2017
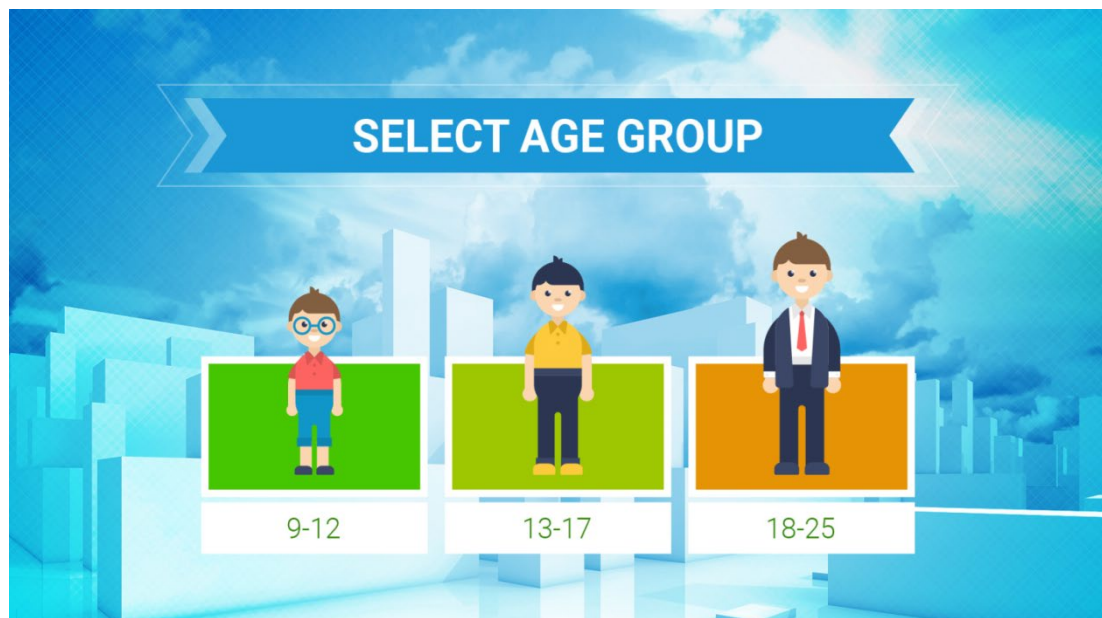
The First Year

1. The game begins after the user presses START

2. The player selects the Age Group: 9-12, 13-17, 18-25. Depending on their choice, the game will be easy, medium or hard. Meaning there will be increasingly more alerts for every level, so more choices to make. Also, the information will be presented based on their age group level on understanding and knowledge.

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)
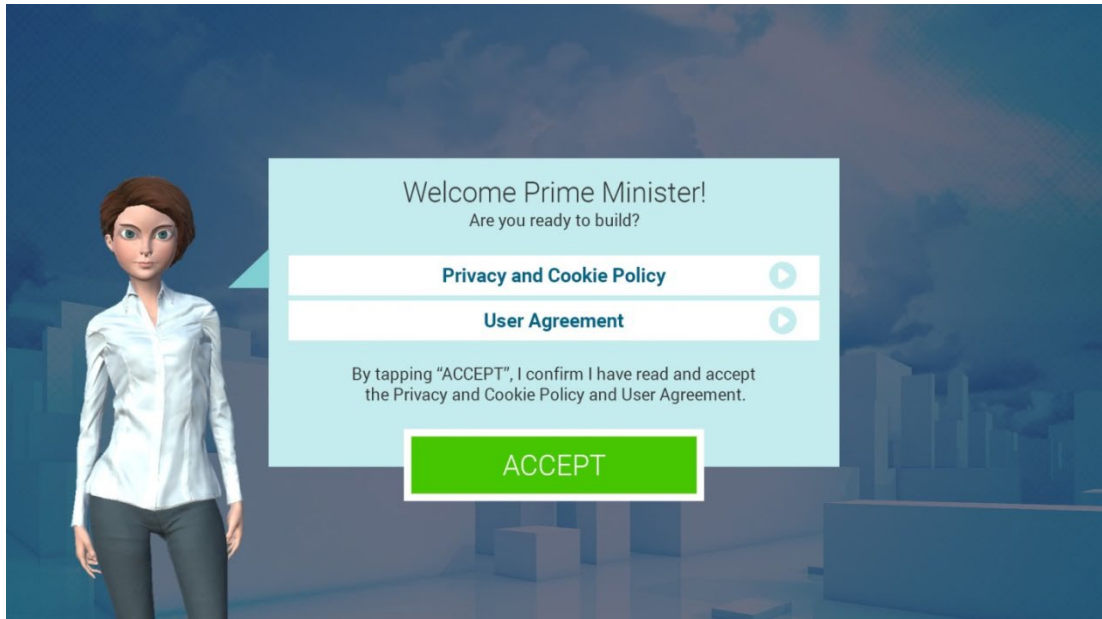
4. The window with the MAIN STORY opens. Here is the story:
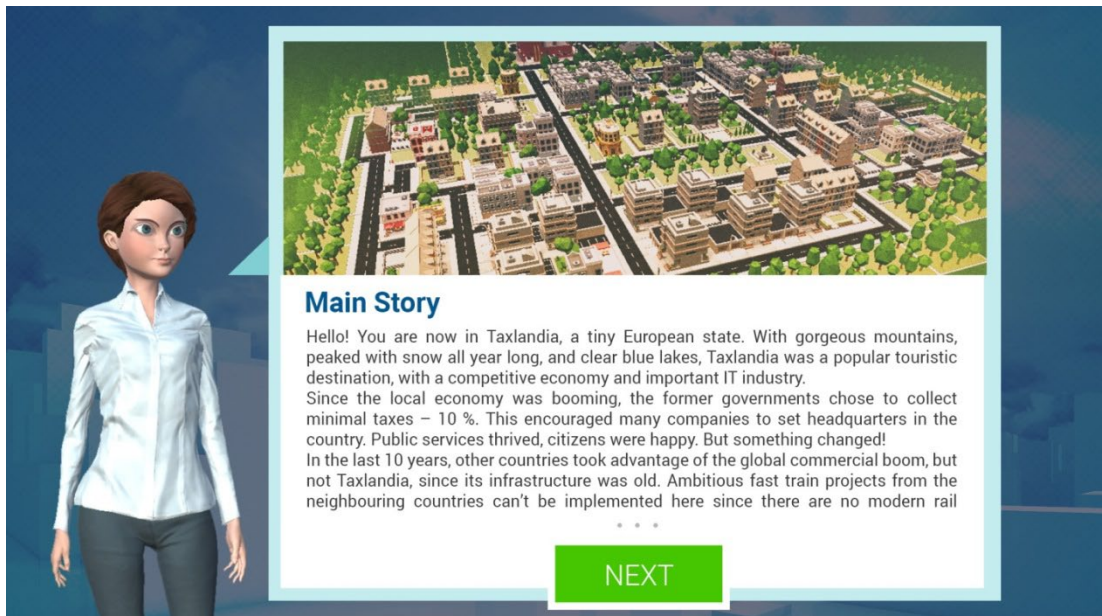
(9-12 age group) "Hello! You are now in Taxlandia, a tiny European state. With gorgeous mountains, peaked with snow all year long, and clear blue lakes, Taxlandia was a popular touristic destination, with a competitive economy and important IT industry.

Since the local economy was booming, the former governments chose to collect minimal taxes: 10 %. 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. With no modern rail facilities or airport, 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 decided to leave the country, refused to pay taxes or even tried to find 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; help people

understand they have to support their public services 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 (10 %) 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 decided to leave the country, refuse to pay taxes or even try to find 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; help people understand that they have to support public services; encourage 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 (10 %) 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. Many citizens and organizations decided to leave the country, refused to pay taxes or even tried to find 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 NEXT and the tutorial begins. A pointer shows the player where to open in order to get information.

6. The Happiness parameter DESCRIPTION:

(9-12) "When Employment is high and Pollution and Criminality are low, people are happy. But when disasters strike, Happiness drops. You will have to spend some money on the things that make people happier (entertainment centers, green areas, sports centers etc)."
(13-17) " When Employment is high and Pollution and Criminality are low, people are happy. But when disasters strike, Happiness drops. You will have to spend some money on the 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)."

HOW IT WORKS:
Total Population: Y

Total happiness: H

An individual can be happy (1 unit) or unhappy (0 units).

The Total happiness: $T=Y$;

The happiness is influenced by the following domains:

- Health
- Education
- Culture & Art
- Business
- Administration
- Tourism

Each domain will have its own assigned budget. Each domain will have a maintenance cost driven by the buildings maintenance cost. When the allocated budget won't cover the maintenance cost, the number of buildings that aren't maintained will produce unhappy people. The value of unhappiness will be the value of the people that occupy the building that is not well maintained.

The total of unhappy people from all domains will be subtracted from the total of happy people and a percentage will be shown to the user.

The Culture & Art, Administration (Green spaces) and Tourism Domains have a positive multiplier added for the happiness level when the maintenance costs are covered. The multiplier will be changed for each age group (2%, 1.7% and 1.5%).

