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RISE OF THE TYCOON



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Part I

Rise of the Tycoon

Introduction



Rise of the Tycoon (ROTT) is a massively multiplayer online strategy game that harkens back to the golden age of PC gaming where players were rewarded for taking risks and games were complex but not complicated.

In ROTT, players begin as one of three roles and slowly make their way to the peaks of the business and political landscapes of North America. Through clever planning, solid strategy and some well formed allegiances, players will be able to see their companies grow into veritable empires of power, wealth and success. Only by balancing a careful interplay between the different roles will the craftiest players be able to realize their dreams and make a fortune in the process.

Do you have what it takes to rise to the challenge and show the world what a real tycoon is made of? Find out today.

Game Objectives



The goal of the game is simple: become the wealthiest tycoon the world has ever seen or most powerful person in your country. In each game session, tycoons compete for credits which are earned differently by each of the main player roles. Politicians raise their credits by winning elections and eventually becoming Presidents or Prime Ministers of their respective countries, while Businessmen can raise their credits by spending their excess wealth.

Each game session lasts a total of 2 hours*. Once the session is over, and all credits are tallied and the leaderboards updated, the server will automatically launch a new session. The player with the highest credits at the end of the game session is crowned tycoon supreme while the others have to try harder as they start from scratch once again.

Be prepared for some friendly competition as player credits are constantly compiled into a global leaderboard. Today's top tycoon might become tomorrow's underdog if they can't retain the winning streak that brought them success in the first place.

* - Note: the length of game sessions may be changed later by game developers.

Installation



To install the game:

1. Head to the rise of the Rise of the Tycoon official website, www.riseofthetycoon.com.
2. From the navigation menu, select **Download Game**.
3. Once your download is complete, launch executable file **install.exe**.
4. The game will automatically install all files after a root directory is chosen. A Rise of the Tycoon icon will appear on the desktop.
5. Double click the Rise of the Tycoon icon to launch the game

Registration



You can play Rise of the Tycoon with no registration required—simply by entering your nickname only. However, Players who don't register won't get to keep their credits after the game ends. Players must have an account in order to retain their credits.

During registration, players will be asked to fill in certain necessary information. Additionally, each player will be required to select a unique username. If a requested username is already taken, a player will have to request a new one.

Basic Navigation



Starting a game

Before playing, a player will need to select an available server that is currently hosting a game session. When selecting a server, players should keep in mind the following information:

- Player limit: the maximum number of player allowed on a server at once
- Number of players currently playing
- Amount of time players have already been playing on that server
- Time remaining until the end of the session on that server

Once a server has been selected, the player will be asked to select their role from among **Businessman**, **Politician** or **Citizen**. Players will be able to change their role later during game play if they so wish.

A player may change their role during a game session. Should they choose to do so, they simply have to click the 'become a politician' or 'become a businessman' options which are available depending on their current role.

However, some restrictions apply:

- Politicians cannot privately own any type of business. Before becoming a politician, a Businessman must sell all companies and facilities. As well, all Businessmen have to pay a small in game fee in order to complete their role change.
- Businessmen cannot hold political seats. Before becoming a Businessman, a Politician must resign all their seats. However, a Politician may not resign or change roles if they are currently Governor, President or Prime Minister.

Player Profile Settings

(information not available yet)

Main city screen interface

(information not available yet)

Main global map interface

(information not available yet)

Chatting

One important aspect of ROTT is the ability to communicate with other players. Conversations are available through in-game chat rooms, which can be found in every city.

When chatting, a player will be able to see the number of players in their current city. In-game avatars show each player's nationality (American or Canadian) along with their roles (businessman, politician or citizen).

Chat conversations can be either public or private.

Graphics

(information not available yet)

Resigning & Quitting

Each game session is shared by the players participating in that session and works in real time. If a player exits a server, the game ends for that player but not the others still on the server. Should a player leave their session before the game ends, only their current ROTT credits will be accumulated.

Players who continue playing until the end of a server session will get all additional credit benefits awarded at the end of the game; these multiply the credits they acquire.

Part II

Key Concepts

Understanding of employment



Money rules the world and tycoons rule the money! Let me explain some basic rules for earning money and managing employment in RoTT.

First, though—realize that in this game stockpiling a lot of money is generally not the main goal. Instead, your main objective is to accumulate as many game credits as possible. Unlike what you'll find in many other tycoon games, money is just a tool to reach your goals—not the goal itself.

When you join the game you'll begin with a limited amount of money to cover basic costs. Please remember, that with every new circle you will be required to spend a certain amount on life tax. This means that if you don't find a job quickly you can run out of money and wind up bankrupt. Once you get income, however, you will also pay regional and federal taxes on it.

Truckers earn money the fastest! It's easy – you just move freight from a region to ports (to be traded internationally) and then get paid for it. The work is profitable both for the truckers and the region they move the freight from, making it an easy way to increase your personal wealth—so everybody's happy. This job can be a good starting venture, and you can do it if you're running low on funds and need fast cash. Using Trucker work, you can go to the global map and click the Truck button to move your truck from one city to another. You can always cancel your mission if you changed your mind. Please note there will be only one destination per city available to you on the global map once you've chosen a Trucking job.

