## About the Game

The game world is represented by a board game-like ring of buildings in squares, resembling a cross between Monopoly and Careers. The game can be played by up to four players, who take turns "living" their respective weeks. If only one player is present, he or she may play against the titular "Jones".

Each player is represented by a coloured marble on the board. Players are free to move around in either direction, only limited by the time remaining per turn. Time is used up by moving to a new location and by performing actions like working, attending class, or resting. Each turn represents a week of the character's life, during which the player decides what the character does.

The object of the game is to be the first player to achieve 100% success, this is achieved by reaching the top of four goals. The goals are **wealth**, **happiness**, **education** , **career** and **health**. **Wealth** is achieved by having a certain level of money in the bank, shares and cash in the hand, the player normally would earn this money by going to work. **Happiness** is achieved by achieving other goals, acquiring goods and taking time off work. **Education** is achieved by completing the available university qualifications, the number of qualifications the player must complete will be dependent on how high the goal level is set. **Career** is achieved by climbing the career ladder into a management position in a particular job. **Health** isn't a set goal, but does determine the player's happiness and time per turn**.** It is increased/reduced by types of food eaten and exercise; a healthy player will have more time per turn.

The game does have several fail states such as when a player exits the bank or Black's Market the player may have his or her money stolen by Wild Willy. Wild Willy from time to time may also rip off the Low Cost Housing apartments taking items from all players living there such as TV sets and VCRs, Wild Willy will never rip off the Security Apartments. Other fail states may include a bank glitch causing the loss of savings in the banks and also the loss of the players jobs. The game also has a changing economy where prices may increase or drop including rents and wages. If prices drop the player will normally stay on the same wage but if the player changes jobs he or she may be forced to take a pay cut. The player can also choose to lock in a lower rent when prices are low and continue to pay that price for the remainder of the game regardless of increases to prices.

## Game play

User starts by selecting number of players and characters, each player can then individually set the goals they need to achieve to meet their winning conditions, e.g. amount of money, happiness, education and career levels required.

The game starts at week 1; each player has the same starting conditions, which is no job, low cost living and a set amount of money. The player can then choose to move to any location, each location offers different options to the player, but some locations are only a place to work. If a player works at a selected location, the option to work will be shown. Usually in week 1, the first location a player would visit is either the university to enrol for a course or the job centre to apply for a job.

Every four weeks the players rent is due, this can be paid at the rent office, which is only open every on the weeks rent is due. The player can pay their rent, ask for an extension, rent a different type of house or pay overdue rent. If you don't pay your rent on time, the Rent Office will garnish your wages, and you'll need to pay your back rent to get your money back.

## Original Game Locations

### Low-Cost Housing

These are the standard apartments of the game. This is also where all players start the game.

At the start of the game, an apartment here costs $325 a month (four rounds). Rent can increase and decrease a lot between rounds, so make sure you keep an eye on the rent for a new apartment every time rent is due.

There are no jobs available at Low-Cost Housing. You can, however, relax there to increase your happiness. The amount of happiness gained each time you relax increases with each nice thing you own (TV, stereo, computer, etc.), but the more nice things you own, the higher the chance that Wild Willy, the game's resident burglar and criminal, will break into your place and steal it all. If you want to keep your stuff safe, you'll have to move to Le Security.

### The Pawn Shop

If you’re ever in need of some fast cash, you can pawn things you own at the Pawn Shop. When you pawn something, you have two rounds to redeem it before other players can buy whatever you pawned. Only things sold by players are available for purchase, so the Pawn Shop isn't exactly a hotbed of activity.

There are no jobs available at the Pawn Shop

### Discount store

If you’re looking for a good buy, Z-Mart Discount Store is the place to visit. Here you’ll find a wide array of different items, some of which are only available from Z-Mart. Other items, such as clothes and electronics, can also be bought at the specialty stores, but will cost less money at Z-Mart. Exactly what’s for sale at Z-Mart varies between rounds, as they have new sales every week.