This way the younger age groups will get less alerts and they will find it easier to please citizens = a more fun game to play.

The sliders will be already set at safe values. For example, Happiness will be set at 60%.

Happiness is the main parameter, being influenced by the changes in all the other parameters. If the Happiness ever drops below 20%, this will be the end of the game. A window will appear with the following text: „The population is very unhappy. You have to resign from the Prime Minister office. But you have learnt a valuable lesson and hopefully you will do a better job next time!"

7. The Employment parameter DESCRIPTION:

(9-12) "Employees work in return for payment, based on a contract. From each payment, a percentage of money goes to Tax revenue. Employment is largely influenced by the investment in Business, Tourism, Administration and less by other domains. In its turn, it influences Happiness and Pollution."

(13-17) "Employees work in return for payment, based on a contract. From each payment, a percentage of money goes to Tax revenue. Employment is largely influenced by the investment in Business, Tourism, Administration and less by the other domains. In its turn, it influences Happiness and Pollution."

(18-25) "The condition of having paid work, based on a contract. From each payment, a percentage of money goes to Tax revenue. Employment is largely influenced by the investment in Business, Tourism, Administration and less by the other domains. In its turn, it influences Happiness and Pollution."

HOW IT WORKS:
Employment rate= E%
Total income (people+buildings)(internal value)=(A+Z*Y*2/3*12)*E%

8. The Pollution parameter DESCRIPTION:

(9-12) "Pollution is influenced by the growth of Business, by the decrease of investment in Education and Administration and it influences the Happiness and Health of the population."
(13-17) "Pollution is influenced by the growth of Business, by the decrease of investment in Education and Administration and it influences the Happiness and Health of the population."
(18-25) "Pollution is influenced by the growth of Business, by the decrease of investment in Education and Administration and it influences the Happiness and Health of the population."

HOW IT WORKS:
Total Pollution: K

An individual can pollute (1 unit). A building can pollute the same units as the number of occupants.
The Total pollution: K=Y (total population) + sum of all buildings occupants (except building blocks);
The pollution can be influenced by the activity of the following domains:
•   Health
•   Business
•   Administration
•   Tourism
The level of pollution is the number of occupants of the buildings that aren't maintained.
The business domain has a negative multiplier of pollution (2%, 3.5%, 5%) according to each age group. The Administration will have a positive impact on the pollution (green spaces) and also a positive multiplier attached to it (20%, 15%, 10%).

9. The **Criminality** parameter DESCRIPTION:

 (9-12) "Criminality appears when the towns are overcrowded (so you need to build more houses); when Administration has a low percentage of the Tax revenue; when Employment is critical."

(13-17) "Criminality appears when the towns are overcrowded (so you need to build more houses); when Administration has a low percentage of the Tax revenue; when the Employment is critical."

(18-25) "Criminality appears when the towns are overcrowded (so you need to build more houses); when Administration has a low percentage of the Tax revenue; when the Employment is critical."

HOW IT WORKS:

Total Criminality: C

 An individual can commit crimes (1 unit).

The Total happiness: $C=Y$;

The criminality can be influenced by the following domains:

• Education
• Culture
• Business**
• Administration
• Tourism

** Business is linked to employment/unemployment. With unemployment increases crime chance.

The Business and Administration domain will have a negative multiplier for each age group (2%, 3%, 4%) and (4%, 6%, 8%) and a positive multiplier for Administration (10%, 15%, 20%).

Active population (internal): $Y*2/3$ (we assume that from 3 individuals, one is a kid)

Income per individual/month (internal value): Z (this will be estimated depending on the user level selection)

Income generated by possibly active people (internal value)=$Z*(Y*2/3)$

Income generated by buildings (internal value)=A (will be obtained from all the active buildings/year)

10. Statistics DESCRIPTION:

(9-25) "All your actions as a Prime Minister have consequences for your people. Pay attention all the time at how the parameters change.

See all financial information from all the domains you manage as Prime Minister:

How much is the Tax level for current year?

How much you loose if Happiness drops under 10%?

How much are Income and Expenses of your country budget?

How many alerts you didn't solve last year?"

11. The Next Year button shows:

(9-25) „When you decide you are done with investing this year, you can click this button and go into the next year."

The player has complete control over two of the most important resources: time and money. They can decide anytime to go to the next year, regardless of the state of the game. If they didn't solve all the problems, the next year will start with an explosion of icon alerts and with an almost empty pocket (Tax Level revenue). This way they will learn that there are consequences if they didn't finish their job: budget adjusment, tax level adjustment, solving the alerts, investing in development.

12. The Budget button:

It contains the Tax revenue value (plus the Reserve Fund) and the table of domains, with their intended expenditures. *(see their explanations bellow, at their respective chapters)*

DESCRIPTION:

Budget

(9-12) "This is a summary of estimated income from taxes and the expenses you plan on making in every domain. Assign funds for every domain by pulling the sliders."

(13-17) "This is a summary of estimated income from taxes and the expenses you plan on making in every domain, along with proposals for how to meet them. Assign funds for every domain by pulling the sliders."
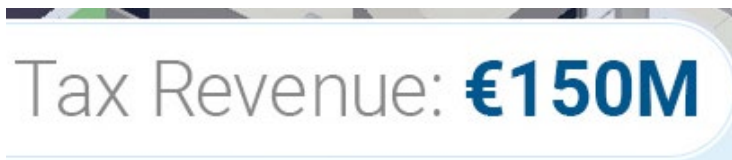
(18-15) "This is a summary of estimated income from taxes and the expenses you plan on making in every domain, along with proposals for how to meet them. Assign funds for every domain by pulling the sliders."

The pointer indicates a balancing scale icon, to press.

13. Clicking on the balancing scale icon, the detailed window will appear:

14. Click on Tax Revenue button:

DESCRIPTION:

(18-25) "Tax Revenue

The revenues you collected from taxes on income and profits, from social security contributions, from taxes put on goods and services, payroll taxes, taxes on the ownership and transfer of property, and other taxes.

All the revenues from taxes are split between:

- The Reserve Fund for emergency situation (10%)
- The state expenditure for the public domains (90%)"

(for the description for the other age group, we will send texts on Tuesday, 4th of July)

HOW IT WORKS:

Total Tax revenue = Total income*P

The used formula is for **Total Tax revenue budget** is:

(A+Z*Y*2/3*12)*E%)*P

The value can be seen also below the slider when you make the modifications

The tax level can be modified by the player and the percentage can be seen above the slider (top right).

ADVICE FOR MODIFYING THE TAX LEVEL:

(9-12) "The tax level was 10% when you became Prime Minister. But you promised to unblock public investments and bring progress to your country. It is time to raise the taxes. Be careful, though! People will protest if the tax level is too big!"
(for the description for the other age group, we will send texts on Tuesday, 4th of July)

15. After increasing the Tax level, the PM has to split the tax revenue into 6 categories of activity domains financed from the national budget: Health, Education, Culture & art, Business, Administration, Tourism, plus **a pre-determined 10%** for the Reserve Funds.

The remaining **Tax Revenues (90%)** will be available to allocate to the following domains:

The internal formula will be
Tax Revenues=(A+Z*Y*2/3*12)*E%)*P*90%

The user can allocate budget by splitting it on the 6 domains below:

The sliders will be pre-determined like this:

- Health – 10% of tax revenue
- Education – 10%
- Culture& art – 10%
- Business – 20%
- Tourism – 20%
- Administration – 20 %

The domains DESCRIPTIONS:

a) "When you invest in Health (build or upgrade hospitals), the Happiness grows, the Employment grows, the Tax revenue grows because you collect more Taxes. It is recommended that 5% of the budget is maintained for this area of activity to remain functional. If less, you can redistribute funds from areas where you didn't spend yet. It is called budget rectification."
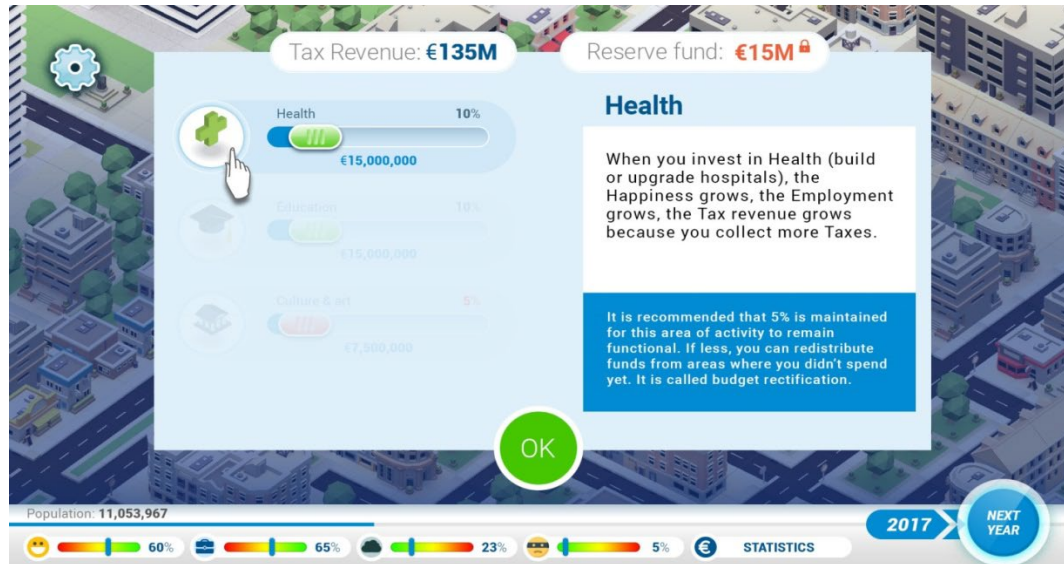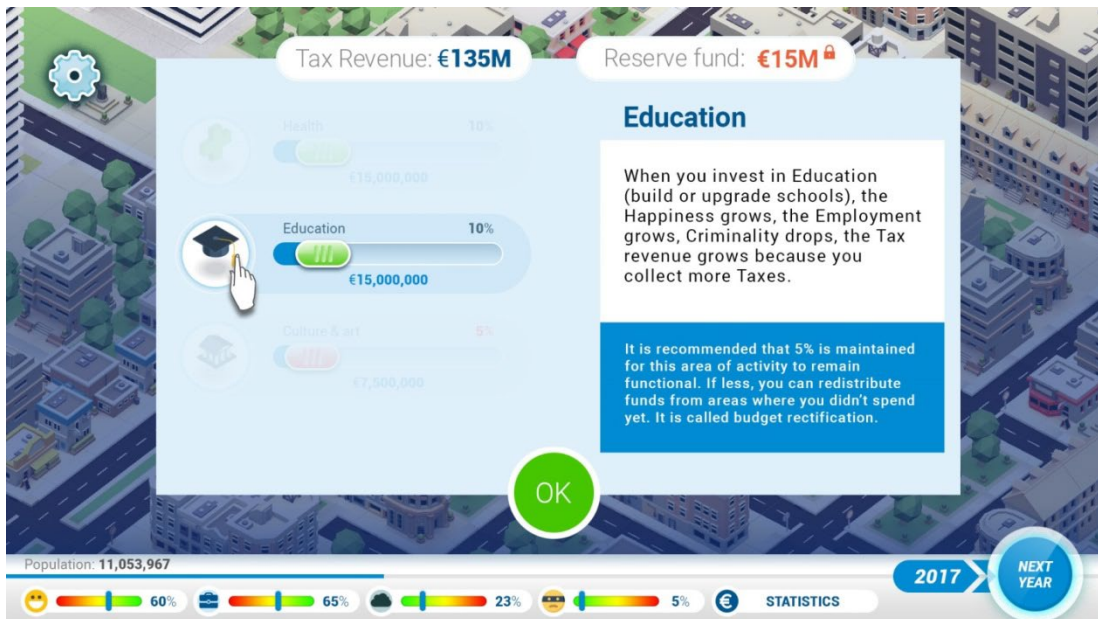

HOW IT WORKS:

By assigning 10% of the Tax Revenues for Health, the user will get funds that will be used to pay the Hospitals and clinics running costs. The sum that remains after the costs are being paid will be available to make investments (upgrades) in buildings of the same category.

If the allocated budget won't cover the building running costs, alerts will be deployed within the country and the users will be informed about the risks that are involved.

If the assigned budget will cover the buildings running costs but won't be enough to upgrade a hospital for example, the user will need to make a Budget Rectification and will need to assign more budget on the Health Domain.

b) "When you invest in Education (build or upgrade schools), the Happiness grows, the Employment grows, Criminality drops, the Tax revenue grows because you collect more Taxes. It is recommended that 5% of the budget is maintained for this area of activity to remain functional. If less, you can redistribute funds from areas where you didn't spend yet. It is called budget rectification."

HOW IT WORKS:

For Education, the main affected buildings will be the schools. The budget will be spent on running costs and the remaining funds (will be shown within the upgrade menu of a building) can be used for making upgrades to the existing buildings.

The same mechanics will apply to the other domains.

c) When you invest in Culture & art (build or upgrade theatres), the Happiness grows, the Employment grows, the Tax revenue grows because you collect more Taxes. It is recommended that 5% of the budget is maintained for this area of activity to remain functional. If less, you can redistribute funds from areas where you didn't spend yet. It is called budget rectification.
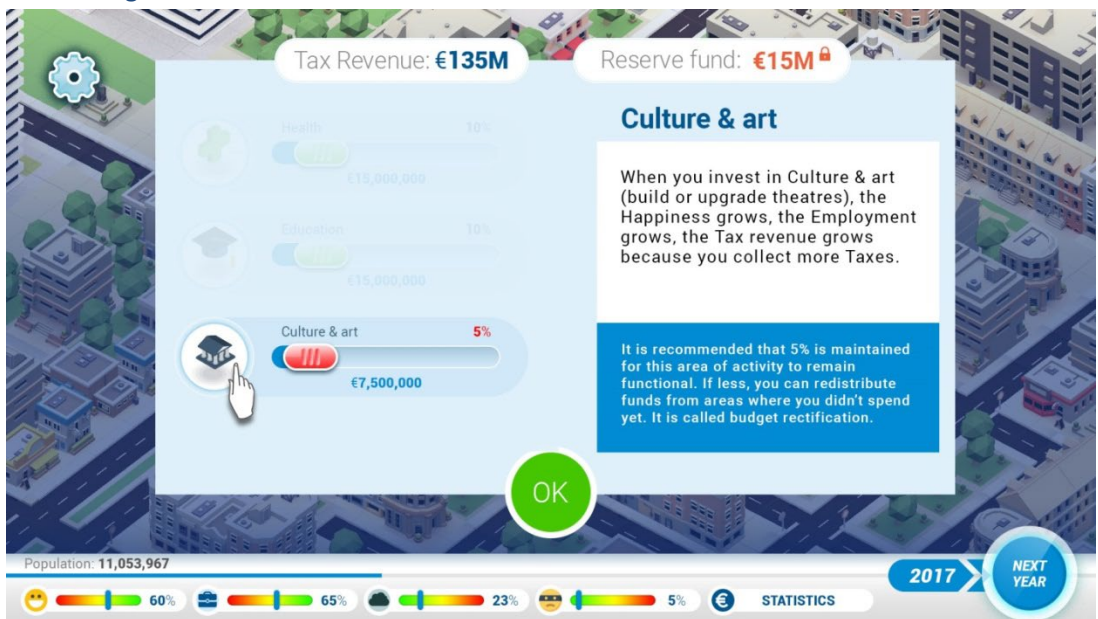
d) When you invest in Business, the Employment grows, the Happiness grows, the Pollution grows, the Tax revenue grows because you collect even more Taxes. It is recommended that

5% of the budget is maintained for this area of activity to remain functional. If less, you can redistribute funds from areas where you didn't spend yet. It is called budget rectification.