You can also work **company/career jobs** – white-collar work. Players who prefer less travel can try office work if they like. To do this find a region with the highest minimum wage, then try and find a factory situated there (all factories in-game are opened by businessmen). Once you have chosen a company to work for you can start your career there. You will be automatically promoted if you work in one company without leaving the town, but you will always start as a HELPER. In this case you'll be paid the minimum wage for the region you work in. But the longer you work for a company the higher you climb up the career ladder—and your payment will quickly multiply. The salary for a WORKER is twice a region's minimum wage, while a MANAGER receives three times the minimum and CEO x5! Do note, though, that you can't start a career in a different company once you've opened your own business and have begun selling moving market units

Game goal



The goal of each game session is to earn the most ROTT credits possible. At the end of each game, player credits are tallied up and pitted against one another. These credits are then transmitted to the private account. The amount of credits a player receives can be altered by different features of the player's personal account: University degrees, additional types of (or modifications to) accounts and more.

Remember: Only players who choose the Businessman or Politician role can improve their global credits and modify their global rankings.

For purposes of crediting, Businessmen and Politicians can improve their ROTT leaderboard standings through different means. Politicians can increase their scores by participating in Political cycles and winning elections. Businessmen, on the other hand, can use their wealth to improve their credits. For more information on these roles, please read their respective sections below.

Businessmen

Since businessmen are all about acquiring as much wealth as possible, businessmen can raise their credits by spending \$1,000,000, the funds being immediately withdrawn from their current wealth. Businessmen can continue to raise their credits in this fashion provided they have the available funds.

Remember: Raising one's credit can be expensive. Make sure you can afford to raise your credit without going bankrupt in the process!

Politicians

Politicians raise their credit when they become President or Prime Minister. Whenever they become elected their credit is increased by 1 per term.

Game Cycles



Rise of the Tycoon operates in cycles that affect different aspects of game sessions:

- **Game Cycle** – Each game session runs on a 2 hour cycle, whereby at the end of each cycle all players on the server have their credits tallied and their leaderboard rankings updated. A new session will automatically begin once the previous one has finished.
- **Turn Cycle** - This is the primary cycle that every game session follows. Each Turn Cycle corresponds to twenty seconds* of real time. Thus, every 20 seconds a full day passes inside the ROTT game session. During this time, all game mechanics continue to run in the background and automatically take effect. For example, every twenty seconds taxes are collected and market units sold. One time advertisement is also targeted to fit within each turn cycle.
- **Hockey Cycle** - This is a separate cycle that follows the Hockey season.
- **Political Cycle** – This cycle regulates the time needed for political events such as rallies and other related activities. Each Political cycle corresponds to 20 minutes of real time. If a politician wishes to participate in a Political Cycle, they must declare their intention to do so within the first 10 minutes of

that cycle, as the final 10 minutes are reserved for the political campaigns of the participants.

*The length of game cycles may be changed over time by game developers.

Roles – Businessman



Overview

Businessmen are one of the two main roles in ROTT. With the ability to trade, produce and sponsor, businessmen are able to branch out and cater to a wide variety of play styles. With nearly unlimited options at their disposal, it's almost guaranteed that no two businessmen will rise to become true tycoons in the same fashion.

Businessmen are the only role that can purchase and directly own facilities, factories and other assets. Where a politician can control assets indirectly through their office, businessmen have absolute say over their holdings, able to buy and sell at will.

Wealth accumulation

The wealth of a businessman is entirely dependent on his or her actions and personal initiatives. They make their fortunes through strategy and ambition; chance and luck are only minor players in the equation.

Their principle source of revenue comes from selling market units and receiving tolls from other players using their infrastructure for logistical purposes. They can also earn lucrative government contracts should they sponsor a politician who gains tenure and remembers to keep their campaign promises.

For more information, see the section on **Market Units**.

Business Startup

The first step on the road to success for every businessman is to open their very first company. When a company is founded, the businessman automatically receives a factory in that city. Factories are always tied to their respective companies allow that company to start producing market units.

For more information, see the sections on **Companies**.

Trade and Production

While logistics is largely automated, the sale process for market units is entirely dependent on player actions.

When choosing to sell market units, the player must decide which good to sell, how many units to move, and which market to sell them in. However, merely selecting a product and a market isn't always enough to ensure that a good will be sold. Players will still have to keep in mind market popularity and competition.

Remember: Popularity determines market shares. If a player's company has 30 percent popularity, they can be expected to reach 30 percent of the market. If a player company has 0 popularity, they cannot be expected to move any market units. Sometimes it helps to open with an advertising campaign before the product even hits the market.

When a player attempts to break into a market that is already cornered by the competition, advertising campaigns are the only way that they can hope to get a foot in the door and begin by slowly making a few sales.

For more information, see the sections on **Logistics**, **Popularity** and **Advertising**.

Remember: Balancing advertising with production and logistics costs is essential for turning a profit. Poor planning can lead to a player losing money with every sale. As each game turn cycle takes limited seconds to complete, a player can rapidly fall into bankruptcy if they are not careful with their funds.

