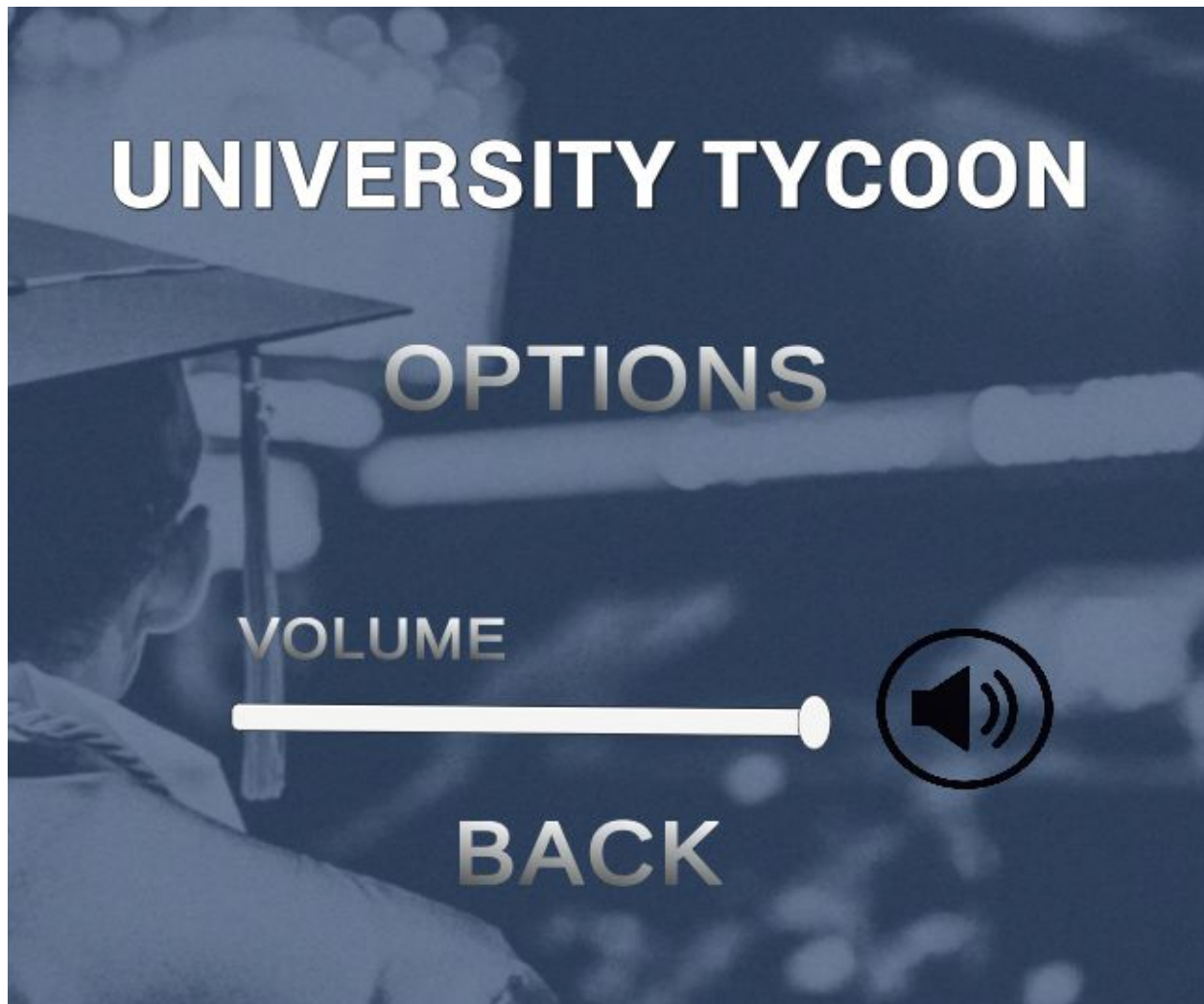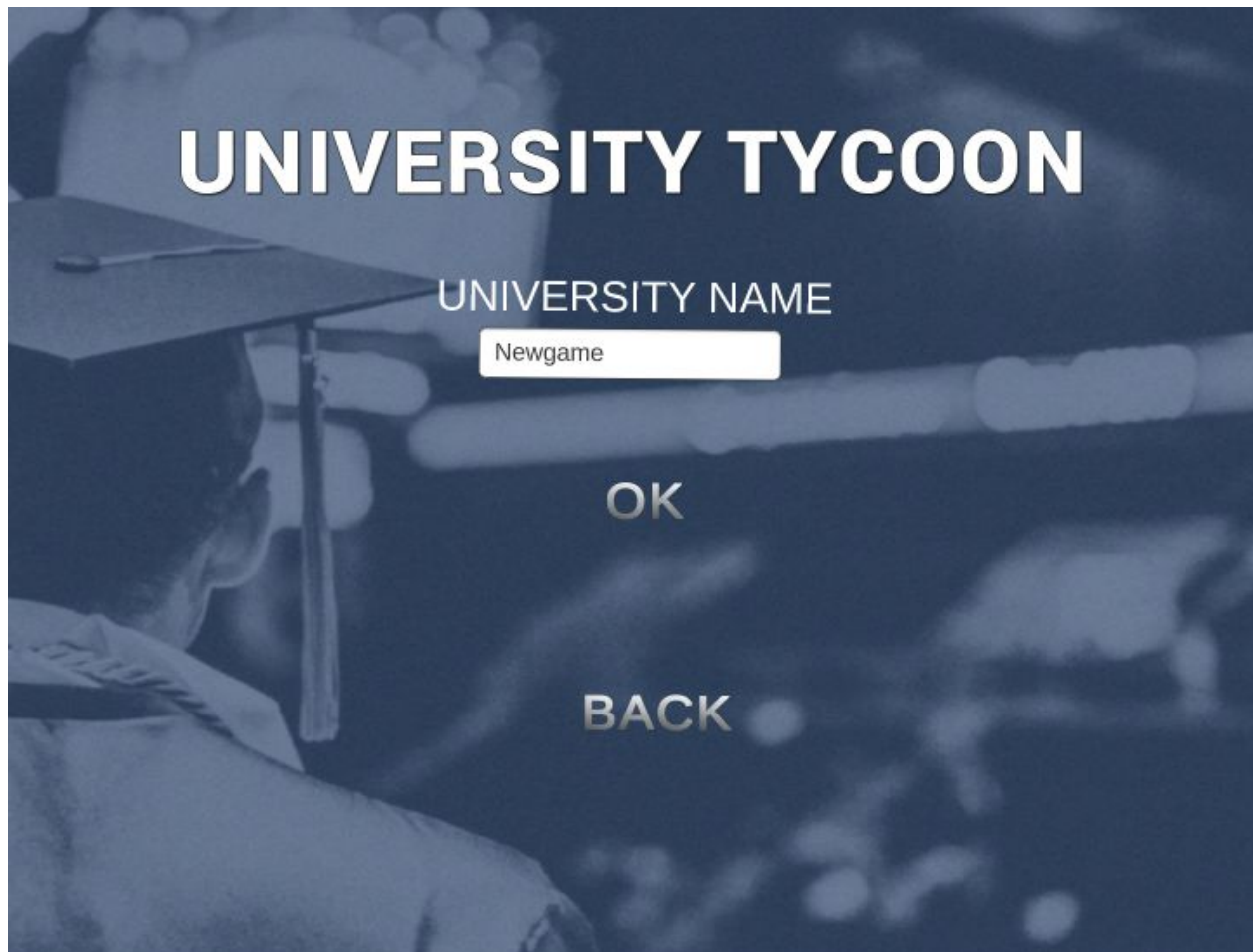Here is the main menu. Touch Play to continue a saved game, new game to start a new game, options to see options, and quit to exit the app.

