

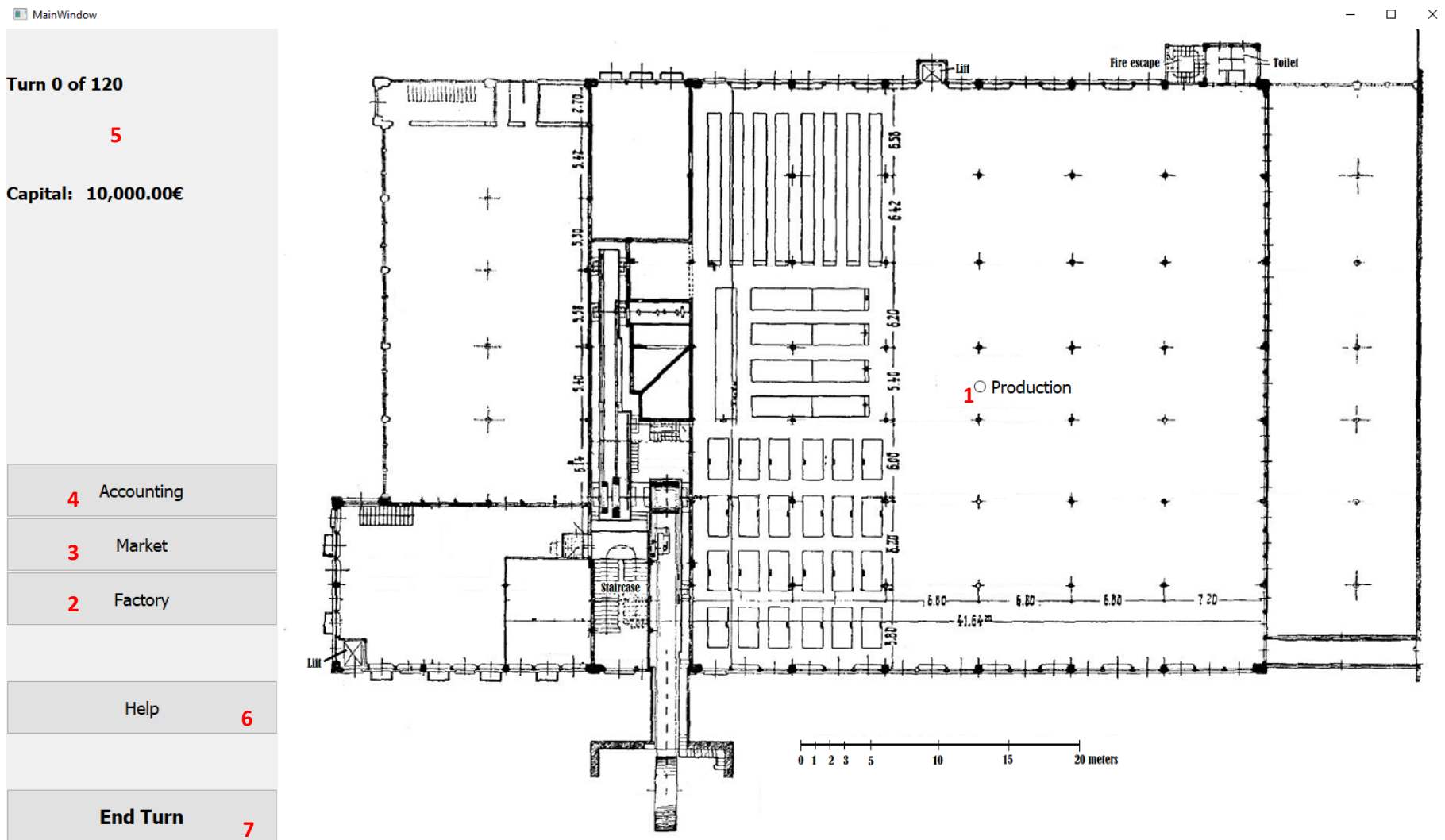
Illumination Game

Game Manual

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1. General



Picture 1: Main Game Window

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. Help
Pressing this button opens this game manual.
7. End Turn
This button ends the current turn and starts the next.

Numerous elements will display tool tips if you hover the mouse above it. As an additional help during the first twelve rounds of the game you get tutorial like instruction at the beginning of each turn.

