Set this.Prev to Prev

Set this.dice1;

Set this.dice2;

Set this.jtotal;

Set this.statustxt to statustxt

Set this.dice1 to dice1

Set this.dice2 to dice2

Set this.j to j

Set this.chaimg to chaimg

For i is 0, i is less than 1, i increments by 1

Initialise pno to counter

Initialise p to position pno in play

Set statustxt to ""

System.out.println(play[pno].getName()+", Position: "+p.getPosition());

Create new int array of length 4

Create new int array of length 3

Set k to p.getDoubles

j = j % 4; //jail 0 not, 4 leave

Set k to k modulus 3

If k is equal to 1

Set statustxt to "Doubles! Roll again."

disable all, but rolling in board

EndIf

If k is greater than 2 and k

Set statustxt to "You have rolled doubles 3 times, Go to the Arena."

Call method p.setPosition with 11

Set k to 0

EndIf

If j is equal to 0

If Prev 10

Initialise currentPos to p.getPosition

Call method p.setPosition with currentPos plus 1

EndIf

If p.getPosition is greater than 39

Call method p.setPosition with 0

EndIf

If p.getPosition is not equal to 0 and Prev is not equal to 0

If ( Prev is greater than p.getPosition and ( j is equal to 0 ) )

Initialise currentBal to p.getBalance

Set statustxt to "Pass Rome, Collect 200 denarius."

Call method p.setBalance with currentBal plus 200

EndIf

EndIf

If p.getPosition is equal to 0

Initialise currentBal to p.getBalance

Set statustxt to "Enter Rome, Collect 200 denarius."

Call method p.setBalance with currentBal plus 200

EndIf

If p.getPosition is equal to 10

Set statustxt to "See a battle."

EndIf

If p.getPosition is equal to 21

Set statustxt to "Free market."

EndIf

If p.getPosition is equal to 31

Set statustxt to "Go to the Arena."

Call method p.setPosition with 11

Set j to 1

EndIf

If p.getPosition is equal to 39

Initialise currentBal to p.getBalance

Call method p.setBalance with currentBal minus 100

Set statustxt to "Citizen's Tax"

EndIf

If p.getPosition is equal to 4

Initialise currentBal to p.getBalance

Call method p.setBalance with currentBal minus 200

Set statustxt to "Render unto Caesar 200 denarius."

EndIf

If p.getPosition is equal to 2 or p.getPosition is equal to 18 or p.getPosition is equal to 34

Create new CommunityChest

Set checard to theChest.getChestNo

Set cheimg to theChest.getImgName

Set cheout to theChest.getOutcome

Esche += theChest.getOutJail();

Initialise currentBalance to p.getBalance

Call method p.setBalance with currentBalance plus cheadj

Set statustxt to "Draw a Community Chest card. " plus cheout

System.out.println("Chest: "+checard+", "+cheout);

EndIf

If p.getPosition is equal to 7 or p.getPosition is equal to 23 or p.getPosition is equal to 37

Create new Chance

Set chacard to theChance.getChanceNo

Set chaimg to theChance.getImgName

Set chaout to theChance.getOutcome

Escha += theChance.getOutJail();

Initialise currentBalance to p.getBalance

Call method p.setBalance with currentBalance plus chaadj

Set statustxt to "Draw a Chance card. " plus chaout

System.out.println("Chance: "+chacard+", "+chaout);

EndIf

EndIf

If j is greater than 0 and j

Set statustxt to "You are in the Arena. Turns until free: " plus ( 4 minus j )

J++;

If k is equal to 1

Set statustxt to "You rolled a double, escape the Arena."

Set j to 0

EndIf

Call method p.setPosition with 11

EndIf

If j is greater than 3

Set statustxt to "You paid a fine, leave the Arena."

Initialise currentBalance to p.getBalance

Call method p.setBalance with currentBalance minus 50

Set j to 0

EndIf

If k is greater than 3

Set k to 4 minus k

EndIf

Set Prev to p.getPosition

Set j of jail to

Set k of doubles to

Call method p.setDoubles with k

Jtotal += (escha+esche);

EndFor

System.out.println(statustxt);

Return jtotal

Return escha and esche

Return j

Return statustxt

Return dice1

Return dice2

Return chaimg