

ENERGY AUCTION

INTRODUCTION

The game Energy Auction is a C64 game written in BASIC. It is based on the game Environmental Auction which has been created as "Hybrid Board Game" at the POLLIWOG GameJam at the Alpen Adria University in Klagenfurt am Wörthersee during the 4-5/10/2019. While the original game had an offline component in form of a board representing the world map and focused on sustainability the game Energy Auction renounces this and focuses mainly on the auction part of the game.

THE GAME

The game can be played with at least 2 players. There are no computer-controlled players. The more players the more fun. Everybody starts with a certain amount of money. The target is to use the money wisely to buy as many and as profitable energy sources as possible.

Each round goes as follows:

1. Computer selects several energy forms
2. Current user chooses one of the energy forms
3. All users bid (offline / social part of the game:-)
4. The winner of the bid wins and pays for the item
5. Income of the plants is calculated
6. Special events happen (not implemented yet)

After the last round is played a final calculation is done. Each power plant makes 1000 points and the remaining money is halved.

BIDDING

Bidding can be done several ways. You might do it like within a normal auction where everybody can shout out his price and the highest bidder wins. You just could go around clockwise and if nobody increases the bid within one round the highest bid wins. Or you could just bid anonymously by writing your highest bid on a paper. After that you compare the values and the highest bid wins.

HINTS

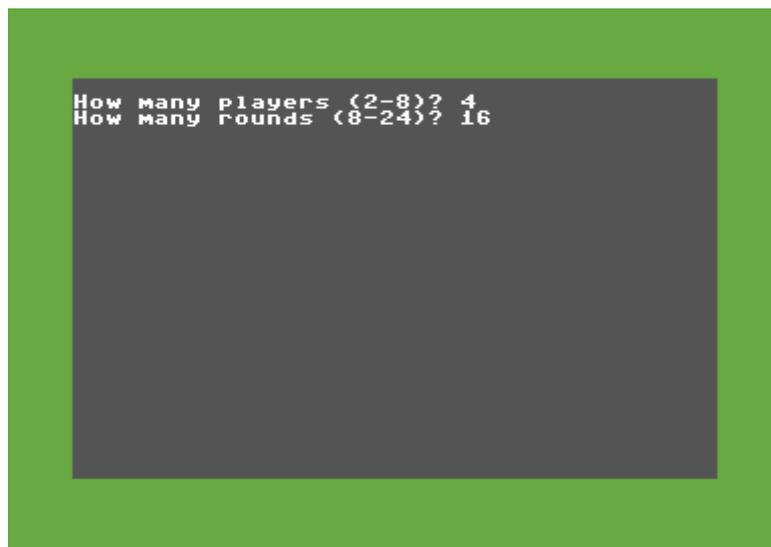
At the beginning you get 5000 money. If you have 4 players and 16 rounds, then each player can buy 4 energy forms. That means the average price should be around 1250. But remember, the better the energy form and the earlier you buy it the more you can pay. Additionally, you get much more money for an energy form if you have bought more than one of them. Obviously, you should try that, and your opponents should try to prevent that.

PLAY THROUGH

STARTING SCREEN



INITIAL SETUP



PRODUCT SELECTION

```
Energy Auction Round: 1 / 16
Product  S  1  2  3  4  1x  2x  3x
1 Solar  30  .  .  .  .  10  30  60
2 Water  20  .  .  .  .  20  60  120
3 Wind   0  .  .  .  .  30  90  180
4 Bio    0  .  .  .  .  40  120 240
5 Wood   0  .  .  .  .  50  150 300
6 Coal   0  .  .  .  .  60  180 360
7 Oil    0  .  .  .  .  70  210 420
8 Atom   0  .  .  .  .  80  240 480

1: 5000  2: 5000  3: 5000  4: 5000

Current player 1 please select item!
Item? █
```

Select one of the yellow marked energy forms that are on the market. In this case Solar and Water.

After that do the bidding (see above) "offline".

ENTER WINNER OF THE AUCTION ROUND

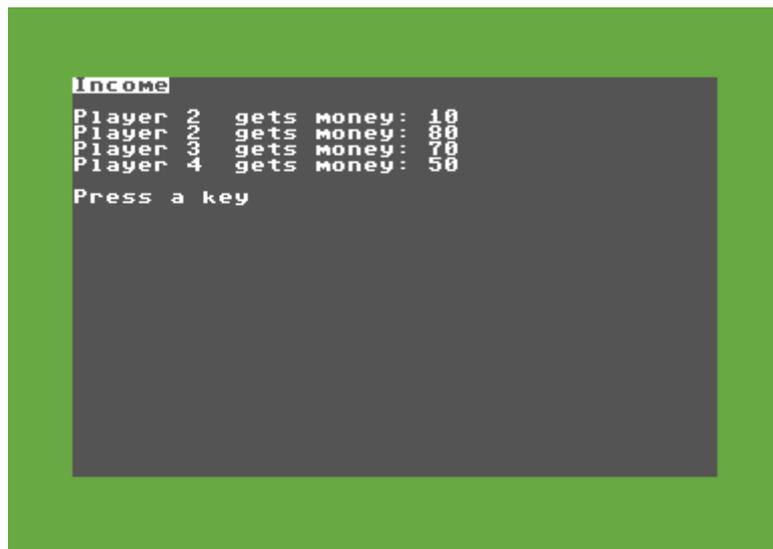
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6 Coal   0  .  .  .  .  60  180 360
7 Oil    0  .  .  .  .  70  210 420
8 Atom   0  .  .  .  .  80  240 480

1: 5000  2: 5000  3: 5000  4: 5000

Current player 1 please select item!
Item? 1
Enter data of the winner...
Player? 2
Money? 1100█
```

Who won? And how much he has to pay?

INCOME

A screenshot of a terminal window with a green border. The terminal text is as follows:

```
Income
Player 2 gets money: 10
Player 3 gets money: 80
Player 3 gets money: 70
Player 4 gets money: 50
Press a key
```

Each round you get your income and you can go with the next round.