

Department Simulator

Department	Num. of Scientists	Resources			Number of Scientists for Group					Research Level				Articles published	Impact Points
		Resource_1	Resource_2	Resource_3	sc_1	sc_2	sc_3	sc_4	sc_4	Project_1	Project_2	Project_3	Project_4		
Depart.1	10	20	20	20	10	0	0	0	0	0	0	0	0	0	0
Depart.2	10	20	20	20	10	0	0	0	0	0	0	0	0	0	0
Depart.3	10	20	20	20	10	0	0	0	0	0	0	0	0	0	0
Depart.4	10	20	20	20	10	0	0	0	0	0	0	0	0	0	0
Depart.5	10	20	20	20	10	0	0	0	0	0	0	0	0	0	0
Depart.6	10	20	20	20	10	0	0	0	0	0	0	0	0	0	0

SCORE = 10 point for each research level in the four research areas (Project_1, Project_2, Project_3 and Project_4) + 10 points for each 10 articles published + 30 points bonus for level 5 skills.

VICTORY: the first department to reach 100 Impact points wins! (At the end of the turn, so there can be more than one winner if other departments reach 100 Impact points in the same turn).

ACTIONS	LEAD A PROJECT	Your department gain +10 Resource_1 points for each 10 scientists in sc_1, +10 Resource_2 points for each 10 scientists in sc_1 group, and +10 Resource_3 points for each 10 scientists in the sc_3, sc_4 or sc_4 group.
	HIRE	Spend 10 Resource_1 points for each 10 scientists you actually have in your department, to assign 10 new scientists in one of the five groups: sc_1, sc_2, sc_3, CP or sc_4. For example, you must spend 20 points to increase your scientists from 20 to 30.
	PUBLISH	Spend 30 Resource_3 points to publish 10 papers: add 10 articles in the column accounting for the total number of your department articles. Each 10 articles give your department 10 Impact points.
	RESEARCH	Choose a group between sc_1, sc_2, sc_3 or sc_4 in which you have at least 10 scientists. Then, spend 10 Resource_3 points to increase your Resource_3 level in that group's field (Project_1 for sc_1, Project_2 for sc_2, Project_3 for sc_3 and Project_4 for sc_4) from 0 to 1, or spend 20 Research points to increase the research level from 1 to 2, or spend 30 points to increase it from 2 to 3, and so on. Maximum research level in any area is 5. To increase the level of more than one point, you have to take a new 'Research action'. If you choose the sc_2 group, you spend Resource_2 points instead of Resource_3 points.
	WORKSHOP	Spend 10 Resource_1 points. Choose one of the four research areas where you have 2 research level or more. All other departments with 10 or more scientists in that area loose 10 scientists each.
	ASSIGN	Shift scientists of your department from one group where there are at least 10 scientists to another group at your choosing (in any multiple of 10).
	REDISTRIBUTE	Move all or part of your points in one type of resource (Resource_1, Resource_2 or Resource_3) to another resource (in any multiple of 10 points).

SKILLS	Research lvl	Project_1	Research lvl	Project_3
	Level 1	When your department first reaches this level, you immediately take one free action.	Level 1	When your department first reaches this level, you gain 10 articles (+10 Impact points)
	Level 2	If your department takes the 'Redistribute' or 'Assign' actions, you immediately take another free action.	Level 2	When your department first reaches this level, you double your Resource_3 points.
	Level 3	Your Resource_2 points are considered as if they were any type of resource (Resource_1 points and/or Research points).	Level 3	In future, anytime your department takes the 'Research' Action, it costs 10 points less sc_4.
	Level 4	Your department doesn't loose scientists as result of a "Workshop" action of other departments.	Level 4	If your department takes the 'Publish' action, you immediately take one free action.
	Level 5	If your department has 40 scientists or less sc_4, you gain a bonus of +30 Impact points.	Level 5	If you have at least 30 articles published, you gain a bonus of +30 Impact points.
	Research lvl	Project_2	Research lvl	Project_4
	Level 1	When your department first reaches this level, you gain +20 points in one of the three resources of your choice.	Level 1	If your department takes the 'Hire' action, it costs 10 Resource_1 points less sc_4.
	Level 2	When your department first reaches this level, you gain 1 level in one of the other Research areas at your choice.	Level 2	When your department first reaches this level, you gain +10 scientists in the sc_4 group.
	Level 3	If your department takes the 'Publish' action, it only costs 20 Resource_3 points instead of 30.	Level 3	If your department takes the 'Workshop' action, you also gain 10 Resource_3 points.
	Level 4	When your department first reaches this level, you immediately take two free 'Lead a Project' actions.	Level 4	When your department first reaches this level, you gain +50 Resource_1 points.
	Level 5	If your department has at least 60 Resource_3 points, you gain a bonus of +30 Impact points.	Level 5	If you have more scientists than the other departments (or are tied), you gain +30 Impact points.