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# Sim Game 2: Game Guide

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## The Full Game Guide

Last Updated: 29 November 2008

Included: All Parts of the Game (Excluding Forums) and step by step instructions on how to fill out most of the games forms.

# Sim Game 2-Complete Game Guide

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First of all, welcome to Sim Game 2, the online text based game based on making games! In Sim Game 2; you can make software, video games, consoles, handhelds, computers, and/or be a publishing company. Here are the types of companies in the game:

## Software/Gaming:

Games and software are the way to go with this type of company. You will most likely develop games for consoles and handhelds as well as computers and create software for computers. You must work with hardware companies to create deals and release games and software to make money.

## Hardware:

Hardware Companies create gaming consoles and computers as well as handhelds. Main goal of a hardware company is to create a good entertainment system that will last sometime on the market. Hardware Companies must make deals often to give their consoles, handhelds, and computers an advantage over others.

## Publishers:

Publishers are companies that can take either a game/software or a console/handheld or computer and promote it to the fullest extent. Publishers are the only companies that can release games worldwide. They can also bundle products to make it more valuable and more.

## Basics of Sim Game 2

### Time

Like the original Sim Game, Sim Game 2 will operate using the time name known as "Sim Game Time." Sim Game Time will work like this: 2 Game Weeks = 1 Real Life Week. This means that in one real life week, two weeks happen in Sim Game. One year in Sim Game Time will = to 15 Game Weeks which is approximately 8 real life weeks or 2 real life months. After a year passes in the game, the game will pause one week, this will allow the admin to update development sheets with new technology, slip in new features if needed and more. This is all about time in Sim Game.

### Prestige and Technology

When it comes to the important stuff, prestige and technology play a big role in your company. Prestige will tell you how well your company is known. It can be positive or negative. If it is in the positive numbers (1 & Up) then your company is known and liked. If it is in the negative numbers (-1 & under) it is known and disliked. You start out with zero prestige, meaning your company is currently unknown. After it changes (Like Goes up 1) and returns to zero, then your company is known by people and they are indifferent. Depending on the prestige, your sales will change for better or for worse. Technology on the other hand affects how well your products come out. The better the technology, the

higher chance you have of getting a good product. So remember, technology does count. Technology does not apply to publishers but prestige does.

## Technology Chart

Technology Levels	Gaming/Software Companies	Hardware Companies
1 & 2	Cartridge Games (6-Bit)	Single Cell Systems (6-Bit)
3 & 4	Cartridge Games (6-16 Bit)	Double Cell Systems (16-Bit)
5	Disk Games (32-Bit)	Triple Cell Systems (32-Bit)
6	Disk Games (64-Bit)	Full Machine (64-Bit)
7 & 8	Disk Games Full Color	Double Cell Full System
9	DVD-Disk Games	Triple Cell Full System
10	Blu-Ray Games	Next-Gen 3-D System
?	?	?

Handheld Systems may be created starting at Level 5 technology. (?) Stands for hidden technology and can be reached by upgrading from Level 10. Please visit the purchase page to see how much each level of technology costs.

## Creating a New Company

First of all, welcome to Sim Game, I'm glad you decided to play. Please make sure you are a registered member of Sim Game and you are currently logged in. After all that is complete look at the menu bar and click "New Company." There fill out the needed information. Here is what to do step by step:

1. Please Type in your User Name (Name You Created Upon Sign-Up)
2. Type in your Founder Name (Your Real Name or User Name)
3. Please Type in your Company Name (What You Wish to Name Your Company)
4. Please Select Your Company Type (What do you want to Play as)
5. Select Where Your HQ will be (Where you want to be Located)
6. You May Type in a Motto or Company Saying
7. Select Your Start-Up Bank (Follow the Smaller Step By Step)
  1. In a New Window or Tab, Scroll over Economy and Click "Banks"
  2. There Select a Bank that is Offering Loans and Type there Name in the Text Field
8. Type in the Loan Amount You Want from what is offered from that bank
9. Then type in the interest rate of the loan followed by the time you want to pay it in
10. Last Type in the Date You Got this Information using the format shown on the form. If you are unsure of the date, In a New Window or Tab, open the homepage and you will see it highlighted in yellow.

