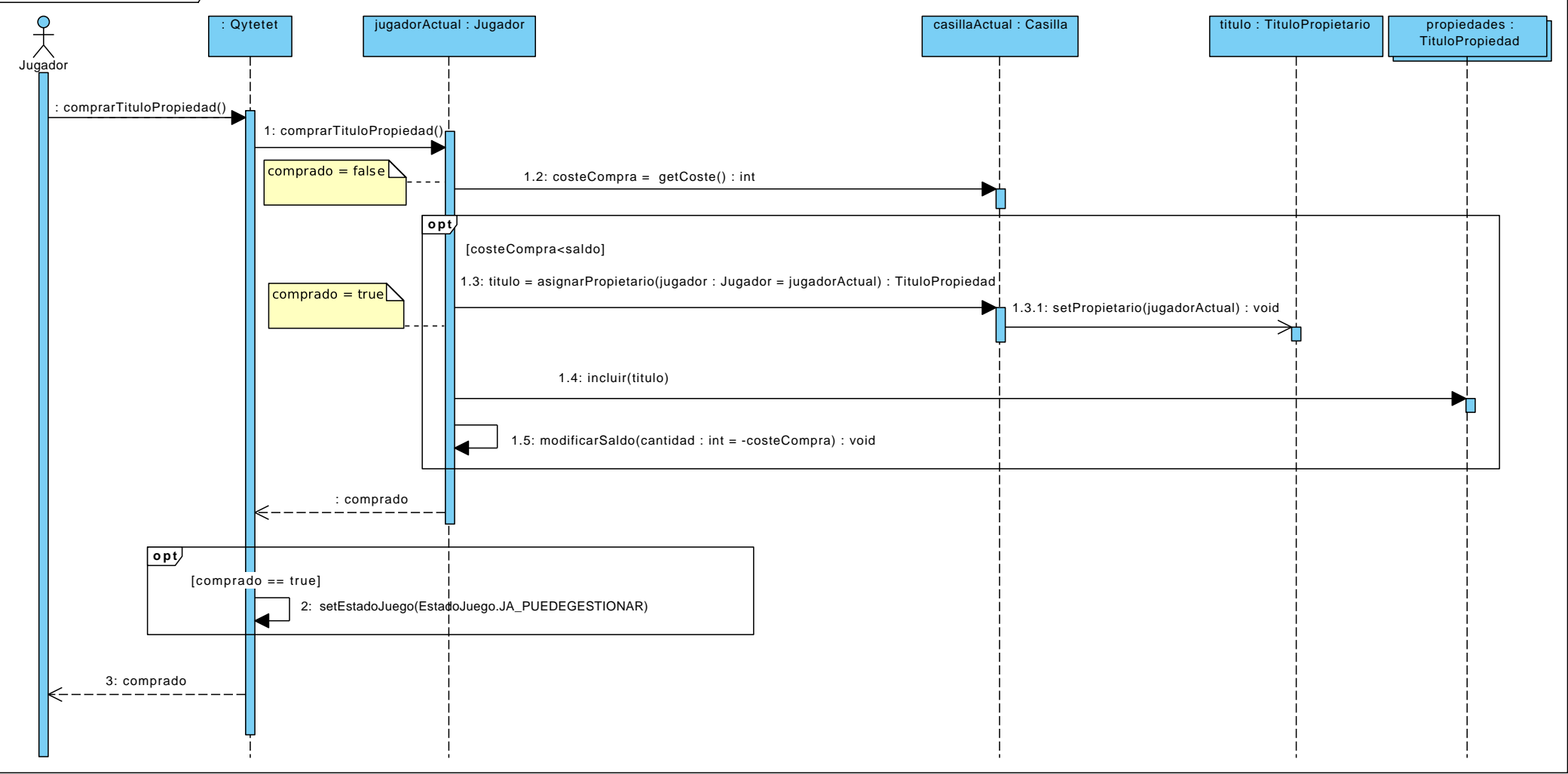


**sd** actuarSiEnCasillaNoEdificable