Clothes bought here don’t last as long as clothes bought at the clothing store, and electronics and home appliances bought here tend to break and need repair more often than those bought at electric/appliance store.

Jobs available:

* Clerk (available from the start of the game)
* Assistant Manager
* Manager

### Fast Food place

serves fast food. Eating here once a turn will stave off hunger for that week, but will reduce your health. In the long run, it saves travel time to buy a refrigerator and several weeks' worth of food from Black's Market.

Jobs available:

* Cook (available from the start of the game)
* Clerk (available from the start of the game)
* Assistant Manager
* Manager

### Clothing store

The place where all fashion aware people shop for clothes. The prices here are about twice as high as those at the discount store or supermarket, but they last a little longer. There are three levels of clothing; casual, dress, and business wear. If your clothes aren't classy enough for your job, you will not be allowed to work. Clothes also wear out over time, and if you don't replace them, you'll find yourself wandering the streets naked until you do replace them.

Jobs available at QT Clothing are:

* Shop assistant
* Assistant Manager
* Manager

### Electronic / Appliance store

Sells electronics and home appliances. Items bought here don’t break down as often as those bought at the discount store or supermarket, but they do break occasionally.

Jobs available at Socket City are:

* Loader/Deliveries
* Salesperson
* Returns
* Electronics Repair
* Assistant Manager
* Manager

### University

In order to get most of the better jobs in the game, you will need higher education. It's also the only way to increase your Education stat, so unless you've bottomed that slider out, you'll want to come here eventually.

There are a total of eleven courses available, and they are:

* Trade School
* Electronics (requires Trade School)
* Pre-Engineering (requires Trade School)
* Engineering (requires Pre-Engineering)
* Junior College
* Business Administration (requires Junior College)
* Academic (requires Junior College)
* Graduate School (requires Academic)
* Post Doctoral (requires Graduate School)
* Research (requires Post Doctoral)
* Publishing (requires Research)

To take one of the courses, you’ll have to pay the enrolment fee, then you'll have to spend a certain amount of time going to classes before you graduate and earn the diploma.

Jobs available at Hi-Tech University are:

* Janitor (available from the start of the game)
* Teacher
* Professor

### Employment Office

The Employment Office is where you apply for the various jobs found in the game. This should be the very first place you visit when you start a new game.

Applying for a job consumes time, and as such it’s not recommended to apply for jobs you aren’t likely to get. If you do apply for a job that you do not qualify for, you will be told what you need to improve in order to get that specific job. It's recommended that you come back every once in a while; as the economy changes, your job might be worth more money, so it's possible to earn a raise.

There are no jobs available at the Employment Office, amusingly enough.

### The Factory

The Factory does not offer any goods or services; it’s only a place to work. Naturally, the Factory offers more positions than any other workplace in the game.

Jobs available are:

* Janitor
* Assembly Worker
* Secretary
* Machinist's Helper
* Executive Secretary
* Maintenance
* Machinist
* Department Manager
* Engineer
* General Manager

### The Bank

At the Bank you can deposit money, which keeps it safe from Wild Willy. You can also take out a loan, and invest in one of several different markets. Investing money when the economy is down can be a very wise move if the economy turns.

Markets available for investing are:

* T-bills
* Gold
* Silver
* Pork Bellies
* Blue Chip Stock
* Penny Stock

Jobs available at the Bank are:

* Cleaner
* Teller
* Assistant Manager
* Manager
* Investment Broker

Whenever you do anything at the Bank, it is possible that Wild Willy will appear to rob the place. If you are present when this happens, he will make off with all the money you are currently carrying (although the money you've deposited will be fine).

### Le Security Apartments

When you start making more money, or if rent goes down, you may want to live someplace a little nicer. Then Le Security is just what you’re looking for! Living at Le Security gives a substantial Happiness bonus compared to living at the Low-Cost Housing. As the name implies, when you live at Le Security you don’t have to worry about Wild Willy breaking into your home and stealing your stuff, meaning you can stock up on awesome possessions.

