

Beat your opponents.

Turn based, Board game.

ELIMINATED IF 3 cuffs or bankrupt.

LEVELS

CITY|DISTRICT = RED STATE = BLUE NATIONAL = GREEN JAIL|JUSTICE= BLACK
CHANCE|SURPRISE (NOT Implemented)

Description of UI:

- Stars represent your level (C,D,S,N)
- Cuffs represent the number of jail tokens you have
- Sell button will open a list of your owned projects
- Buy button will allow you to attempt a but move on a project.
- Upgrade will upgrade your level.
- Info: provides info of the current block.

RULES:

- UPGRADE: Money(k)(30/15,50/25,75/37.5,100/50), Proj(2C,4C,2S,1N),
Radio(1,1,1,2),Npaper(0,1,1,2),TV(0,0,1,1)
- INCOME:
 - RoundCompletion: If you have 0 proj you will have 10k bonus, else the revenue specified on your project cards + Bonus associated to your rank (0,30,45,60).
 - Duel Mode: If you win in the dual mode then earn 50k.
- JAIL: You get and option of bribing or getting a jail token. If you get 3 jail tokens you are out of the game.
- JUSTICE: By buying it for 100000 you enter the "Duel mode". Here The buyer selects a player to frame. The attacker(buyer) will roll 2 dices, and his value will be the max of these 2 dices. The defender rolls 1 dice. If DEF >= ATT DEF wins.. but he pays 50k to the bank else DEF pays 100k to bank and 50k to the ATTACKER.
- PROMOTION: RADIO(35),NEWSPAPER(50),TELEVISION(70). TOKENS CANT BE SOLD BACK.