Congratulations, you have successfully setup a Sim Game Account and Company. Within 12-24 Hours, your company site and company center will be setup by the admin. Please do not send in anymore submissions or e-mails until a period of 24 hours has passed. If a period of 24 hours has passed and there was no response or setting up of your company, please Personal Message the admin (ali5541) or e-mail him at [ali5541@gmail.com](mailto:ali5541@gmail.com). If you did a mistake on your submission or want to change

information like a bank or your company name, you may re-submit a new form with the changed information and I will take the latest submission from you as long as it has the same user name.

After your new company has been created, it should be listed in the “Company Sites” area. To check your company site; scroll over “Company Actions” and click “Company Websites,” there your site should be listed and if you click on it, you can see your company information as well as developments when you start on projects and more. **You May Not Edit Any Parts of the Created Pages! Those fall under Administrator Control. If you edit them in any way; your company will be persecuted!**

## Creating Products

Depending on your skills using a spreadsheet program, this could take a few minutes or as much as 15 minutes. Now Sim Game requires you to have a program that can read an “.xls” file or better known as a Microsoft Excel file. We highly recommend you use Microsoft Excel but if you don’t have access to it, Google Docs is a secondary option. Head to <http://docs.google.com> and register for a Google Account if you do not have one. Google Docs can read Excel files as well as export them. For a last choice if you don’t have access to any of these try Open Office; a freeware not as good replica of Microsoft Office that can most likely get the job done. Visit <http://openoffice.org> to get this software suite.

Now that the basics have been covered, after you have created a company and you have been setup, you may create your first product! Login to Sim Game and scroll over the “Company Actions” menu and click the “Development” page; there choose what type of product you want to make depending on your company type. Download the File and Open it with Microsoft Excel or Open Office; if you are using Google Docs, then from your web browser open Google Docs and click the large upload button, there you should know what to do.

After the document is successfully opened you may begin filling in the information needed. You may need to switch back and forth between the document and your company website for information if you don’t know or don’t remember any of it. If you are having troubles with filling the document in; there should be tabs on the bottom of the document where you can get help and information. All the help you need in filling it out should be right there. Any additional help, you may ask other players or personal message the admin. Please do not e-mail the admin for help. After you have finished filling in the document, save it and e-mail it to the admin. Yes, e-mail it to the admin at [ali5541@gmail.com](mailto:ali5541@gmail.com) there the admin will review your product, he will determine the total cost and time it will take to develop your product and e-mail it back to you to see if you want to approve. The admin will e-mail it back using the e-mail you used to send it. If the admin does not get an approve response, it will be taken as you have denied the product from developing. Okay, that’s all there as about product development!

## Games

Games can be created and sorted into 1-3 of the following genres:

Simulation	Action	Role Playing Game (RPG)	Racing
Sports	Strategy	Adult	Early Childhood
Adventure			

## Releasing Products

To release a finished product or to plan a release you will have to fill in a certain form. However there are two types of forms. There is a Normal and there is a Publisher. A Normal Release means you will be releasing the product yourself in the region your HQ is located. For example if your HQ is in the United States/Canada Region and you Normal Release a Product, this means your product is available only in the United States/Canada Region and sales will be performed only there. Production and Hardware Companies are not allowed to release their products internationally. So if they do Normal Releases, this means that their products are available only in the regions they are located. If Production and Hardware Companies wish to release their products internationally, then they must employ a publisher.

Publishers are the third type of companies in Sim Game and they are the only companies that can release products world wide. Production and Hardware Companies must make deals with publishers to release their products world wide. Publishers will use the second type of release form the "Publisher Form." When a deal is made between a Publisher and a Production/Hardware Company, it is up to the publisher to send in the release form not the other companies. Publisher companies can also do a few things that will be mentioned later on in this guide.

## Viewing Released Products

Simply scroll over the "Economy" tab from the menu bar and continue to scroll over the "Releases" tab and click on "Current Releases." There everything is categorized; you have the United States/Canada Region, the Japan/Asia Region, and the Europe/Middle East Region. Plus you have the Planned Releases where you can see what games have been planned for release so far.