Roles – Politician



Overview

A politician can either be tenured or untenured. Tenured politicians are elected officials acting as either governor, president or prime minister. Untenured politicians are those that are either awaiting to be elected or have lost an election and thus hold no office.

Governors oversee areas that encompass whole regions, such as States and Provinces. Their duties allow them to develop light industry and infrastructure within their territory, as well as collect and administer regional taxes.

Presidents and Prime Ministers have far more power than governors and oversee their respective countries in their entirety. These offices are able to develop national facilities, expand heavy industry as well as collecting and administering tariffs, federal taxes, visas and citizenship requirements.

Remember: In order to reach the top-tiered office of Prime Minister or President, politicians will need to be elected as governors before making their bid.

For more information on the powers and responsibilities of elected officials, see the sections on **Governors**, **Presidents** and **Prime Ministers**.

Wealth accumulation

Politicians, unlike businessmen, cannot open companies or engage in other business activities. Instead, they have to rely on a strong political career in order to accumulate wealth.

Politicians receive a salary only when they become tenured elected officials. Their salary is directly dependent on their allotted budgets. Governors, presidents and prime ministers receive a salary equally 1% of their state's budget.

For example, if in the budget of California is \$15 000 then the governor of California will receive a salary of \$150 per turn cycle.

However, richer provinces, with highly developed industries and a strong economy, may pay higher commissions to their Governors.

For best results, a politician will want to ensure that they are well sponsored or already quite wealthy before they engage in political campaigns as these campaigns can be quite costly and damaging if they fail to get elected.

Untenured politicians can look for jobs, working for companies owned by businessmen or find affluent allies who can sponsor their future campaigns.

Budget and Finances

Elected officials have access to budgets which they can spend to develop local infrastructure. Governors receive regional budgets while Prime Ministers and Presidents receive federal budgets. Elected officials still have access to their personal finances, though these finances cannot be used in combination with their official budgets and vice versa.

Political Points (Political Missions)

The main objective for tenured politicians is to keep their seats once elected and eventually attempt to run for higher office. Political points help ensure a politician's chances for re-election and are acquired by performing certain actions in their region or nation that help increase the overall quality of life and boost the local economy. These actions are referred to as **political missions**.

Each time a politician is elected they have to reach a target number of political points in order to be eligible to participate in the next election. This target number is directly dependent on the number of players present in their region at the time of their election.

For example, if at the time of a politician's election as governor of Texas there were 15 players spread out across all the cities in the region. The governor will have to earn 15 political points if he hopes to have a chance of retaining his seat in the next election. If he fails to acquire the 15 points in time he will not be eligible to participate in the next election.

Remember: When attempting to complete political missions, the elected official can only earn points for missions completed inside their region. The logistics and costs of delivering market units will be determined by the city where the Politician is situated at the moment they complete their mission.

Whenever a politician completes a political mission the overall quality of life in their region or country automatically goes up, reflecting the good work they've accomplished.

Each successfully completed regional political mission improves the quality of life of that region by +0.2* (**RPP**), while each successfully complete national political mission improves the quality of life of the whole

country by $+0.1*(NPP)$.

* - Subject to change by game developers.

Election Strategies

At the start of a game, there tend to be electoral offices that are vacant and can be obtained without requiring an election. In order to do so, a politician must move their headquarters to any city in the selected country.

For example, in a region where there is no governor, it is possible to receive the position by mere acclamation if there are no other candidates vying for the office. A politician may only ever win a seat by acclamation once during their career. As well, if a politician wins a seat by acclamation, he or she does not need to acquire political points or complete political missions to participate in the next election.

Elections are not free and participation can be quite costly. Politicians have to pay out of their personal budgets any fees that they incur during an election such moving around the country or region, buying advertisements and participating in political rallies.

When players vote in elections, each vote adds 5% to the overall popularity of a politician and can help decide the voting strategy for the overall non-player population for a region.

Remember: Only residents of the selected region can participate in the election process. Players who do not reside in the geographic region of an election campaign will not be allowed to vote there.

Political Rallies

Political rallies are one of the available means through which a politician can increase his or her overall popularity and chances for becoming elected. Rallies increase the popularity of a politician in the city where they take place.

Remember: In order to further increase his or her popularity, a politician can combine rallies with advertising campaigns. Reaching out to the local business community in his city never hurt either.

To organize a political rally, the politician has to first be in the city where he/she wishes for the rally to take place. Next, they will need to be able to actually afford the rally.

The cost of a rally is determined by the number of human players who have their headquarters in a city at a given time. For every headquarters (or city without headquarters), the politician will have to set aside :

	Federal	Regional
USA	\$15000*	\$2000*
CANADA	\$20000*	\$3000*

For example, if a politician wishes to host a regional rally in Houston, and there are 3 players with headquarters in that city, the rally will cost $\$2000 * 3 = \6000 .

The amount of popularity that a politician gains from a rally is always uncertain. Though, they can expect to raise their popularity from 20 to 40* percent.

* - Subject to change by game developers.