1.1 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. There are also enough raw materials to produce another 1,000 light bulbs.

Good enough to begin with!

1.2 Objective

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

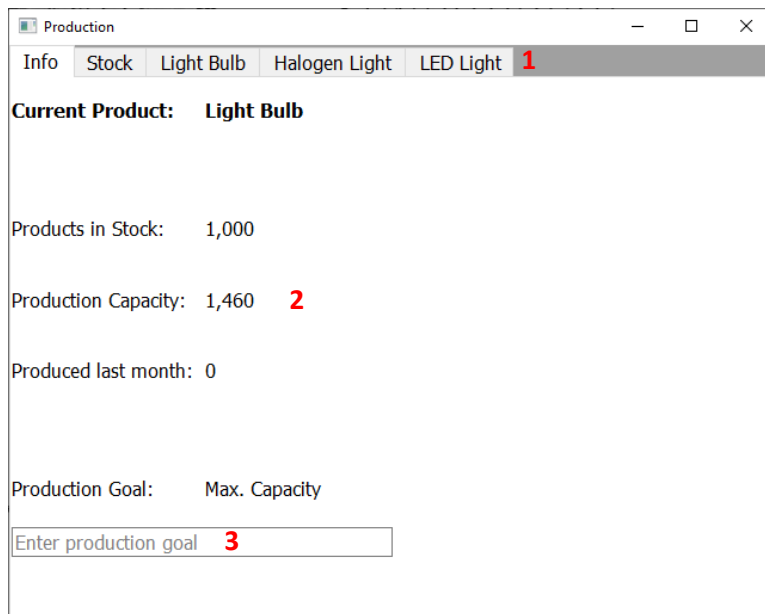
In order to achieve that ambitious goal, you first need to expand your production. 1,460 units per month are nice enough for a craftsman, but you are a tycoon! To produce more, you need to build more and better production layouts. They are what primarily increases your production capacity. From time 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!

2. Production

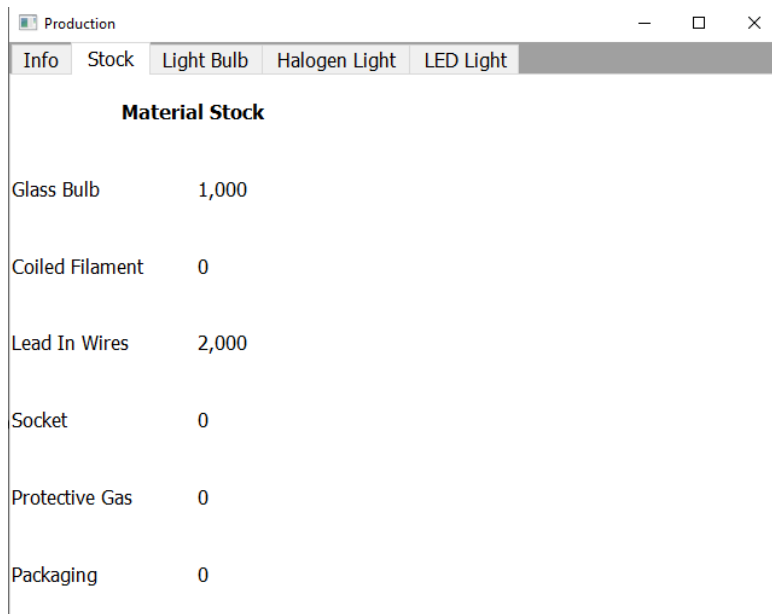
The production window allows you to manage your product. You find here any information about your products and materials in stock and production capacity.

Unlock advanced products here. You can also adjust the production goal here.