e) When you invest in Administration (Police, Fire Dept., clerks, town utilities) the Happiness grows, the Employment grows, Criminality drops, the Tax revenue grows because you collect more Taxes. It is recommended that 5% of the budget is maintained for this area of activity to remain functional. If less, you can redistribute funds from areas where you didn't spend yet. It is called budget rectification.
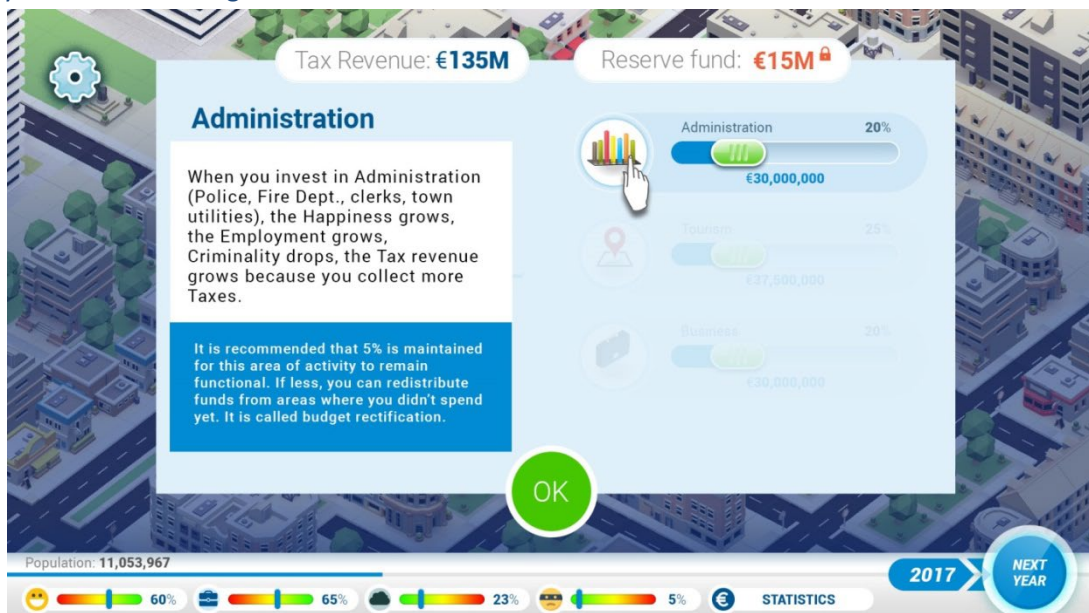
f) When you invest in Tourism (hotels, stadium, new railroad) the Happiness grows, the Pollution grows, the Employment grows, Criminality grows, the Tax revenue grows because you collect even more Taxes. It is recommended that 5% of the budget is maintained for this area of activity to remain functional. If less, you can redistribute funds from areas where you didn't spend yet. It is called budget rectification.
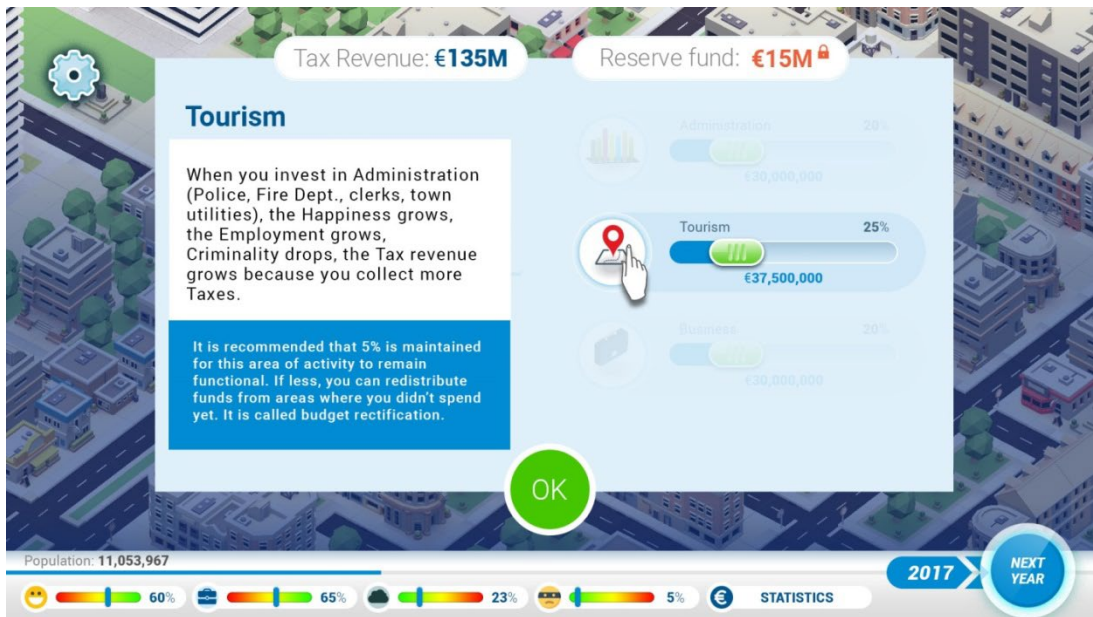
g) The Reserve Fund

DESCRIPTION:

(18-25) "The Reserve Fund is for all the unexpected situations. If there is no emergency this year, the funds will roll over to the next year. But if you use the funds, 10% of your Tax Revenue money will be automatically distributed next year as Reserve Fund."

When an unexpected event occur, the player gets a warning: "Now you can access the Reserve Funds!"

HOW IT WORKS:
From the Tax revenue, a budget a 10% will be automatically assigned to a **Reserve fund** (for emergencies)

The internal formula is:
Reserve fund = $(A+Z*Y*2/3*12)*E\%)*P*10\%$

HOW BUDGET RECTIFICATION WORKS:
When the players want to put more money from taxes to a domain, they have to select another domain and take the money fromt there.
1. First, go to the domain from where you want to take funds from.
2. Drop the slider. (i.e. 5% decrease from Culture & Art / Administration / Education etc.)
3. The funds are added back to Tax Revenue
4. Now use the slider to redistribute the money to the domain in need.
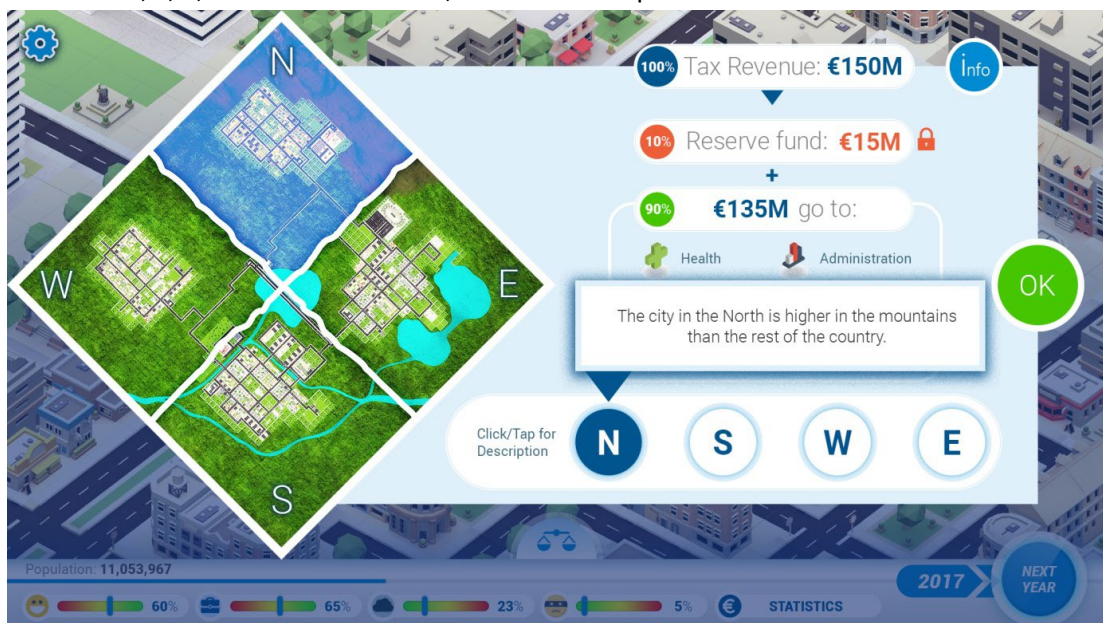5. If the funds for a domain are exhausted, the player gets a warning.

