Player Quick-Start Guide

Welcome

Simulation Access

1. Using a new incognito window in your browser (Chrome recommended), navigate to http://jatitan.ja.org.

2. Use the same username and password that you use for JA Connect.

3. Username: _____ Password: _____

4. From the Dashboard, select the **Play the Game** button in the upper right corner of the screen.

5. Select the **Single-Player Simulation** or **Multiplayer Simulation** button, as assigned by your facilitator.
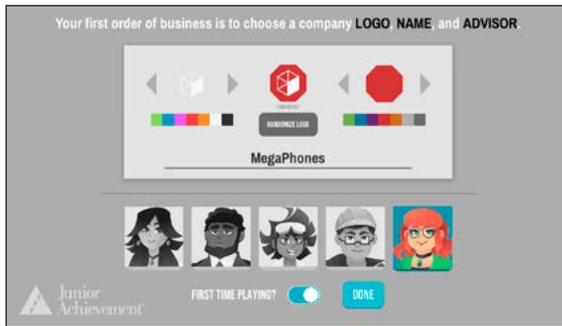
Accessing a Single-Player Simulation

Players compete as companies individually against the simulation's artificial intelligence. Single-player mode is a learning tool designed for practice. The AI companies play at a moderately easy level.

1. Set the difficulty level of the game by adjusting your starting cash-on-hand. Your session facilitator may provide a recommendation.

2. Set the duration of the game by adjusting the number of quarters. (There are four business quarters in one year.)

3. Read and click through the game introduction. Note the Victory Currencies. You want to collect these to win the game!

4. Create your company logo, and enter your company name.

   - **Note:** There is a 15-character limit for your company name.
   - Be sure to choose a name that will appeal to your potential customers.
   - If you choose a name or logo that has already been selected, you will be asked to try again. This can also occur when randomizing a logo.

5. Select your Advisor.

6. Check the **First Time Playing?** checkbox to activate the tutorial.

7. Select **Done**.

About the Advisor

Selecting the **First Time Playing?** checkbox will activate the tutorial.

Tip
Check in with your facilitator for any starting cash-on-hand and game duration recommendations.

In the tutorial, your Advisor will provide a tour of the departments, strategies, and decisions to be made across the entire company. You can exit the tutorial at any time. The tutorial can be reactivated by selecting the "Show Screen Guides" checkbox in the Advisor area.

Advisor Button (lower left corner)

You can "call" your Advisor for help from any company department, and the Advisor will provide general information about that department. In-depth strategy advice and a glossary of key terms can be accessed by selecting the **More** button ⚫⚫⚫ .

Accessing a Multiplayer Simulation

Players compete as companies (either individually or in teams) against each other.

1. In the simulation lobby, you will see a list of available multiplayer games. Games will show up differently, depending on the type of game created.

    - **Games set up by the facilitator with *Manual Quarter Completion*:** Players join the game lobby and wait for the game to start as soon as the facilitator has set up the game in the Content Management System.
    - **Games set up by the facilitator with *Automatic Quarter Completion*:** Games will appear for players 24 hours in advance of the game start time. Players join the game 5 minutes before the start time. Do **not** join a game more than 20 minutes before the start time, or the login will expire.

2. Find the desired game from the list and select the **Join** button.

3. Read through the game introduction. Note the Victory Currencies. You want to collect these to win the game!

4. Create your company logo, and enter your company name.

    - **Note:** There is a 15-character limit for your company name.
    - Be sure to choose a name that will appeal to your potential customers.
    - If you choose a name or logo that has already been selected, you will be asked to try again. This can also occur when randomizing a logo.
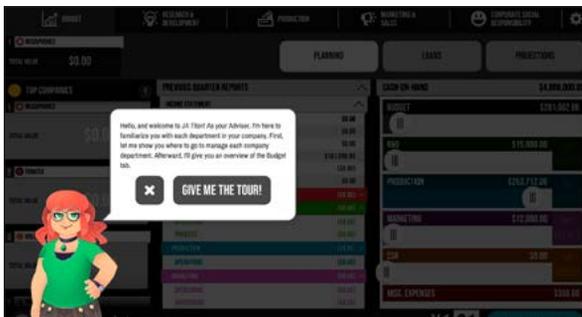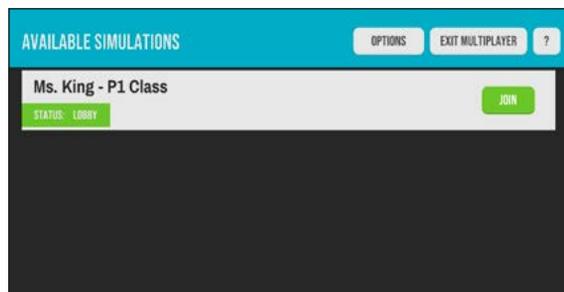
5. Select your Advisor.