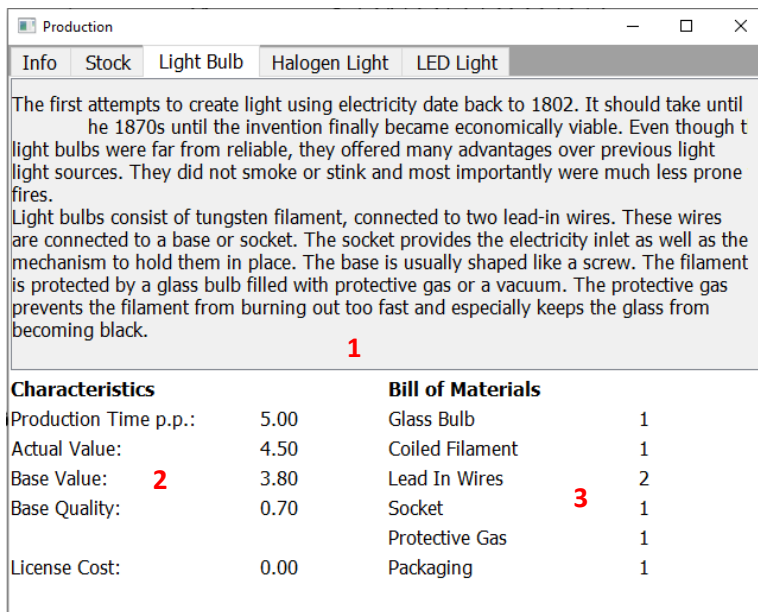
Picture 2: Production Window - Info Tab

1. Tab selection
Every tab displays specific information (products, material stock and general). Within the product tabs you can unlock advanced products.
2. Info
This displays your current product, product stock and production capacity.
3. Production Goal
Per default your factory will always produce as much as possible, or the maximum capacity. You can enter a specific production goal for one turn here.

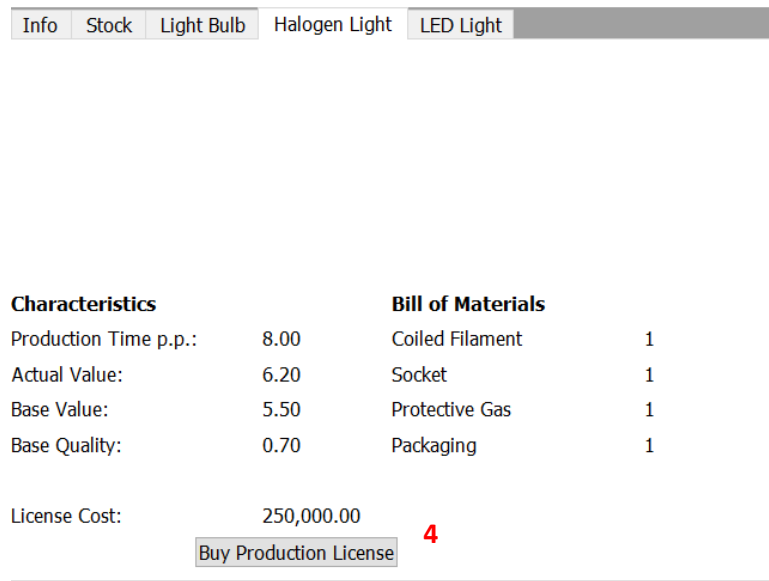


Picture 3: Production Window - Stock Tab

The current stock of raw materials is shown here. You start with enough material to produce 1,000 units of light bulbs.



Picture 4: Production Window - Light Bulb Tab



Picture 5: Production Window - Halogen Light Tab

1. Description

A longer description of the products history and production processes.

2. Characteristics

Every product shares these main characteristics:

Production time p.p.: per piece per minute, foundation for the production capacity

Actual Value: The price customers are willing to pay without bonuses or maluses.

Base Value: Used to calculate the actual value.

Base Quality: Used to calculate the actual value. Improves the base value.

3. Bill of Materials

The list of materials and their number necessary to manufacture one unit of the product.