Roles – Citizen



Citizens have very simple roles in ROTT and are largely for players hoping to get a better feel for the overall game before making a commitment to the more addictive and competitive features offered for the other roles.

Citizens begin the game with a limited amount of money and are unable to own assets or purchase facilities. As well, they cannot borrow money from national banks or change their home towns. However, they can borrow from a privately owned bank if the owner allows it.

A citizen can, however, still vote and participate to a limited degree in political cycles, spend time at casinos and get jobs from businessmen at their factories.

Headquarters



Each player has one Headquarters, which is located in their starting city. A Headquarters defines a player's link to that specific city and region and acts as their base of operations. All income flows towards a player's Headquarters and allows a player to become a resident of that city.

It is possible for players to relocate their headquarters, but certain restrictions apply.

If a player wishes to move their Headquarters they must first sell all the facilities they currently own in that region/city (if they have any). Then, in order to establish a new Headquarters, a player must move to another city. If a player wishes to move into another country, they acquire citizenship for that country as well.

Remember: If a player holds no assets in a given region/city, nothing is keeping them from moving their Headquarters to a different city.

Quality of Life –RPP/NPP



Quality of life is an indicator that displays how high the standards for living are in a given region. The value is by the difference between positive and negative coefficients of **RPP** and **NPP** (Regional Political Points and National Political Points). For example, taxes are negative coefficients while level of minimum wage, strong political presence and ongoing construction (political missions) projects are positive coefficients.

NPP and RPP can be obtained by Governors or a President/Prime Minister upon completion of political missions.

At the end of the game, players who are citizens of a country with a higher quality of life have their credits doubled.

For example, at the end of a game a player who would normally only have a credit of 3 can have their credit raised to 6 if they are a citizen of a country with a higher standard of living.

Taxes



Everyone pays taxes. That's life.

In ROTT there are three types of taxes that players will have to contend with.

- **Regional Tax:** This tax goes towards the budget of a given region. Its rate is controlled by the governor who can modify it once per ruling by a percentage point. This tax is always paid to the region where the player's headquarters is located.
- **Federal Tax:** This tax goes towards the budget of a given country. Its rate is controlled by the president or prime minister who can modify it once per ruling by a percentage point. This tax is always paid to the country in which the player's headquarters is located.
- **Life Tax:** This tax goes towards the budget of a given region. Its rate is controlled by the governor who can modify it once per ruling by several dollars each term. This tax is automatically paid by all players every Turn Cycle who are geographically present in that region.

Note: Life Tax is collected by governments from small or medium-sized businesses as an additional boost to regional revenue. Small expenses such as purchases of food, gasoline, home appliances and even going to restaurants or events are taxed in small amounts. In sum, Life Tax can be calculated by taking one's expenses on a given day and multiplying them by the region's rate (in percentage form) of taxation; though usually small, this tends to add up and have an impact..

Players pay taxes according to the region and country in which their headquarters is located, regardless of where they sell market units.

For example, if a player is headquartered in New York then that player pays regional tax to the region of New York and federal tax to the USA. But if this player geographically situated in LA, California and sells his market units there, he only pays Life Tax to California. His income from selling market units goes to his HQ in New York, where he pays his regional taxes.

High taxes are negative coefficients for Quality of Life.

Loans



Loans are dependent on banks. There are two primary types of banks in ROTT: national banks and player owned-banks.

National banks belong to the country in which they are situated. At any time, a player may choose to take out a loan from these banks and start a line of credit. Banks decide the interest rates offered to the players, as well as the maximum size of the loan they can take out. A percentage of all loan payments goes directly to the budget of that country.

Player-owned banks are banks that were opened by businessmen looking to offer credit services to other players. When players take out a loan from these banks, the owner of the bank receives the interest payment from loans. Interest payments of player-owned banks can only be changed by the owners of each bank.

Minimum Wage



Minimum Wage is the minimal amount that workers in a given region receive when they work. These wages are automatically paid to the player population that works for the businessmen company every Turn Cycle.

High Minimum Wage is a better positive coefficient for Quality of Life, but is more costly for Businessmen to pay their employees.

Governors decide the minimum wage of a region and can raise or lower it during their tenure by limited dollar increments.

Remember: Players do not necessarily have to be residents of a region to work there. A player can have their headquarters in an entirely different region than where they find employment.

For example, if a player has his or her headquarters in Toronto, they can still find travel to and find employment in New York. In this case, they pay their life tax to the region of New York, rather than the region of Ontario.

Salaries



Citizens, Businessman and Politicians (provided they are not currently a Governor, President or Prime Minister) can find jobs in their respective cities with one of the companies run by Businessmen. In order to find a job, a factory must be present for them to work there.

Salary is paid by the employer, being the owner of the business, and deposited into the account of the employee. If a business cannot afford to pay its employees it goes bankrupt.

As an enticement for employers to hire employees, each employee automatically contributes a 1% increase in revenue for that business.

If a player leaves their current city, they no longer acquire the wages generated by their job. Once in a new city, a player can acquire a new job.

Part III Industry and Development

Economy



The economy in ROTT is dynamically affected by the actions of every player present on the game server. Depending on their actions, the economy can either grow or contract.

