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## Video Tutorials (English)

**Please be generous and Post any Mad Games Tycoon Tutorials that are in English that you find below, this is for the benefit of everyone that wants to learn.**

**Mad Games Tycoon - Legendary [ENG] HD | Tutorial] By Das Fies Alien - <https://youtu.be/dMVfW4H0fh8>**

**Mad Games Tycoon Tutorial and Gameplay By Commisar BRO - <https://youtu.be/wVtQWejKBhQ>**

## *Video Tutorials (Spanish)*

**Please be generous and Post any Mad Games Tycoon Tutorials that are in Spanish that you find below, this is for the benefit of everyone that wants to learn.**

## Video Tutorials (German)

**Please be generous and Post any Mad Games Tycoon Tutorials that are in German that you find below, this is for the benefit of everyone that wants to learn.**

**Mad Games Tycoon - Legendary [GER | HD | Tutorial] By Das Fies Alien - <https://www.youtube.com/watch?v=UWOVV7UESOo>**

## *Video Tutorials (French)*

**Please be generous and Post any Mad Games Tycoon Tutorials that are in French that you find below, this is for the benefit of everyone that wants to learn.**

**Je vais faire une vidéo bientôt**

## *Video Tutorials (Russian)*

**Please be generous and Post any Mad Games Tycoon Tutorials that are in Russian that you find below, this is for the benefit of everyone that wants to learn.**

## Genre Settings (Estimated)

**All of these setting are for the 3rd page of Game development screen and are all an estimate as to what is best for each genre. Please note that, + means moving the slider to the Right by that many units and - means moving the unit to the left by that many units. So a -4 Gameplay vs Graphics means moving the slider 4 units towards Gameplay**

<u>Genre</u>	<u>Gameplay vs Graphics</u>	<u>Story vs Game Length</u>	<u>Atmosphere vs Functions</u>	<u>Game Depth vs Beginner Friendly</u>	<u>Core Gamer vs Casual Gamer</u>
<b><u>Skill Game</u></b>	<b><u>-4</u></b>	<b><u>+5</u></b>	<b><u>+5</u></b>	<b><u>+5</u></b>	<b><u>+5</u></b>
<b><u>Arcade</u></b>	<b><u>+2</u></b>	<b><u>+3</u></b>	<b><u>-2</u></b>	<b><u>+2</u></b>	<b><u>+3</u></b>
<b><u>Puzzle</u></b>	<b><u>-5</u></b>	<b><u>+5</u></b>	<b><u>+5</u></b>	<b><u>-5</u></b>	<b><u>+2</u></b>
<b><u>Jump &amp; Run</u></b>	<b><u>0</u></b>	<b><u>0</u></b>	<b><u>-1</u></b>	<b><u>+1</u></b>	<b><u>0</u></b>
<b><u>RPG</u></b>	<b><u>-1</u></b>	<b><u>-3</u></b>	<b><u>-5</u></b>	<b><u>-2</u></b>	<b><u>-5</u></b>
<b><u>Adventure</u></b>	<b><u>-1</u></b>	<b><u>-5</u></b>	<b><u>-5</u></b>	<b><u>+2</u></b>	<b><u>-3</u></b>
<b><u>Strategy</u></b>	<b><u>-2</u></b>	<b><u>+5</u></b>	<b><u>+5</u></b>	<b><u>-5</u></b>	<b><u>-2</u></b>
<b><u>Sports Game</u></b>	<b><u>+3</u></b>	<b><u>+5</u></b>	<b><u>+4</u></b>	<b><u>+3</u></b>	<b><u>0</u></b>
<b><u>Fighting Game</u></b>	<b><u>+2</u></b>	<b><u>+4</u></b>	<b><u>+4</u></b>	<b><u>+4</u></b>	<b><u>0</u></b>
<b><u>Simulation</u></b>	<b><u>+5</u></b>	<b><u>+5</u></b>	<b><u>+3</u></b>	<b><u>-2</u></b>	<b><u>-5</u></b>
<b><u>Economic Simulation</u></b>	<b><u>-1</u></b>	<b><u>+5</u></b>	<b><u>+5</u></b>	<b><u>-5</u></b>	<b><u>-5</u></b>
<b><u>Building Game</u></b>	<b><u>-2</u></b>	<b><u>+5</u></b>	<b><u>+5</u></b>	<b><u>-5</u></b>	<b><u>-4</u></b>
<b><u>Real-Time Strategy</u></b>	<b><u>0</u></b>	<b><u>0</u></b>	<b><u>0</u></b>	<b><u>-1</u></b>	<b><u>-2</u></b>
<b><u>Ego-Shooter (FPS)</u></b>	<b><u>+5</u></b>	<b><u>+2</u></b>	<b><u>-3</u></b>	<b><u>+3</u></b>	<b><u>-3</u></b>
<b><u>Third-Person Shooter</u></b>	<b><u>+4</u></b>	<b><u>+2</u></b>	<b><u>-3</u></b>	<b><u>+4</u></b>	<b><u>-3</u></b>

<b><u>Interactive</u></b> <b><u>Movie</u></b>	<b><u>+5</u></b>	<b><u>-5</u></b>	<b><u>-5</u></b>	<b><u>+5</u></b>	<b><u>+3</u></b>
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## Priority Slider Settings

<u>Genre</u>	<u>Graphic</u>	<u>Sound</u>	<u>Tech</u>	<u>Gameplay</u>
<u>Skill Game</u>	<u>10%</u>	<u>10%</u>	<u>30%</u>	<u>50%</u>
<u>Arcade</u>	<u>20%</u>	<u>20%</u>	<u>20%</u>	<u>40%</u>
<u>Puzzle</u>	<u>15%</u>	<u>15%</u>	<u>20%</u>	<u>50%</u>
<u>Jump &amp; Run</u>	<u>25%</u>	<u>25%</u>	<u>25%</u>	<u>25%</u>
<u>RPG</u>	<u>25%</u>	<u>15%</u>	<u>20%</u>	<u>40%</u>
<u>Adventure</u>	<u>20%</u>	<u>10%</u>	<u>30%</u>	<u>40%</u>
<u>Strategy</u>	<u>15%</u>	<u>5%</u>	<u>30%</u>	<u>50%</u>
<u>Sports Game</u>	<u>30%</u>	<u>20%</u>	<u>30%</u>	<u>20%</u>
<u>Fighting Game</u>	<u>30%</u>	<u>20%</u>	<u>30%</u>	<u>20%</u>
<u>Simulation</u>	<u>40%</u>	<u>25%</u>	<u>25%</u>	<u>10%</u>
<u>Economic Simulation</u>	<u>10%</u>	<u>5%</u>	<u>35%</u>	<u>50%</u>
<u>Building Game</u>	<u>30%</u>	<u>10%</u>	<u>30%</u>	<u>30%</u>
<u>Real-Time Strategy</u>	<u>25%</u>	<u>15%</u>	<u>30%</u>	<u>30%</u>
<u>Ego-Shooter (FPS)</u>	<u>50%</u>	<u>25%</u>	<u>20%</u>	<u>5%</u>
<u>Third-Person Shooter</u>	<u>40%</u>	<u>25%</u>	<u>20%</u>	<u>15%</u>
<u>Interactive Movie</u>	<u>30%</u>	<u>25%</u>	<u>20%</u>	<u>25%</u>