## Unreleasing/Archive

Overtime, product sales begin to slow down. And as most of you know, it costs money to keep a product on the market and so if a product's expenses begin to overpower the product's income, then it may be time for you to take the product out of the market. This is possible by using the "Unrelease/Archive" form found in the "Releases" menu. Simply fill in that form and it will pull your product out of the market. There! That problem is solved!

## Sim Game 2-In Depth Description

Okay, now that the basics have been covered, it is time to get deeper into the game. Are you following along?

### Banks

Okay, unlike the original Sim Game where there is only one bank; Sim Game 2 has a list of real life banks that will offer loans at different interest rates and so on. Most of the time, you can always take out a loan from the bank. But to take large amounts, you must earn credit. What is Credit? Credit is the score that you will receive for doing payments on time and for doing clean business. With a high credit, large amounts of cash can most likely be given to you, but if you have a low or negative credit. It is most likely that you may get a small or not even get a loan. You will start out with zero credit when

your company is first created, but it should change quickly as you start making payments and more! Banks are updated every 4 Sim Game Weeks or 1 Sim Game Month.

To apply for a loan, you must scroll over the “Economy” menu from the menu bar and scroll over “Banks” to see a drop down that says “Take a Loan.” Using that form, refer to the banks page to attempt to take a loan out. Depending on the credit you have and the credit you need; you can get approved or denied. However if it is your start-up loan, then you will always be approved! After opening the form, fill in the information requested. You may need to refer back to your company site and the bank page.

## Stock Market

Here comes the Stock Market! When your company is created and placed into a region, it will be placed in one of three stock markets. Either the S&P 500 for the United States/Canada, the FTSE 100 for Europe/Middle East, or the Nikkei 225 for Japan/Asia; these markets will represent how that region is doing economically. If one region is dropping another could be rising. There completely different. Now your role as a company can be a number of things. You can remain private and not issue any stocks, this way people can't tell you what to do, or you can use the stock market as another source of income and issue shares, making you public.

If you issue stock, then people may buy them and have a say on what you do, if you don't issue any stock, then you remain private and you control the company. Either way, your stock value will always increase and/or decrease. But the stock market feature does not stop there; using the form provided, you can do a number of things; to access the form, scroll over the “Economy” menu from the menu bar, then onto “Stock Market” and scroll over “Company Stocks.” There you should see a drop down with the form named “Perform an Action.” With that form, you can control your company in the stock market. Features include:

- Issue Stocks-Issue Shares of your company to the people for purchase. All sold shares come to you as profit.
- Buyback Stocks-Attempt to buyback shares from your company. Everything paid comes out as an expense.
- Perform a 2:1 Split-This can only be performed once a year when your stock price is too high and stops selling; this will cut the price in half and double the amount of shares.
- Perform a 1:2 Split-This can only be performed once a year when your stock price is too low and is not benefiting your company; this will double the price of your stock and cut the number of shares by half.
- Stop Trading-Your company will stop issuing shares and buying back shares as well as reset all 2:1 Splits and 1:2 Splits.

Anyways, fill that form out to perform one of the following actions; you may need to refer to your company site and/or to the “Company Stocks” page. Have Fun with this Feature!

Last thing about the stock market are the details. Scroll over the “Economy” menu from the menu bar, then onto “Stock Market” and click “Company Stocks.” This will show you the detailed information on companies, their stocks, and how they may be doing! Remember that other players can not buy stocks, it will be imaginary people!!!

## **Mergers and Takeovers**

Takeovers are easy to explain, once a player decides not to play anymore or a company is inactive for a while, it will go into an auction in which other players may bid to take the company over. The player with the highest bid when the time ends will takeover the company; if the type of company that is taken over is the same as the player's, no new account will be needed, but if they are different types, the player will need to create a new Sim Game account to gain control.