Industrial Capacity



Politicians are able to increase the **Industry Capacity** of the economy, while Businessmen can grow their businesses within that capacity in order to develop the economy.

Capacity is a volume of a city market. Just as the economy is dynamic, so too is the capacity of any given market. The greater the capacity of a given market, the more business that can take place in that market.

For example, to have groceries at a local mart, someone needs to build that market. If there is only one grocery mart then there is only one market for groceries in that city. If a second mart is constructed, then the capacity increases by one and businessmen will have a larger market with which to sell their goods.

Market **Capacity** consists of four core industries: light, heavy, agriculture and service. Each industry has its own purpose and unique attributes, which will be discussed below.

Remember: Large market capacities tend to attract more business than small market capacities.

Companies & Factories



To operate within a city's market, a Businessman has to first open a company. When a player starts a company in that city, a new factory is automatically built where that company is located.

For example, if a player opens a company in the Agriculture sector of Toronto and names it “MyAgri”. When this happens, the city of Toronto automatically opens a plant for that company.

A player cannot build more than one factory or one open company in each city. If a player wants to open a different company in another industry, such as in the Light Industry sector in the city of Toronto, he will not be able to do so. A player has to relocate to another city and to open a new company there and subsequently a new plant will be built.

As well, a player can never open two companies in the same industry.

For example, once the company “MyAgri” is opened in the Toronto Agriculture industry, that player cannot open “MyAgriNorth” in the Montreal Agriculture industry. However, that player can simply go to Montreal and sell their market units from their Toronto Agriculture company units there.

Moving Factories

To move a factory from one city to the next, the businessman will have to close (sell) the factory, move to another city and then open a new company there.

Remember: When a company closes, it loses all popularity that it had in that market. If the company is currently dominating the market and bringing in good revenue, then closing it down and relocating might not be in everyone's best interests.

Industries



Agriculture

Agriculture is a market that focuses on produce. The size of the Agriculture Industry in ROTT depends on the number of players residing in a given city. Politicians do not have any control over it.

For example, if three players reside in a city, the Agriculture Industry Capacity of that city is equal to three (3000).

If a city has temporary visitors, Agriculture Industry Capacity will still remain at three. Temporary visitors do not influence Agriculture Industry Capacity.

Service

Service is a market industry that focuses on banking. Market capacity for this industry is half the player population of a city.

For example, if a city has four players, then capacity of the service market in that city is going to be two.

To operate in this market, a player has to open their own private bank. Once a bank is opened, a player can open branches in other cities so long as he buys licenses to operate in those cities but cannot otherwise build more banks.

Banks can offer credits and loans to other players who need money. Owners of banks can change the size of the credit and prime rates at any time. Banks loans interest rates are repaid automatically, according to the terms of the loan, every Turn Cycle while the base value of the loan must be paid off manually. If a loan owner is unable to service the debt and goes bankrupt, the bank loses the amount of the loan.

Light Industry

Light Industry is a market that focuses on consumer goods. Capacity for this market is influenced by the Governor of a given region. Only the governor can expand Light Industry capacity by building and expanding that industry in a city. A governor can never voluntarily decrease this capacity.

Light industry may be a difficult industry to break into at the beginning as it requires a large amount of funds to enter. On the other side, this market, when established, is far more stable than Agriculture, because it does not depend on city demographics.

As a stable market, light industry is often an attractive investment for Businessmen.

Heavy Industry

Heavy Industry is a market that focuses on heavy machinery. The capacity for this market can be expanding by the president or prime minister of a country.

Heavy industry differs financially from light industry as business revenues are three times higher than Light Industry. Cities where Heavy Industry Capacity is well developed can become industrial centers and as a consequence become very attractive to business, immigration and politicians alike.

Markets



Capacity

Businessmen operate in **capacity markets** by selling the products generated by their companies. In ROTT, these products are designated as **market units**. In terms of market capacity, one **capacity** is equivalent to 1000 market units.

For example, if the capacity of an industry in a city is equal to two, then players can sell up to 2000 market units in a given industry.

Market Units

Market units are the main commodities in ROTT and can be sold by businessmen for profit.

A player can sell market units in any market provided the following:

- ⤴ That player owns a company and a factory that produces market units
- ⤴ That player has a share (popularity) in the given market

If a player does not own any factories, and has no market share in any market, they cannot sell market goods. To remedy this, they simply need to start a company (see **companies** above) or break into a market with advertising (see **advertising** below).

Remember: Only businessmen can open companies and acquire facilities in order to accumulate wealth.

When selling market units, each normally generate \$1 in profit.

However, there are multiple factors which subtract net profit from sale of these units, such as:

- ⤴ Material costs
- ⤴ Logistics costs
- ⤴ Tariffs
- ⤴ Labor Costs

In most cases, the material cost of a market unit is half of its base value.

- ⤴ For example, the cost to create 1000 market units of agriculture is \$500. Thus, when sold, instead of netting \$1000, the businessman only walks away with \$500 in profit.

Sales in some sectors, such as heavy industry, are more advantageous than other sectors as they increase revenue threefold.