## Sub Genre

**In the table below shall be the best combinations of main Genre & Sub-Genre you can get in order for sub-genres to work**

<b><u>Genre</u></b>	<b><u>Sub-Genre</u></b>
<b><u>Skill Game</u></b>	<b><u>Arcade, Puzzle, Jump &amp; Run</u></b>
<b><u>Arcade</u></b>	<b><u>Skill, Puzzle, Run &amp; Jump, Sports Game, Fighting, Ego -Shooter, Third-Person Shooter</u></b>
<b><u>Puzzle Game</u></b>	<b><u>Skill Game, Arcade, Interactive Movie</u></b>
<b><u>RPG</u></b>	<b><u>Adventure, Jump &amp; Run, Ego-Shooter, Third-Person Shooter</u></b>
<b><u>Jump &amp; Run</u></b>	<b><u>Skill Game, Arcade, Puzzle, Ego-Shooter, Third-Person Shooter</u></b>
<b><u>Adventure</u></b>	<b><u>RPG, Interactive Movie</u></b>
<b><u>Sports Game</u></b>	<b><u>Arcade, Economic Strategy, Ego-Shooter, Third-Person Shooter</u></b>
<b><u>Strategy</u></b>	<b><u>Economic Simulation, Building Game, Real-Time Strategy</u></b>
<b><u>Fighting Game</u></b>	<b><u>Arcade, Ego-Shooter, Third-Person Shooter</u></b>
<b><u>Simulation</u></b>	<b><u>Ego-Shooter, Third-Person Shooter</u></b>
<b><u>Economic Simulation</u></b>	<b><u>Strategy, Sports Game, Building Game, Real-time Strategy</u></b>
<b><u>Building Game</u></b>	<b><u>Strategy, Economic Simulation, Real-time Strategy</u></b>
<b><u>Real-time Strategy</u></b>	<b><u>Arcade, Strategy, Economic Simulation, Building game</u></b>
<b><u>Ego-Shooter</u></b>	<b><u>Arcade, Run &amp; Jump, RPG, Sports Game, Fighting, Simulation, Third-Person Shooter</u></b>
<b><u>Third-Person Shooter</u></b>	<b><u>Skill, Arcade, Run &amp; Jump, RPG, Sports Game, Fighting, Simulation, Ego-Shooter</u></b>

**Interactive Movie**

**Skill, Puzzle, Adventure, RPG**

## Target Market

Game Genre	Audience
Skill Game	Adult
Arcade	Teenager
Puzzle Game	
RPG	Adult
Jump & Run	
Adventure	Adult
Sports Game	Adult
Strategy	
Fighting Game	Teenager
Simulation	Senior
Economic Simulation	Adult
Building Game	Senior
Real-time Strategy	
First-Person-Shooter	Adult
Third-Person Shooter	
Interactive Movie	

## Timeline

**Each and every event that happens in the game will be posted in the table below in chronological order**

<b><u>Date Of Unlock (Y M W)</u></b>	<b><u>Unlock Type</u></b>	<b><u>Name</u></b>	<b><u>Price (\$)</u></b>
<b><u>1980 3 1</u></b>	<b><u>Feature</u></b>	<b><u>Sprite</u></b>	<b><u>10,000</u></b>
<b><u>1980 3 1</u></b>	<b><u>Video Game Console</u></b>	<b><u>Memory: 128 bytes</u></b>	<b><u>250,000</u></b>
<b><u>1980 4 1</u></b>	<b><u>Genre</u></b>	<b><u>RPG</u></b>	<b><u>50,000</u></b>
<b><u>1980 4 1</u></b>	<b><u>Video Game Console</u></b>	<b><u>Chipset: 1 MHz</u></b>	<b><u>250,000</u></b>

<u>1980 5 1</u>	<u>Video Game Console</u>	<u>Controller Gen. 1</u>	<u>250,000</u>
<u>1980 6 1</u>	<u>Engine</u>	<u>Freeskabe</u>	<u>10,000</u>
<u>1980 6 1</u>	<u>Platform</u>	<u>Intelvisual</u>	<u>12,500</u>
<u>1980 6 1</u>	<u>Video Game Console</u>	<u>Cartridge</u>	<u>250,000</u>
<u>1980 7 1</u>	<u>Video Game Console</u>	<u>Case 1</u>	<u>200,000</u>
<u>1980 8 1</u>	<u>Feature</u>	<u>Scrolling</u>	<u>15,000</u>
<u>1980 9 1</u>	<u>Genre</u>	<u>Jump &amp; Run</u>	<u>40,000</u>
<u>1980 10 1</u>	<u>Feature</u>	<u>PC Speaker Music</u>	<u>10,000</u>
<u>1980 11 1</u>	<u>Genre</u>	<u>Adventure</u>	<u>60,000</u>
<u>1981 1 1</u>	<u>Genre</u>	<u>Economic Simulation</u>	<u>35,000</u>
<u>1981 2 1</u>	<u>Feature</u>	<u>Joystick Driver</u>	<u>15,000</u>
<u>1981 4 1</u>	<u>Platform</u>	<u>Katari 5200</u>	<u>35,000</u>
<u>1981 5 1</u>	<u>Platform</u>	<u>Commander CV-22</u>	<u>8,200</u>
<u>1981 6 1</u>	<u>Engine</u>	<u>Artsys</u>	<u>12,000</u>
<u>1981 7 1</u>	<u>Feature</u>	<u>4-Colour Support</u>	<u>10,000</u>
<u>1981 8 1</u>	<u>Feature</u>	<u>Scripted AI</u>	<u>25,000</u>
<u>1981 9 1</u>	<u>Genre</u>	<u>Sports Game</u>	<u>80,000</u>
<u>1981 10 1</u>	<u>Genre</u>	<u>Strategy</u>	<u>70,000</u>
<u>1981 11 1</u>	<u>Copy Protection</u>	<u>SafeForce v2.0</u>	<u>15,000</u>
<u>1982 1 1</u>	<u>Feature</u>	<u>Savegame Support</u>	<u>30,000</u>
<u>1982 3 1</u>	<u>Platform</u>	<u>Colortech Vision</u>	<u>22,000</u>
<u>1982 4 1</u>	<u>Genre</u>	<u>Fighting Game</u>	<u>90,000</u>
<u>1982 4 1</u>	<u>Platform</u>	<u>Katari 5200</u>	<u>30,000</u>
<u>1982 5 1</u>	<u>Platform</u>	<u>Commander C63</u>	<u>15,000</u>
<u>1982 5 1</u>	<u>Platform</u>	<u>ZY Spectech</u>	<u>12,400</u>
<u>1982 6 1</u>	<u>Engine</u>	<u>AKI</u>	<u>15,000</u>
<u>1982 6 1</u>	<u>Platform</u>	<u>General C-Electric Vector</u>	<u>40,000</u>