There are no jobs available at Le Security, but you can relax there to increase your Happiness; just as at Low-Cost Housing, the more nice things you own, the more relaxing increases your Happiness.

### Rent Office

Although you can work at the Rent Office at any time, you can only do business with them personally every fourth turn. Apart from working here, you can pay your rent, apply for an extension, or rent a new apartment. If you don't pay your rent on time, the Rent Office will garnish your wages, and you'll need to pay your back rent to get your money back.

Jobs available at the Rent Office are:

* Groundskeeper
* Handyman
* Apartment Manager

### Bar / Pub

Increase happiness at a cost, but reduces your time the following week due to hangover and regular visits will reduce your health

Jobs available

* Bartender
* Manager

### Local store

You can buy groceries, the newspaper and lottery tickets. Buying groceries means you don’t have to eat fast foods to stave off hunger. Before buying groceries, however, you should make sure you have a fridge or the food will spoil. Food that spoils gives you an added expense in the form of a bill from the doctor’s office and reduces your health. The newspaper, will give you vague hints about the way the game might go, for example predicting that the economy is in for a downturn and cluing the player in to save up money. It's equally possible, however, that the headline you get will be a randomly-selected gag with no bearing on the game. Lottery tickets work the same way they do in real life; if you win, you'll get a nice cash bonus at the beginning of your next turn. If you lose, nothing happens.

Food cost more than at supermarket, but takes less time to shop here

Jobs available

* Checker
* Manager

Wild Willy likes to rob the local store too, and he does it a lot more frequently since it's easier to knock over a convenience store than it is to rob a bank.

### Supermarket

As with the local store, you can buy groceries here, but just a wider variety.

You can also buy budget appliances, clothing and other items here.

Items are cheaper than local store, but it takes longer to shop.

Jobs available

* Cleaner
* Checker
* Security
* Butcher
* Baker
* Assistant Manager
* Manager

### Furniture Store

Like appliance store but sells furniture

Jobs available:

* Loader/Deliveries
* Sales Person
* Returns
* Assistant Manager
* Manager

### Restaurant

Like fast food place, takes longer to eat, more expensive but less unhealthy and more happiness

Jobs available:

* Kitchen Porter
* Waiter
* Chef
* Manager
* Head Chef

### Gym

Place to exercise and increase health and happiness

Jobs available:

* Cleaner
* Customer Service
* Maintenance
* Personal Trainer

### Accounting Law Partnership Office

Like the factory, this is only a place to work

Jobs available:

* Cleaner
* Receptionist
* Secretary
* Maintenance
* Office Administrator
* Accountant
* Lawyer
* Director
* Partner

## Items available to buy

### Supermarket

* 1 Week Food (healthy)
* 1 Week Food (junk)
* 2 Weeks Food (healthy)
* 2 Weeks Food (junk)
* 4 Weeks Food (healthy)
* Un Branded LCD TV
* Un Branded BluRay Player
* Un Branded Home Cinema System

### Local store

* 1 Week Food (healthy)
* 1 Week Food (junk)
* 2 Weeks Food (junk)

### Electronic/Appliance Store

* Refrigerator
* Freezer
* Stove
* Microwave
* Washing Machine
* Dishwasher
* Exercise Machine
* Working Alarm Clock
* Branded LCD TV
* Branded BluRay Player
* Branded Home Cinema System
* Computer
* Hot Tub

### Furniture Store

* Cheap Sofa
* Comfy Sofa
* Dinner Table Set
* Comfy Bed

### Clothing Store

* Casual Clothes
* Dress Clothes
* Business Suit

### Junk Food

* Hamburger
* Cheeseburger
* Veggie burger
* Chicken Pieces
* Fries
* Shakes
* Drinks

### Restaurant

* Pizza
* Pasta
* Lasagne
* Wine

# Design

## Moving Player

User click on location

Player moves to location

Location informs display to display location view