Here is the options menu, adjust the slider to adjust volume and tap to mute

Here is the "new game" screen, enter the desired name and touch ok to start a new game
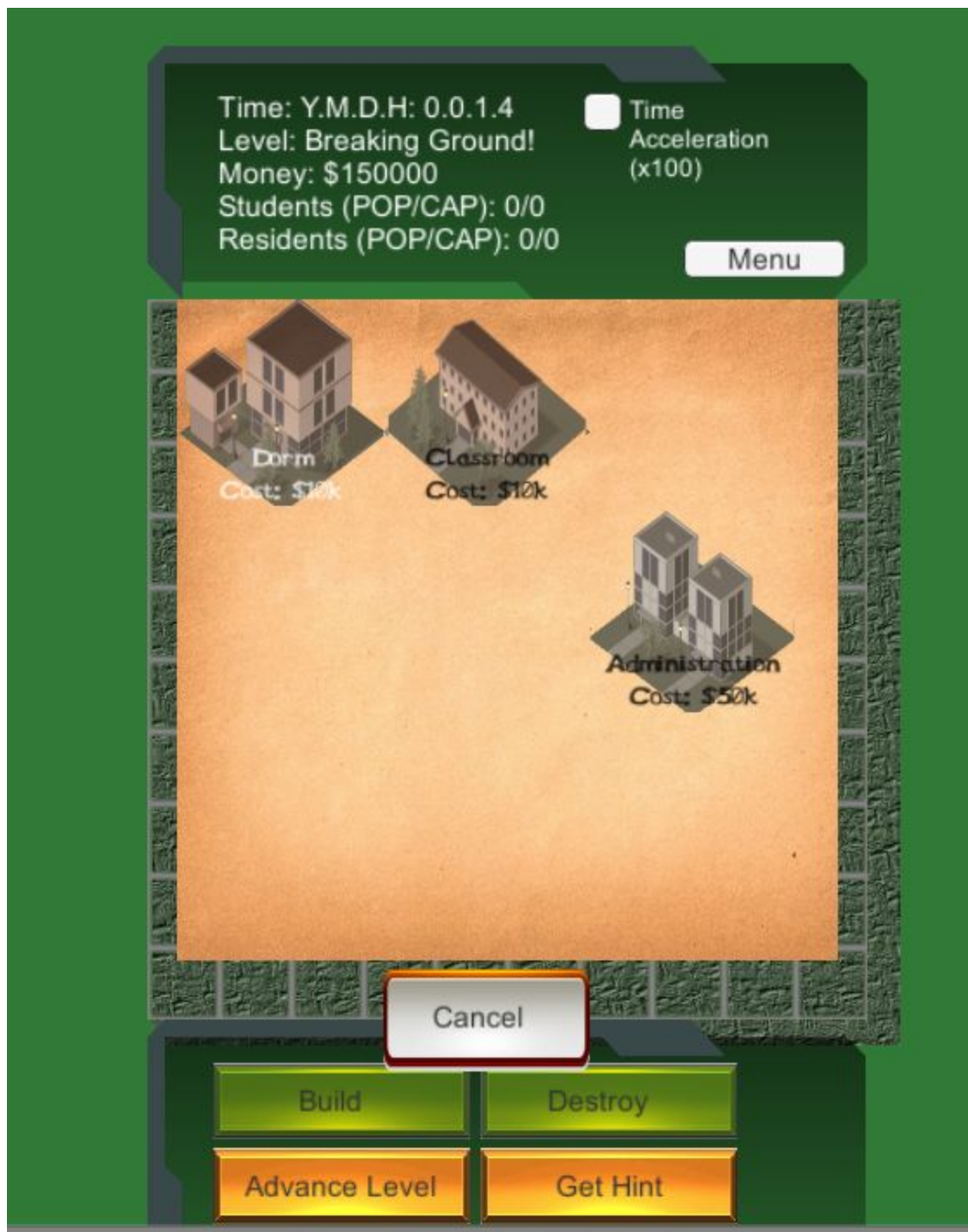
Here is the game screen, at the top is your HUD, it contains vital information as well as a basic calendar to keep track of time. Here you can see what stage/level in the game progression you are at, the total money, the student population capacity as well as current population, same for residents. Here at the top you'll also see the time