<u>1982 8 1</u>	<u>Genre</u>	<u>Simulation</u>	<u>100,000</u>
<u>1983 2 1</u>	<u>Feature</u>	<u>Polygonal 3D Renderer</u>	<u>35,000</u>
<u>1983 3 1</u>	<u>Feature</u>	<u>16-Colour Support</u>	<u>20,000</u>
<u>1983 3 1</u>	<u>Video Game Console</u>	<u>Memory: 8KB</u>	<u>400,000</u>
<u>1983 4 1</u>	<u>Video Game Console</u>	<u>Controller Gen. 2</u>	<u>500,000</u>
<u>1983 4 1</u>	<u>Platform</u>	<u>Mintendu MES</u>	<u>55,000</u>
<u>1983 5 1</u>	<u>Platform</u>	<u>Sig-2000</u>	<u>48,500</u>
<u>1983 6 1</u>	<u>Engine</u>	<u>Artsys 2</u>	<u>20,000</u>
<u>1983 7 1</u>	<u>Video Game Console</u>	<u>Case Gen. 2</u>	<u>500,000</u>
<u>1983 9 1</u>	<u>Video Game Console</u>	<u>Handheld Case Gen 2</u>	<u>500,000</u>
<u>1983 9 1</u>	<u>Genre</u>	<u>Building Game</u>	<u>110,000</u>
<u>1983 11 1</u>	<u>Copy Protection</u>	<u>SafeForce v3.0</u>	<u>20,000</u>
<u>1984 2 1</u>	<u>Video Game Console</u>	<u>Super Cartridge</u>	<u>750,000</u>
<u>1984 4 1</u>	<u>Video Game Console</u>	<u>Chipset: 3 MHz</u>	<u>500,000</u>
<u>1984 4 1</u>	<u>Platform</u>	<u>Katari 7800</u>	<u>40,000</u>
<u>1984 5 1</u>	<u>Platform</u>	<u>Upple Muc</u>	<u>7,500</u>
<u>1984 6 1</u>	<u>Engine</u>	<u>Freeskabe 2</u>	<u>23,000</u>
<u>1984 6 1</u>	<u>Platform</u>	<u>Amstar CCP</u>	<u>7,000</u>
<u>1984 7 1</u>	<u>Feature</u>	<u>Splitscreen Multiplayer</u>	<u>40,000</u>
<u>1984 9 1</u>	<u>Platform</u>	<u>Colortech Vision</u>	
<u>1985 4 1</u>	<u>Platform</u>	<u>Commander C127</u>	<u>18,000</u>
<u>1985 5 1</u>	<u>Platform</u>	<u>Commander Amiku 1000</u>	<u>30,000</u>
<u>1985 6 1</u>	<u>Feature</u>	<u>Parallax Scrolling</u>	<u>45,000</u>
<u>1985 6 1</u>	<u>Feature</u>	<u>256-Colour Support</u>	<u>30,000</u>
<u>1985 6 1</u>	<u>Engine</u>	<u>AKI 2</u>	<u>25,000</u>
<u>1985 6 1</u>	<u>Platform</u>	<u>Siga Master Station</u>	<u>48,000</u>
<u>1985 7 1</u>	<u>Platform</u>	<u>Katari STT</u>	<u>32,000</u>

<u>1985 10 1</u>	<u>Video Game Console</u>	<u>Handheld Super Cartridge</u>	<u>850,000</u>
<u>1985 11 1</u>	<u>Copy Protection</u>	<u>ATC Protect v1.0</u>	<u>25,000</u>
<u>1986 3 1</u>	<u>Feature</u>	<u>8-Bit Sound</u>	<u>20,000</u>
<u>1986 3 1</u>	<u>Video Game Console</u>	<u>Memory: 64KB</u>	<u>800,000</u>
<u>1986 4 1</u>	<u>Video Game Console</u>	<u>Controller Gen. 3</u>	<u>1,000,000</u>
<u>1986 6 1</u>	<u>Engine</u>	<u>MuzzEngine</u>	<u>28,000</u>
<u>1986 8 1</u>	<u>Feature</u>	<u>Mouse Driver</u>	<u>50,000</u>
<u>1987 4 1</u>	<u>Feature</u>	<u>Branching AI</u>	<u>55,000</u>
<u>1987 4 1</u>	<u>Video Game Console</u>	<u>Chipset: 7 MHz</u>	<u>750,000</u>
<u>1987 4 1</u>	<u>Platform</u>	<u>MEC Core Engine</u>	<u>63,000</u>
<u>1987 5 1</u>	<u>Platform</u>	<u>Commander Amiku 500</u>	<u>25,000</u>
<u>1987 6 1</u>	<u>Engine</u>	<u>SkaaSim</u>	<u>30,000</u>
<u>1987 6 1</u>	<u>Platform</u>	<u>Acoon Archimed</u>	<u>27,000</u>
<u>1987 7 1</u>	<u>Feature</u>	<u>8-Bit Music</u>	<u>30,000</u>
<u>1987 11 1</u>	<u>Video Game Console</u>	<u>Screen Gen. 2</u>	<u>3,000,000</u>
<u>1988 3 1</u>	<u>Video Game Console</u>	<u>Memory: 128KB</u>	<u>1,000,000</u>
<u>1988 6 1</u>	<u>Engine</u>	<u>Freeskabe 3</u>	<u>34,000</u>
<u>1988 7 1</u>	<u>Video Game Console</u>	<u>Case Gen. 3</u>	<u>1,500,000</u>
<u>1989 4 1</u>	<u>Feature</u>	<u>Cutscenes</u>	<u>40,000</u>
<u>1989 4 1</u>	<u>Platform</u>	<u>Mintendu Game Joy</u>	<u>42,500</u>
<u>1989 5 1</u>	<u>Feature</u>	<u>LAN Multiplayer</u>	<u>60,00</u>
<u>1989 5 1</u>	<u>Genre</u>	<u>Real-Time Strategy</u>	<u>120,000</u>
<u>1989 5 1</u>	<u>Platform</u>	<u>Katari Lunx</u>	<u>56,500</u>
<u>1989 6 1</u>	<u>Engine</u>	<u>Dogstone3D</u>	<u>40,000</u>
<u>1989 6 1</u>	<u>Platform</u>	<u>MEC SuperX</u>	<u>63,000</u>
<u>1989 9 1</u>	<u>Video Game Console</u>	<u>Handheld Case Gen 3</u>	<u>1,500,000</u>
<u>1989 9 1</u>	<u>Feature</u>	<u>16-Bit Sound</u>	<u>40,000</u>