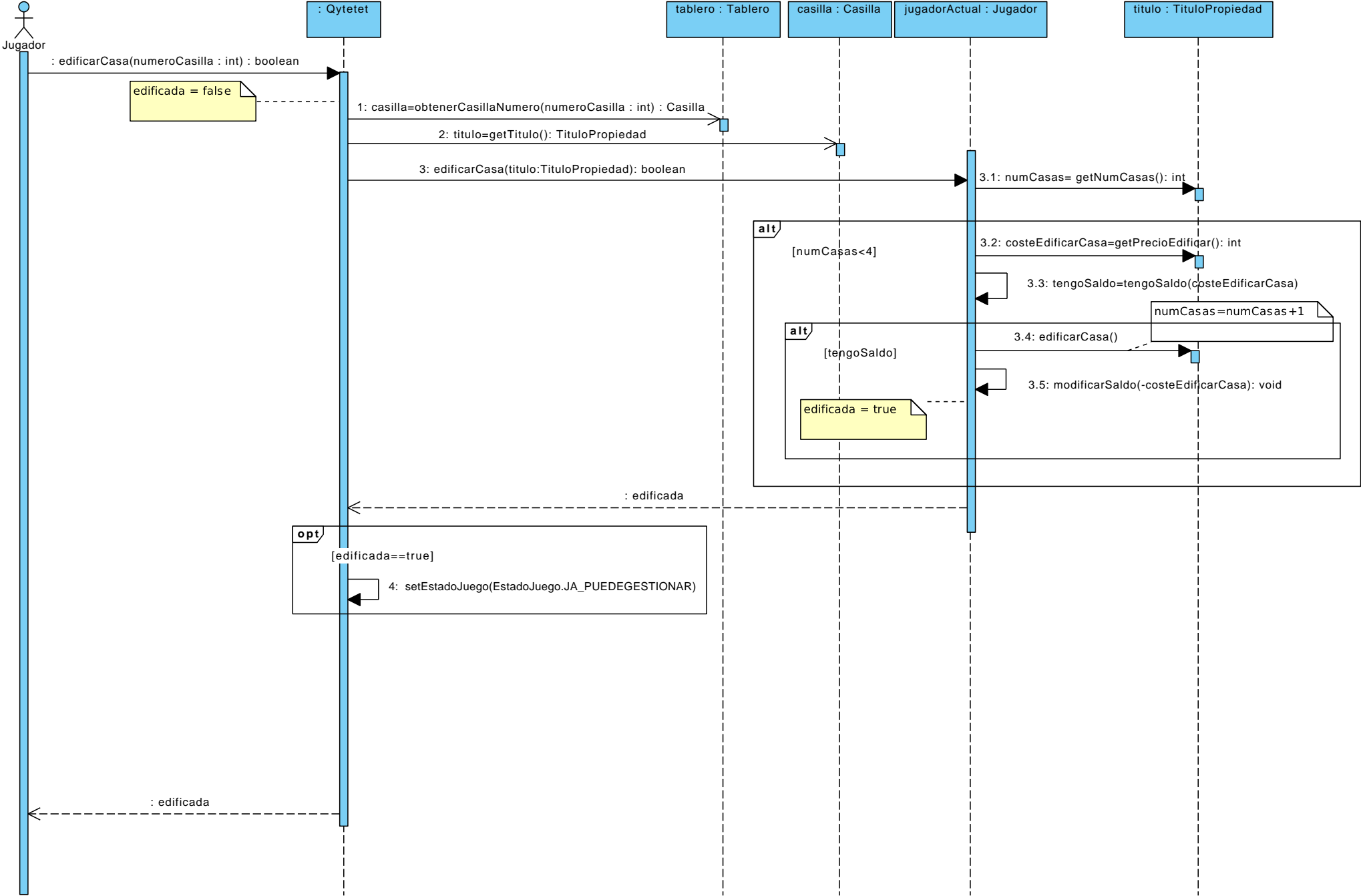
## sd aplicarSorpresa

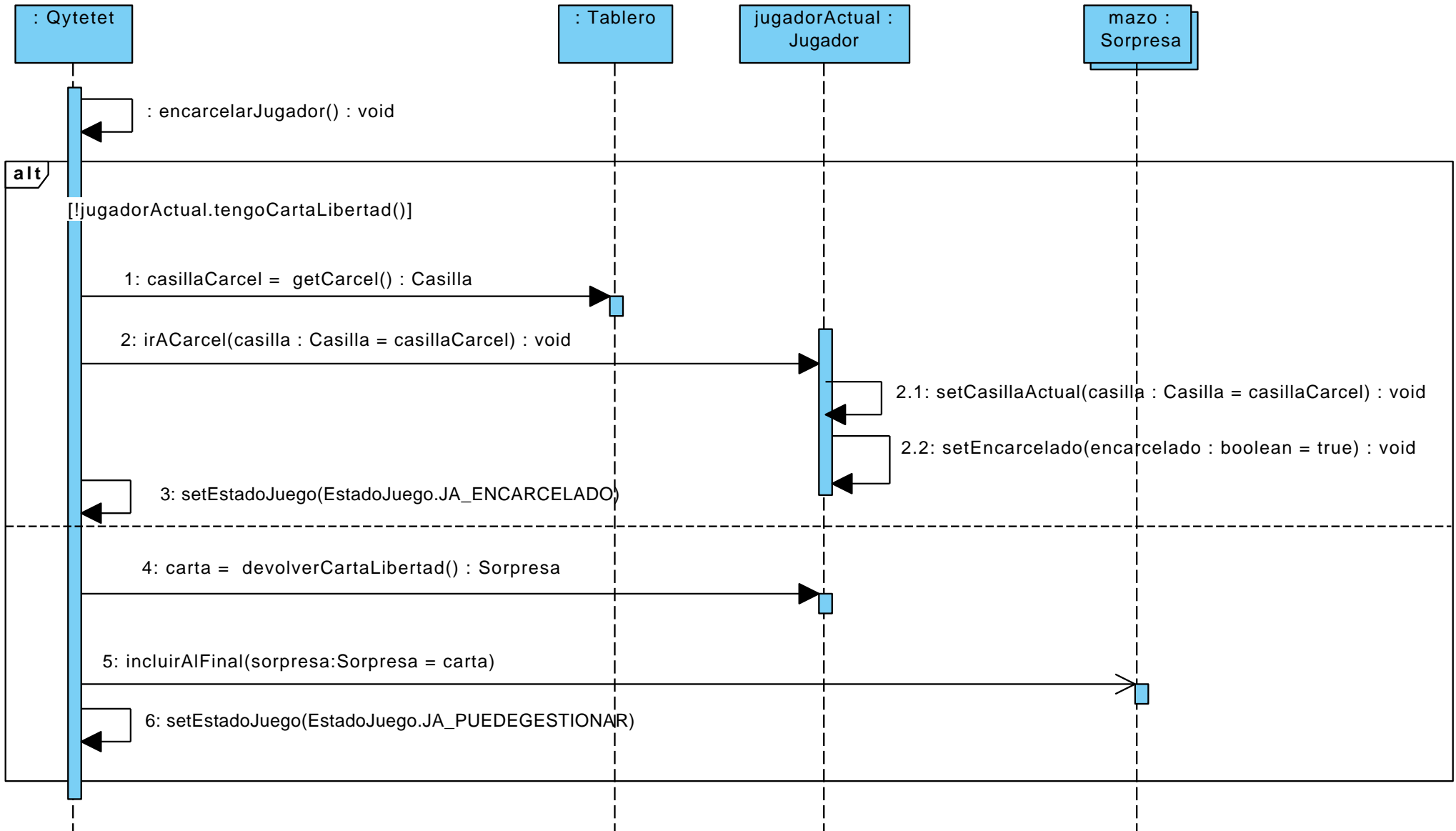