The PM presses OK.
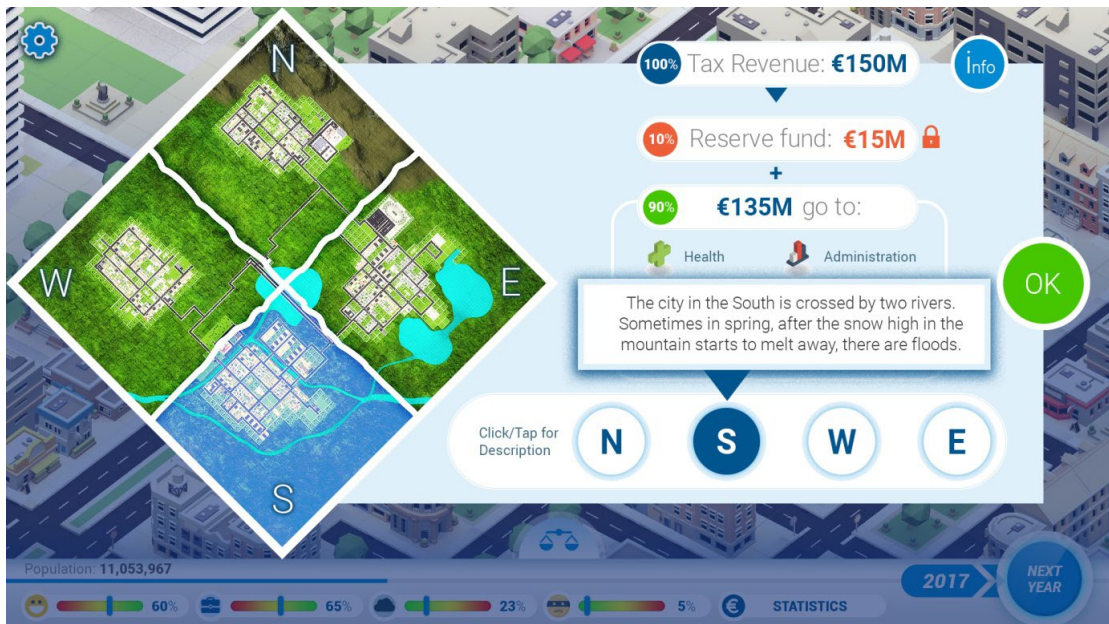
16. The geographical map:
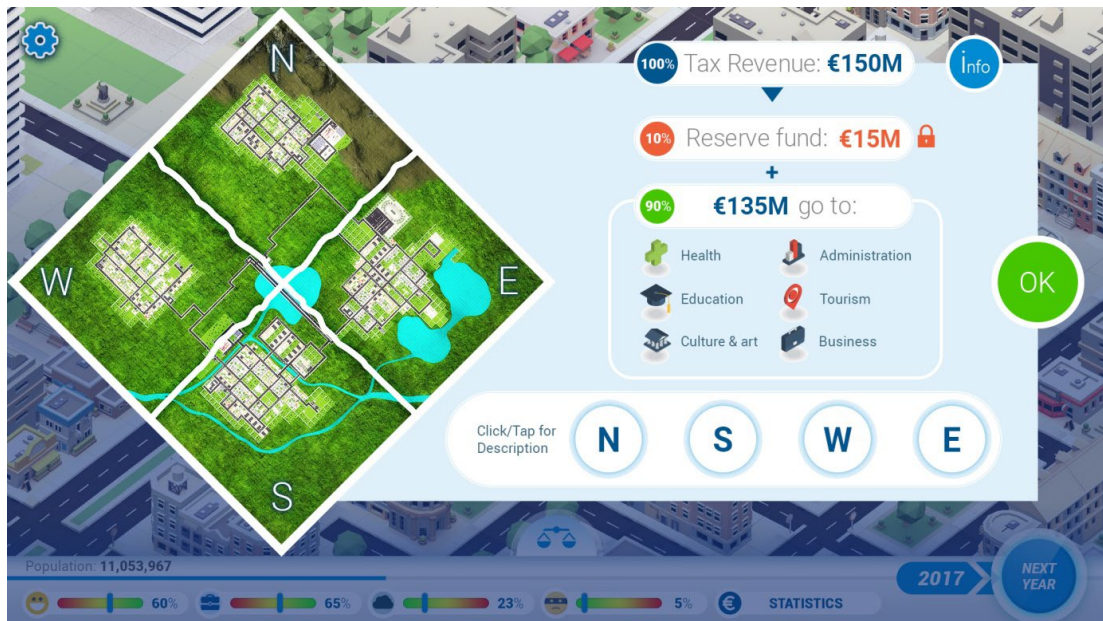
The map is split in 4 regions/towns: North (N), South (S), East (E), West (W). The regions are clickable, when a city view opens.
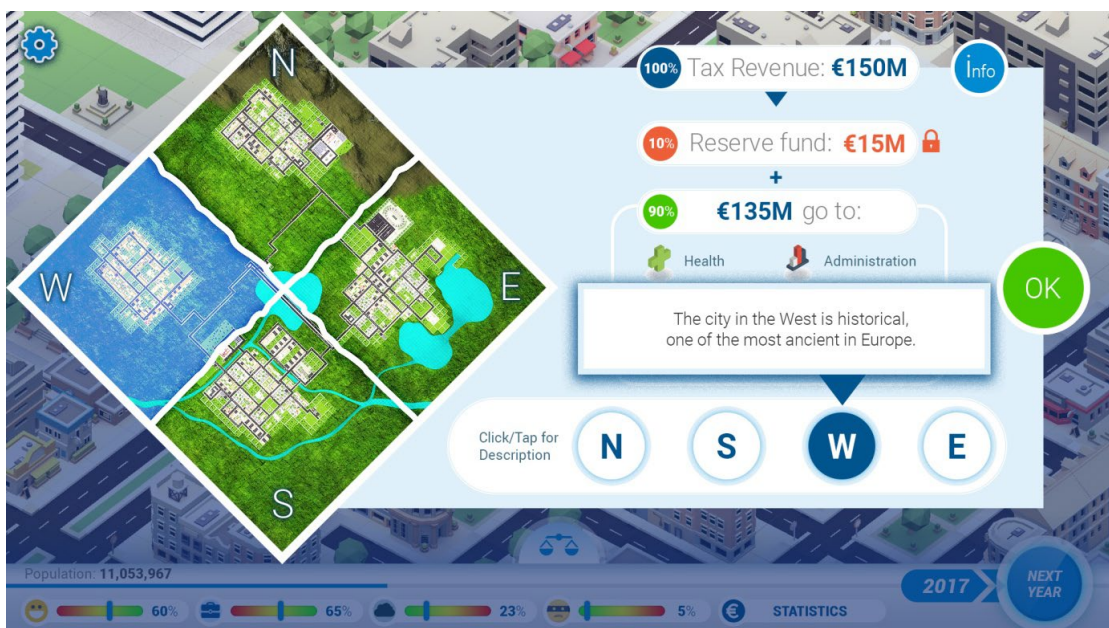The icons N, S, E, W are also clickable, with a short explanation for each one:

N: "The city in the North is higher in the mountains than the rest of the country."
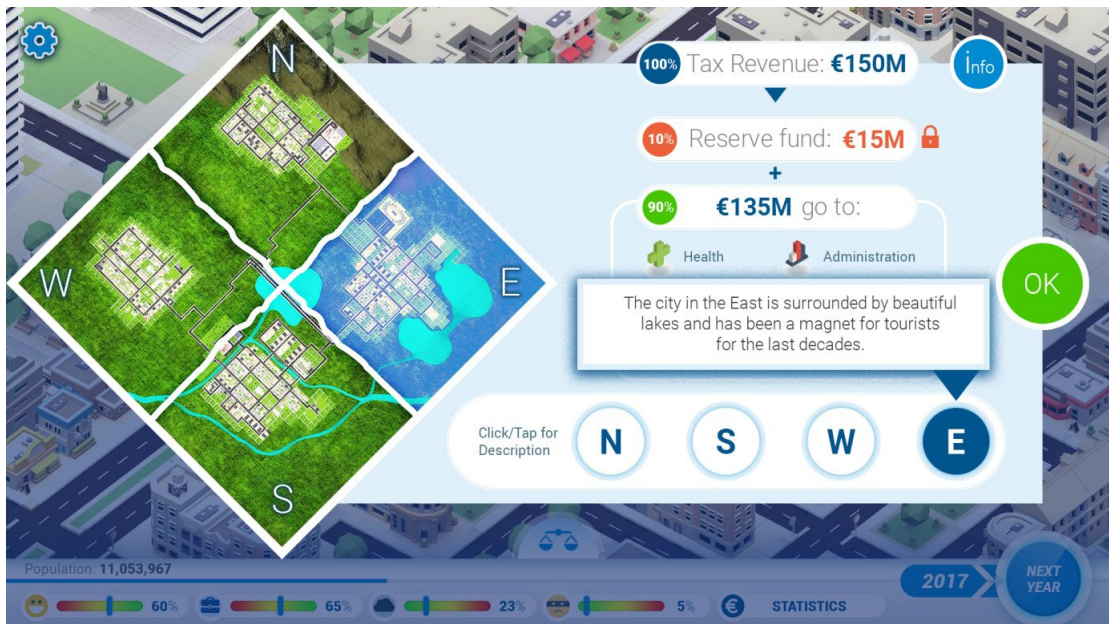
S: "The city in the South is crossed by two rivers. Sometimes in spring, after the snow high in the mountain starts melting away, there are floods."

W: "The city in the West is historical, one of the most ancient in Europe."

E: "The city in the East is surrounded by beautiful lakes and has been a magnet for tourists for the last decades."

17. The Statistics board

It has all the data you need to know as Prime Minister:
- on the left: the incomes and expenses on every domain during the current year
- on the right panel, the forecast of possible alerts to face
- below, the total income and the total tax value not in percentage, but in millions of EUR

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

16 alert icons types 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).

- Bank alert

The city is growing, more and more people need bank services. It is time to upgrade this building, invest in new equipment and technology.

Fix now?

Yes/No

- School alert

The school is too old and outdated - look at the worn walls and the chipped blackboards! It needs repair, new smartboards, new furniture.

Fix now?

Yes/No

- Police alert

This police station is too small and unequipped properly. Invest in new equipment and a new training hall for police officers.

Fix now?

- Town Hall alert

No wonder the town hall clerks are so grumpy, look at their office building! The walls need repairs, the furniture is outdated and they don't even have Internet. This situation needs to be improved!

Fix now?

Yes/No

- Business office alert

The business is expanding but how can you attract new investment in such a small place? Businessmen need larger offices, hi-tech equipment and a recreational hall for those late hours at work.

Upgrade now?

Yes/No

- House Block alert

Babies are born every day in your country. And with your daring economical policy, people from other countries are moving in. With the population rising, you need new house buildings!

Fix now?

Yes/No

- House Block 2 alert

House Block alert

Babies are born every day in your country. And with your daring economical policy, people from other countries are moving in. With the population rising, you need to upgrade and update your house buildings!

Fix now?

Yes/No

- House Block 3 (same as House Block alert 2)
- Administration alert

No wonder the administration officials are so grumpy, look at their office building! The walls need repairs, the furniture is outdated and they don't even have Internet. This situation needs to be improved!

Fix now?

Yes/No

- Fire Department Alert

The firemen need a new building! This one is too old and a hazard to the good citizens of this town. Invest in a larger building for the Fire Department, with a training hall for the firemen and a small animal rescue shelter.

Fix now?

Yes/No

- Hospital alert

This hospital is a hazard for the patients and the medical staff! It needs repair, new equipment and a comfortable restroom for doctors.

Fix now?

