

Ticket to Ride - Infinity War Edition

Accessing the Site

Open marylou.ga on computer running Chrome. That should be it, unless something goes wrong. See [Troubleshooting](#) below.

The frontend (marylou.ga) is written in Angular, so it is served as a static site. The backend (api.marylou.ga) is written in Kotlin.

Troubleshooting

If the following instructions don't work, call the number given in contact.txt in the zip file

Cannot communicate with Backend

The backend server (api.marylou.ga) should auto-restart if it crashes. The frontend (marylou.ga) shouldn't ever crash, its just nginx serving static files.

If that doesn't work for some reason, run the provided [server.jar](#) using Java 8.

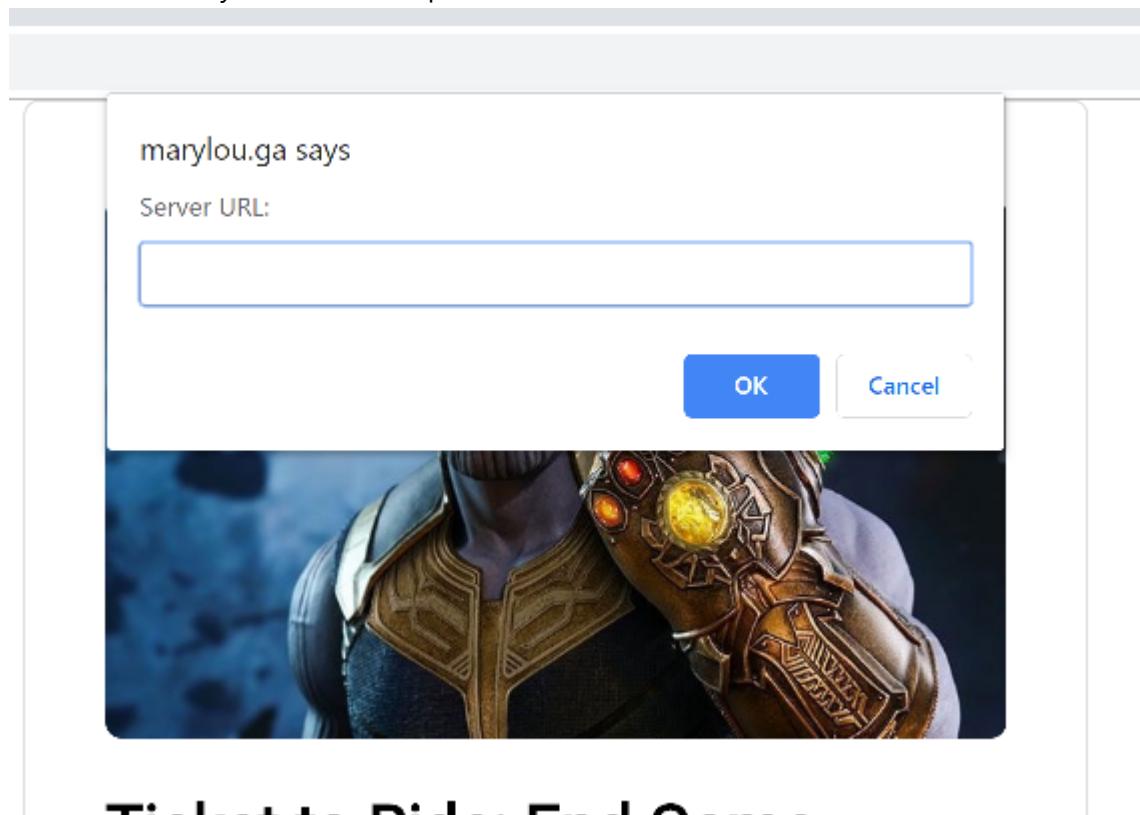
```
java -jar server.jar
```

It should print

```
On your marks... get set...
Server started on port 4300
Go!
```

1. Open marylou.ga

2. Press **u** on the keyboard, should open the "Server URL:" box



Tickets to Ride: End Game

3. Enter <http://localhost:4300>

Playing the Game

1st	bob44	1 pts
2nd	bob55	0 pts

Chat

bob44 discarded 1 destination card(s)
bob55 discarded 1 destination card(s)
bob44 now has the longest route with length 1
bob44 claimed Dark Dimension => Gibborim using 1x Mind Shard
bob55 drew a shard card
bob55 drew a shard card

bob55: hai

message

A brief explanation of how to use the game screen.

