

1. The user presses START and the game begins
2. The player selects the Age Group: 9-12, 13-17, 18-25
3. Pressing OK, the Privacy and Cookie policy window opens. It also contains User Agreement. Both documents are clickable, to read the policy and agreement in detail. They press ACCEPT (mandatory to continue the game)
4. The window with the MAIN STORY opens. Here is the story:

**(9-12 age group)** "Hello! You are now in Taxlandia, a tiny European state. With gorgeous mountains, peaked with snow all year long, and clear blue lakes, Taxlandia was a popular touristic destination, with a competitive economy and important IT industry. Since the local economy was booming, the former governments chose to collect minimal taxes. This encouraged many companies to set headquarters in the country. Public services thrived, citizens were happy. But something changed!

In the last 10 years, other countries took advantage of the global commercial boom, but not Taxlandia, since its infrastructure was old. Ambitious fast train projects from the neighbouring countries can't be implemented here since there are no modern rail facilities. As a consequence, tourism decreased.

Last year, the authorities admitted that it was the time for substantial public investment and decided to increase taxes. Soon, an unofficial "tax rebellion" started. Many citizens and organizations tried to find legal and even illegal means to avoid paying the new taxes. And now YOU have been appointed the new Prime Minister of Taxlandia! You have to start collecting more taxes, without knocking down the already weak economy; reinforce civil solidarity and provide financing for rebuilding the new infrastructure, ensuring further development of the country. Good luck!"

**(13-17 age group)** "Hello! You are now in Taxlandia, a tiny European state. With gorgeous mountains, peaked with snow all year long, and clear blue lakes, Taxlandia was a popular touristic destination, with a competitive economy and important IT industry.

The former government chose to implement a minimal taxation level since the local economy was booming, and revenues were more than enough for the local necessities. Low taxes encouraged many companies to set headquarters in the country. High public revenues allowed for investment in the public sector which in turn led to state of the art public services.

But something changed!

During the last decade, there was a global commercial boom. Taxlandia hasn't been able to take advantage of it, since the infrastructure is outdated. Ambitious fast train projects from the neighbouring countries can't be implemented here since there are no modern rail facilities. As a consequence, tourism decreased.

Last year, the authorities admitted that it was time for substantial public investment and, in absence of other income sources, decided to increase taxes. The measure met major resistance from the population and the business community. Soon, an unofficial "tax rebellion" started. Many citizens and organizations tried to find legal and even illegal means to avoid paying the new taxes.

And now YOU have been appointed the new Prime Minister of Taxlandia! You have to start collecting more taxes, without knocking down the already weak economy; reinforce civil solidarity and unblock public investment to provide financing for rebuilding, ensuring the further development of the country. Good luck!”

**(18-25 age group)** ”Hello! You are now in Taxlandia, a tiny European state. With gorgeous mountains, peaked with snow all year long, and clear blue lakes, Taxlandia has been known as a popular touristic destination, with a competitive economy and important IT industry. The former governments chose to implement a minimal taxation level since the local economy was booming, and revenues were more than enough for the local necessities. Low taxes encouraged many companies to set headquarters in the country. High public revenues allowed for high salaries and investment in the public sector which in turn led to state of the art public services. At the same time, tax enforcement policy was lax. During the last decade, the global economic context changed. Major competition from other countries affected Taxlandia’s competitiveness. The development rhythm decreased as more companies kept the headquarters in the country for taxation reasons, but moved the production elsewhere. The country hasn’t been able to take advantage of the global commercial boom since the infrastructure is outdated. Ambitious fast train projects from the neighbouring countries can’t be implemented here since there are no modern rail facilities. Last year, the authorities admitted that it was time for substantial public investment and, in absence of other income sources, decided to increase taxes. Soon, an unofficial “tax rebellion” started. Citizens and organizations started exploiting every single legal and even illegal means to avoid paying the new taxes. And now YOU have been appointed the new Prime Minister of Taxlandia! You have to start collecting more taxes, without stifling the economy; reinforce civil solidarity and unblock public investment to provide financing for rebuilding, thus ensuring the further development of the country. Good luck!”

5. The PM presses OK and the MAP unfolds. The map is split in 4 regions/towns: North (N), South (S), East (E), West (W). The regions are clickable, when a city view opens. The icons N, S, E, W are also clickable, with a short explanation for each one:
  - N:** ”The city in the North is higher in the mountains than the rest of the country. Assign a budget for every year in order to ensure proper public services and future economic development.”
  - S:** ”The city in the South is crossed by two rivers. Sometimes in spring, after the snow high in the mountain starts melting away, there are floods. Assign a budget for every year in order to ensure proper public services and future economic development.”
  - E:** ”The city in the East is historical, one of the most ancient in Europe. Assign a budget for every year in order to ensure proper public services and future economic development.”
  - W:** ”The city in the West is surrounded by beautiful lakes and has been a magnet for tourists for the last decades. Assign a budget for every year in order to ensure proper public services and future economic development.”

On the same window with the map, there is a box with the budget for every region. The player uses the slider in order to assign money from the total budget of 150 million EUR to each region. After assigning the budget for each region/city, press OK.

6. The window for parameters appear, with an explanation: "When you make or assign the budget, you have to take into consideration the following parameters:".

Click on **Budget**, a window with an explanation appears:

(9-12) "What do you plan to collect and spend during the next year. It works like a piggy-bank.

You need the budget to plan actions to achieve certain goals and cope with various special situations that may occur in your country (floods, organizing UEFA Champions League or landing of an alien ship). Whenever you spend your budget to build something, there will be less money to pay for other services, but depending on what you build you will be able to collect taxes from it."