Yes/No

- Shop alert

Some people are complaining that they have to travel too far to buy their groceries. The shop is too small, the furniture is worn and walls are chipped. It is time to build a new shop, larger, with lots of light coming in and a new electronic surveillance system.

Fix now?

Yes/No

- Monument alert

There are a lot of famous people who wrote history in your country, from the general who won the famous battle in South Town during the World War II, to the nurse who helped discover the smallpox vaccine. If you honour them by raising monuments in their memory, you will become very popular in this country.

Build a monument now?

Yes/No

- Park alert

This looks like the perfect spot to build a park. Citizens need fresh air and a lot of recreational space. When they walk in the park, they are happy!

Build a park here?

Yes/No

- Park alert 2

This morning, the citizens in this neighbourhood petitioned the town hall for a bigger park for their children. It might be wise to make them happy and increase the leisure areas for them!

Upgrade this park?

Yes/No

- Green spaces alert

Keep pollution under control with larger green spaces. Clean, light filled green spaces inside the city attract both tourists and local people to spend more time outside.

Upgrade the green spaces?

Yes/No

- Factory alert

Taxlandia is famous for the state-of-the-art tech components built in its futuristic looking factories. But the workers and engineers complain about the cramped space inside the factory – they need more space and they deserve a sports & recreational hall by the workplace. It's time to reward their hard work!

Upgrade the factory?

Yes/No

- **Hotel upgrades**

(9-13 age group) The hotel industry is one of the biggest and fastest growing industries in the world; so either you build new hotels or upgrade the ones you have and invest in new technology for them. What to do?

Cost: 5,000,000 EUR

Advice windows:

(good) Build a new grand hotel, for the tourists flooding in; invest in Cloud technology, wireless internet and smart building system for it and for the hotels you already have. You will see the results in the next years!

(bad) Unfortunately, this large investment will cut the fewer funds for the town's necessities, like hospitals, schools, fire department, police etc. Your country's Happiness is in danger!

- Airport

Tourism was your country's pride and money resource. But for people from distant corners of the world it is very difficult to reach Taxlandia. Build a modern airport and connect your country to the world!

Cost: EUR

Advice windows:

What to do?

(good) Invest in a hi-tech building, with large airplane tracks and a modern airplane fleet and bring your country to the 21st century.

(bad) Less money for other investments that could provide jobs (and tax revenue) for people that do not work in Tourism.

18. 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).
    "Read the info carefully and decide if you want to invest or not.
    HOSPITAL
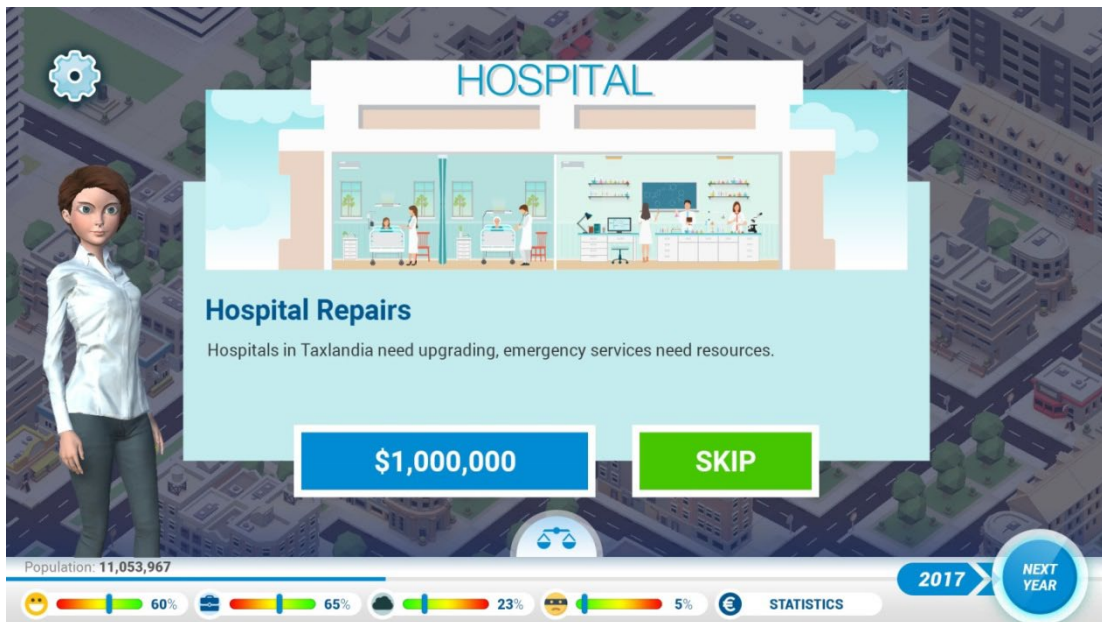
Hospital repairs

Hospitals in Taxlandia need upgrading, emergency services need resources.

EUR 1,000,000 / Skip"

Whatever button the players choose, this advice follows:

"What to do?

Invest in Health and increase people's Happiness and create job opportunities? You will be popular in this town!
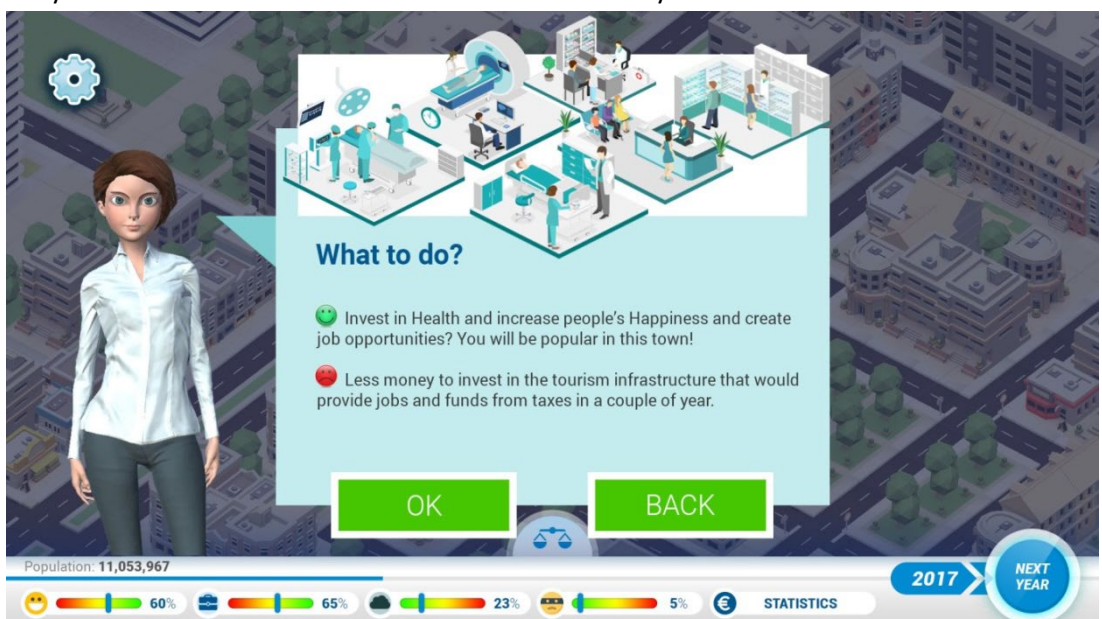
Downsize: Less money to invest in the tourism infrastructure that would provide funds from taxes in a couple of years. Those might be times for regrets!

If they decide to skip:

"What to do?

Save the budget to bring back the times when tourism made this country rich, had job opportunities?

But you still have to find a solution for the healthcare system."

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

19. PM presses Next Year. A window with a warning appears: "Read the Statistics for 2017"
    Press OK.
    Statistics for 2017 include:
    - Annual tax level
    - Penalty if Happiness drops to less than 50%
    - Graphics for every parameter's budget
    - What alerts remain to be solved from the current year for the next year (by cities)

    When the player increases the tax level, Business, Happiness, Employment drop.
    The PM can access the current year Statistics anytime they need, by pressing **a** button in the game.
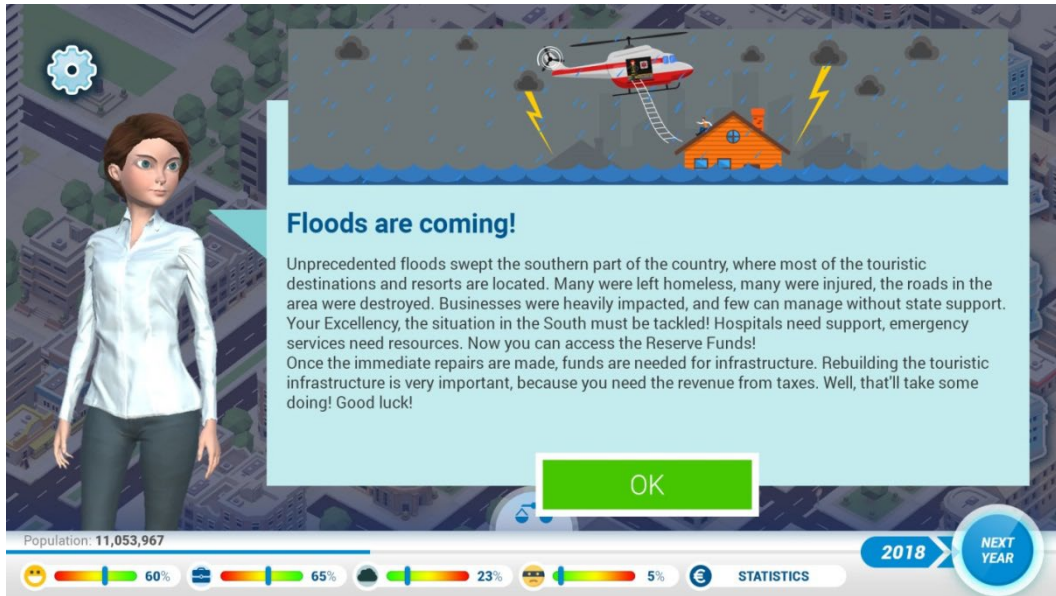

20. If the PM selects Next Year and then presses OK, the game enters a new year. The workflow starts again.
    But there will be an unexpected event every year.
    2018 starts with the South flooded.