- ⤴ For example, by producing and selling 1000 heavy industry market units, the businessman nets \$1500 rather than \$500.

Heavy Industry market units still cost half their base value to create.

The service industry, on the other hand, does not have any initial cost to produce their market units.

- △ For example, the sale of 1000 service market units in the banking industry, results in \$1000 net revenue.

Selling

Selling market goods in other regions require logistics which must be factored in to the overall costs and which take away from net revenue. Businessmen will have to balance supply, demand and answer logistical questions in order to earn the most profit from their respective industries.

For more information, see the section on **Logistics** below.

Tariffs and visa

Tariffs are fees levied on certain goods entering and leaving their country of origin. Tariffs are regulated by the President or Prime Minister in their respective countries and the proceeds go towards the national budgets.

Like other logistical costs, tariffs are automatically subtracted from the net profit once the market units are sold.

Each time a player crosses the border they pay a visa fee. The visa fee is regulated by the President or Prime Minister in their respective countries and this fee goes directly to the budget of the country of destination.

Note: Players do not pay visa fee when they travel back to the country of residence.

Popularity



Two forms of popularity are measured in ROTT - **Political** popularity and **Company** popularity.

Political popularity plays an important role in determining election results. For more information of **Political** popularity see the Election section below or the **Politician** section near the beginning of this manual.

Company popularity, on the other hand, is a useful indicator for a particular company's market performance. Companies with high popularity are likely companies with high volumes of sales. At the same time, this popularity also contributes to the overall sales and growth of that very same company, especially when facing competition.

Take for example a situation where two companies are competing for the same market. Company A is more established than Company B and thus is the preferred choice by 70% of consumers. When both companies attempt to sell their goods in a market with a capacity for 1000 of these goods, Company A will be able to sell 700 market units while Company B will only be able to move 300.

Remember: Stay competitive! Other players can influence the popularity of their market units through advertising campaigns as well! The more they advertise, the more popular their market units will become.

Advertising

Advertisement campaigns are used to boost the popularity of politicians and companies.

To begin an advertisement campaign, the player will have to be present in the city where they wish to focus their campaign.

For example, if a player wants to focus on Detroit, that player will have to be in that city at the time of the campaign. As well, should a player wish to advertise nationally, they will have to be in the capital when the campaign begins (Washington DC in USA or Ottawa in Canada).

Each one-time advertisement increases the popularity of its target by 5%.

When businessmen advertise in a city where they sell multiple products, they must specify which company receives the boost from the advertisement.

For example, if a player has a 35% share in Agriculture and a 60% share in Light Industry in Detroit prior to a campaign, they can choose to either boost their Agriculture company popularity to 40% or their Light Industry company popularity to 65%, not both.

The cost of one-time advertisement is determined by the number of market capacity at a given time. For every single capacity, the businessman will have to set aside \$500* in turn. If a city has a market capacity of more than one, that \$500 will be multiplied by said market capacity.

For example, if a businessman wishes to advertise its agricultural production in Quebec City, and the agriculture capacity in Quebec City is 3, the advertisement in one circle (to get 5% of popularity) will cost $\$500 \times 3 = 1500$. Should a player advertisements repeatedly—for example, five times—the cost will be multiplied as: $\$500 \times 3 \times 5 = \7500

Remember: A player can take advantage of the "repeat" function for advertising campaigns in order to queue up several campaigns at once and not have to be physically present in the city for the start of each campaign.

If a player owns a Mass Media company in their region, that player pays the full advertising prices for the region covered by that company to his- or herself (this will then be counted as taxable income, and the appropriate quantity will be deducted).

* - Subject to change by game developers.



Elections are held once every 14 minutes in ROTT and calls – **Political circles**. As stated earlier, the first 7 minutes of every political cycle is allotted for politicians to declare their candidacy for available positions and called as **Primaries**.

The following 7 minutes are reserved for voting and races, where members of the population elect their preferred candidates to office. This political election circle is called as **Election**. After voting ends, the politician who received the most votes (most popular) is awarded the seat they were vying for.

Election results are determined by two factors. The first is support from amongst actual players, the second is from non-player populations of regions.

Players hold more sway over election campaigns than non-players, as they can make large campaign contributions to the candidate of their choice. In turn, these candidates can use these funds to held sway non-player votes to their cause through advertising or political rallies.

In the USA only two candidates may run at a time for presidential elections. In Canada, four may run for the prime minister's office. For governorship, regardless of country, the limit is four candidates.

In elections, only one politician can claim the seat at the end of the campaign. There is no prize for second place.

If too many candidates are vying for the same position, a **Political Auction** begins.

Remember: Players can not participate in voting first 5 minutes after they joined the game.

Political Auctions



Political Auctions occur when too many candidates declare their intentions for the same seat. When this occurs, each candidate will have to bid on their right to candidacy. The politicians who bid the highest will be added to the register, while the others will have to wait until a future election.

Let's take for example a situation where six politicians are vying for the same governor position. As only four can be included on the ballot, each of the six will have to bid for the available places. The four who bid the most receive positions on the ballot and start their political race for the election.

