**The mission:**

With *The New Rising of the Ylsung* a Business Simulation Game was developed by students of the Technical University of Munich. The concept is based on Marc Elsberg’s farmers fable and findings of the London Mathematical Laboratory. The philosophy of collaborating vs. not-collaborating is discussed.

**The Purpose:**

*The* *New Rising of the Ylsung* is a Business Simulation Game with the target group of teenagers, currently visiting middle and high schools. For our purposes we constructed a single player game, containing a lot of information about the economical phenomenon of the farmers fable. With this context, *The* *New Rising of the Ylsung* can be used for E-Learning purposes in schools.

**Simulation:**

Simulations reproduce processes or systems in various application fields. These simulations may analyze possible issues within the system, without putting anyone or anything at risk.

**The Farmers Fable:**

The Farmers Fable is an economical concept woven into the story of Marc Elsberg’s book “Gier”. In Marc’s story, four farmers have to decide whether they are going to cooperate and share the earnings of their farming, or whether they don’t want to cooperate and every farmer keeps their whole earnings.

**The Story of New Rising of the Ylsung:**

The Business Simulation Game centers around a group of young adults that have to learn to survive in a medieval technological post-apocalyptic world. Their homeland got destroyed by a volcano eruption, but due to fortuitously circumstances they survived the catastrophe. These young adults are travelling to an island far away, since everything they currently own is a ship in the harbor that was not destroyed by the volcano. Arriving at the island, the group has to build up a new stable society sustained by farming. Everyone of this collective has to decide if they want to manage themselves or work together in a group to share the drawback of risks but as well the positive outcome of good harvests.

**Technological Aspects:**

The Business Simulation Game was developed in the Game Engine Unity with the Programming Language C#. To depict the graphs at the end of the Simulation, we integrated Code written in Python.