acceleration button, toggle it to get 100x time acceleration. Touch menu to open up the ingame menu. Touch build to open the build menu, destroy to start the destroy process, advance level to advance to the next stage of progression when unlocked, and hint to get game hints.
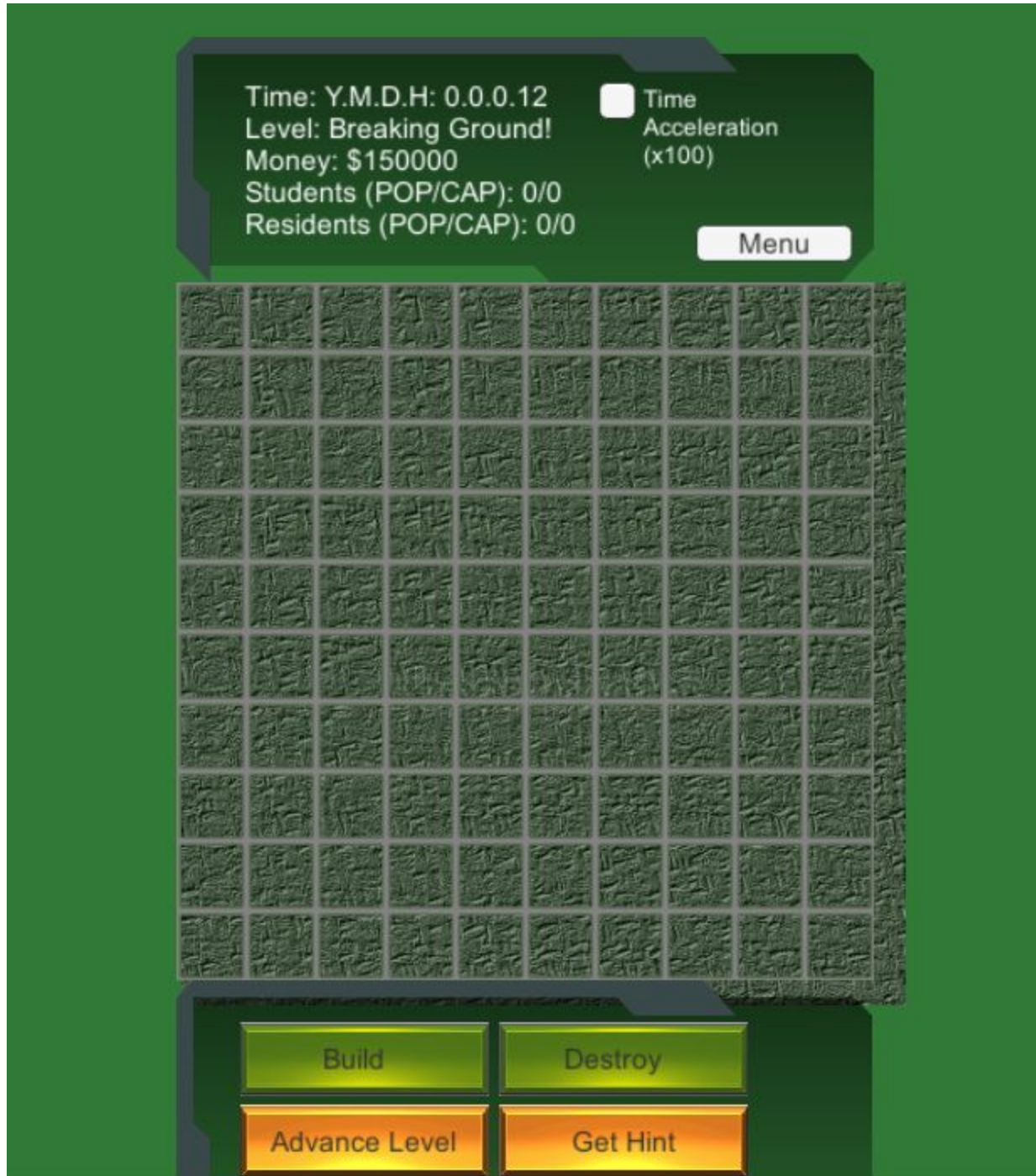
Here the build menu is open, as you can see only three buildings are unlocked in the first stage of progression, later more will be unlocked. Simply select the building to build and place by tapping on the map on an empty tile.

