Taucoin Main-net related figures

* User’s log in details
  + Web-wallet login API.
* Concept of round
  + Every round = 4 hours.
  + At the end of a round, all bids on lands are finished and winner gets the ownsership of the lands for the next 5 rounds.
  + The game is continuous. Unless a player resigns, he is still “in the game”.
  + Free-for-all. Everyone is encouraged to join.
* Concept of land
  + There are a total of 36 lands with 4 as major lands and 32 as smaller lands, each representing different capital cities.
  + There will be 8 Chances land in between every two small lands.
  + 4 Major lands each have different features, and not bidable.
    - 1st Major Land = Starting point. This is the point where all new users begin. When a user succesfully return to the starting point again, he will receive 2% of the BANK remaining TAU.
    - 2nd Major Land = Jail. Players who land on Jail will not be able to roll dices for two rounds.
    - 3rd Major Land = Free One Dice. Players who land here will receive a dice extra!
    - 4th Major Land = Jail. Players who land on Jail will not be able to roll dices for two rounds.
  + Small land are bid-able but non-tradeable between users.
  + Small lands are gift-able. Players can gift lands to other players.
  + When a user lands on a land, if the land is ownerless, he can choose to bid (or buy) or ignore it and take no action. If the land has an owner, he needs to pay 500 TAU before taking the next step.
  + Successful bids will automatically deduct TAU from the righful owner in exchange for the land/s for five (5) rounds.
  + After five (5) rounds, any owned lands will again be un-owned and willl be available for others to bid (or buy).
  + A player who lands on jail will lose two turn or must pay the amount of 200 TAUcoins as bail, before making his next move.
  + A player who lands on lucky chances will get good rewards, penalties or consumable cards.
  + A player who lands of free dice get another free dice.
  + A player with multiple dices which landed on multiple lands can BID on each lands accordingly when he is in the land.
* Concept of Dice
  + At the start of the game on the first round, each player will have two (2) dice and another dice every new round (2+1...).
  + Players can roll one or two dices in whatever he likes in order to maximize his predicted benefit.
  + All players receive a new dice at the beginning of every round.
  + Every dice is comsumable, a maximum of five (5) dice only can be held. When a player decide not to make a roll or “stays” in his current position, and he has the maximim number of dice already, during the next round, he will not receive any more dices.
  + Each dice is tradable. A player who sells his dice will get TAUcoins in return.
  + A players’ action is decided when a dice is rolled. No dice rolled. No action.
* Concept of Dice Market
  + This is a market to allow players to trade dices with others.
  + Price of each dice is fixed at a range of 100 ~ 500 per dice
  + The market should include the function of,
    - Basic trading feature. A player could allocate their dices into the market for sale, any on-sale dices are not roll-able until it is being removed / purchased from the market.
    - Fixed price range, where the price per dice is fixed between 100 ~ 500 TAU. To make calculation easier, the possible options are 100, 200, 300, 400 and 500 TAU.
    - Display 5 random on-sale dice. (To make things easier, we do not need to present all on-sale dices. When a player purchase a dice, the system present another on-sale dice to make the display number = 5.)
    - In case where no dices are on-sale, this sentence appears to encourage people in selling dices: There is currently no dice available on the market, sell one now!
* Concept of BID
  + Players use their in-game TAUCOINS to bid on a specific land. They compete their bid amount with other players who are also in the same unowned land.
  + A player can BID on the same land multiple times, as long as he stays in the land and did not move.
  + After 4 hours, the highest bidder gets the land.
  + Players whose balance is zero (0) after making a bid must deposit another 5000 TAUcoins into the game.
  + A special bidding ticket allows you to bid on a land that you haven’t landed upon.
  + Other items are also tradable (e.g. cards, dice, tickets etc..). Players can sell their items for TAUcoins.
* Concept of Rental
  + Users pay land rentals when they step on an owned land.
  + Rental fees = Amount of different players participated in biddidng \* the land’s average bidding \* 10%
  + If users’s remaining TAU cannot afford to pay rental, he can choose to pay with the ownership of his own lands. Land transfer from user > another user, one land = one rental payment, choices of land is pure RANDOM, users cannot decide which land to pay with.
* Concept of Jail
  + Prevent players from rolling any dices for two rounds. (Current round and the following round.)
  + Players will not receive any rentals if other players step on his lands when he is in Jail.
  + Apart from consuming a Bail ticket, and detention for two rounds, players could pay 500 TAU to get out from Jail instantly.
* Concept of Lucky Chances. Lucky Chances are lands that neutral, users who step on it will automatically draw a crad between the following, and act accordingly:
  + COMMON: Nothing Card – a card that doesn’t have any function, but a smiley face
  + COMMON: TAUcoin gift card - Gain 0.2% of BANK remaining TAU (gift-able)
  + RARE: TAUcoin gift card - Gain 0.5% of BANK remaining TAU (gift-able)
  + COMMON: Penalty card – Lose 100 TAU to BANK
  + COMMON: Extra move card – Move forward 5 steps (Act Instantly)
  + COMMON: Extra move card – Move Backwards 5 steps (Act Instantly)
  + COMMON: Enable you to bid on lands (un-owned) next to your current position (Act Instantly)
  + VERY RARE: Teleportation: Move forward to “Starting Point” and receive the 2% reward.
  + COMMON: Jail Ticket – Move to the near-est Jail instantly, and detention for two rounds.
  + RARE: Extra Dice ticket – Gain one dice.
  + VERY RAREL Double Dice ticket – Gain two dices.
  + RARE: Bidding ticket - Bid on other lands without landing on it (consumable/tradeable)
  + COMMON: Bail ticket – get out of jail in an instant. (consumable/tradable)
  + RARE: Advance payment ticket – prevent players to pay rents. (tradable)
  + VERY RARE: Rental Double-up – Double a land’s rental of your choice, and last until the ownership of the land expires. (consumeable/tradable)
  + A range of “common” to “rare” tickets (such as go back to start) must be present in-game.
* Concept of BANK
  + BANK stores money that players pay, including money from Biddings, penalty from Lucky Chances, payment from Jail.
  + Peer to Peer TAU payments does not go into bank, for example Rental payment when someone step on other’s land, trading of goods including dices, Lucky Chances Cards.
  + BANK’s money is being returned to users when they: Return to “Starting Point” (2%), draw lucky chances card (0.2% to 0.5%).