Remember: Bids are done in secret and are non-refundable. Whatever a politician bids during an auction does not return to their campaign account.

Logistics



Logistics is the process of transporting market units from their place of origin to their destination. In most cases, their origin is a factory or other facility owned by a businessman and their destination a market in another city or region.

In ROTT, logistics are, for the most part, automated by the system. By default, the system will always suggest the least expensive route for market units to arrive at their destination.

For example, if two cities are connected by roads and ports, the system will automatically calculate a route using the ports instead of the roads.

Players still have to select which market units they transport as well as which market in which to sell them.

Remember: Transportation isn't free. Logistics always takes a small toll from overall revenues once the market units are sold. See the Facilities section for a breakdown of these charges.

If players own transport facilities, then they pay to themselves for logistic services in the regions where the facilities operate and it counts as taxable income.

For example, if a player owns a factory in Toronto and also owns all railroads in Ontario, he or she will pay a logistics cost to themselves when market units move within or from that region.

Logistics works differently for politicians than it does for businessmen. When an elected official makes an order for the delivery of market units, the logistics cost and routes are plotted according to the city where the politician currently finds his or her self. As well, elected officials can never make logistical demands that fall outside of their governing territory.

For example, the Governor of Texas cannot place orders for market units to be delivered to Ontario. That player can only control the logistics of their respective region (state or province).

International trade and logistic in ROTT comes in two forms. The first are trade operations that take place between Canada and the USA; the second are resources purchased abroad and shipped to ports.

Trade between Canada and the USA is subjected to tariffs, the severity of which is established by the politicians of both nations. Tariffs are always paid to the nation of destination.

For example, if a businessman has a factory in Toronto that is shipping market units to New York, that businessman will pay duties to the USA.

The service industry is the only industry that is exempt from tariffs.

Purchasing resources from abroad can be done at any time, provided that there is a destination port to receive the goods. While trading abroad always guarantees the availability of a resource or market unit, engaging in this form of trade is always more costly than trading locally.

Personal Travel

Travel in ROTT relies on three types of primary forms of infrastructure: roads, railroads and airports.

Players and market units can travel to any destination by any means so long as existing infrastructure connects the two points. At the beginning of each game session roads are the only form of infrastructure which connects all cities and regions together. Players will have to develop further infrastructure in order to gain access to quicker and more cost efficient forms of travel.

Remember: In terms of overall cost, railroads and player-owned cars are the most affordable. Airports, while more expensive, allow for the fastest form of travel. When in doubt, there is always the Great American Highway at your disposal.

If a player owns a railroad network or an airport, they can pay for travel costs to themselves; this will be considered taxable income, with the appropriate quantity subsequently deducted.

Players can also purchase personal automobiles (cars) which allows them to travel for free using highways.

Cars can be acquired from abroad at a port or locally through an existing auto giant manufacturer. There are multiple makes of cars available, so players may have to travel to different ports or auto giants until they find the model that's right for them.

Facilities



Facilities can be purchased by businessmen. Certain facilities are available from the beginning of the game, while others are built by governors, presidents or prime ministers as the game progresses. Facilities have different game functions, which are detailed in the following sections.

Remember: Businessmen can acquire only facilities in a given city if their headquarters is located in the same region. Only one facility can be purchased of the same type.

For example, if a headquarters is located in Atlanta, then a player can purchase the one airport facility in Florida, but cannot purchase an airport facility in any other regions.

National and Regional Media

Media companies are available for purchase from the beginning of the game. There are two types of media available: regional and national.

Regional media companies distribute advertisements only in the cities where regional media is located while national media companies distribute advertisements in all cities across the country.

To acquire a regional media company, the headquarters of a businessman must be located in the same region as the regional media company.

To acquire national media company, the headquarters of the businessman has to be located in any city of that country.

Please consult the Fees and Prices chapter further below to find the specific cost.

Remember: Owners of Mass Media corporations are limited in the amount of sponsorship money they can offer to politicians during election campaigns.

Railroads

Railroads can be built by the governor of a given region. Businessmen can eventually acquire railroads if their headquarters are located in a region with railroads. Railroad owners receive payment anytime their railroads are used by travelers or for logistics.

If a player owns a railroad in the same region/city as their factory, they pay for delivery of market units to themselves, which is then counted as taxable income.

Airports

Airports can be built by a president or prime minister in their respective countries. Businessmen can eventually acquire airports.

Airport owners obtain payment from travelers. If players use own airports for travel they pay for tickets to themselves and this will be counted as taxable income.

Airports contribute two service industry capacity to the city in which they're constructed. Only one airport can be built per city.

Sea Ports

Ports can be built by a president or prime minister in their respective countries. Businessmen can eventually acquire these ports if their headquarters is located in the same region. Port owners receive payment from logistics that involve their.

Port owners also collect income from the international trade that goes through the port in each game circle. This international trade is not under the control of human players. Some ports receive low income while others are extremely profitable.

Ports are also used to receive market units and cars purchased from overseas. Port owners do not receive payment from players for these kinds of purchases, but they can get logistic incomes if the market units are distributed from the port to other locations within North America after.