2018

1. Main story

(9-12 age group) ”Unprecedented floods swept the southern part of the country, where most of the touristic destinations and resorts are located. Many were left homeless, many were injured, the roads in the area were destroyed. Businesses were heavily impacted, and few can manage without state support.
Your Excellency, the situation in the South must be tackled! Hospitals need support, emergency services need resources. Now you can access the Reserve Funds!
Once the immediate repairs are made, funds are needed for infrastructure. Rebuilding the touristic infrastructure is very important, because you need the revenue from taxes. Well, that'll take some doing! Good luck!”

(13-17 age group) ”Unprecedented floods swept the southern part of the country, where most of the touristic destinations and resorts are located. Many were left homeless, many were injured, and the roads in the area were destroyed. Businesses were heavily impacted, and few can manage without state support.

Your Excellency, the situation in the South must be tackled. Hospitals need support, emergency services need resources. Now you can access the Reserve Funds!
Once the immediate repairs are made, funds are needed for infrastructure. Rebuilding the touristic infrastructure is very important, because you need the revenue from taxes. Well, that'll take some doing! Good luck!”

(18-25 age group) ”Unprecedented floods swept the southern part of the country, where most of the touristic destinations and resorts are located. A large number of people were left homeless, many were injured, and the infrastructure in the area was destroyed. Businesses were heavily impacted, and few can manage without state support.
Your Excellency, the situation in the South must be tackled. Hospitals need support, emergency services need resources. Now you can access the Reserve Funds!

Once the immediate repairs are made, funds are needed for infrastructure. Rebuilding the touristic infrastructure is very important, because you need the revenue from taxes. Well, that'll take some doing! Good luck!"

2.   The PM splits the Tax revenue tax into 6 categories of activity domains financed from the national budget: Health, Education, Culture & art, Business, Administration, Tourism, plus the Reserve Funds (the 7th) (See the budget details in Flowchart Year 1)
The PM presses OK.

3.   There are FLOOD icon alerts in the South Town. There is water in some parts of the city, where it's been flooded.
The player has to press the icons and pay for repairs. All the payments are made automatically from the Reserve funds. The repairs are calculated in such manner that they will not exhaust the funds. There will be enough left for the following action.

4.   A window appears with info and with the good and the bad consequences if they choose to address the alert (advices).

"Read the info carefully and decide if you want to invest or not.
"Weird weather fronts in South Town
The forecasts indicate that global warming led to the formation of weird weather fronts in South Town. The National Weather Institute reports that heavy rains will be a lot more frequent. What to do?
a)   Spend money to use the excess rain in order to create new touristic facilities (e.g. manmade lakes, canal networks to collect flood water)? Pay EUR 3,500,000
b)   Take the chance and use the money to organize events to cheer the public after the difficult times in the recent past? Pay EUR 150,000"

They can press any of the buttons and the following advice will appear:

5.   Once the special situation has been tackled, life in Taxlandia goes on. The icon alerts appear throughout the cities, as the development of the country progresses.

6. The PM may access the current year Statistics anytime they need, by pressing **the Statistics** button on the map.

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

2019

1. Main story

Railway System

(9-12 age group) Tourism was your country's pride and money resource. But with outdated trains and no airport, how can you keep up with other countries? Build a high-speed rail system and connect your country to Europe's modern infrastructure.

Cost: 10,000,000 EUR

Advice windows:

What to do?

(good) Invest in the top of the range "bullet trains", the fastest trains in the world, and bring your country to the 21st century.

(bad) Less money for other investments that would provide jobs (and tax revenue) for people that do not work in Tourism.

(13-17 age group) Tourism drops at its lowest level in the last decades. The biggest problem is Taxlandia's traditional infrastructure, which cannot be connected to the Europe's modern infrastructure. It is time to invest in a high-speed rail system for Taxlandia!

Cost: 10,000,000 EUR

Advice windows:

What to do?

(good) Invest in the top of the range "bullet trains", the fastest trains in the world, and bring your country to the 21st century.

(bad) Less money for other investments that would provide jobs (and tax revenue) for people that do not work in Tourism.

(18-25 age group) Tourism drops at its lowest level in the last decades. The biggest problem is Taxlandia's traditional infrastructure, which cannot be connected to the Europe's modern infrastructure. It is time to invest in a high-speed rail system for Taxlandia!
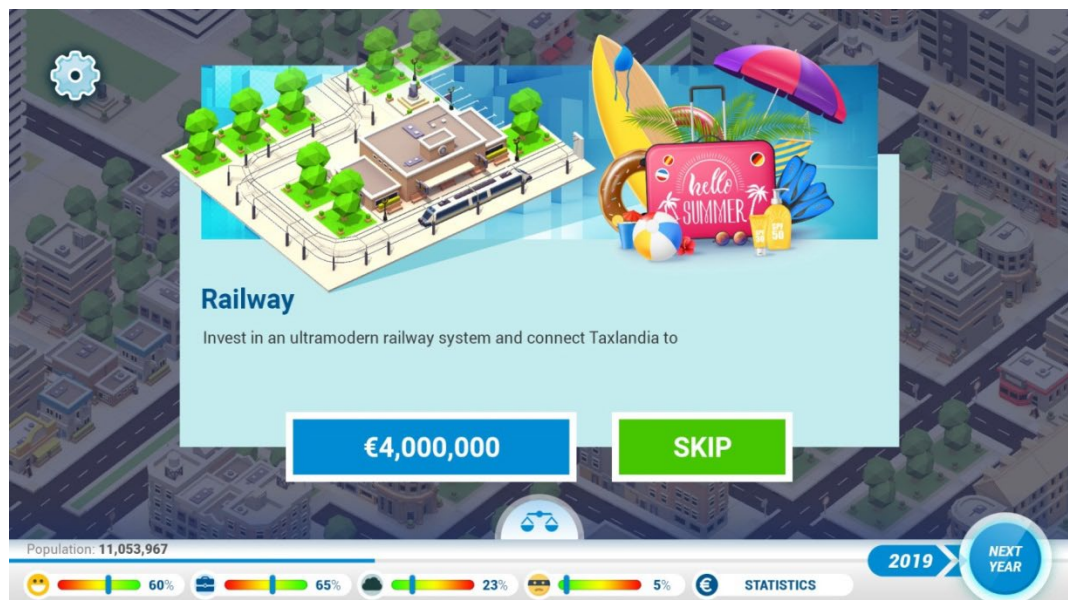
Cost: 10,000,000 EUR

Advice windows:

What to do?

(good) Invest in the top of the range "bullet trains", the fastest trains in the world, and bring your country to the 21st century.

(bad) Less money for other investments that would provide jobs (and tax revenue) for people that do not work in Tourism.

2. Once the special situation has been tackled, life in Taxlandia goes on. The icon alerts appear throughout the cities, as the development of the country progresses.
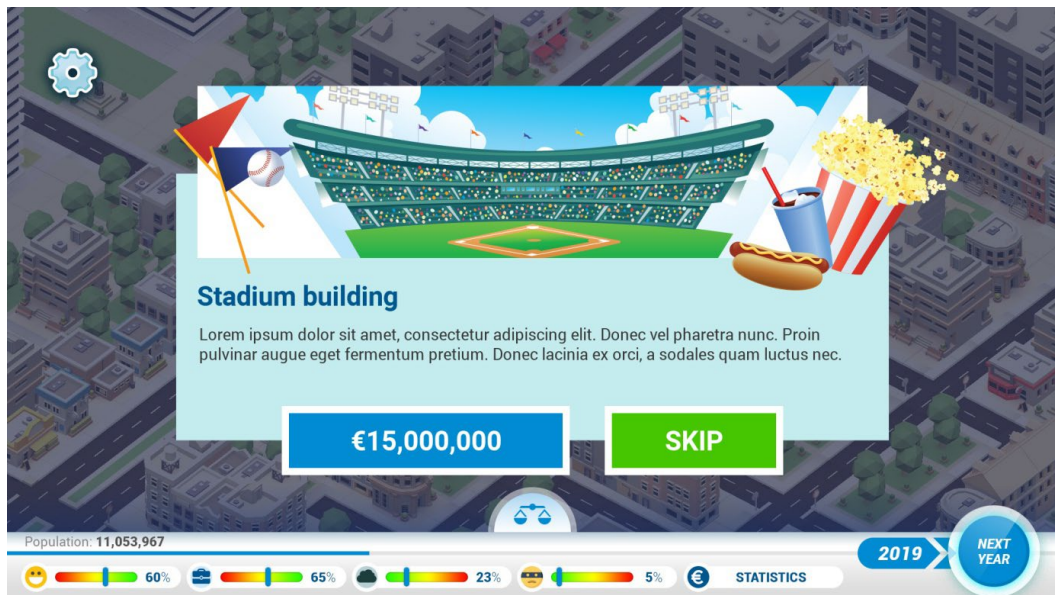
3. The PM may access the current year Statistics anytime they need, by pressing **the Statistics** button on the map.

