

Game Dev Tycoon

V 1.0 By Apocbox



You have been mysteriously transported back in time to the beginning of the PC revolution. Whether you are going to take the chance and start your very own video game company or just going to chill is up to you.

Take this 1000 points to spend. You will stay here for anywhere from 10 to 35 years.

There are no origins. You can enter as either a drop in or an already existing person. Choose your age and sex for free.

Perks

You get 2 discounts per price tier. Higher tier discounts can be used on lower tiers. Discounted perks worth 100 are free and the rest is 50% off.

Basic Skills – Free

You have some good programming skills, being able to make rather decent games for both G64 and PC, as well as being able to quickly pick up different coding languages and figuring out how to make games on new consoles extremely fast.

Boundless Creativity - 100

Your mind can generate new, original, and exciting ideas whenever you want to, giving you plenty to work with while not making you any more scatterbrained than before due to a boosted ability to commit to finishing your work.

Game Reports - 100

Whenever you release any sort of thing to the public, you start to get comprehensive breakdowns of what people liked and disliked about it as well as why, even if they themselves do not know it. You can stop and resume this reports coming at any time you want.

Contract Work - 100

It is extremely easy for you to find jobs for your available skills, with opportunities to make some good money just jumping at you. This doesn't make new jobs; it just points you in the direction of already existing ones.

Finding Talent - 100

No matter how good you are by yourself, you will eventually need help for bigger projects. Not to worry, as not only do you have great luck in finding skilled people who are willing to work for you, it also seems they are all rather compatible with your personality-wise, allowing for great friendships to blossom rather quickly.

Custom Engines - 100

Figuring out how to implement features you want into new engines you make is a really fast and smooth process, and your creations usually run very well, even if they are

crammed full of stuff, allowing for extremely complex systems to exist.

Never Taken Off The Shelf - 200

Your products, as long as you keep manufacturing them, will never stop selling. The amount will probably drop as times go on and the popularity diminishes, but your stuff can sit on the shelf for years before someone comes and picks it up to buy. And it doesn't even cost you more to keep it there, beyond the initial normal pay.

One Man Team - 200

Who needs help when you've got yourself? You are capable of somehow doing the work of several people at the same time, like coding the game and drawing art for it simultaneously. You will start out by being able to do three different things but can train it up more with no theoretical limit, although it would become harder and harder to do so as you progress.

Bug Repellent - 200

Half the time right before you are about to make something you would have considered a mistake in hindsight, you get a sort of jolt and an awareness of what that mistake would have been as well as some knowledge of its possible consequences.

Market Awareness - 200

You have an intrinsic awareness of trends and general things the public currently likes as well as a good guess at what they currently don't even know they want, being able to introduce new and exciting things for them that many people would enjoy.

Train Up - 200

Having good people working with or for you is great, but if they stay on the same level as when you hired them while you yourself grow beyond it, it might cause some issues.

Well, not to worry, as you are able to quickly bring up people to your level of skill through some personal lessons. Interestingly, you also develop a deeper understanding of things you teach. Guess they were right that you learn more yourself when you teach things to others.

Rigorous Improvement - 400

But to teach others, you actually do need to be good at whatever it is that you are teaching yourself. Which you have no problems with since you now learn and train ten times faster if it's something you aren't particularly interested in or even faster if you are actually excited and engaged in the particular thing you are learning about or training.

Team Effort - 400

You are capable of temporarily sharing any and all of your powers, abilities, perks, and so on with any number of people at any strength. The only catch is that those people need to be within a few dozen meters around you, with your gifts disappearing the moment they leave that radius.

Throw Money At It - 400

Ah, the dream of every investor and lazy CEO. The ability to improve things by blindly throwing money at them. From speeding up the development of a game to improving the quality of its graphics to getting rid of bugs and so many more things. Hell, you don't even need to work on something yourself to be able to do it; as long as your friends, coworkers, workers, students, or any other people working with, for, or under you are doing it, you can throw money at them, and the more you give, the better the effects.