Time: Y.M.D.H: 0.0.1.4
Level: Breaking Ground!
Money: $150000
Students (POP/CAP): 0/0
Residents (POP/CAP): 0/0

Time Acceleration (x100)

Menu

Dorm
Cost: $10k

Classroom
Cost: $10k

Administration
Cost: $50k

Cancel

Build

Destroy

Advance Level

Get Hint

Here is the game screen after building the minimum set of buildings to advance. At the top right of the map you can see an administration building, this is the nerve center of your university, this is where you will do the real management. Touch on the administration building to open the admin menu
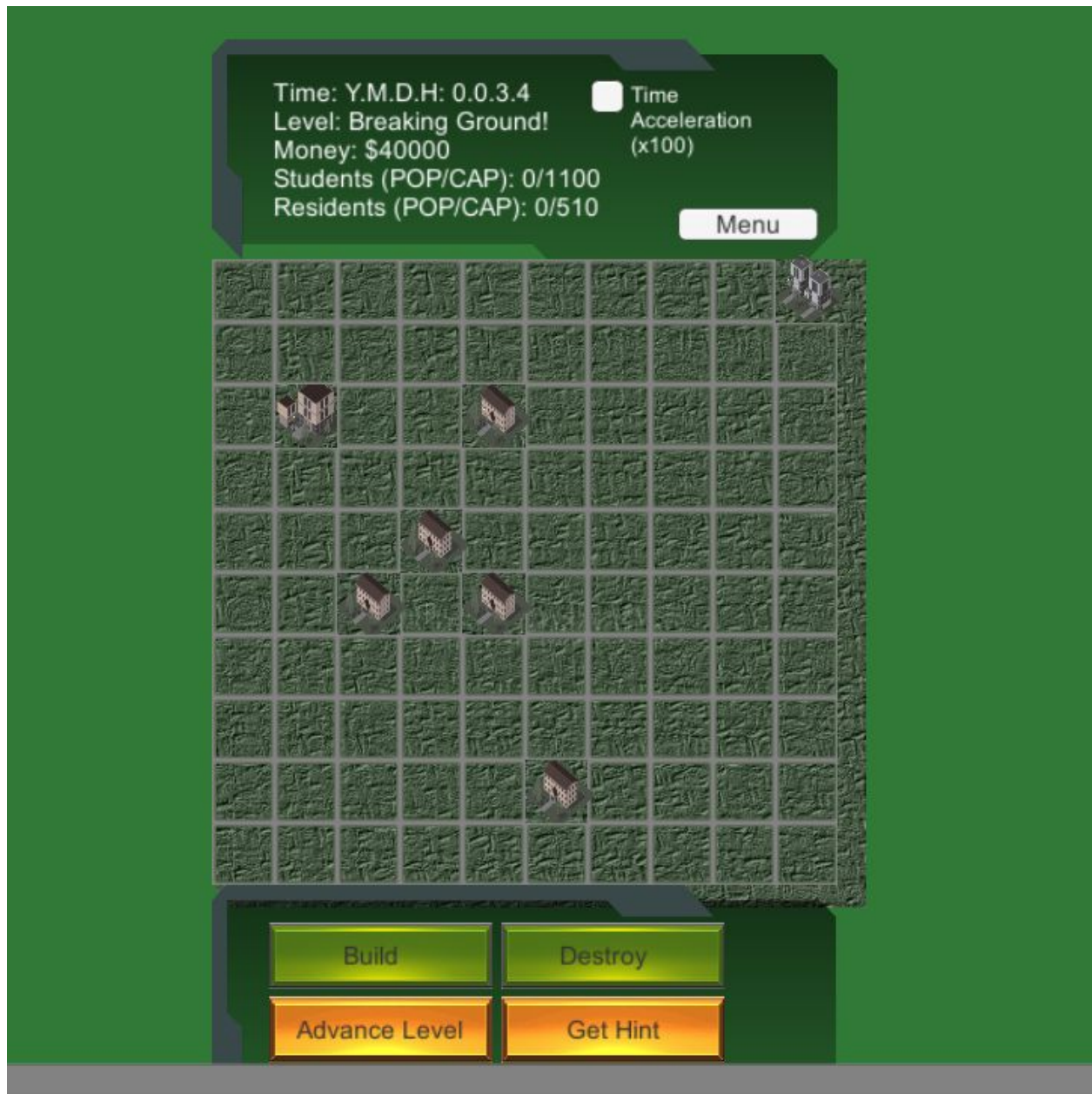
Here is the admin menu opened, as you can see there are a few available actions as well as in depth details on the university's budget. The scholarship and grant actions do not cost money upfront but rather count against tuition and rent, so a university full of full ride scholarships will result in net loss of money and eventually loss of the game if not recovered.

Time: Y.M.D.H: 0.0.3.20 ☐ Time

## Admin Menu

| Buy Students (scholarships) | Enter # of students | Price for # of students |
| Buy Residents (Housing Grants) | Enter # of residents | Price for # of residents |
| Advertise | Enter Ad budget | Confirm here |

Budget:
Total money: 40000
Total costs (per clock): 3
Student upkeep (yearly): 5000
Resident upkeep (monthly)200
Scholarship allocation (yearly): 0
Grant allocation (yearly): 0

Total revenue (per clock): 7
Tuition (yearly): 10000
Rent (monthly): 500

Exit

Advance Level     Get Hint

Here is the hint menu opened, as you can see there are a number of requirements to advance that are enumerated here, if you click on the "check ability to advance" button it will tell you if you meet the requirements.