<u>1989 10 1</u>	<u>Feature</u>	<u>16-Bit Music</u>	<u>50,000</u>
<u>1989 11 1</u>	<u>Genre</u>	<u>First Person Shooter</u>	<u>130,000</u>
<u>1989 11 1</u>	<u>Copy Protection</u>	<u>ATC Protect v3.0</u>	<u>35,000</u>
<u>1990 2 1</u>	<u>Video Game Console</u>	<u>CD</u>	<u>2,500,000</u>
<u>1990 4 1</u>	<u>Feature</u>	<u>Level Editor</u>	<u>65,000</u>
<u>1990 4 1</u>	<u>Platform</u>	<u>Siga Play Gear</u>	<u>47,000</u>
<u>1990 4 1</u>	<u>Platform</u>	<u>Mintendu SMES</u>	<u>66,500</u>
<u>1990 4 1</u>	<u>Video Game Console</u>	<u>Chipset: 13 Mhz</u>	<u>1,000,000</u>
<u>1990 5 1</u>	<u>Platform</u>	<u>Neo Station</u>	<u>116,000</u>
<u>1990 6 1</u>	<u>Engine</u>	<u>Topworld Engine</u>	<u>45,000</u>
<u>1990 6 1</u>	<u>Platform</u>	<u>Core Engine GT</u>	<u>52,500</u>
<u>1990 9 1</u>	<u>Genre</u>	<u>Third-Person Shooter</u>	<u>140,000</u>
<u>1990 10 1</u>	<u>Platform</u>	<u>Game Mate</u>	<u>42,000</u>
<u>1991 3 1</u>	<u>Video Game Console</u>	<u>Memory: 2MB</u>	<u>1,200,000</u>
<u>1991 4 1</u>	<u>Genre</u>	<u>Interactive Movie</u>	<u>150,000</u>
<u>1991 4 1</u>	<u>Platform</u>	<u>Commander Game System</u>	<u>47,900</u>
<u>1991 6 1</u>	<u>Feature</u>	<u>Isometric 2D Engine</u>	<u>70,000</u>
<u>1991 6 1</u>	<u>Engine</u>	<u>IT Tek 1.0</u>	<u>50,000</u>
<u>1991 6 1</u>	<u>Platform</u>	<u>Core Engine Duo</u>	<u>82,000</u>
<u>1991 10 1</u>	<u>Video Game Console</u>	<u>Handheld Game Cartridge</u>	<u>3,000,000</u>
<u>1991 11 1</u>	<u>Copy Protection</u>	<u>SecuDisc v1.0</u>	<u>40,000</u>
<u>1992 2 1</u>	<u>Platform</u>	<u>Wasari Megavision</u>	<u>57,000</u>
<u>1992 3 1</u>	<u>Feature</u>	<u>Recorded Dialog</u>	<u>60,000</u>
<u>1992 3 1</u>	<u>Engine</u>	<u>Marutron Engine</u>	<u>53,000</u>
<u>1992 4 1</u>	<u>Feature</u>	<u>Texture Based Renderer</u>	<u>75,000</u>
<u>1992 4 1</u>	<u>Video Game Console</u>	<u>Controller Gen.4</u>	<u>3,000,000</u>



<u>1993 4 1</u>	<u>Platform</u>	<u>Amiku CDX-32</u>	<u>68,000</u>
<u>1993 4 1</u>	<u>Video Game Console</u>	<u>Chipset: 33 MHz</u>	<u>1,500,000</u>
<u>1993 5 1</u>	<u>Platform</u>	<u>4DO</u>	<u>70,000</u>
<u>1993 6 1</u>	<u>Engine</u>	<u>Builder Engine</u>	<u>55,000</u>
<u>1993 6 1</u>	<u>Platform</u>	<u>Katari Lion</u>	<u>88,500</u>
<u>1993 11 1</u>	<u>Copy Protection</u>	<u>SecuDisc v2.0</u>	<u>45,000</u>
<u>1993 11 1</u>	<u>Video Game Console</u>	<u>Screen Gen 3</u>	<u>6,000,000</u>
<u>1994 2 1</u>	<u>Feature</u>	<u>Shader Support</u>	<u>80,000</u>
<u>1994 2 1</u>	<u>Feature</u>	<u>High-Res 256-Color Support</u>	<u>50,000</u>
<u>1994 4 1</u>	<u>Platform</u>	<u>Poni Gamestation</u>	<u>150,000</u>
<u>1994 5 1</u>	<u>Platform</u>	<u>MEC Core-FX</u>	<u>78,000</u>
<u>1994 5 1</u>	<u>Platform</u>	<u>Play-X</u>	<u>68,000</u>
<u>1994 6 1</u>	<u>Engine</u>	<u>Quark</u>	<u>75,000</u>
<u>1994 6 1</u>	<u>Platform</u>	<u>Siga Merkur</u>	<u>100,000</u>
<u>1994 7 1</u>	<u>Video Game Console</u>	<u>Case Gen. 4</u>	<u>3,500,000</u>
<u>1994 9 1</u>	<u>Feature</u>	<u>CD Quality Music</u>	<u>70,000</u>
<u>1995 5 1</u>	<u>Platform</u>	<u>Upple Pippal</u>	<u>153,000</u>
<u>1995 6 1</u>	<u>Engine</u>	<u>IT Tek 2.0</u>	<u>80,000</u>
<u>1995 9 1</u>	<u>Video Game Console</u>	<u>Handheld Case Gen 4</u>	<u>3,500,000</u>
<u>1995 11 1</u>	<u>Copy Protection</u>	<u>SecuDisc v3.0</u>	
<u>1996 3 1</u>	<u>Video Game Console</u>	<u>Memory: 32MB</u>	
<u>1996 5 1</u>	<u>Platform</u>	<u>Mintendu N63</u>	
<u>1996 8 1</u>	<u>Feature</u>	<u>Pre-Rendered Graphics</u>	
<u>1997 2 1</u>	<u>Video Game Console</u>	<u>Media: DVD-Rom</u>	
<u>1997 7 1</u>	<u>Feature</u>	<u>VR-3D Support</u>	
<u>1997 11 1</u>	<u>Copy Protection</u>	<u>SecuDisc v4.0</u>	
<u>1998 4 1</u>	<u>Feature</u>	<u>16-bit Color Support</u>	

<u>1998 4 1</u>	<u>Video Game Console</u>	<u>5th Gen Controller</u>	
<u>1998 4 1</u>	<u>Platform</u>	<u>Game Joy Color</u>	
<u>1998 5 1</u>	<u>Platform</u>	<u>Neo Station Pocket</u>	
<u>1998 6 1</u>	<u>Platform</u>	<u>Siga Screencast</u>	
<u>1998 10 1</u>	<u>Video Game Console</u>	<u>Handheld Memory Card</u>	<u>7,000,000</u>
<u>1999 2 1</u>	<u>Feature</u>	<u>Internet Multiplayer</u>	
<u>1999 3 1</u>	<u>Video Game Console</u>	<u>Memory: 64MB</u>	
<u>1999 4 1</u>	<u>Video Game Console</u>	<u>Chipset 294MHz</u>	
<u>1999 5 1</u>	<u>Feature</u>	<u>Surreal 3D Audio</u>	
<u>1999 6 1</u>	<u>Platform</u>	<u>Wonderswine</u>	
<u>1999 11 1</u>	<u>Video Game Console</u>	<u>Screen Gen 4</u>	<u>12,000,000</u>
<u>1999 11 1</u>	<u>Copy Protection</u>	<u>HHV Protection v1.0</u>	<u>60,000</u>
<u>2000 2 1</u>	<u>Feature</u>	<u>Video Cutscenes</u>	
<u>2000 5 1</u>	<u>Platform</u>	<u>Poni Gamestation 2</u>	
<u>2000 7 1</u>	<u>Feature</u>	<u>Destructible Environment</u>	<u>150,000</u>
<u>2001 3 1</u>	<u>Video Game Console</u>	<u>Memory: 256MB</u>	
<u>2001 4 1</u>	<u>Platform</u>	<u>Minisoft YBox</u>	
<u>2001 5 1</u>	<u>Feature</u>	<u>Forcefeedback</u>	
<u>2001 5 1</u>	<u>Platform</u>	<u>Mintendu Playcube</u>	
<u>2001 6 1</u>	<u>Engine</u>	<u>Hollow Engine</u>	<u>220,000</u>
<u>2001 11 1</u>	<u>Copy Protection</u>	<u>HHV Protection v2.0</u>	
<u>2002 6 1</u>	<u>Engine</u>	<u>SourceCode Engine</u>	<u>235,000</u>
<u>2003 3 1</u>	<u>Video Game Console</u>	<u>Memory: 512MB</u>	
<u>2003 6 1</u>	<u>Engine</u>	<u>United3D</u>	<u>250,000</u>
<u>2003 6 1</u>	<u>Platform</u>	<u>M-Cage</u>	
<u>2003 11 1</u>	<u>Copy Protection</u>	<u>HHV Protection v3.0</u>	
<u>2004 2 1</u>	<u>Video Game Console</u>	<u>Media: Blu-Ray</u>	