Mechanics

1. Sign-in and deposit 5000 TAU in the game.
2. All players’ avatar appear on the first LAND in TAUmonopoly map.Two (2) dices are given each player. 1000 TAUcoins are given each player to start the game.
3. Players roll their dice/s and their avatar will move accordingly. Up to three (3) dices can be rolled at once.
4. Players’ actions upon landing a land: BID, BUY, IGNORE, STAY or ROLL another DICE.
5. If a player bids on a land for more than 5000TAU, an additional 5000 TAU must be deposited in his in-game wallet from web wallet.
6. Players with zero (0) in-game balance will not be able to make a move/dice roll.
7. Any land with biddings will have the bidders’ avatar and bids posted. At the end of the round, the ownership belongs to the highest bidder. The losing bidder refunds all his bid.
8. Any lands with owners will have a penalty/rental fee of 500 TAUcoins for each player who lands in his area. Any player with a remaining balance of 1000 TAU will be asked to deposit another 5000 TAU from his web wallet to his in-game wallet.
9. Lucky chances will randomly draw a card from common to rare and players who lands there will receive a ticket/reward.
10. After the first roll of dice, players can now then SELL, TRADE, BID, GIFT,BUY any other cards/tickets/rewards/dice/lands they have in the game. Items on sale, on bid, and tradable will appear on the screen.
11. A player can roll multiple dice during a round, up to three dices per roll.
12. A player can “add” TAU to his bid, but not subtract, if he sees that he is outbidded in the land. ALL bids ends in 4hours.
13. If a land has a sole bidder, he still needs to wait for 4hrs to confirm his bid and ownership of the land.
14. A player cannot withdraw his bids until the end of each round.
15. All successfull trades, sales, bids are irreversible.
16. A player may quit the game if he decides to discontinue after the expenditure of all his taucoins or after five (5) rounds only.

In the case where:

Someone withdraws his money (deposit) while in the game: He loses all of his lands (Lands instantly become neutral and unowned.), any un-sold dices that are in the market place will instantly removed from the market, and goes back into player’s account. The amount of dices he has will remain the same until he deposit 5K TAU into his account again.