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**Build Up**

**Each team is provided with:**

1. A3 sheet with a grids pattern printed on it .
2. Pen for the marking of plots.

**Buildings and their features**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name of the building | Space(for the blocks, on the grid) | Price(million) | Rent | Special Condition |
| Villa | 3\*3 | 3 mil | To be sold only |  |
| Apartments | No. of floors \* no. of floors | 2+1.5 mil per floor | (Floor)\* (6 –round no.) | Floors added should be shown by marking the grids specified for each floor on the paper. e.g. A five floor building needs to be built over a 5\*5 grid |
| Hospital | 6\*4 | 5 mil | No rent | Must be built for building restaurant and mall |
| Police station | 4\*4 | 2 mil | No rent | Must be built to add floors to the apartment |
| Restaurant | 4\*3 | 5 mil | (No. of floors + villas)\*1 |  |
| Mall | 5\*5 | 7 mil | 3.5\*(6 – round no.) |  |
| Road | 1\*1 | 1 mil / 10 units | No rent | All the buildings must be connected by roads or their effect won’t be taken into consideration.  Just a single lane road is enough forconnecting the buildings . |
| Railway Station | 8\*2 | 10 mil | 20% bonus to final rent |  |

Total budget :70 million( allocated at the beginning of the game)

**How to play** :

1. The participant will be provided with a grid paper and pen.
2. The event will be of total **1 hour**with**6 turns**being played.
3. Each turn will provide participant with **3 moves** for building the above mentioned buildings.(building of road will not count for moves but a participant can build a maximum of 20 unit of road on each turn)
4. \*\*The participants must draw the structure and **record the structure in the back side of their grid page for every move they make**.
5. Its extremely important that you do not exceed your budget ; we recommend you to keep a log of your expenditures at the back of your sheet after every round .

Find the following **legend** useful for the demarcation of your buildings

|  |  |
| --- | --- |
| building | Code |
| Villa | V |
| Apartment-floor | A-I/II/III/IV… (a-roman numeral, where that numeral indicates the no. of floors) |
| Hospital | H |
| Police station | P |
| Restaurant | R |
| Mall | M |
| Railway station | Z |
| Road | X |

For every construction, place the code of that construction on the grids that you allot for it

Eg . a villa in the third turn

V3

This way every team needs to demarcate every building in their city that they build in it , on the grid sheet .

1. In every turn a card will be brought out which will show the **fluctuations** in the prices of various buildings .
2. The participants are **free to build and sell** the buildings at any turn but the selling of building will be considered as a move.
3. The rent generated by various buildings are only considered at the end of all the rounds OR no funds will be added after every round due to the rents of different buildings; it is only at the end of all the rounds would the rent be added to the funds of each team .
4. The buying and selling between the turn will accompany the prices according to the **current pricing conditions due to the card drawn**
5. \*The properties remaining at the end of round will be considered for valuation\*.
6. The current pricing according to the cards will be shown on the projected screen and will be updated regularly.

**Judging criteria** :

1. The judgement will be based on the **cash in hand** and the **rent generatedby all the buildings** of a team.
2. The more the cash in hand and the rent , the more chances of winning.

For queries, contact:

Yash: 9887664462

Abhishek: 9408720374

Khush: 9723362773