<u>2004 5 1</u>	<u>Platform</u>	<u>Poni GSP</u>	
<u>2004 6 1</u>	<u>Platform</u>	<u>Mintendu D-S</u>	
<u>2004 7 1</u>	<u>Video Game Console</u>	<u>Case Gen. 5</u>	<u>8,000,000</u>
<u>2004 7 1</u>	<u>Feature</u>	<u>Multi-Thread Support</u>	<u>150,000</u>
<u>2004 10 1</u>	<u>Feature</u>	<u>32 Bit Sound</u>	
<u>2005 4 1</u>	<u>Video Game Console</u>	<u>Chipset: 3 Core</u>	
<u>2005 5 1</u>	<u>Platform</u>	<u>Minisoft YBox 370</u>	
<u>2005 6 1</u>	<u>Feature</u>	<u>32-bit Color Support</u>	
<u>2005 6 1</u>	<u>Engine</u>	<u>Icebite</u>	<u>265,000</u>
<u>2005 6 1</u>	<u>Platform</u>	<u>Gizmos</u>	
<u>2005 9 1</u>	<u>Video Game Console</u>	<u>Handheld Case Gen 5</u>	<u>7,200,000</u>
<u>2005 10 1</u>	<u>Video Game Console</u>	<u>Handheld Mini Memory Card</u>	<u>10,000,000</u>
<u>2005 11 1</u>	<u>Copy Protection</u>	<u>HHV Protection v4.0</u>	
<u>2006 3 1</u>	<u>Video Game Console</u>	<u>Memory: 4GB</u>	<u>5,400,000</u>
<u>2006 5 1</u>	<u>Platform</u>	<u>Mintendu Fii</u>	<u>157,500</u>
<u>2006 6 1</u>	<u>Platform</u>	<u>Poni Gamestation 3</u>	<u>200,000</u>
<u>2006 9 1</u>	<u>Feature</u>	<u>High Definition 3D Render</u>	<u>100,000</u>
<u>2006 11 1</u>	<u>Feature</u>	<u>32 Bit Music</u>	
<u>2007 4 1</u>	<u>Video Game Console</u>	<u>6th Gen Controller</u>	<u>10,000,000</u>
<u>2007 6 1</u>	<u>Engine</u>	<u>Icebite 2.0</u>	<u>300,000</u>
<u>2007 11 1</u>	<u>Copy Protection</u>	<u>DATA Shield v1.0</u>	
<u>2009 1 1</u>	<u>Feature</u>	<u>Adaptive AI</u>	<u>150,000</u>
<u>2009 11 1</u>	<u>Copy Protection</u>	<u>DATA Shield v2.0</u>	
<u>2010 3 1</u>	<u>Video Game Console</u>	<u>Memory: 8GB</u>	
<u>2011 4 1</u>	<u>Feature</u>	<u>Cloud Service</u>	<u>171,000</u>
<u>2012 2 1</u>	<u>Copy Protection</u>	<u>DATA Shield v3.0</u>	<u>90,000</u>
<u>2012 4 1</u>	<u>Video Game Console</u>	<u>Chipset: 8 Core</u>	<u>8,000,000</u>

<u>2012 5 1</u>	<u>Feature</u>	<u>Stereoscopic 3D</u>	<u>175,000</u>
<u>2014 3 1</u>	<u>Video Game Console</u>	<u>Memory 16GB</u>	<u>8,500,000</u>
<u>2015 3 1</u>	<u>Feature</u>	<u>Support 4k Resolution</u>	<u>183,000</u>
<u>2015 11 1</u>	<u>Copy Protection</u>	<u>AR Copy Protect v2.0</u>	<u>120,000</u>
<u>2017 4 1</u>	<u>Video Game Console</u>	<u>Chipset: 16 Core</u>	<u>12,000,000</u>
<u>2017 7 1</u>	<u>Features</u>	<u>Augmented Reality Support</u>	<u>195,000</u>

## Platforms

The table below shows all of the Platforms released in order of Company then Release date

<u>Company</u>	<u>Name</u>	<u>DevKit Cost (\$)</u>	<u>Dev Cost (\$)</u>	<u>Announcement Date (Y M W)</u>	<u>Release Date (Y M W)</u>	<u>Removal Date (Y M W)</u>
<u>N/A</u>	<u>PC</u>	<u>N/A</u>	<u>5,000</u>	<u>N/A</u>	<u>1980 1 1</u>	<u>N/A</u>
<u>Katari</u>	<u>2600</u>	<u>35,000</u>	<u>19,500</u>	<u>N/A</u>	<u>1980 1 1</u>	<u>1992 5 1</u>
	<u>5200</u>	<u>35,000</u>	<u>20,000</u>	<u>1982 1 1</u>	<u>1981 4 1</u>	<u>1984 10 1</u>
	<u>7800</u>	<u>40,000</u>	<u>25,000</u>	<u>1984 1 1</u>	<u>1984 4 1</u>	<u>1992 10 1</u>
	<u>STT</u>	<u>32,000</u>	<u>18,200</u>	<u>1985 4 1</u>	<u>1985 7 1</u>	<u>1993 7 1</u>
	<u>Lunx</u>			<u>1989 2 1</u>		
<u>Matal</u>	<u>Intelvisua l</u>	<u>12,500</u>	<u>8,000</u>	<u>1980 3 1</u>	<u>1980 6 1</u>	<u>1982 12 1</u>
<u>Comman der</u>	<u>CV-22</u>	<u>8,200</u>	<u>5,500</u>	<u>1981 2 1</u>	<u>1981 5 1</u>	<u>1985 11 1</u>
	<u>C63</u>	<u>15,000</u>	<u>10,000</u>	<u>1982 2 1</u>	<u>1982 5 1</u>	
	<u>C127</u>	<u>18,000</u>	<u>12,000</u>	<u>1985 1 1</u>	<u>1985 4 1</u>	<u>1989 10 1</u>
	<u>Amiku 1000</u>	<u>30,000</u>	<u>17,500</u>	<u>1985 2 1</u>	<u>1985 5 1</u>	<u>1987 11 1</u>
	<u>Amiku 500</u>	<u>25,000</u>	<u>15,000</u>	<u>1987 2 1</u>	<u>1987 5 1</u>	<u>1991 11 1</u>
<u>Colortech</u>	<u>Vision</u>	<u>22,000</u>	<u>14,000</u>	<u>1981 12 1</u>	<u>1982 3 1</u>	<u>1984 9 1</u>
<u>Sintech Research</u>	<u>ZY Spectech</u>	<u>12,400</u>	<u>7,900</u>	<u>1982 2 1</u>	<u>1982 5 1</u>	<u>1992 11 1</u>
<u>Genereal C-Eletric</u>	<u>Vector</u>	<u>40,000</u>	<u>18,000</u>	<u>1982 3 1</u>	<u>1982 6 1</u>	<u>1984 12 1</u>
<u>Mintendu</u>	<u>MES</u>	<u>55,000</u>	<u>35,000</u>	<u>1983 1 1</u>	<u>1983 4 1</u>	
	<u>Game Joy</u>			<u>1989 1 1</u>		<u>1998 10 1</u>
<u>Siga</u>	<u>Siga-2000</u>	<u>52,500</u>	<u>32,000</u>	<u>1983 2 1</u>	<u>1983 5 1</u>	<u>1985 11 1</u>