Now Mergers; a merger is the joining of 2 or more companies, but in the case of Sim Game, there is a limit of 2 companies doing a merge. If 2 companies decide to merge, then both companies are required to fill out a long form with the same exact information as the other person fills it. After this step is covered, there will be confirmation procedures to make sure that this merger is real. To access the merger form; scroll over the “Economy” menu from the menu bar and continue to scroll over “Mergers/Takeovers” and then click “Merger Form” from that drop down. You and the other player must fill that form out with the same exact information to reduce delays and quicken processing time. Mergers are allowed to be performed once a year.

## **Statements and Bills**

Every one Sim Game month, you will receive a bill and a statement. The Statement will include your income from that month from sales, stocks, etc. and your expenses from development, purchases, etc. Then you will get a bill which is mainly your bank payment and sometimes other types of payments. Both of these will be PMed to you (Personal Messaged) and you can make the payment by responding to the PM with the information requested. This is the simplest way to create the system to prevent large amounts of confusion.

## **Government**

During the game; the government tab will show only three items. They are: “Request Financial Aid,” “Declare Bankruptcy,” and “Leave Bankruptcy.” These are the three actions available to you during the game at all times. Please Note that Declaring Bankruptcy does not mean you lose your company and start over; in Sim Game, it means that you are having some trouble and can't seem to leave the negative numbers; then filing for bankruptcy will give you Bankruptcy Protection. With Bankruptcy Protection, all outstanding Loans will be paid off by the government, all expenses will be reduced, and your credit score will reset.

Resort to bankruptcy as a last action because declaring bankruptcy is reset your credit score to zero and makes it harder for you to increase it after you leave bankruptcy. All your loans and debts will be paid off and you will receive a small monthly payment to do in return. All your expenses are cut in half like development costs and payouts. And last, you will not have control of your stocks until you

emerge from bankruptcy. Before filing for bankruptcy, try requesting financial aid, it will slightly drop your credit score, but it is better than resetting it.

Around Week 9 of every year, more actions will appear under the government tab for tax time. During tax time, companies have to file their taxes according to the directions stated on the form. More information on this when tax time arrives.

## Contract Center/Purchase Page

The Contract Center is a place in which all companies can create deals, see what deals are in place, and what deals are available. To access the contract center; scroll over the "Company Actions" menu from the menu bar and continue to scroll over the "Contract Center" text. There you should see a drop down with three links. In those three links, you can submit a contract, see what contracts are in place, and see available deals under the "Open Deals" link.

The Purchase page is accessed the same way as the contract center is. You can use the purchase page to buy new buildings, upgrades, and more for your company including expanding your HQ.

## News Submission and Gaming Magazine

All companies can submit news for public viewing and for gaming magazine. To submit normal news; scroll over "Company Actions" and click "Submit News;" there you have it, a news topic ready to be made. Gaming Magazine is the same way; scroll over the "Gaming Magazine" menu option and click "Submit to G.M." News submissions will have different effects and sometimes they will be written by either a competitor or the game administrator. They will either earn you prestige points or make you lose prestige points. Gaming Magazine articles will have greater effect than normal news stories however Gaming Magazine is published once every 2 Sim Game Weeks so all submissions are held till the next publishing period.

## Advanced Sim Game Details

Here some advanced details on Sim Game like advantages and disadvantages of the three types of companies and more.

### Software/Gaming:

#### **Open Release**

Allows gaming companies to release games and software without the need of deals and publishers.

Advantage (Over Hardware Companies): Can release games without making a deal or even informing the hardware company.

Disadvantage (A Hardware Company Advantage): Moderated Releases (A Right/Ability Given to Hardware Companies) will block Open Releases made by Gaming Companies.

#### **Exclusive Release**

(Note: Exclusive Releases can only be done through deals. This means the gaming company may not release this for any other console/handheld. Excludes Squeals and Spin-Offs)

Advantage: 4% Sales Boost for Game/Software and Console/Handheld/Computer

Disadvantage: Release Allowed only on 1 console/handheld/computer.

### **Mascot**

(Note: Mascots can only be done through deals. Like Exclusive Releases, this means the gaming company may not release this for any other console/handheld except the ones made by the hardware company that you created a deal with. Includes Squeals and Spin-Offs)

Advantage: 9% Sales Boost for Game and 5% Sales Boost for Console/Handheld.

