Blue Marble

Cover of one of the most prevalent versions of Blue Marble board game

INTRODUCTION

- Blue Marble is a South Korean board game - largely influenced by Hasbro's Monopoly - first published in 1982.
- This is a remake of this board game created via JavaFX.

- The objective is the same as Monopoly: be the richest player left in the game.
    - Players are eliminated when they declare bankruptcy while attempting to cover their debts.

GAMEPLAY

Beginning the Game
- The game first asks for the number of players. 2 - 4 players can play the game at once.
- Then, for each player, set the name (defaulted to "Player (#)") and plane color they want to play as.
  - Remember, all players must have a unique plane color to begin the game.

- Whoever goes first is randomly selected.
- Players start with $30 million ($30.000M).

Rolling the Dice & Moving
- In the beginning of the turn, click the ROLL button located on the center of the board. The player will move the number of spaces equal to the sum of the values shown on the dice.
  - If the player rolls a double (two dice show the same value), they get another turn.

- The player will be presented with a new window based on the space where they landed. After interacting with the window, it will close, and the game will proceed to the next player.
  - *Never close this window by exiting (clicking the red X on the top right), unless it is the only way to close the window.*

SPACES

The following lists the types of spaces present on the board.

1. PROPERTY
- The player will be shown the property deed on a new window.

- If unowned, they may purchase it from the bank.
- If owned by another player, they must pay the owner rent, whose value depends on the number of buildings present (if applicable).
- If the player already owns it, (if applicable) they may construct buildings on the property to raise the rent.
  - To construct/sell buildings, simply set the exact number of houses, office buildings, and hotels you want to have on the property. Only up to 2 houses, 2 office buildings, and 2 hotels can be built on one property.

- o If you land on your property with 2 houses and 1 office building and decide to sell one house and buy one hotel, simply set the number of houses to 1 and number of hotels to 1. You would receive the price of 1 house and pay the price of 1 hotel.
  - o The prices and rents on the property deed are per 1 building. The total price of construction would be:
    - (house price) × (# houses) + (office building price) × (# office buildings) + (hotel price) × (# hotels)
  - o The total rent of a property with buildings would be:
    - (rent of 1 or 2 house(s)) + (office building rent) × (# office buildings) + (hotel rent) × (# hotels)

- Space Shuttle *Columbia* is a special property (located on 32nd space from GO) whose owner receives the $2.00M price of entering Space Station from other players.

- Seoul Olympics (located on the last space of the board) has the most expensive base price and rent of whopping $10.00M and $20.00M respectively. Better be the one to get there first and purchase it!

2. GOLDEN KEY
- A random Golden Key card will be drawn and shown to you. You may receive money, pay money, move to another space, receive special items, or be forced to sell properties (that's often regarded as the worst Golden Key card).

3. DESERTED ISLAND
- Located 10 spaces from GO.

- A player who lands here is immediately stuck in the Deserted Island.
- For the next 3 turns, the player must attempt to escape by rolling a double. If failed, they lose a turn.

4. WELFARE ZONE & WELFARE PAY
- Welfare Zone is 20 spaces from GO, and Welfare Pay space is 38 spaces from GO.

- A player who lands on Welfare Pay space must pay $1.50M to the Welfare Zone.
- A player landing on the Welfare Zone collects all money accumulated on that space.

5. SPACE STATION
- Located 30 spaces from GO

- A player who lands here may choose to enter the Space Station by paying $2.00M to the owner of "Space Shuttle *Columbia*" property.
- Then, in the next turn, they can go to any space they want except back to Space Station.

6. GO
- Just like Monopoly, any player passing by GO receives a $2.00M salary.

GOLDEN KEYS

When a player lands on a Golden Key space, they draw the top Golden Key card that may reward them money, take away money, move them to other spaces, give special items, or force them to sell properties (which is often regarded as the worst Golden Key card). Here is a vague list of all Golden Key cards:

- Some cards simply reward players money or take away money from them.
- Three cards require players to pay a certain amount for every house, office building, and hotel they own.
- Many cards move players to specific spaces (or back a certain number of spaces).
  - Sometimes, the Golden Key prompts players to travel to a space via a vehicular property (i.e. Concorde or *Queen Elizabeth 2* Ocean Liner), in which they must pay the owners of this vehicular property the toll fee, except if it is unowned.
- *Escape Deserted Island (Special GPS)* - When in the Deserted Island, players can use this Golden Key card to immediately escape.
  - **** As of right now, this card cannot be sold for $2.00M in the JavaFX game despite the card's description. I apologize for this inconvenience.
- *Complimentary Ticket* - This may be used once to not pay the rent upon landing on someone else's property.
- *World Tour Invitation* - The player travels one full lap around the entire board, collecting $2.00M salary upon passing GO and collecting all money on the Welfare Zone.
- *Space Station Invitation* - The player enters Space Station FOR FREE.
- *Huge 50% Sales* - This jarring Golden Key card forces the player to sell their most expensive property (including buildings) and receive only half of its total price in return.
  - **** The card says "(as usual)" in the end. This part is incorrect, as players receive full refund for selling properties and/or buildings in normal cases.

COVERING DEBTS & DECLARING BANKRUPTCY

Unfortunately, there will be times when players must sell properties to raise money to be able to pay their debts to other players (or banker).

- A separate window will appear, showing the list of properties and the amount that the player is short (expressed as -$#.##M).
- Until the player has enough money to pay their debts (i.e. the window says YOU WILL HAVE: (a positive value) in turquoise text), they must keep selling properties.
    - o If a property has buildings, a separate window appears when SELL button is pressed. They must indicate how many of each building type they wish to sell.

- When the player has successfully covered their debts, the player will be safe to exit (with the X on the top-right corner of the window) this window, and the game will proceed to the next player.
    - o **If the player tries to exit without paying all their debts, THEY ARE DECLARING BANKRUPTCY.**

    - o **If the player declares bankruptcy, any property that they did not sell WILL AUTOMATICALLY BELONG TO THE PLAYER WHOM THEY OWE THE DEBTS.**

- The game ends when all but one player has declared bankruptcy.