**Technopoly Guide**

**Object**

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

**Preparation**

* 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**

* 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.
* 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 not permitted to roll again. Furthermore the player is 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”**

* 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**

* Whenever you land on an unowned start-up you may buy that start-up at its printed price. For a full list of prices please see the Technopoly Pricing Guide included in the appendix of the report.

**Paying licence Fee**

* 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.
* It is 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”**

* 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**

* When you own all the start-ups in a field you may hire staff and employ them at those start-ups.
* Once 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 you own.
* The price you must pay to hire each software developer will be highlighted to the player at the time of purchase and varies depending on the field.
* You may hire 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**

* 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**

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