Terminology

Ticket to Ride Name	Ticket to Ride: End Game Name
Box Car	Reality Shard
Passenger Car	Soul Shard
Tanker Car	Space Shard
Reefer Car	Mind Shard
Freight Car	Power Shard
Hopper Car	Time Shard
Coal Car	Vibrainium
Caboose Car	Palladium
Locomotive Car	Infinity Gauntlet
Route	Jump (Guardians)
Train Car (pieces)	Jump Claiming Energy

Player List

1st	hotstuff34	0 pts
2nd	scotch455	0 pts



Chat

Who's turn is it?

The player who is colored in

What is the order?

The players are listed in turn order. The order that players choose their destination cards at the beginning of the game determines the turn order.

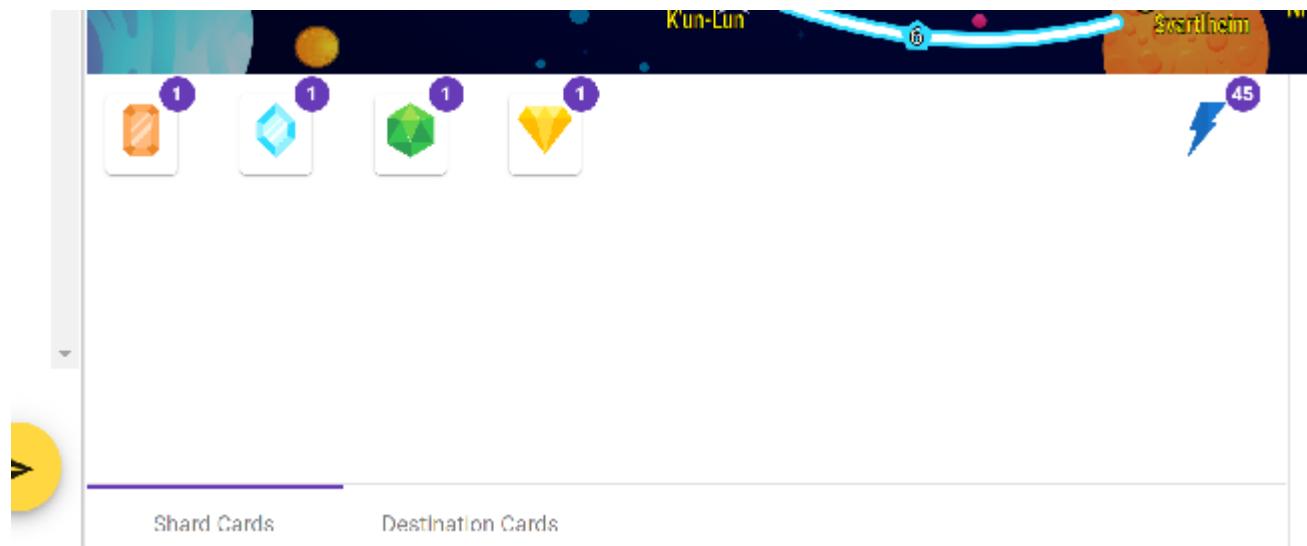
Who is winning?

See the badges

How do I see player stats?

Click on the player in the player list

Player's Hand



What is the lightning bolt?

The number of trains ("jump claiming energy") the player has left

Players Turn

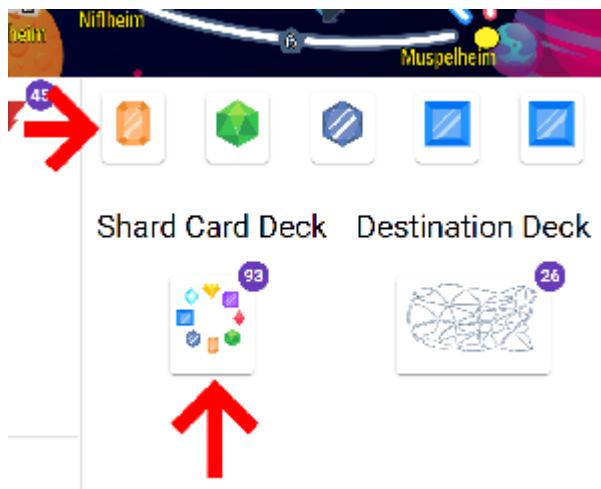
You should see a toast when it is your turn



How do I claim a route?

