Set name to "Player"

Set token to "Token\_W1.png"

Set position to 0

Set balance to 1500

Set k to 0

Set j to 0

Set oj to 0

Set player

Set this.name to name

Set this.playerNumber to playerNumber

Set this.token to token

Set this.position to position

Set this.balance to balance

Set this.owner to owner

Set this.k to k

Set this.j to j

Set this.oj to oj

Set this.currentPlayer to currentPlayer

Set this.jailCounter to jailCounter

Return k

Set this.k to k

Return j

Set this.j to j

Return oj

Set this.oj to oj

Return name

Set this.name to name

Return playerNumber

Set this.playerNumber to playerNumber

Return token

Set this.token to token

Return this.k

Return this.j

Return this.oj

Return position

Set this.position to position

Return owner

Set this.owner to owner

Return balance

Set this.balance = balance

Return currentPlayer

Return jailCounter

Return jailCounter