Current Level
Initial Expansion

Next Level
Stage 1

Requirement 1:

Build a Gym

Requirement 2:

Build a Library

Requirement 3:

Have a student
capacity greater than
or equal to 5000

Requirement 4:

Have a resident
capacity greater than
or equal to 1000

Check ability to
advance

Exit
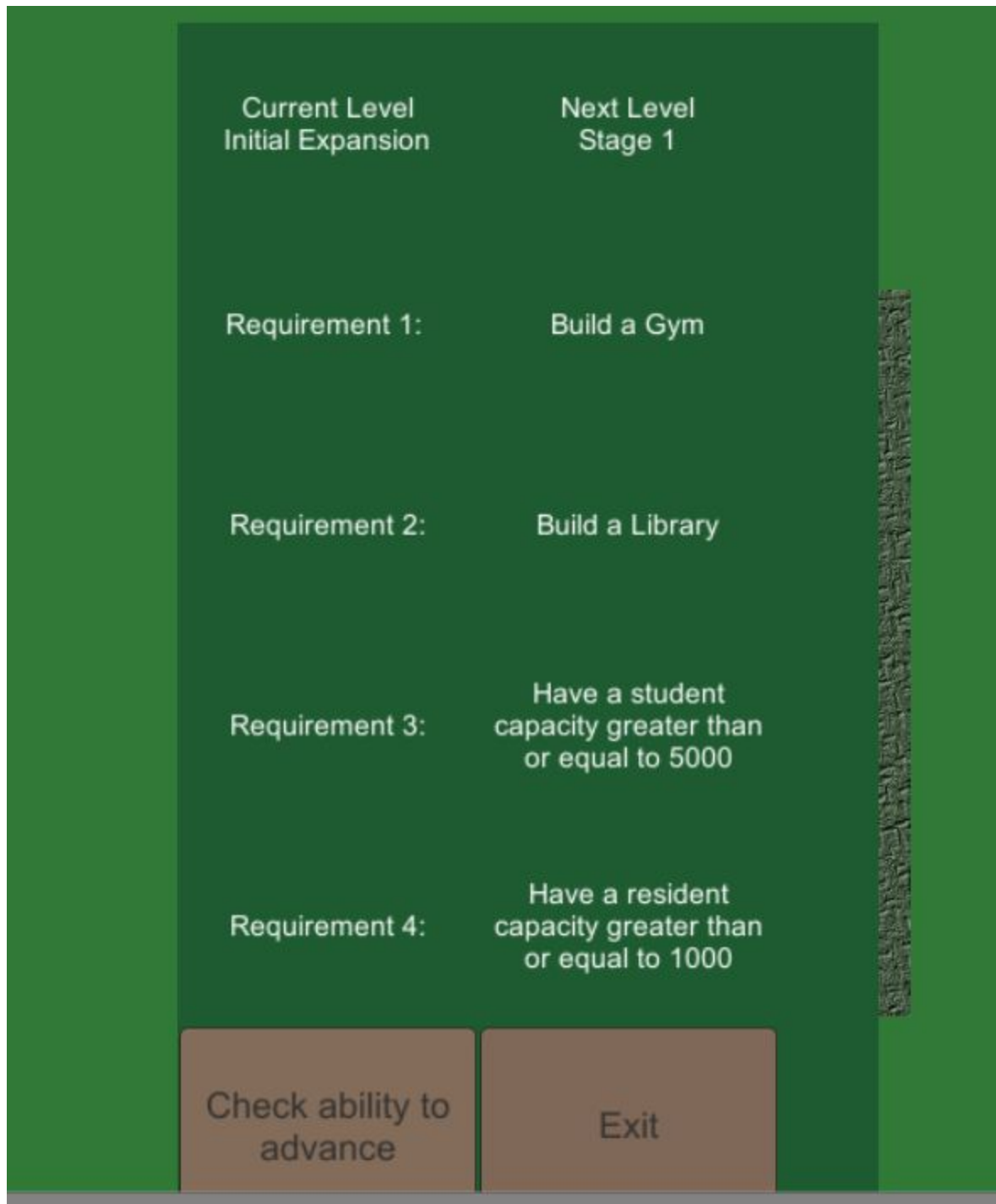
Here the "check ability to advance" button has been pushed and it says that we are able to advance to the next stage of game progression

| Current Level<br>Initial Expansion | Next Level<br>Stage 1 |
|---|---|
| Requirement 1: | Build a Gym |
| Requirement 2: | Build a Library |
| Requirement 3: | Have a student capacity greater than or equal to 5000 |
| Requirement 4: | Have a resident capacity greater than or equal to 1000 |