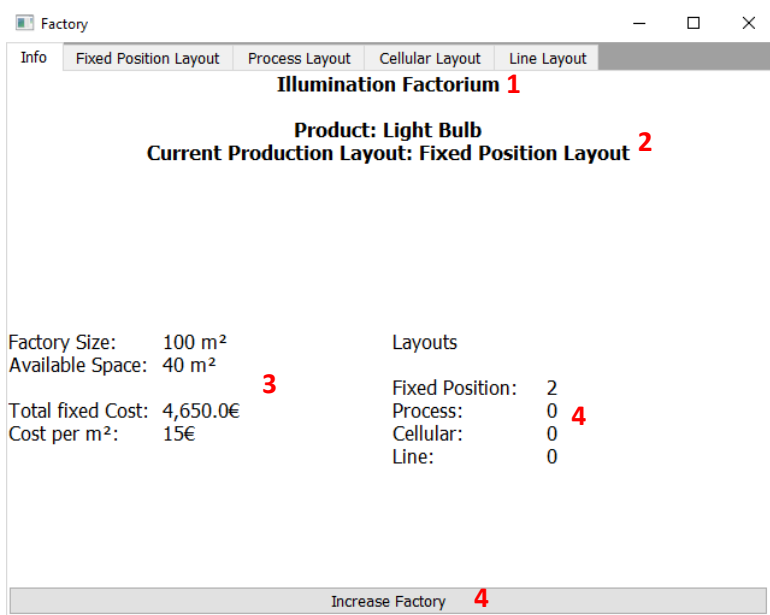
4. Production License

If you can afford the licence cost, you can buy the license for a new product.

Unlocking new products is costly but will pay off. They are of higher value than the regular light bulb and will increase profits.

3. Factory

The Factory-window bundles all information about the factory itself. All the physical aspects are managed here: Factory size, production layouts and layout departments.



Picture 6: Factory Window - Info Tab

1. Factory Name
2. Current product and employed production layout
3. Factory Characteristics

The factory has a certain size, that is occupied by your production. Try to use it optimally. Unused space still costs. The fixed costs increase for space occupied by layouts, because of the additional machinery and infrastructure.

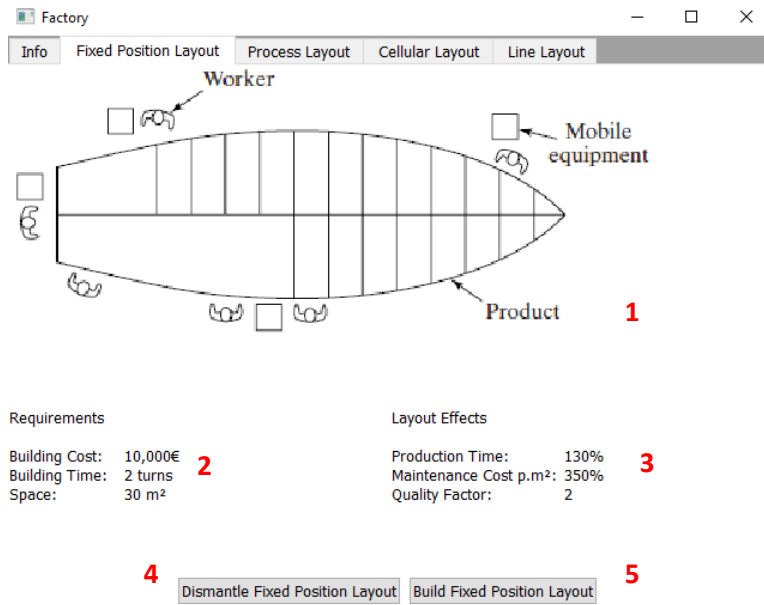
4. Layout numbers

This panel displays the number of each layout you currently employ. While you can have as many Fixed Position and Line Layouts as you can afford, you can only build one Process and one Cellular Layout.

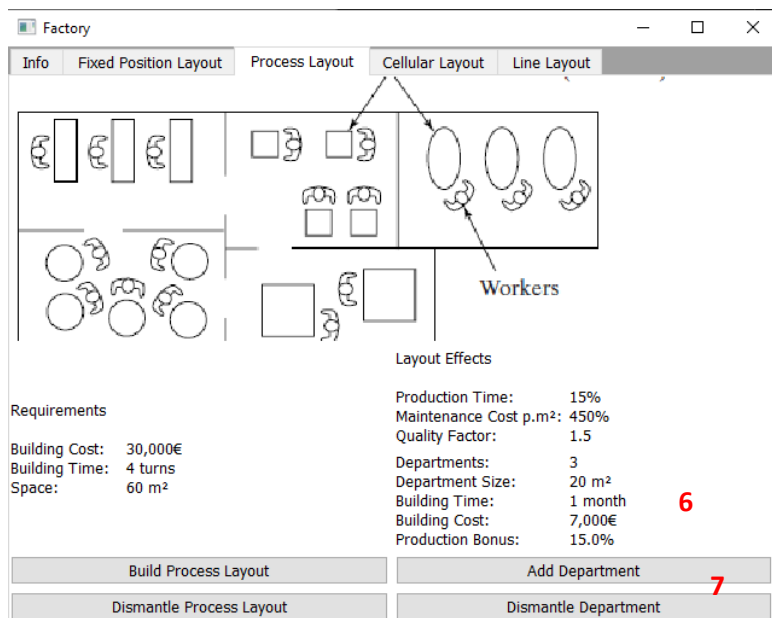
5. Increase Factory

Each m² costs 1,000€ to build.

