**Technopoly Guide**

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| Version | Author | Date | Comments |
| 1.0.0 | TL |  |  |
| 1.1.0 | BM | 04/03/19 | Establish Referencing for use cases |
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**Object**

* The object of the game is to become the wealthiest player through buying start-ups, hiring staff and selling start-ups.

**Preparation –[Use Case 1 Starts Game]**

* The game is allowed up to four players.
* Each player enters their username Players cannot share the same username.
* The players are then randomly assigned a starting orderin the game.
* Each player is given £150,000.

**The Play –[Use Case 3 Takes Turn]**

* Each player starts the game on the InvestNI square.
* The virtual dice is rolled for Player 1 and they are moved along the board the number of spaces indicated by the dice.
* After a player has completed their turn, the next player takes their turn.
* Two or more players can be on the same space at the same time.
* According to the space you land on, you may be entitled to purchase the start-up or obliged to pay a licence fee.
* If a player’s resources have changed, they will be informed of their new balance and given a reason for the change. **–[Use Case 2]**
* If you throw doubles, you are moved as usual, the sum of the two virtual dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the virtual dice, throw again. If a player throws doubles three times they are taxed £1000 and are still subject to any privileges or penalties pertaining to the space on which they land.
* When one player runs out of money and cannot pay a licence fee to another player, the player with the most resources is declared the winner.
* If a player no longer wishes to play they can terminate the game and the game ends. The player with the most resources is declared the winner. If the player with the most resources terminates the game, the player with the second highest amount of resources is declared the winner.

**“Invest NI” [Use Case 8 Passes Invest NI]**

* Each time a player passes over the “Invest NI” space they receive a £20,000 investment.
* The £20,000 investment is only paid once each time around the board.

**Purchasing Start-up [Use Case 7 – Purchases Start-up]**

* Whenever you land on an unowned start-up you may buy that start-up at its printed price.

**Paying licence Fee (Paying rent) [Use Case 5]**

* When you land on a start-up owned by another player, the system collects a licence fee from you in accordance with the cost assigned to the start-up. **For a full list of prices please see the Technopoly pricing guide included in this report on…**
* It is an advantage to own all the start-ups in a colour group because the owner may then charge double the licence fee for unimproved properties in that field.
* It is even more advantageous to have software developers or CTOs working at the start-ups because the licence fee is much higher than for unstaffed start-ups.

**“Runway” [Use Case 4]**

* A player landing on the “Runway” space does not receive any money, start-up or reward of any kind.
* This is just a resting place.

**Hiring Staff [Use Case 10 Hires Staff]**

* When you own all the start-ups in a field you may hire staff and employ them at those start-ups.
* One you hire staff for one of your start-ups you are no longer allowed to sell the start-up or any other start-up from that field to another player.
* There are two types of staff that can be hired for each start-up. They are the Software Developer and the Chief Technology Officer (CTO).

**Software Developers**

* If you hire a software developer, you may employ him in any of the start-ups in the field.
* The next software developer you hire must be employed in one of the unstaffed start-ups in any field you may own.
* The price you must pay to hire each software developer will be highlighted to the player at the time of purchase. **For more information on pricing please check the Technopoly pricing guide included in this report on…**
* The owner still collects double rent from an opponent who lands on the unstaffed start-ups in his/her field
* Following the above rules, you may hire and employ at any time as many software developers as your judgement and financial standing will allow. But you must employ evenly – you cannot hire more than one software developer for a start-up until you have hired a software developer for every start-up in that field.
* You may then begin hiring the second round of software developers, and so on, up to a limit of three software developers per start-up.

**Chief Technology Officers (CTOs)**

* When a player has three software developers working at each start-up in a complete field he/she may hire a Chief Technology Officer (CTO) and employ them in any start-up of that field.
* Only one CTO can work at any one start-up.

**Takeover Start-up [Use Case 12]**

* If a player wishes to purchase a start-up from another player, they may attempt a takeover by making a request to the owner of the start-up.
* The owner of the start-up must then choose whether to approve the takeover attempt or deny it.
* If approved, the owner will be paid a 20 percent mark-up on the original cost of the start-up by the player wishing to takeover the start-up.

**Bankruptcy [Use Case 6]**

You are declared bankrupt if you owe more than you can pay to another player. Once a player is declared bankrupt the game ends and the player with the most resources is declared the winner.

**Miscellaneous**

* No player may borrow from or lend money to another player