Able to Advance!     Exit
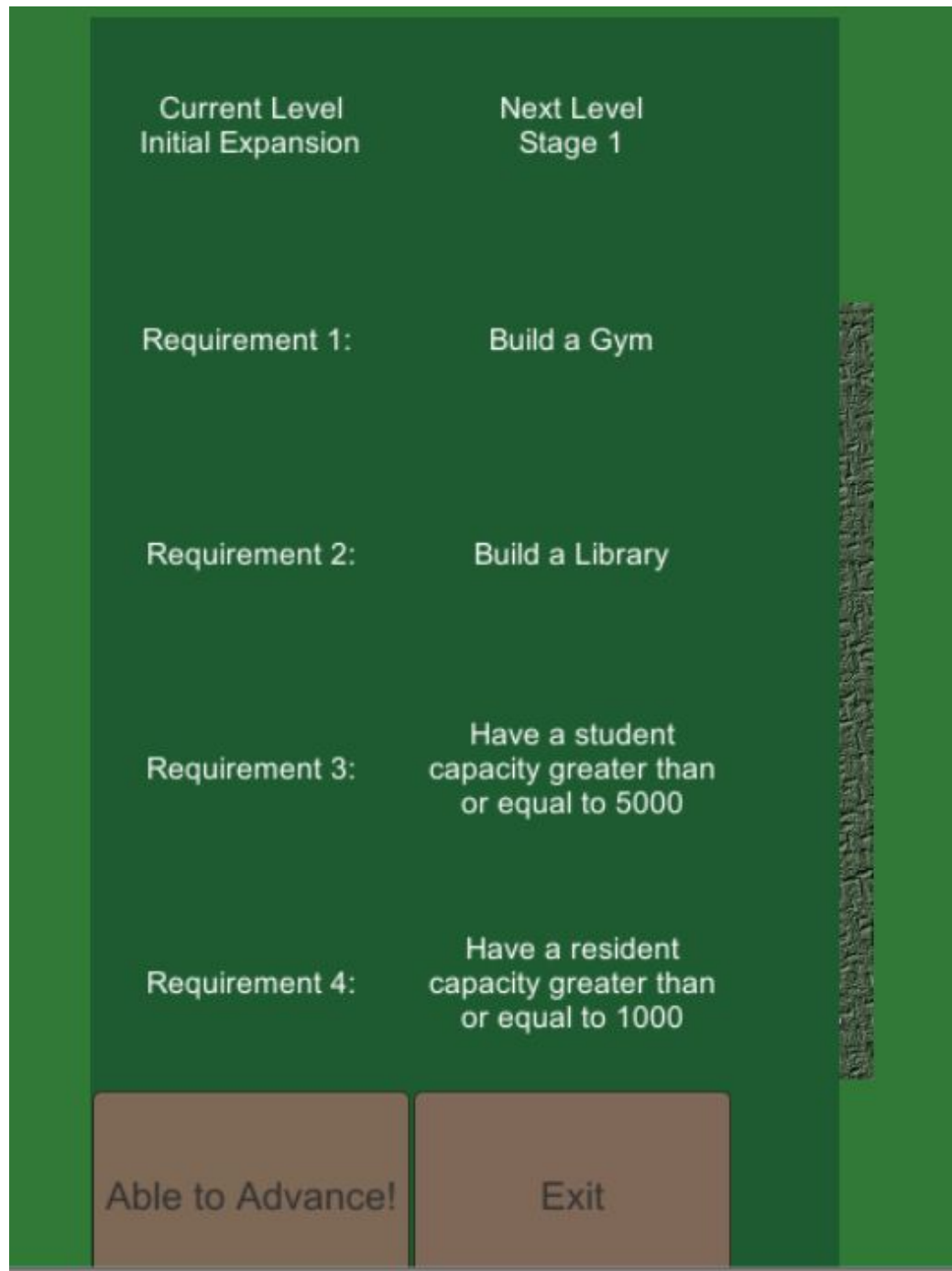
Here you can see the build menu after advancing with more build options.