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

2020

1. **Main Story**

Stadium

(9-12 age group) Great news! It looks like your country will host UEFA Championship this year! You have to build a large stadium for the games.

Cost: 35,000,000 EUR

Advice windows:

(good) The revenues from tickets and advertisement sales will support investment in areas like sustainable energy, education and environment. You will boost tourism (and your popularity as well) in your country!

(bad) The investment is so large, that you will most likely have to raise the tax level. And your town alerts will remain unanswered!

(13-17 age group) Great news! It looks like your country will host UEFA Championship this year! You have to build a large stadium for the games.

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(18-25 age group) Great news! It looks like your country will host UEFA Championship this year! You have to build a large stadium for the games.

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2. Once the special situation has been tackled, life in Taxlandia goes on. The icon alerts appear throughout the cities, as the development of the country progresses.

3. The PM may access the current year Statistics anytime they need, by pressing **the Statistics** button on the map.

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

2021

1. **Main Story**
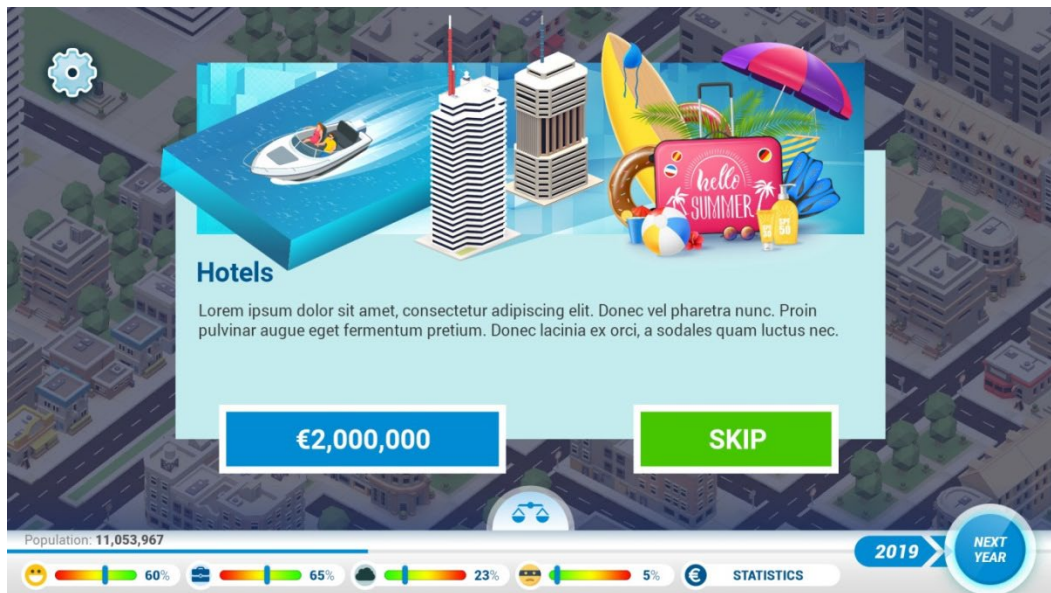   (9-13 age group)

Hotel upgrades

(9-13 age group) The hotel industry is one of the biggest and fastest growing industries in the world; so either you build new hotels or upgrade the ones you have and invest in new technology for them. What to do?

Cost: 5,000,000 EUR

Advice windows:

(good) Build a new grand hotel, for the tourists flooding in; invest in Cloud technology, wireless internet and smart building system for it and for the hotels you already have. You will see the results in the next years!

(bad) Unfortunately, this large investment will cut the fewer funds for the town's necessities, like hospitals, schools, fire department, police etc. Your country's Happiness is in danger!

2. Once the special situation has been tackled, life in Taxlandia goes on. The icon alerts appear throughout the cities, as the development of the country progresses.

3. The PM may access the current year Statistics anytime they need, by pressing **the Statistics** button on the map.

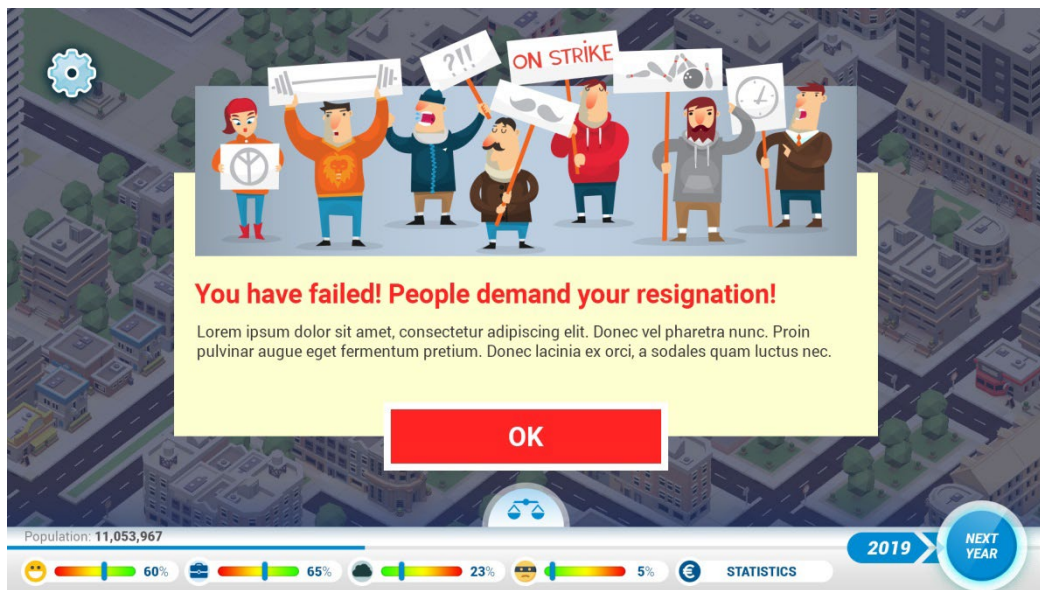4. When you reach year 2021 and complete all the tasks, the game ends.

GAME COMPLETE

DESCRIPTION:

„Congratulations! You are a great Prime Minister and you made your country flourish again. You deserve a place in history books!"
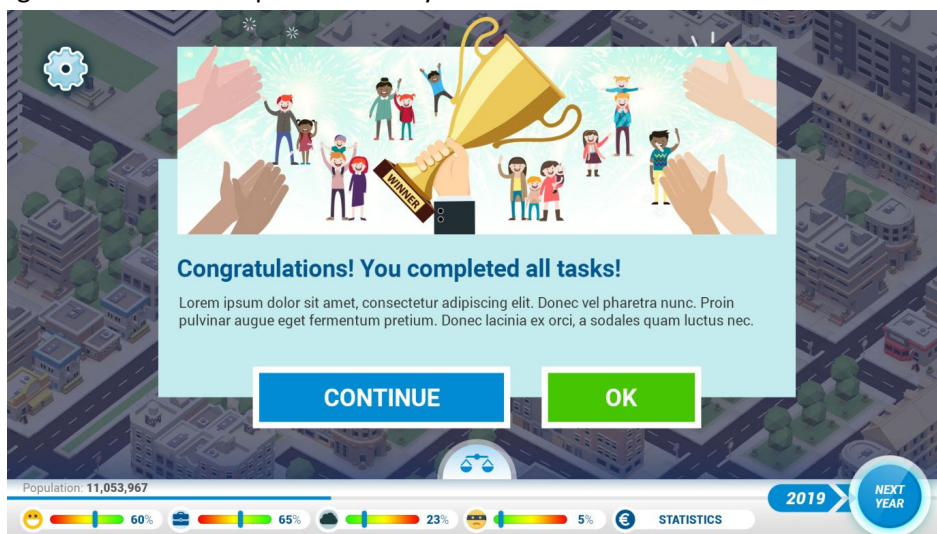
GAME FAIL

If the Happiness parameter drops under 20% (after a lot of bad economical decisions, tax raises etc), the Prime Minister is fired.

DESCRIPTION:

„You have failed! People demand your resignation!

It is not easy to be Prime Minister. Your country's Happiness dropped alarmingly so it's time you resign and go back to school. You can start again when you feel ready!"