Taucoin Main-net related figures

* User’s log in details
  + Preferrably with another layer of password (if possible)
* Concept of round
  + Every round – 12 hours (is this fixed? Or we reduce it to 30mins? I wanna know why)

Not fixed, due to the possible size of the game (More than thousands player playing at once), having 30 minutes per round is too fast for all players. Moreover, it is also very difficult for calculations to be done as there are competition on biddings and other chances card. It is possible to shorten the time, for example 3 hours ~ 6 hours per round. What Do you think? I see. Something divisible by 24hrs so it would easy to compute. Maybe, 3hrs, 4hrs, 6hrs or 8hrs. That would be our option. My choice would be between 4hrs and 6hrs interval for every rounds.

* + 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.
  + 1 game consists of (n) rounds /infinite rounds. There is no concept of 1 game, the game lasts foever like a RPG game. Just concept of round. I understand this, though I have some concern, but I wanna see this push through.
  + 6-10 players can participate every round. A player who loses his taucoin during the previous game can decide to leave the game giving other players options to “join in” into the game. TAU monopoly is designed to allow ALL members to play at once, thus, there is no limitation of players. (RPG-alike game, but with a slower phase, talk to me if im not explaining in clear enough!) Free-for-all then. This is great.
* 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.
  + Land are bid-able but non-tradeable between users. (What if a player decides to sell his lands because he is losing taucoins in the game? Will it be sell-able?) Nice Suggestion! yes we can make it sell-able, but not on the first draft of development as i’m afraid of making it too complicated that will cause bug. OK. Let’s remove this at the moment. No sale-able lands. :D
  + (Is it gift-able? Can it be bought directly?) (I suggest that there would be some lands for bidding and some lands for direct purchase. Prices could be different and rents as well.
  + 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 1000 TAU before taking the next step. I like the concept of gift-able, we should include it. To make it clear, a land owner can always sell/give his owned land away to other players, however, an un-owned land can only be aquared by bidding when landed on it.
  + 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 a turn. (or maybe he can just bail with certain amount of TAU) Yes, good one. Great!!
  + A player who lands on the “start” gets another set of taucoins. (i.e. 500, 750, 1000, 1250, 1500 etc..) We will need to calculate this number based on the TAU remaining in BANK, TAUnopoly should have its own economic system where TAU foundation does not need to participate in paying TAU. A fixed amount will also do. Probably 1000 TAU? What do you think? 1000 TAU sounds good, lets make this amount.
  + A player who lands on lucky chances will get good rewards or cards.
  + A player who lands of free dice get another free dice.
  + A player who chooses to “stay” and not make a move will have deducted (n) amount of taucoins. Personally I don’t think we should punish people for “Stay-ing”, as i assume there will be many people that don’t online for quite some time. More Suggestion needed! I am actually thinking that they may stay in the game but not play the game, therefore they will have extra dice each round and they can sell it for easy TAUcoin. Just my opinion. Yea, we should allow them to stay and not to roll any dice. This will allow “low-TAU-holders” to have a safe way in earning TAU.
  + A player with three (3) dice which landed on three (3) different lands can BID on each lands at the same time.
* 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...)
  + (I suggest that multiple dice can rolled at once, to have a farther chance of landing.) I like this idea, a user can decide where to roll only one dice, or multiple dice of his choice if he has enough of it. Great. Let’s do this one.
  + Every dice is comsumable, a maximum of three (3) 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, 1 dice is to be burned to give way for his “new” dice to be received.
  + Each dice is tradable. (Bid-able?) We could just open a market space for players to buy/sell dice, a simple trading is more than enough, not bidding. Thank you for this.
  + A players’ action is decided when a dice is rolled. No dice rolled. No action
* 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.
  + After 12hours, the highest bidder gets the land. (We’ll change this time later)
  + Players whose balance is zero (0) after making a bid must deposit another 5000TAUcoins into the game.
  + A special bidding ticket allows you to bid on a land that you haven’t landed upon.
  + Other items are also bid-able (e.g. cards, dice, tickets ) I like it too, but lets just make it tradeable insteaed of bid-able, concept of bid should only happen on land to prevent confusion. Opening a market space for people to talk and trade, the market will automatically decide the price for each products. Alright. Buy/sell is better at this time. :D
* Concept of Lucky Chances
  + Gain 500 TAU (gift-able)
  + Bidding ticket - Bid on other lands (consumable/tradeable)
  + Bail ticket – get out of jail in an instant. (consumable/tradable)
  + Advance payment ticket – prevent players to pay rents. (tradable)
  + A range of “common” to “rare” tickets (such as go back to start) must be present in-game.

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. (N) amount of taucoins are given each player to start the game.
3. Players roll their dice/s and their avatar will move accordingly. Only one (1) dice 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. 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.
7. Any lands with owners will have a penalty/rental fee of 1000 TAU for each player who lands in his area. Any player with a remaining balance of 2000 TAU will be asked to deposit another 5000 TAU from his web wallet to his in-game wallet.
8. Lucky chances will randomly draw a card from common to rare and players who lands there will receive a ticket/reward.
9. 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.
10. A player can roll multiple dice during a round, one dice each roll. (if two dice is possible each roll, then ok). Yes, a player can decide to roll multilpe times, or roll multiple dices at once if he wants. Great.
11. 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 12hours.
12. If a player wishes not to move, or not make a roll in the succeding rounds, his penalty will grow bigger. (To prevent hodling of TAU and depending on his lands’ income for TAUcoins)
13. If a land has a sole bidder, he automatically will own the land. (There is no need to wait 12hours for confirmation) The reason for 12 hours per round is to allow other players to have time in getting online, roll dice and react to other biddings. Thus, even if he is a sole bidder, he still has to wait until the end of the round to “confirm” that he is the only bidder. I got your point on this one. That is very good. We have to agree whether we use 3hrs,4hrs or 6hrs. Lesser than 12hrs is sufficient I guess. Lets start with 4 hours!
14. Aplayer cannot withdraw his bids until the end of each round. Yes.
15. If no bids or sale happened with each round, all players will be deducted 50% of their current in-game balance. (To ensure tau mobility and prevent end game manipulation). Do you agree on this? :D Maybe no hahaha, lets start without this feature first, we’ll see if we want to implement this on the later version.
16. All successfull trades, sales, bids are irreversible.
17. A player may quit the game if he decides to discontinue after the expenditure of all his taucoins or after five (5) rounds only. I like this concept of quit-ing game, could you explain a little more? If a player/user has no TAUcoins left in his in-game wallet to “bid” or “purchase” a land, pay rent, and his web wallet balance is insufficient as well as to “start” a new round. If we could get an option where they could “add” TAUcoins by “buying through BTC”, it would be a great help as well to the team. What do you think on this one? (But since we don’t have a price yet, i dont know how will it affect taucoins price in the game. Don’t think we need to think that far. If he wants TAU, he can either go to p2p market to purchase TAU, or work via bounty. But its a good suggestion, it can be added as a future function when we have a price!