sd comprarTituloPropiedad

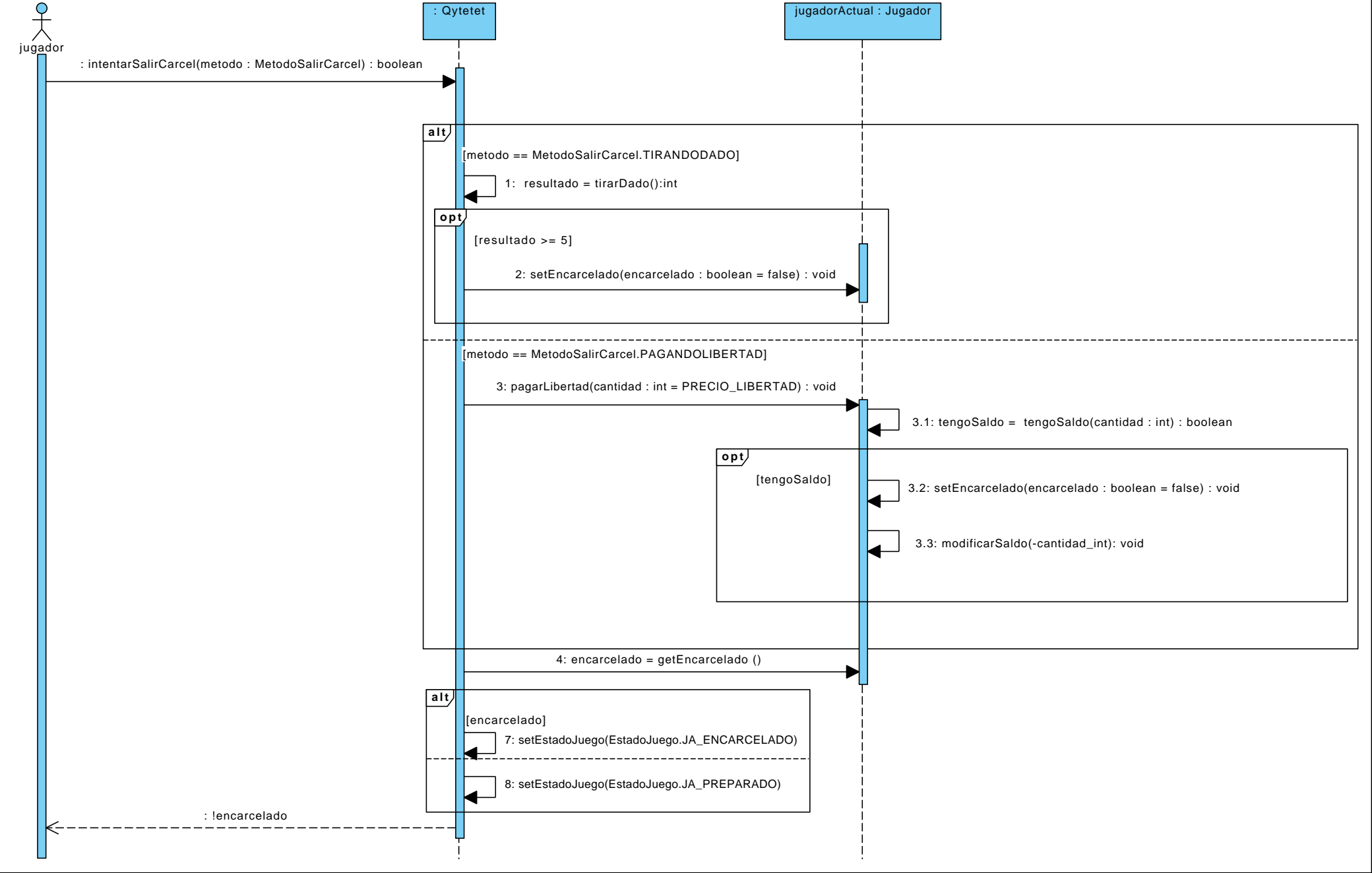


sd edificarCasa