Increasing the factory is effective immediately. You should aim for not having unused space. Even though it is far less expensive than production fixed cost, it still costs 15€ per m² per turn. It is best to only expand the factory right before building a new layout or department.



Picture 7: Factory Window: Fixed Position Layout Tab



Picture 8: Factory Window - Process Layout Tab

1. Layout description

A description and possibly picture describing the characteristics of the selected layout.

2. Layout building requirements

Each layout has a specific building price, building time and space requirements.

3. Layout effects

Each layout impacts mainly the production time and base quality of the product. The maintenance cost per m² increase the factory's fixed cost for the occupied space by the given rate.

4. Dismantle Layout

If you take a layout out of service, you can reuse the space it occupied. No money is refunded currently, and the dismantling is effective immediately.

5. Build Layout

If you build a new layout or department, you immediately pay the price for it and the

required space is blocked instantly. The higher fixed cost per m2 and the changed production capacity come into effect after the building is finished (e.g., after 2 turns for the Fixed Position Layout).

6. Department characteristics

The Process and Cellular Layout types use departments. Only one of these layouts can be built. For increasing production capacity new departments must be added. Departments grant specific bonuses on production.

7. Department dismantling/building

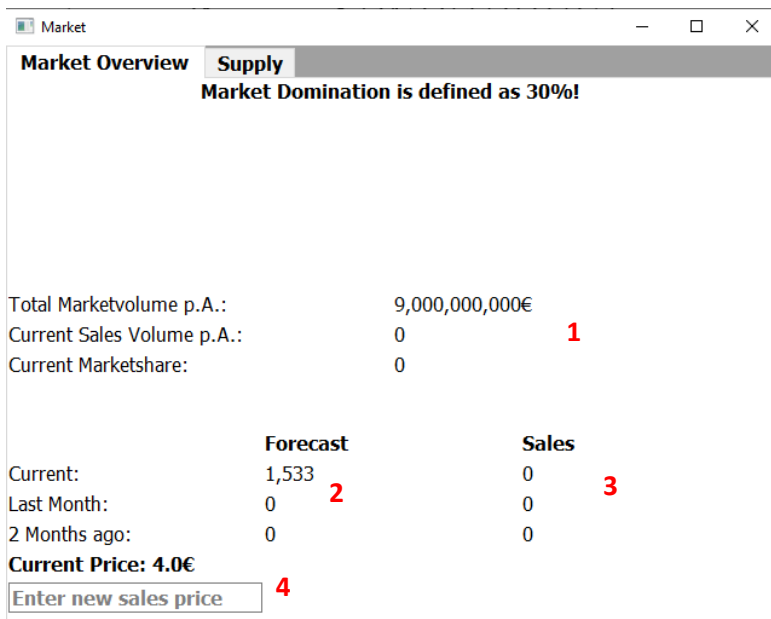
If you take a department out of service, you can reuse the space it occupied. No money is refunded currently, and the dismantling is effective immediately.

Building a department has to be paid immediately and comes into effect after the building time.

4. Market

The Market-window offers any important information about the illuminate market – which you are competing in. Prices for sales and supplies are managed here.

Additionally, the progress towards the market domination can be viewed here.



Picture 9: Market Window - Overview Tab

1. Market Overview

The Total Market volume changes, usually grows, after twelve months. Your market share is cumulated for twelve months. It is calculated with the sales income in €.