Sea Ports add industry capacity to the city in which they're constructed: 1 Light and 1 Heavy. Only one port can be built per city, and a city in which a Sea Port is constructed must be situated by oceans or by seas.

Auto Giants

The auto industry can be expanded by a president or prime minister in their respective countries. A businessman can acquire an auto giant if their headquarters is located in the same city.

An auto giant facility allows players to acquire different cars from the owner of that auto.

Auto Giants contribute industry capacity to the city where they're constructed: 3 Light, 3 Heavy, 1 Service. Only one Auto Giant can be built per nation.

Business Center

Business centers can be built by a president or prime minister in their respective countries. These facilities contribute to the growth of most industries in their city.

Business Centers add industry capacity to the city where they're constructed: specifically, 5 Service. Only one Business Center can be built per nation.

Space Complex

Space complexes can be built by a president or prime minister in their respective countries.

A space complex also enhances a given country's image. Construction of Space complexes may significantly contribute to a politician's campaign.

Space Complexes add industry capacity to the city where they're constructed: 5 Light, 5 Heavy. Only one Space Complex can be built per nation.

Fees and prices

Facilities, such as ports, railroads and airports, generate revenue through fixed service fees. These fees cannot be changed even if a facility changes ownership.

Facility name	Transportation fee	Logistic fee
Railroad	100	5%
Airport	1000	
Port	+ (\$350-600) International trade	2%
Road/Bus	50	9%

Advertising in mass media	Price for businessmen	Price for politicians
Canada Regional	500 * city industry capacity	100
Canada National	1000 * national industry capacity	50000
US Regional	500 * city industry capacity	200

US National	1000 * national industry capacity	100000
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Service fees from public transportation or from logistics using roads goes directly towards the budget of the region.

Note that auto giants generate revenue through automobile sales rather than through logistics or other fixed rates. In most cases, these sales go directly into the accounts of the businessmen who own the facilities. In addition, if a facility is not owned by a businessman, then all profits from the given facility go to the budget of the region in which that facility is situated.

Part IV Events

Dating



Dating is something that most people do at some point in their lives, and in ROTT the situation isn't any different. Dating provides more than just a bond between two people; it also brings together two family networks and, in the busy worlds of business and politics, these events can bring with them numerous rewards and advantages.

In ROTT, status (or appearance of status) is the easiest way to be noticed by a potential lover. By purchasing expensive automobiles and real estate opens the door for a member of the opposite sex to take notice of a player's achievements and approach them for dating.

Dating provides many powerful perks to players, ranging from large dowries to political connections.

Bankruptcy



If at any time a player runs out of funds and is unable to repay their debts or taxes, that player goes bankrupt and is automatically resigned from the game session (while the other players continue to play).

For more information on Resigning and Quitting, see the appropriate section.

Disasters



Just like in real life, some things happen that are simply random and unforeseen. In most cases, these events are storms and other events that can wreck havoc on local infrastructure and facilities

When a random disaster event occurs, the quality of life of a region is reduced by -0.2.

Recreation



Recreation in ROTT primarily revolves around gambling, where players bet against the system as well as the house in order to walk away with some extra earnings.

There are two forms of gambling related recreation in ROTT: sports and casinos.

Every city hosts one of the two forms of recreation, ensuring that players will always be able to take time away from building their empire to enjoy some high stakes fun.

With regards to sports, the Hockey League is the predominant outlet for this form of recreation. Each season, 16 teams compete against one for the Hockey League Cup.

Players, should they amass enough funds, will be able to purchase individual clubs or make bets on their team. Each club costs \$5000 to purchase and should their team take home the Stanley Cup at the end of the season the owner is awarded \$25000.

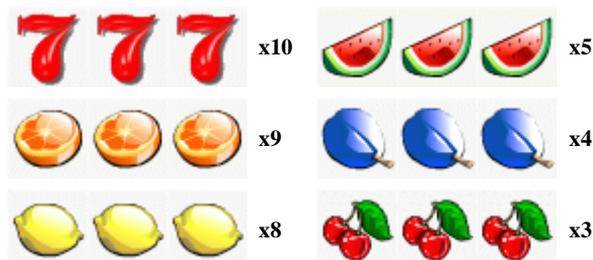
When placing individual bets, each time a team wins the original value of the bet will be added to the total winnings.

For example, if a player bets \$100 on their team and that team wins once, they walk away with \$200. If the team wins twice they take home \$300.

Casinos

Cities that do not have sport clubs have Casinos. Lucky players can look forward to receiving very high payouts on bets should they happen to land a winning combination at the slots.

The winning combinations and payouts are as follows:





Bids are set at fixed amounts at all casinos with the exception of Las Vegas and Halifax which offer higher stakes

Part V

Information missing.

Credits



Alina Digital “RISE OF THE TYCOON” project

Producer and Game Designer
Max Sprin

Programmer
Sergey Bobrovsky

Graphic UI Designer
Dmitry Kozlov

Map Designer
Sergey Lintvarov

Soundtrack
Day – Andrey Lebedev
Night - Vadim Efimov

Video Mod
Dmitry Chorniy
Aleksy Mihalyuk

Intro music
Gredya