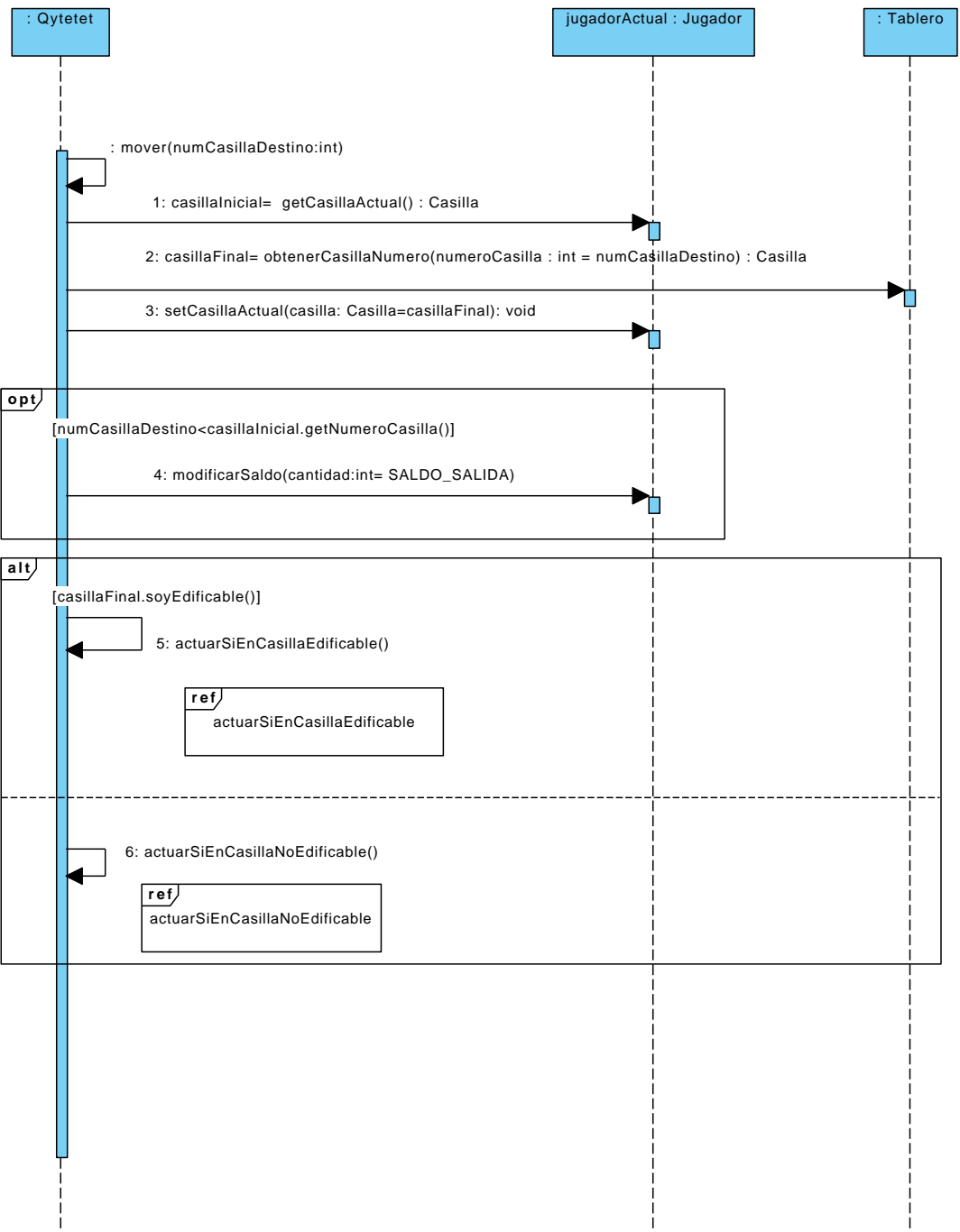


**sd** encarcelarJugador

sd intentarSalirCarcel