(13-17) "An estimate of the costs, revenues and resources over an year (or a certain period). The Budget helps you plan actions to achieve certain goals and cope with foreseeable special situations, like floods, sports events or alien arrival."

(18-25) "An estimate of the costs, revenues and resources over an year. The Budget helps you plan actions to achieve certain goals and cope with foreseeable special situations, like floods, festivals, sports events."

Click on **Happiness**, a window appears:

(9-12) "The national welfare of the population depends on a perfect balance of all the parameters. When adverse situations occur, the happiness parameter drops. The Government will have to spend some budget on the things that make people happier (entertainment centers, green areas, sports centers etc)."

(13-17) "The national welfare of the population depends on a perfect balance of all the parameters. When adverse situations occur, the happiness parameter drops and you need to invest in things that make people happier (entertainment centers, green areas, sports centers etc)."

(18-25) "The national welfare of the population depends on a perfect balance of all the parameters. When adverse situations occur, the happiness parameter drops and you need to invest in things that make people happier (entertainment centers, green areas, sports centers etc)."

Click on **Employment**, a window with an explanation appears:

(9-12) "Employees work in return for payment, based on a contract. From each payment, a percentage of money goes to the budget as taxes."

(13-17) "The condition of having paid work, based on a contract. From each payment, a percentage of money goes to the budget as taxes."

(18-25) "The condition of having paid work, based on a contract. From each payment, a percentage of money goes to the budget as taxes."

Click on **Pollution**, a window appears:

(9-12) "Pollution is influenced by the growth of Business, by the lack of Green Spaces and influences the Happiness and Health of the population."

(13-17) "Pollution is influenced by the growth of Business, by the lack of Green Spaces and influences the Happiness and Health of the population."

(18-25) "Pollution is influenced by the growth of Business, by the lack of Green Spaces and influences the Happiness and Health of the population."

Click on **Criminality**, a window appears:

(9-12) "Criminality appears when the towns are overcrowded (so you need to build more houses); Administration has a low budget; the Employment is critical. With every Office Building upgrade, you will grow Employment, but you will also get a **small (0,5%)** percentage of fiscal Criminality."

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(18-25) "Criminality appears when the towns are overcrowded (so you need to build more houses); Administration has a low budget; the Employment is critical. With every Office Building upgrade, you will grow Employment, but you will also get a small (0,5%) percentage of fiscal Criminality."

7. The PM assigns a budget for each town and then select one town (that becomes highlighted on the map). The PM splits the budget into 8 categories: Health, Education, Culture & art, Business, Administration, Tourism, Green Spaces and Roads.

The budget details:

a) When you invest in Health (build or upgrade hospitals), the Happiness grows, the Employment grows, the Budget drops and you collect more Taxes.

b) When you invest in Education (build or upgrade schools), the Happiness grows, the Employment grows, Criminality drops, the Budget drops and you collect more Taxes.

c) When you invest in Culture & art (build or upgrade theatres), the Happiness grows, the Employment grows, the Budget drops and you collect more Taxes.

d) When you invest in Business, the Employment grows, the Happiness grows, fiscal Criminality grows, the Pollution grows, the Budget drops a little and you collect even more Taxes.

e) When you invest in Administration (Police, Fire Dept., clerks, town utilities) the Happiness grows, the Employment grows, Criminality drops, the Budget drops and you collect more Taxes.

f) When you invest in Tourism (hotels, stadium, new railroad) the Happiness grows, the Pollution grows, the Employment grows, Criminality grows, the Budget drops and you collect even more Taxes.

g) When you invest in Green Spaces (parks and forests) the Happiness grows, the Pollution drops, the Budget drops and you collect more Taxes.

h) When you invest in Roads, the Happiness grows, the Pollution grows, the Employment grows, Criminality grows, the Budget drops and you collect even more Taxes.

The PM presses OK.

8. What happens when the Prime Minister did not invest properly in a town's budget or in certain utilities in particular?

16 alert icons may pop up over the buildings, whenever the player has to build a new building or a building needs upgrading. The reasons may be either populations growth (for every X houses, every town needs a new Police, Fire Department, Theatre, School, Hospital, Bank, Shop, Administration or Office building, a Park or a Windmill). Another possible reason is the lack of funds for utilities (the player didn't invest in Administration). Or, as in the real world, when disaster strikes (floods, fires).

9. When an alert icon appears, the PM can choose to pay for repairs or skip the alert. In either case, they will be informed when they click on the icon. A window appears with information on the subject and with the good and the bad consequences if they choose to address the alert (advices).

The icon alerts will appear throughout the entire game, as the development of the country progresses.

10. PM presses Next Year. A window with a warning appears: "Read the Statistics for 2017 and see how your decisions have influenced the forecast for Next Year"

Press OK.

Statistics for 2017 include graphics with every parameter's budget, number of buildings etc. The PM can simulate different upgrades or spending in the game to see how this will affect next year's budget.

The PM can access the current year Statistics anytime they need, by pressing **Total Budget** button.

11. If the PM selects Next Year and then presses OK, the game enters a new year. The workflow starts again.

But there will be an unexpected event every year. For example, 2018 starts with the South flooded.

The situation in the South must be tackled. Hospitals need support, emergency services need resources. The PM needs to use the existing funds to cover the immediate expenses or ignore the public suffering and start rebuilding the touristic infrastructure.

Once the immediate consequences are dealt with, funds are needed for infrastructure.

(to be continued)