Call method pull with p, play, prop

Set chanceno to this.chanceno

Set imgname to this.imgname

Set outcome to this.outcome

Initialise thePlayer to p

Set chanceno to ( Math.random multiplied by 16 ) as int

URL img1 = Chance.class.getResource("/cards/images/Chance"+chanceno+".PNG");

If chanceno is equal to 1

If thePlayer.getPosition is greater than 5

Initialise changeBalance to thePlayer.getBalance plus 200

Call method thePlayer.setBalance with changeBalance

EndIf

Call method thePlayer.setPosition with 5

Set outcome to "Take a trip to Via Appia. If you pass Rome collect 200 denarius."

EndIf

If chanceno is equal to 2 or chanceno is equal to 3

Set outcome to "Advance to the nearest Via. If UNOWNED, you may buy it from the Bank. If OWNED, pay owner twice the rental to which they are otherwise entitled."

If thePlayer.getPosition is greater than 35 or thePlayer.getPosition is less than 5

Call method thePlayer.setPosition with 5

Initialise changeBalance to thePlayer.getBalance plus 200

Call method thePlayer.setBalance with changeBalance

EndIf

If thePlayer.getPosition is greater than 4 or thePlayer.getPosition is less than 16

Call method thePlayer.setPosition with 16

EndIf

If thePlayer.getPosition is greater than 15 or thePlayer.getPosition is less than 26

Call method thePlayer.setPosition with 26

EndIf

If thePlayer.getPosition is greater than 25 or thePlayer.getPosition is less than 36

Call method thePlayer.setPosition with 36

EndIf

EndIf

If chanceno is equal to 4

Set outcome to "Gain a favor with a Senator, get out of the Gladiatorial Arena for free. This card may be kept until needed or traded."

Set Outjail to thePlayer.getOutJail

Outjail++;

Call method thePlayer.setOutJail with Outjail

EndIf

If chanceno is equal to 5

Set outcome to "Advance to the nearest Utility. If UNOWNED, you may buy it from the Bank. If OWNED, throw dice and pay owner a total ten times amount thrown."

If thePlayer.getPosition is greater than 28 or thePlayer.getPosition is less than 13

Call method thePlayer.setPosition with 13

EndIf

If thePlayer.getPosition is greater than 12 or thePlayer.getPosition is less than 29

Call method thePlayer.setPosition with 29

EndIf

EndIf

If chanceno is equal to 6

Set outcome to "Advance to Rome. Collect 200 denarius."

Call method thePlayer.setPosition with 0

Initialise changeBalance to thePlayer.getBalance plus 200

Call method thePlayer.setBalance with changeBalance

EndIf

If chanceno is equal to 7

Set outcome to "A new road is built near your Villa raising its value, collect 150 denarius."

Initialise changeBalance to thePlayer.getBalance plus 150

Call method thePlayer.setBalance with changeBalance

EndIf

If chanceno is equal to 8

Set outcome to "Go back 3 spaces."

Initialise newPosition to thePlayer.getPosition minus 3

Call method thePlayer.setPosition with newPosition

EndIf

If chanceno is equal to 9

Set outcome to "Make general repairs on all of your properties: For villa pay 25 denarius, For pantheons pay 100 denarius. If no villas or pantheons are owned pay 100 denarius."

Initialise changeBalance to thePlayer.getBalance minus 100

Call method thePlayer.setBalance with changeBalance

a fine for now

EndIf

If chanceno is equal to 10

Set outcome to "Advance to Italia."

Call method thePlayer.setPosition with 40

EndIf

If chanceno is equal to 11

Set outcome to "Recent investment in more merchant carts gains you 50 denarius."

Initialise changeBalance to thePlayer.getBalance plus 50

Call method thePlayer.setBalance with changeBalance

EndIf

If chanceno is equal to 12

Set outcome to "Your horses escape into the city. Pay a 15 denarius fine."

Initialise changeBalance to thePlayer.getBalance minus 15

Call method thePlayer.setBalance with changeBalance

EndIf

If chanceno is equal to 13

Set outcome to "Go to the Gladiatorial Arena. Go directly to the arena, DO NOT pass Rome, DO NOT collect 200 denarius."

Call method thePlayer.setPosition with 11

Set jail to 1

EndIf

If chanceno is equal to 14

Set outcome to "Advance to Aquitania. If you pass Rome, Collect 200 denarius."

If thePlayer.getPosition is greater than 12

Initialise changeBalance to thePlayer.getBalance plus 200

Call method thePlayer.setBalance with changeBalance

EndIf

Call method thePlayer.setPosition with 12

EndIf

If chanceno is equal to 15

Set outcome to "Advance to Cappadocia. If you pass Rome, Collect 200 denarius."

If thePlayer.getPosition is greater than 25

Initialise changeBalance to thePlayer.getBalance plus 200

Call method thePlayer.setBalance with changeBalance

EndIf

Call method thePlayer.setPosition with 25

EndIf

If chanceno is equal to 16

Set outcome to "You have been elected a Senator, pay each player 50 denarius."

Initialise changeBalance to thePlayer.getBalance minus 50

Call method thePlayer.setBalance with changeBalance

EndIf

EndIf

Return chanceno

Return imgname

Return outcome

Return Outjail