sd mover



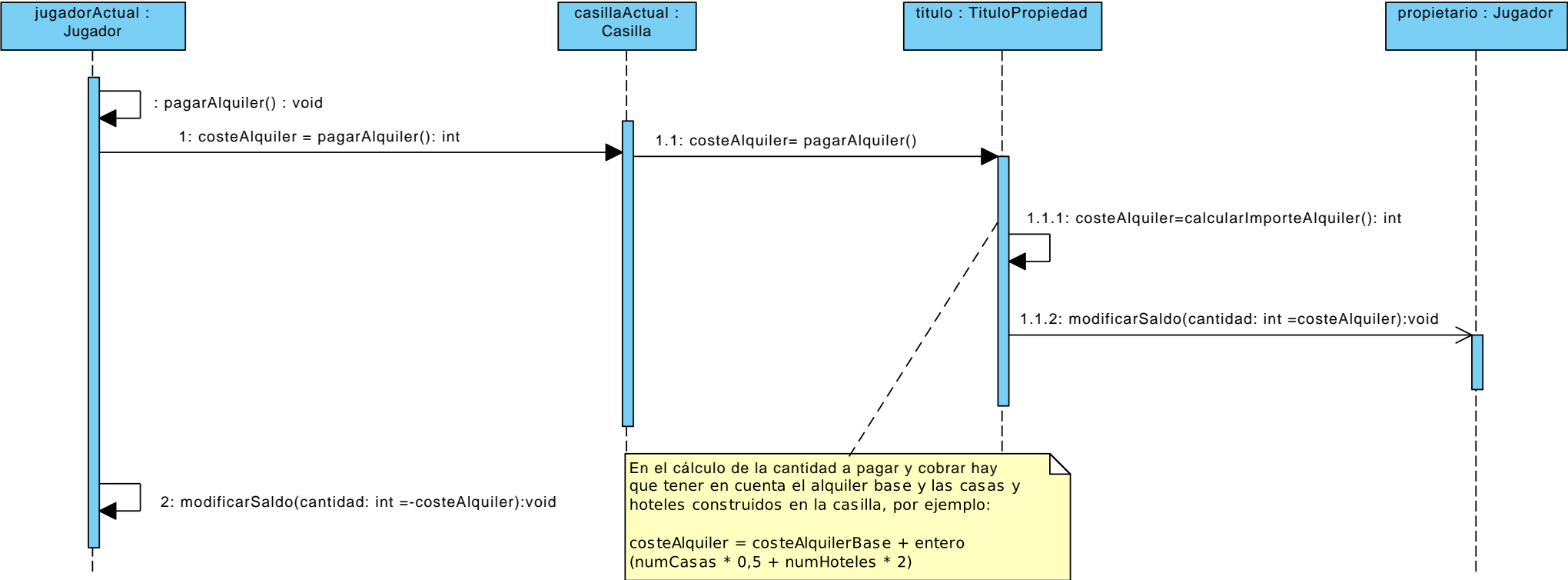
Si se pasa por la casilla de salida