Fast Research - 400

You are exceptionally good at figuring out both how things that already exist work and how to make them more efficient, as well as being able to create new, never-before-

seen stuff and do so incredibly fast, being able to compile a new game engine full of bleeding-edge programming in a matter of weeks if not days.

Perfect Combos - 400

Like the genius that figured out PB&J sandwiches, you are a master of figuring out perfect combinations of things as well as being able to actually unite them together to create something better than the sum of its parts. This can affect pretty much anything from ideas to gaming genres to physical items to magic spells to your powers and perks.

Items

You have additional 300 points to spend here exclusively. You get 2 discounts per price tier, with 100 discounted items being free. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times. You can combine compatible items like Nice Ride and DeLorean DMC-12.

Dingy Garage - Free

A rather spacious place that is usually meant to store cars and tools that you reorganized into your game development studio. Oh, it's attached to a single-story small suburban house, but who cares about that? You'll be spending most of your time in the garage anyway. Has all the bills paid for, so there's that.

Basic Station - Free

A relatively good PC for the times you are in but otherwise is rather unremarkable, besides having no need to be plugged in to work. Has a somewhat generic game development program with a similarly generic game engine installed on it.

Who Needs Sleep Anyway? - 100

A six-pack of whatever brand and flavor of energy drinks you want. Each one provides a physical and mental equivalent to about four hours of the best sleep imaginable. You get a new pack 24 hours after you drink the last can.

Small Office - 100

Well, a garage is good and all, but it doesn't exactly scream professional or have enough space for all the workers you can hire, so you've got this. A rather spacious office with all the bills prepaid and guaranteed to never have a power outage, even if hit by an EMP blast. Somehow. Also boost development speed and quality of any video game made here a bit.

Up To Date - 100

You get the freshest and completely unbiased news on any topic you want. It can only be news that a top journalist in whatever world you are in could have produced, so if some topic or knowledge requires more skill or ability to procure than they have, then you are out of luck.

Do It Faster - 100

A keyboard in your chosen design that is perfectly suited to you, preventing typos and boosting typing speed five times, having no theoretical upper limit of button pressing detection with whatever it is connected to always being able to keep up.

Nice Ride - 100

A regular car that you both legally own and can drive, even if you usually wouldn't have been allowed, like being underage. It always has a full tank, it's battery has infinite charge, it is always clean, and it never breaks down. You can choose any car, but it's a DMC DeLorean by default.

Public Presence - 200

While it is usually the TV channels, newspapers, and sites that go and offer to talk to people, you can actually send a request for an interview to any such group and have it agreed on in a short amount of time as well as publish it just as quickly, even if they would have usually refused to even consider talking to you. You can only send one such request a week.

Tim Crook - 200

You have a contact with a rather nice guy who's willing to lend you big sums of money at zero interest rates and custom pay dates and amounts. He's rather understanding if you have good reasons as to why you can't pay but will not loan you any more money in 10 years or until the next jump, whichever is sooner, until you pay him up. Will stop being so nice if you abuse his trust for too long and will break your kneecaps, no matter how strong you are.

Anti-Pirate Feature - 200

An infinite set of stickers that will disappear once placed on an item, making it unable to be stolen, and can even somehow be placed on non-tangible things like game code, digital drawings, game mechanics you invented and so on.

Perfect Port - 200

A program that automatically and instantly converts any sort of program or game to another platform. It will have all the same bugs and may not run as well if the hardware is worse than what it was originally designed for.

Licensed Work - 200

Once a month you can choose a single franchise or a singular piece of media to get a right to produce one canonical instance to add to it, be it as a sequel, prequel, spin-off, or something else. If it performs well, you will get

the right for another instance in the same franchise and will retain it as long as the quality holds.