Time: Y.M.D.H: 0.0.9.20
Level: Initial Expansion
Money: $40137
Students (POP/CAP): 1/1100
Residents (POP/CAP): 1/510

Time Acceleration (x100)

Menu

Dorm
Cost: $10k

Classroom
Cost: $12k

Gym
Cost: $12k

Library
Cost: $100k

Administration
Cost: $50k

Cancel

Build

Destroy

Advance Level

Get Hint
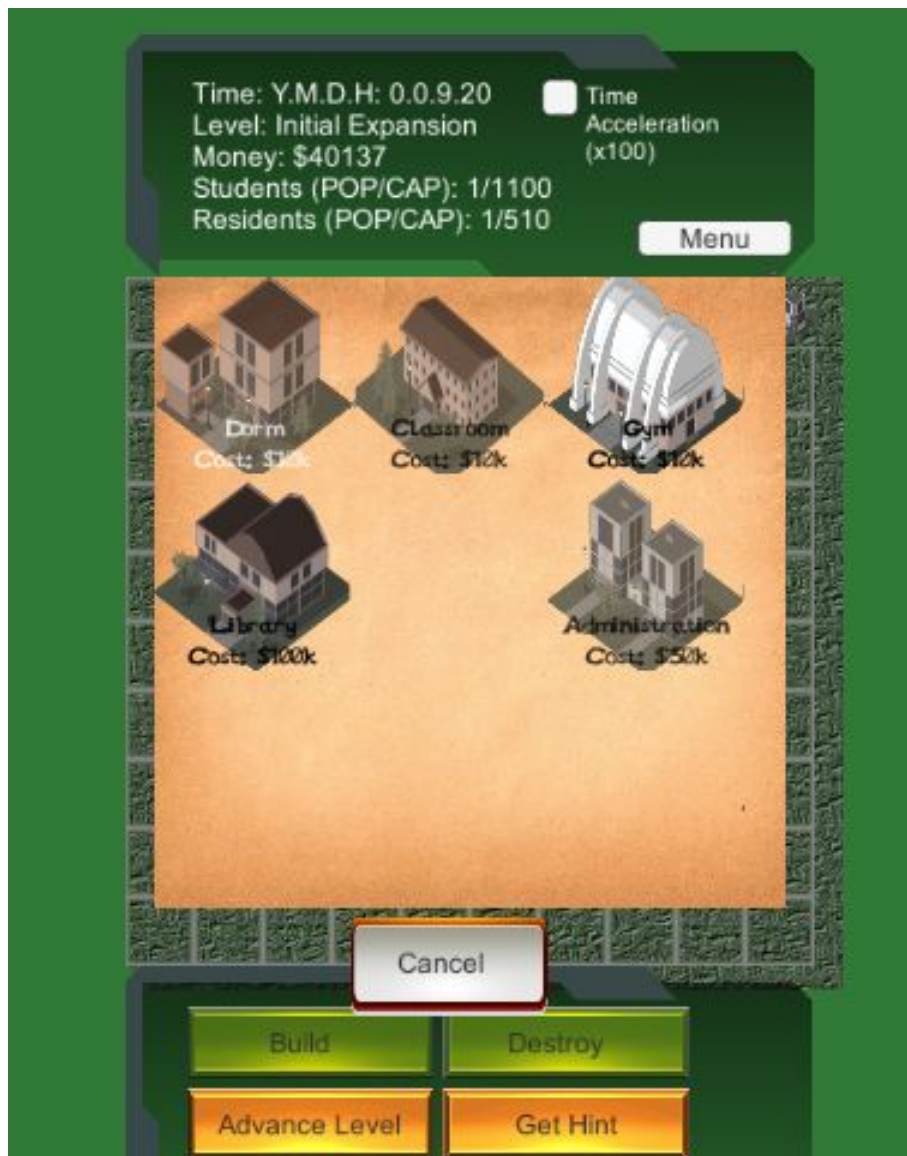
Here you can see the ingame menu opened, press quit to quit and close to close the menu

Time: Y.M.D.H: 0.9.24.4
Level: Stage 1
Money: $1352350
Students (POP/CAP): 1231/5150

☐ Time
Acceleration
(x100)

## Menu

Quit to Main Menu

Close

Build

Destroy

Advance Level

Get Hint