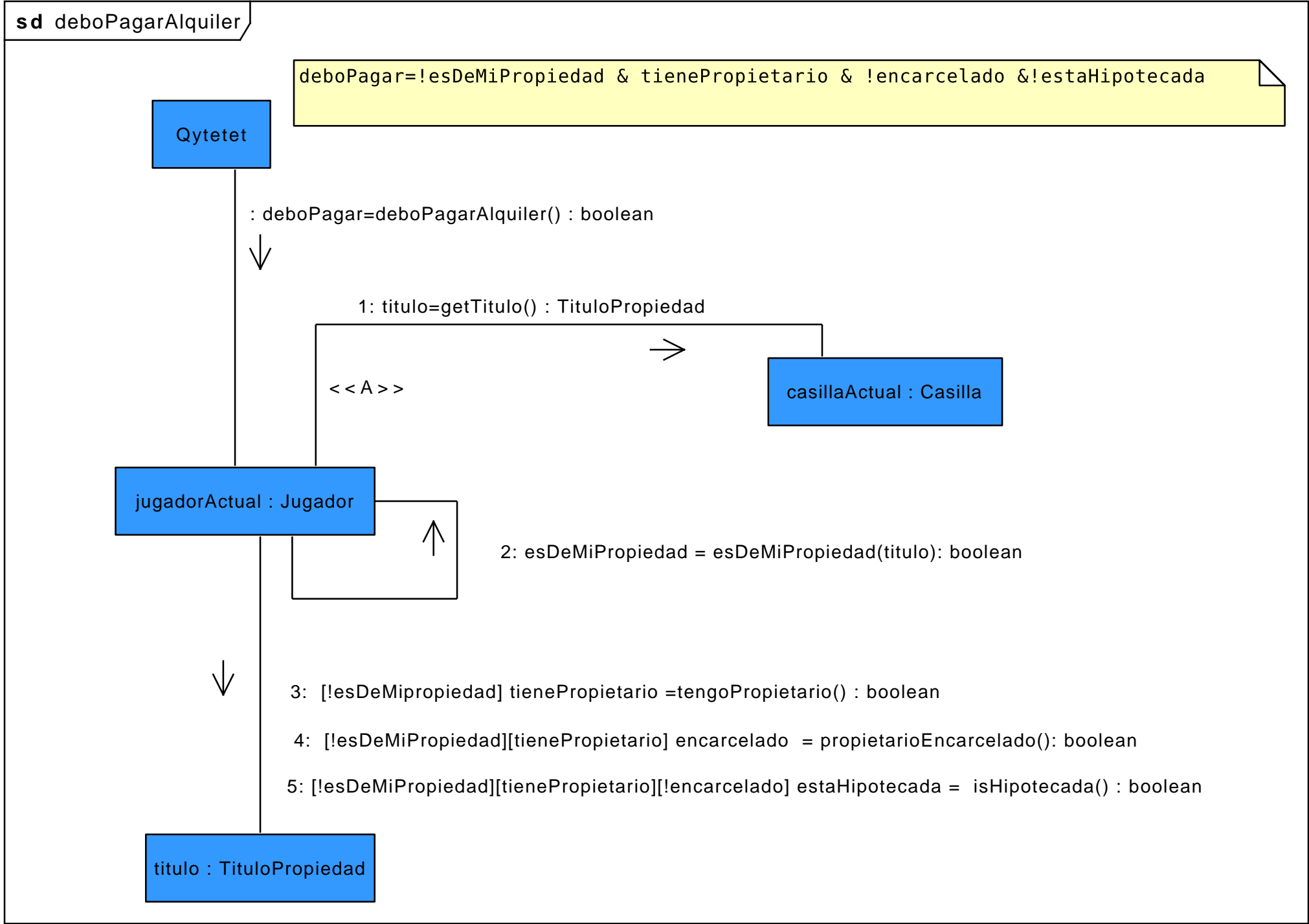
Si al mover se cae en una casilla edificable