Disadvantage: Limited to only 1 company.

## Hardware:

### **Moderated Releases**

Allows hardware companies to moderate releases for their system, In other words, gaming companies can't open release games for your systems. This means that you will need to approve before the release or a deal must be made between the publisher of the game/software or the developer of the game or software.

Advantage: All Games need approval or a deal.

Disadvantage: Can reduce the amount of games released on your system.

### **Release Filter**

(This can be used with or without Moderated Releases)

(With Moderated Releases): You can set a rating that a game must achieve to be granted an automatic approval. In other words, if a game gets a certain rating (Rating you choose) and was open released for your system and you had moderated releases, you can have it automatically get approved for release without having to wait for approval.

(Without Moderated Releases): You can set a rating that if a game gets it or below it, it won't get approved unless you say it can. In other words, you set that a game has to get at least a 5/10. If it gets below a 5, then it won't be released unless you approve of a release.

Advantage: Filter Out Bad Games or Auto-Release Good Games

Disadvantage: Many Beginning Games are usually bad.

## Publishers:

### **Bundle**

With Bundle, Publishers can put products together to make a higher value package that can sell for a higher price on the market. This will get products to sell fast and get them recognized quickly. Publishers if they choose to bundle should state the amount of time they bundle the products. Minimum of 1 Week or a Maximum of 4 Weeks.

Advantages: Quick Sales and Market Share Gain

Disadvantages: Value of Overall Products drop 13% per week for a max of 52% (4 Weeks)

### **International Release**

Publishers are the only companies to be able to release products internationally. However when making deals with a Publisher Company, rates can increase and decrease. Every week, new rates are posted on the Publishers Page with new information.

## Competition Factor

On your company site, you will see this with two numbers by it; one ranging from 0 and up and another ranging from 0 and down (Negative). The first number represents how much you affect the market and how much you affect the competition. For example how many sales you take up in the market etc. The second number is how much other affect you, the lower the number is, the higher you are affected. This will change from week to week; try keeping the first number up and the second number near zero.

## Events

Sim Game has many events that go on and we have added some more, here are some of the major events that do happen on Sim Game 2, some of you may recognize them from Sim Game 1.

- ✓ E3 Japan (Electronics Show Held in Japan)

E3 is the number one place to show off your new products, even if there in development. It will last only 2 weeks and can have drastic effect on the products showed depending if their good or bad. E3 Japan is usually held every Week 3 of every New Year.

- ✓ E3 U.S (Electronics Show Held in the United States)

E3 is the number one place to show off your new products, even if there in development. It will last 3 weeks and can have drastic effect on the products showed depending if their good or bad. E3 U.S is usually held every Week 12 of every New Year.

- ✓ Holiday Sales

The biggest and best time of the year, all sales double for 1 week only and no matter what the situation is, people seem to make money. Holiday sales are only 1 week long and are held on the last week of every year. Week 15!

- ✓ Tax Period

The most hated time of the year. Once Week 9 comes along of every year, all companies must file their taxes. During Tax time, the government tab will appear with all the links enabled. These links include the following:

File Your Taxes: Using this, it will enable you to file your taxes and get them over with.

Apply for a Tax Bypass: Clicking this will allow to attempt to bypass that tax period. This means you will have a chance to ignore taxes for that year.

Some Notices you might receive:

Audit: This is if your Taxes were done incorrectly. You will have to redo all your taxes and be charged an additional 1mil per audit.

Approve: This means your Taxes have been done correctly or your bankruptcy has passed or your Financial Aid has been approved or your Emerge from Bankruptcy has been approved.

## **Other Things**

### **Hardware Add-On/Updates**

Hardware Components and Add-On's can be preformed if you wish to keep a hit or good product in current! Now hardware companies can offer more with their system AFTER ITS RELEASE!

### **During a Time of Bad Financial Situation:**

Most Banks Close to new loans and Sales Slow Down. This also includes the Government being more active. This means that the government will do things to help improve the market!

### **Attack a Competitor**

This Feature will Return Soon!