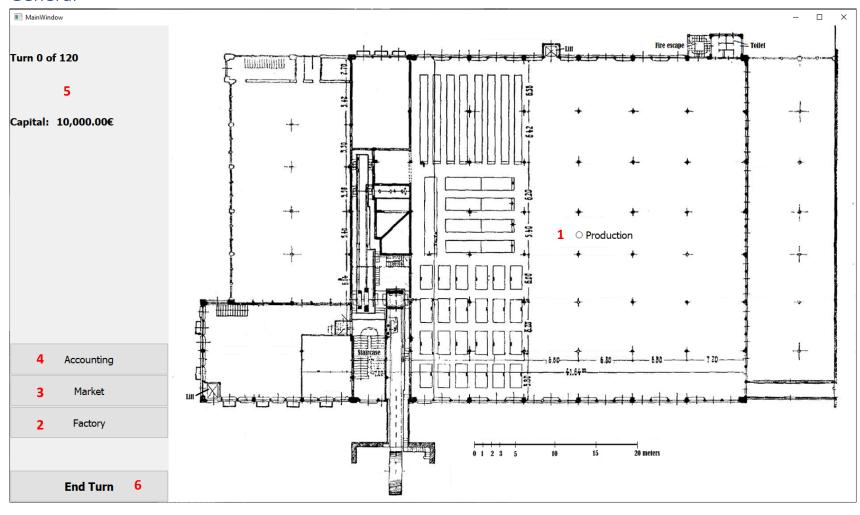
Illumination Game

Game Manual

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General



1. Production

Opens the product and production window. You find any information about your products and stock. You can set production goals here.

2. Factory

Opens the factory and layout window. You find the basic information about your factory and production layouts. You build and change your factory and production layouts here.

3. Market

Opens the market window. You find information about the light market here. You can adjust the sales price here.

4. Accounting

Opens the accounting window. You find all information about income and profit here. It is your balance sheet and archive.

5. Funds and Turn

In the top left corner you can see the current turn and your current funds.

6. End Turn

This button ends the current turn and starts the next.

Start

You start with 10,000€ in funds and two fixed position layouts that can produce 1,460 units per turn. You produce standard light bulbs and have 1,000 light bulbs in stock.

Good enough to begin with!

Objective

You goal is nothing less market domination in the illuminate's market! The local authorities define market domination as 30% of the entire market volume.

In order to achieve that ambitious goal, you first need to expand your production. 1,460 units per month are nice enough for a craftsman, but you are a tycoon! To produce more, you need to build more and better production layouts. They are what primarily increases your production capacity. From time to time you will also find, that your factory has become too small and you might want to expand it as well.

Last but not least, all the production is useless, if you can't sell it! Your sales team does an amazing and entirely accurate job in creating sales forecasts for you. They provide orientation in what you can expect to sell, so you can adjust your production accordingly. Obviously, you need to find the best price for your products too. You want the maximum profit!

Production