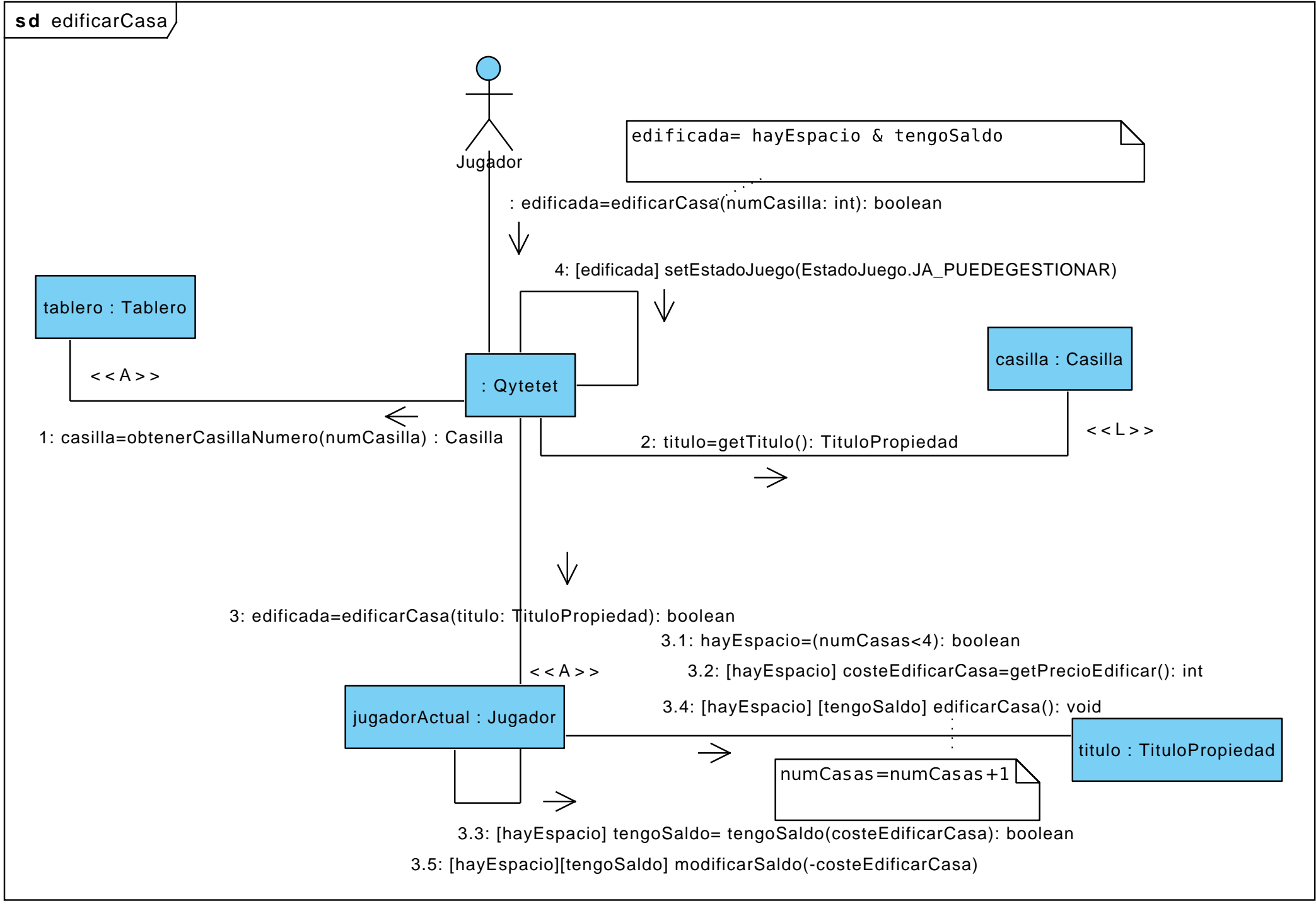
Si al mover se cae en una casilla no edificable