	<u>Master Station</u>	<u>48,000</u>	<u>32,000</u>	<u>1985 3 1</u>	<u>1985 6 1</u>	
	<u>Mega Station</u>	<u>65,000</u>		<u>1988 1 1</u>	<u>1988 4 1</u>	
<u>Amstar</u>	<u>CCP</u>	<u>7,000</u>	<u>4,000</u>	<u>1984 3 1</u>	<u>1984 6 1</u>	<u>1990 12 1</u>
<u>Upple</u>	<u>Muc</u>	<u>7,500</u>	<u>5,000</u>	<u>1984 2 1</u>	<u>1984 5 1</u>	
<u>MEC</u>	<u>Core Engine</u>	<u>63,000</u>	<u>41,000</u>	<u>1987 1 1</u>	<u>1987 4 1</u>	
	<u>SuperX</u>			<u>1989 3 1</u>		
<u>Acoon</u>	<u>Archimed</u>	<u>27,000</u>	<u>17,500</u>	<u>1987 3 1</u>	<u>1987 6 1</u>	<u>1990 12 1</u>

## Engine Features

**Each and every engine feature that is in the game will be posted in the table below. Sorted by Feature type then Release date. Research points required indicates the length of time the research will take.**

	<b><u>Name</u></b>	<b><u>Release Date</u></b> <b><u>(Y M W)</u></b>	<b><u>Research</u></b> <b><u>Cost (\$)</u></b>	<b><u>Research</u></b> <b><u>Points</u></b> <b><u>Required</u></b>	<b><u>Dev Cost</u></b> <b><u>(\$)</u></b>
	<b><u>Graphical</u></b> <b><u>Features</u></b>				
	<b><u>ASKII Text</u></b> <b><u>Support</u></b>	<b><u>N/A</u></b>			<b><u>5,000</u></b>
	<b><u>4 Colour</u></b> <b><u>Support</u></b>	<b><u>1981 7 1</u></b>	<b><u>10,000</u></b>	<b><u>100</u></b>	<b><u>20,000</u></b>
	<b><u>16-Colour</u></b> <b><u>Support</u></b>	<b><u>1983 3 1</u></b>	<b><u>20,000</u></b>	<b><u>200</u></b>	<b><u>40,000</u></b>
	<b><u>256-Colour</u></b> <b><u>Support</u></b>	<b><u>1985 6 1</u></b>	<b><u>30,000</u></b>	<b><u>300</u></b>	<b><u>60,000</u></b>
	<b><u>Sound</u></b> <b><u>Features</u></b>				
	<b><u>PC Speaker</u></b> <b><u>Sound</u></b>	<b><u>N/A</u></b>			<b><u>3,000</u></b>
	<b><u>PC Speaker</u></b> <b><u>Music</u></b>	<b><u>1980 10 1</u></b>	<b><u>10,000</u></b>	<b><u>100</u></b>	<b><u>5,000</u></b>
	<b><u>8-Bit Sound</u></b>	<b><u>1986 3 1</u></b>	<b><u>20,000</u></b>	<b><u>200</u></b>	<b><u>10,000</u></b>
	<b><u>8-Bit Music</u></b>	<b><u>1987 7 1</u></b>	<b><u>30,000</u></b>	<b><u>300</u></b>	
	<b><u>16-Bit</u></b> <b><u>Sound</u></b>				
	<b><u>16-Bit</u></b> <b><u>Music</u></b>				
	<b><u>Features &amp;</u></b> <b><u>Technology</u></b> <b><u>Features</u></b>				
	<b><u>Sprites</u></b>	<b><u>1980 3 1</u></b>	<b><u>10,000</u></b>	<b><u>50</u></b>	<b><u>10,000</u></b>

	<b><u>Scrolling</u></b>	<b><u>1980 8 1</u></b>	<b><u>15,000</u></b>	<b><u>100</u></b>	<b><u>12,000</u></b>
	<b><u>Joystick Driver</u></b>	<b><u>1981 2 1</u></b>	<b><u>20,000</u></b>	<b><u>150</u></b>	<b><u>15,000</u></b>
	<b><u>Scripted AI</u></b>	<b><u>1981 8 1</u></b>	<b><u>25,000</u></b>	<b><u>200</u></b>	<b><u>20,000</u></b>
	<b><u>Savegame Support</u></b>	<b><u>1982 1 1</u></b>	<b><u>30,000</u></b>	<b><u>250</u></b>	<b><u>24,000</u></b>
	<b><u>Polygonal 3D Renderer</u></b>	<b><u>1983 2 1</u></b>	<b><u>35,000</u></b>	<b><u>300</u></b>	<b><u>30,000</u></b>
	<b><u>Splitscreen Multiplayer</u></b>	<b><u>1984 7 1</u></b>	<b><u>40,000</u></b>	<b><u>350</u></b>	<b><u>32,000</u></b>
	<b><u>Parallax Scrolling</u></b>	<b><u>1985 6 1</u></b>	<b><u>45,000</u></b>	<b><u>400</u></b>	<b><u>35,000</u></b>
	<b><u>Mouse Driver</u></b>	<b><u>1986 8 1</u></b>	<b><u>50,000</u></b>	<b><u>450</u></b>	<b><u>37,500</u></b>
	<b><u>Branching AI</u></b>	<b><u>1987 4 1</u></b>	<b><u>55,000</u></b>	<b><u>500</u></b>	<b><u>40,000</u></b>