2. Sales Forecast

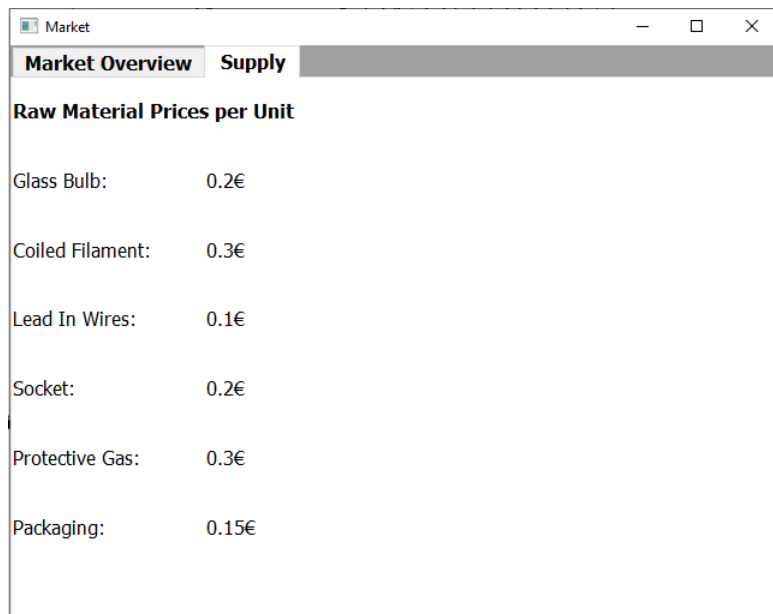
Forecasted Sales for the next month and past 2 months.

3. Actual Sales

Number of sold units for the past three months.

4. Sales Price

This is arguably one of the most vital numbers for your company. Adjust the sales price around the actual value of your product.

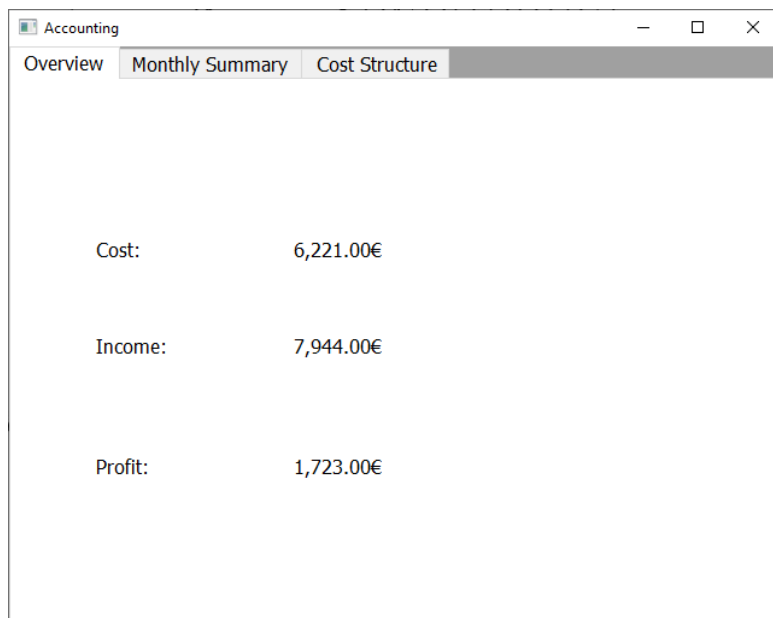


Picture 10: Market Window - Supply Tab

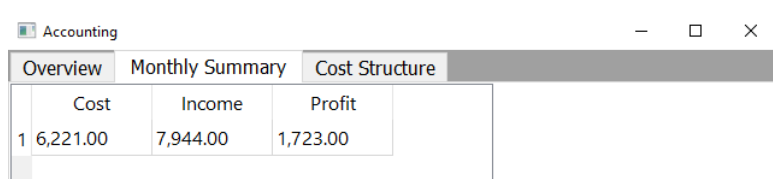
In the Supply tab current prices for all needed raw materials are given. Possibly you might be able to manage suppliers here in the future as well.

5. Accounting

The Accounting-window is the balance sheet of company. Details about all important numbers are displayed here.



Picture 11: Accounting Window - Overview Tab



Picture 12: Accounting Window - Monthly Summary Tab

Accounting				
Accounting				
Overview	Monthly Summary	Cost Structure		
	Total Cost	Fixed Cost	Supply Cost	Building Cost
1	6,221.00	4,650.00	1,571.00	0.00

Picture 13: Accounting Window - Cost Structure Tab

The overview shows the result of the past turn.

The Monthly summary is the archive of past results.

In the Cost Structure tab you find detailed how your cost breaks down.

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