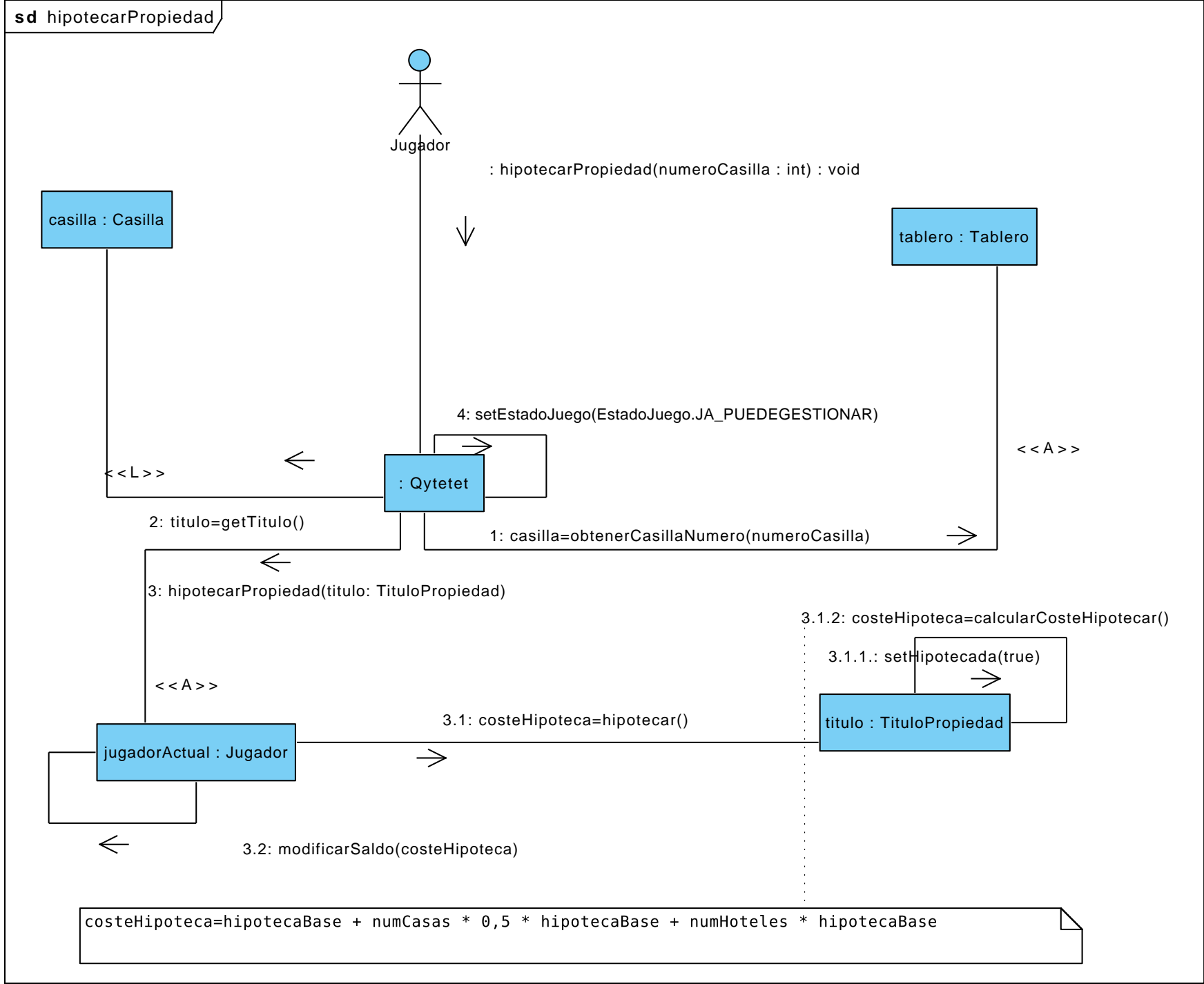


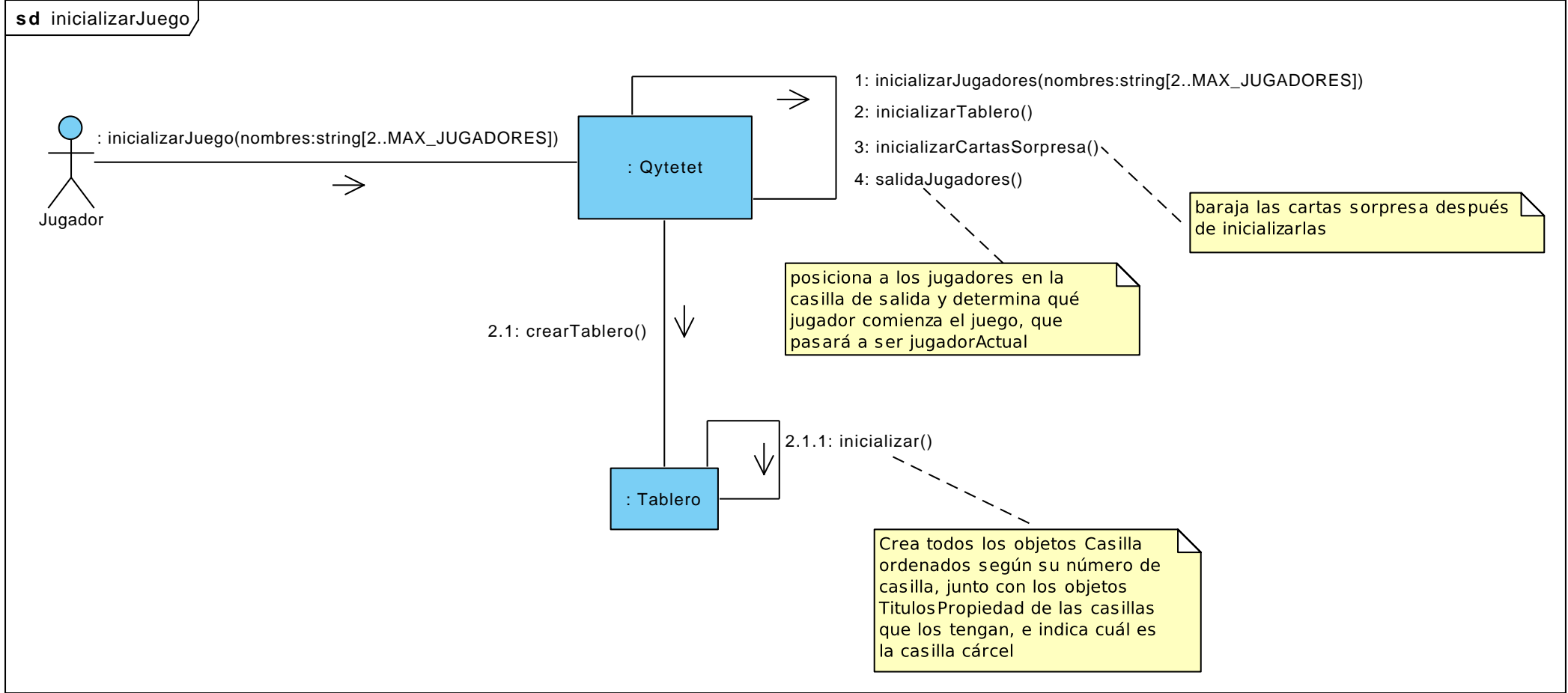
sd pagarAlquiler











sd venderPropiedad