## Other Research

<u>Room Used For</u>	<u>Research Name</u>	<u>Research Points Required</u>	<u>Research Cost (\$)</u>
<u>Development</u>	<u>B+</u>	<u>250</u>	<u>100,000</u>
	<u>A</u>	<u>500</u>	<u>250,000</u>
	<u>AA</u>	<u>750</u>	<u>500,000</u>
	<u>AAA</u>	<u>1000</u>	<u>750,000</u>
<u>Quality Assurance</u>	<u>Performance</u>	<u>150</u>	<u>50,000</u>
	<u>Controls</u>	<u>300</u>	<u>65,000</u>
	<u>User Interface</u>	<u>450</u>	<u>80,000</u>
	<u>Level</u>	<u>600</u>	<u>95,000</u>
	<u>Game Mechanics</u>	<u>750</u>	<u>120,000</u>
<u>Graphics Studio</u>	<u>High Quality Sprites</u>	<u>150</u>	<u>50,000</u>
	<u>Hand Drawn Intro</u>	<u>300</u>	<u>65,000</u>
	<u>Professional Cutscenes</u>	<u>450</u>	<u>80,000</u>
	<u>High-resolution Textures</u>	<u>600</u>	<u>95,000</u>
	<u>High Detailed 3D Models</u>	<u>750</u>	<u>120,000</u>
<u>Music Studio</u>	<u>Realistic Sound Effects</u>	<u>150</u>	<u>50,000</u>
	<u>Atmospheric Ambience Sounds</u>	<u>300</u>	<u>65,000</u>
	<u>Bonus Track</u>	<u>450</u>	<u>80,000</u>
	<u>Cinematic Music</u>	<u>600</u>	<u>95,000</u>
	<u>Professional Voice Recordings</u>	<u>750</u>	<u>120,000</u>

## Genres

All of the Genres in the game will be posted in the Table below in order of Release date.

<u>Genre</u>	<u>Release Date (Y M W)</u>	<u>Research Cost (\$)</u>	<u>Research Points</u>
<b><u>RPG</u></b>	<b><u>1980 4 1</u></b>	<b><u>50,000</u></b>	<b><u>250</u></b>
<b><u>Jump &amp; Run</u></b>	<b><u>1980 9 1</u></b>	<b><u>40,000</u></b>	<b><u>200</u></b>
<b><u>Adventure</u></b>	<b><u>1980 11 1</u></b>	<b><u>60,000</u></b>	<b><u>300</u></b>
<b><u>Economic Simulation</u></b>	<b><u>1981 1 1</u></b>	<b><u>35,000</u></b>	<b><u>150</u></b>
<b><u>Sports Game</u></b>	<b><u>1981 9 1</u></b>	<b><u>80,000</u></b>	<b><u>400</u></b>
<b><u>Strategy</u></b>	<b><u>1981 10 1</u></b>	<b><u>70,000</u></b>	<b><u>350</u></b>
<b><u>Fighting Game</u></b>	<b><u>1982 4 1</u></b>	<b><u>90,000</u></b>	<b><u>450</u></b>
<b><u>Simulation</u></b>	<b><u>1982 8 1</u></b>	<b><u>100,000</u></b>	<b><u>500</u></b>
<b><u>Building Game</u></b>	<b><u>1983 9 1</u></b>	<b><u>110,000</u></b>	<b><u>600</u></b>

## Game Topics

**All game topics have a cost of \$10,000 to research and will take 50 research points to complete. Personally I research topics only when there are no Features or Genres to research or when I need a topic in order to create a “trending” game. You will always start with Pirates, Pets and hospital as topics.**

**A list of all the Topics is posted below organized alphabetically:**

<b><u>Aliens</u></b>	<b><u>Apocalypse</u></b>	<b><u>Boxing</u></b>	<b><u>Children</u></b>	<b><u>Cities</u></b>	<b><u>Colonization</u></b>
<b><u>Conquest</u></b>	<b><u>Cyberpunk</u></b>	<b><u>Dancing</u></b>	<b><u>Detectives</u></b>	<b><u>Digging</u></b>	<b><u>Dragons</u></b>
<b><u>Draw</u></b>	<b><u>Dungeons</u></b>	<b><u>Economy</u></b>	<b><u>Espionage</u></b>	<b><u>Everyday Life</u></b>	<b><u>Fantasy</u></b>
<b><u>Fashion</u></b>	<b><u>Game Development</u></b>	<b><u>Gangster</u></b>	<b><u>Ghosts</u></b>	<b><u>Hacking</u></b>	<b><u>Hitman</u></b>
<b><u>Horror</u></b>	<b><u>Hospital</u></b>	<b><u>Hunting</u></b>	<b><u>Industrialization</u></b>	<b><u>Knights</u></b>	<b><u>Mafia</u></b>
<b><u>Martial Arts</u></b>	<b><u>Medieval</u></b>	<b><u>Mercenary</u></b>	<b><u>Movies</u></b>	<b><u>Music</u></b>	<b><u>Ninjas</u></b>
<b><u>Orcs</u></b>	<b><u>Pets</u></b>	<b><u>Pirates</u></b>	<b><u>Planes</u></b>	<b><u>Police</u></b>	<b><u>Prison</u></b>
<b><u>Racing</u></b>	<b><u>Robots</u></b>	<b><u>Roman</u></b>	<b><u>Samurai</u></b>	<b><u>School</u></b>	<b><u>Singing</u></b>
<b><u>Soccer</u></b>	<b><u>Space</u></b>	<b><u>Spaceships</u></b>	<b><u>Sport</u></b>	<b><u>Steampunk</u></b>	<b><u>Stone Age</u></b>
<b><u>Superheroes</u></b>	<b><u>Tanks</u></b>	<b><u>Thieves</u></b>	<b><u>Transportation</u></b>	<b><u>UFOs</u></b>	<b><u>Vampires</u></b>
<b><u>Vikings</u></b>	<b><u>Viruses</u></b>	<b><u>Werewolves</u></b>	<b><u>Wizards</u></b>	<b><u>World Wars</u></b>	<b><u>Zombies</u></b>

## Engines

**This table shows each of the engines that will be released by other companies. I personally advise never buying any of the engines, as they take a share of the profit you make from your games and you can sell your own and make money from creating your own engines.**

<b><u>Company Name</u></b>	<b><u>Engine Version</u></b>	<b><u>Release Date (Y M W)</u></b>	<b><u>Price (\$)</u></b>	<b><u>Profit Sharing (%)</u></b>	<b><u>Features</u></b>	<b><u>Optimized For</u></b>
<b><u>Freeskabe</u></b>	<b><u>1</u></b>	<b><u>1980 6 1</u></b>	<b><u>10,000</u></b>	<b><u>20</u></b>	<b><u>3</u></b>	<b><u>Skill Game</u></b>
	<b><u>2</u></b>	<b><u>1984 6 1</u></b>	<b><u>23,000</u></b>	<b><u>28</u></b>	<b><u>11</u></b>	<b><u>Skill Game</u></b>
	<b><u>3</u></b>	<b><u>1988 6 1</u></b>	<b><u>34,000</u></b>	<b><u>36</u></b>	<b><u>18</u></b>	<b><u>Skill Game</u></b>
<b><u>Artsys</u></b>	<b><u>1</u></b>	<b><u>1981 6 1</u></b>	<b><u>12,000</u></b>	<b><u>22</u></b>	<b><u>6</u></b>	<b><u>Arcade</u></b>
<b><u>AKI</u></b>	<b><u>1</u></b>	<b><u>1982 6 1</u></b>	<b><u>15,000</u></b>	<b><u>24</u></b>	<b><u>9</u></b>	<b><u>Adventure</u></b>
	<b><u>2</u></b>	<b><u>1985 6 1</u></b>	<b><u>25,000</u></b>	<b><u>30</u></b>	<b><u>14</u></b>	<b><u>Adventure</u></b>
<b><u>Artsys</u></b>	<b><u>1</u></b>	<b><u>1983 6 1</u></b>	<b><u>20,000</u></b>	<b><u>26</u></b>	<b><u>11</u></b>	<b><u>Arcade</u></b>
<b><u>MuzzEngine</u></b>	<b><u>1</u></b>	<b><u>1986 6 1</u></b>	<b><u>28,000</u></b>	<b><u>32</u></b>	<b><u>15</u></b>	<b><u>RPG</u></b>
<b><u>SkaaSim</u></b>	<b><u>1</u></b>	<b><u>1987 6 1</u></b>	<b><u>30,000</u></b>	<b><u>34</u></b>	<b><u>17</u></b>	<b><u>Jump &amp; Run</u></b>