Full House - 400

A group of six people who are loyal to you, and each is able to boost any single one of your perks by a couple of times as long as they are within a few dozen meters away from you, with you being able to switch what they are boosting with a thought. They act as followers but can be imported as companions in future jumps, sharing a slot and purchases.

Hardware Lab - 400

One of the best places to make new consoles and custom PC parts, being able to supply the majority of the basic components as well as automatically produce anything you have blueprints and materials for. Everything produced here ends up being a bit better than it is supposed to be.

Dev Room - 400

This currently empty room is actually one of the best places to invent and make new stuff, with it boosting everyone's creativity, work ethic, and commitment, as well as relevant skills and work speed massively while inside.

Big League - 400

A giant corporation connected to the video game, hardware, and software side of the market with an appropriate office. Produces great streams of revenue, with you receiving the biggest cut as a sole owner and CEO. Has a good reputation, which is a lot harder to ruin than should be possible, with fans finding excuses for almost anything.

DeLorean DMC-12 - 400

Well, you were thrown back in time somehow, and this seems to be the answer. Even though it is currently in rather shitty condition with almost everything in it broken, this

time machine in the form of the classic car still has a functioning Flux Capacitor, the thing that makes time traveling possible. It's the first version, so it can't fly and still needs plutonium for its nuclear reactor.

Companions

Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

Canon 100

Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Extended Stay + 100 per

Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

It's For Kids Right? + 100

Your friends and family who aren't directly involved in your line of work consider it a rather poor choice and don't believe you can succeed or achieve much in the field, making you constantly annoyed with them and possibly ruining relationships.

Weird Names + 100

Even though PC still means 'Personal Computer', the names of the consoles, games, companies and pretty much anything else are somewhat different, with you periodically confusing the ones from this world and the originals with each other.

Nigerian Scammers + 200

My guy, that's the oldest trick in the book. How the hell did you fall for it? You are rather bad with identifying scammers and, subsequently, lose money to them quite often.

Short Shelf Life + 200

Any product you release will only ever stay for sale from a week to a month, with you being unable to sell it again for at least a year.

No Sequels + 200

Not only are you unable to make any sort of addition to a franchise easily identifiable, like giving it the same name with an additional number, requiring fully unique names for each entry, but trying to make continuations to previous stories almost always results in a flop.

Sail The High Seas + 200

It's frankly ridiculous how much of your property gets acquired illegally. No matter what protections you put up, your shit just gets cracked and uploaded on the net for free within days of release.

Wholly Independent + 200

Not only are you unable to do any sort of adaptations, but you can't even do contract work or sponsorships, requiring you to produce wholly independent and funded products.

Unoriginal Slop + 200

All of your works always get hypercriticized for everything, with people accusing you of constantly stealing and ripping off others, with you needing to provide extensive proof to the contrary to mitigate this.

Day 1 Patch + 200

No matter how much time you spend sieving through the stuff you make, there are always problems, bugs and unfinished touches with whatever you release.

Perfect Game + 200/500

Each year you have to release a 10/10 critically acclaimed game or have your reputation be forever tainted as the shittiest game dev in history. For an additional 200 every game you make has to be on this level.

Fucking "All Games" + 300

All the professional critics and journalists are always displeased with anything you make, lowering the scores and doing smear campaigns, requiring you to constantly suck up and pander to them to receive any sort of normal treatment.

Start With No Money + 300/500

You start out as a homeless person with zero money to your name and no property whatsoever, be it from this jump or previous ones. For an additional 200, you are deeply in debt, with the total amount you owe never substantially decreasing and always slowly increasing.

The Final Choice

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this original Game Dev Tycoon game, that will automatically update to be able to run on anything for free.

Now Choose

Stay Here

Want to stay here? Sure, have fun! Here take additional 1000 to spend here

Go Home

Gotten tired? Very well, good bye. Here take 500 to spend here before you retire.

Next Jump

That's what we're talking about! Here take this chalk board with an image of ping pong that any two people can telepathically control as if it was a real game.

Notes

Changelog
V 1.0 Release