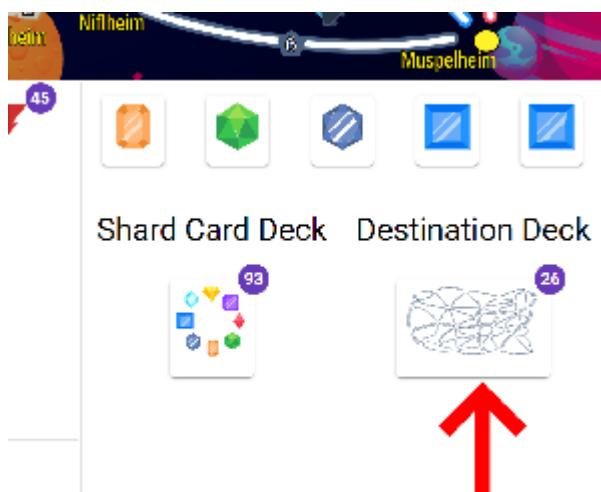
Click on the route, then the Claim button will be enabled if it is possible. Choose what cards you want to use

How do I draw shard (train) cards?



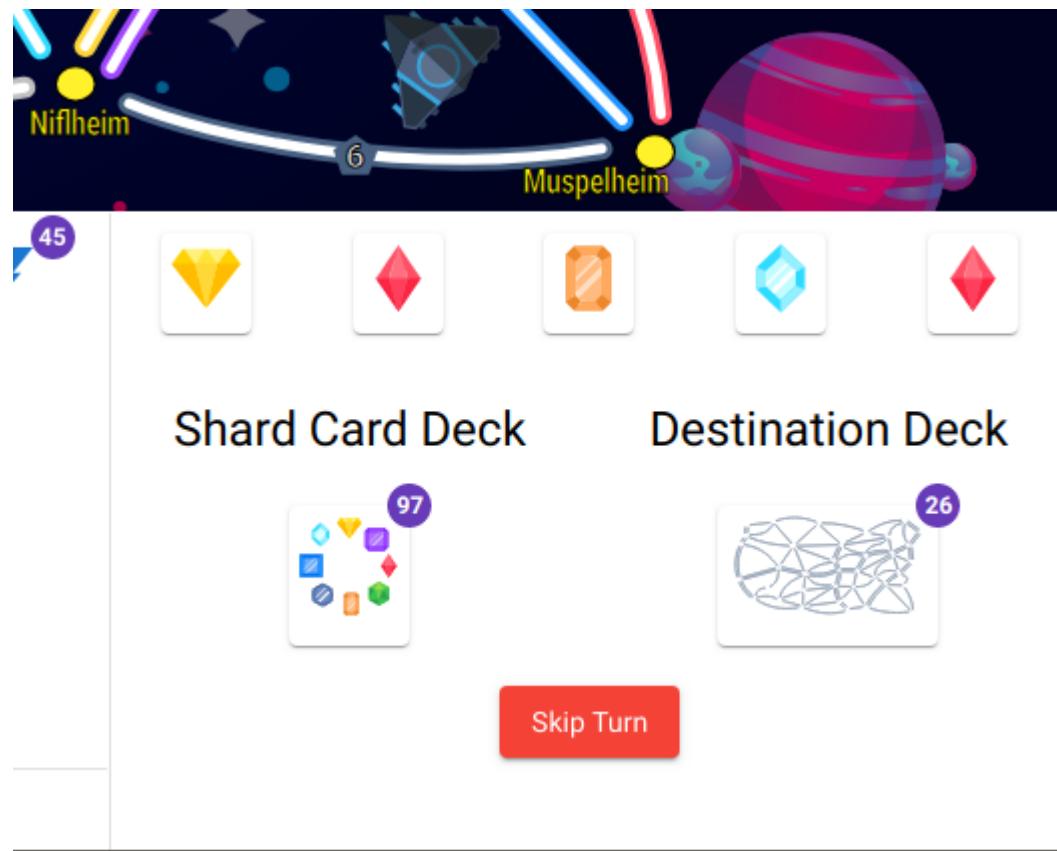
Click on the shard card deck or one of the face up cards.

How do I draw destination cards?



Click on the destination card deck, and choose which cards you want to keep.

What if there aren't any cards left and I can't claim a route?



A red "Skip Turn" button should appear underneath the decks.

Other Notes

- If you press 'm', the client will switch to manual polling mode. 'p' sends a poll
- You can rejoin a game if you reload the client. Since this isn't required and is implemented as a debugging aid, it isn't implemented very robustly, so don't file bugs
- If you get an "Oh Snap" error, please include the complete text of the error in the bug. You should never see that screen in normal gameplay

Thanos snapped and your game got dusted



Unable to connect to the server. Retrying...

Http failure response for http://localhost:4300/register: 0
Unknown Error

Reload

- If it seems the UI is not responding, open the Debug Console (Ctrl+Shift+I) and see if there are any errors you could give in the bug report