## Publishers

**Each of the Publishers in the table below will be organized by Share then Market strength.**

<b><u>Publisher Name</u></b>	<b><u>Share (Profit Per Unit Of Sale)</u></b>	<b><u>Market Strength</u></b>	<b><u>Fanbase</u></b>
<b><u>Teitu</u></b>	<b><u>\$4</u></b>	<b><u>1 Star</u></b>	<b><u>Economic Simulation</u></b>
<b><u>Cemko</u></b>	<b><u>\$5</u></b>	<b><u>1 Star</u></b>	<b><u>Arcade</u></b>
<b><u>Rore</u></b>	<b><u>\$5</u></b>	<b><u>1 Star</u></b>	<b><u>Ego-Shooter</u></b>
<b><u>Has-Bros</u></b>	<b><u>\$6</u></b>	<b><u>1 Star</u></b>	<b><u>Jump &amp; Run</u></b>
<b><u>I-Grames</u></b>	<b><u>\$6</u></b>	<b><u>1 Star</u></b>	<b><u>Third-Person Shooter</u></b>
<b><u>Pandai</u></b>	<b><u>\$6</u></b>	<b><u>1 Star</u></b>	<b><u>Fighting Game</u></b>
<b><u>Pignosys</u></b>	<b><u>\$6</u></b>	<b><u>1 Star</u></b>	<b><u>Interactive Movie</u></b>
<b><u>Coey</u></b>	<b><u>\$6</u></b>	<b><u>1 Star</u></b>	<b><u>Arcade</u></b>
<b><u>INF-Coms</u></b>	<b><u>\$7</u></b>	<b><u>1 Star</u></b>	<b><u>Adventure</u></b>
<b><u>Blue Ocean</u></b>	<b><u>\$7</u></b>	<b><u>1 Star</u></b>	<b><u>Jump &amp; Run</u></b>
<b><u>Kremlins</u></b>	<b><u>\$7</u></b>	<b><u>1 Star</u></b>	<b><u>Strategy</u></b>
<b><u>Activ Vision</u></b>	<b><u>\$5</u></b>	<b><u>2 Stars</u></b>	<b><u>Ego-Shooter</u></b>
<b><u>Akkolade</u></b>	<b><u>\$5</u></b>	<b><u>2 Stars</u></b>	<b><u>Jump &amp; Run</u></b>
<b><u>Ibusoft</u></b>	<b><u>\$5</u></b>	<b><u>2 Stars</u></b>	<b><u>Ego-Shooter</u></b>
<b><u>Enigs</u></b>	<b><u>\$5</u></b>	<b><u>2 Stars</u></b>	<b><u>RPG</u></b>
<b><u>Akkclaim</u></b>	<b><u>\$5</u></b>	<b><u>2 Stars</u></b>	<b><u>Arcade</u></b>
<b><u>Mikeo Prose</u></b>	<b><u>\$5</u></b>	<b><u>2 Stars</u></b>	<b><u>Simulation</u></b>
<b><u>Origan</u></b>	<b><u>\$5</u></b>	<b><u>2 Stars</u></b>	<b><u>Simulation</u></b>
<b><u>Sierran Games</u></b>	<b><u>\$6</u></b>	<b><u>2 Stars</u></b>	<b><u>Adventure</u></b>
<b><u>Nanko</u></b>	<b><u>\$6</u></b>	<b><u>2 Stars</u></b>	<b><u>Sports Game</u></b>
<b><u>Mintendu</u></b>	<b><u>\$4</u></b>	<b><u>3 Stars</u></b>	<b><u>Skill Game</u></b>

<u><i>Minisoft</i></u>	<u><i>\$4</i></u>	<u><i>3 Stars</i></u>	<u><i>Real-Time Strategy</i></u>
<u><i>Pony</i></u>	<u><i>\$4</i></u>	<u><i>3 Stars</i></u>	<u><i>Third-Person Shooter</i></u>
<u><i>Cupcom</i></u>	<u><i>\$4</i></u>	<u><i>3 Stars</i></u>	<u><i>Fighting Game</i></u>
<u><i>Comani</i></u>	<u><i>\$4</i></u>	<u><i>3 Stars</i></u>	<u><i>Fighting Game</i></u>
<u><i>Katari</i></u>	<u><i>\$4</i></u>	<u><i>3 Stars</i></u>	<u><i>Skill Game</i></u>
<u><i>Siga</i></u>	<u><i>\$5</i></u>	<u><i>3 Stars</i></u>	<u><i>Jump &amp; Run</i></u>
<u><i>Electronic Artists</i></u>	<u><i>\$5</i></u>	<u><i>3 Stars</i></u>	<u><i>Sports Game</i></u>

## Copy Protection

**This table will show the Copy Protections that are available in this game. Organized by release date.**

<b><u>Company Name</u></b>	<b><u>Version</u></b>	<b><u>Initial Cost (\$)</u></b>	<b><u>Dev Cost (\$)</u></b>	<b><u>Release Date (Y M W)</u></b>
<b><u>SafeForce</u></b>	<b><u>v1.0</u></b>	<b><u>10,000</u></b>	<b><u>1,000</u></b>	<b><u>1980 1 1</u></b>
	<b><u>v2.0</u></b>	<b><u>15,000</u></b>	<b><u>2,000</u></b>	<b><u>1981 11 1</u></b>
	<b><u>v3.0</u></b>	<b><u>20,000</u></b>	<b><u>3,000</u></b>	<b><u>1983 11 1</u></b>
<b><u>ATC Protect</u></b>	<b><u>v1.0</u></b>	<b><u>25,000</u></b>	<b><u>4,000</u></b>	<b><u>1985 11 1</u></b>
	<b><u>v2.0</u></b>	<b><u>30,000</u></b>	<b><u>5,000</u></b>	<b><u>1987 11 1</u></b>
	<b><u>v3.0</u></b>	<b><u>35,000</u></b>	<b><u>6,000</u></b>	
<b><u>SecuDisc</u></b>	<b><u>v1.0</u></b>	<b><u>40,000</u></b>	<b><u>7,000</u></b>	
	<b><u>v2.0</u></b>	<b><u>45,000</u></b>	<b><u>8,000</u></b>	

## Staff Requirements

**As of patch 0.150730C which was released 30th July 2015 All staff are now randomised. However it is still a good representation of when you get new staff. At every 20 Quality you will get a new "set" of staff that can be added to your office you can also change the names of your staff at any point.**