6. Check the **First Time Playing?** checkbox to activate the tutorial.

7. Select **Done**.

8. You will be taken to the game lobby. You will see the other companies joining the game (your competition!) and a "Waiting for the Simulation to Begin" message.

> **! Warning**
> If you have not created your logo and company name, chosen your Advisor, and selected **Done** BEFORE the game starts, you will be *locked out of the game* and will not be able to join later.

9. The game will start when the facilitator manually starts the game or at the automatic start time.

Common Mistakes to Avoid

Learn from others, and avoid these common mistakes:

1. Exceeding your budget, which will cause the Next Quarter button to deactivate (*this can be fixed by adjusting your budget slider*)

2. Selecting **Next Quarter** and **Confirm** too early, before you have finished making decisions for all the departments in the company; once you select **Confirm**, you *cannot* go back to the previous quarter

3. Failing to select **Next Quarter** and **Confirm** before the game advances to the next quarter

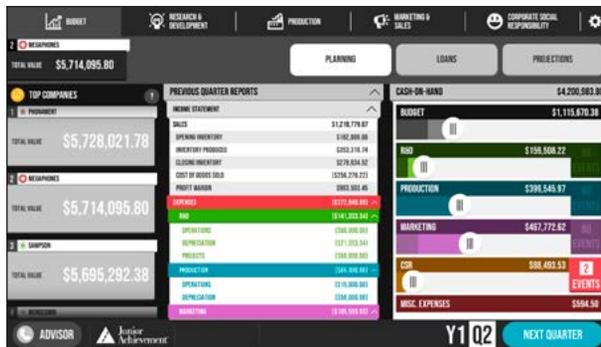## Key Decisions Reference Guide

Read through the following clues, which will help you understand what you need to review or do within each department of your company.

Junior Achievement®

Budget

Planning (Required Each Quarter)

Analyze your income statement and cash-on-hand, and set your budget for the quarter.

1. Set the overall budget for the quarter.

2. Set the budget for each department.

3. Once you have made your decisions on the other tabs, come back to this tab and adjust your budget sliders accordingly.

Loans (Optional)

Consider taking loans, as needed.

Projections (Optional)

1. View the interactions between and the effects of changing your price and production, based on your sales projections.

2. If you change your price or production on this screen, be sure to select the **Set** button, as well.

Research & Development (R&D) Department

Make business decisions for the R&D department.

Report (Required Each Quarter)

Review your competitors' features and the progress of your own features.

Labs (Required Each Quarter)

Manage the capital and decide how many human resources to devote to the R&D department. Hint: You can only gain more teams by building more labs.

Features (Required Each Quarter)

Assign personnel to research and decide which new phone features to develop.

Production Department

Make business decisions for the Production department.

Report (Required Each Quarter)

Review your company's progress from the previous quarter and your competitors' data.

Factories (Required Each Quarter)

Manage the capital and determine your factory's capacity.

Product (Required Each Quarter)

Determine the selling price for each phone so that you make a profit.

Determine your production level by selecting how many phones to produce within your factory's capacity.

Select the new built-in features for your phone (developed by investing in R&D).

Marketing & Sales Department

Make business decisions for the Marketing & Sales department.

Report (Required Each Quarter)

Review your company's progress from the previous quarter and your competitors' data. Pay special attention to market share and which demographics are buying your phones.
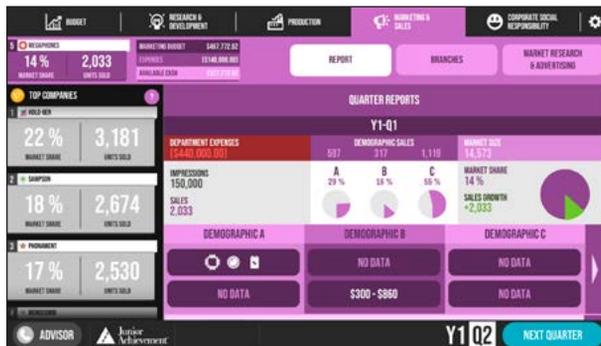
Branches (Required Each Quarter)

Manage the capital and decide how many human resources to devote to the Marketing & Sales department. Hint: You can only gain more teams by building more branches.

Market Research and Advertising (Required Each Quarter)

Assign personnel to three possible tasks:

1. Conduct market research on the preferred phone *features* across the three demographics.

2. Conduct market research on the preferred phone *price* across the three demographics.

3. Advertise to the different demographics. Hint: How will the market buyers know about your phone if you don't advertise?

Corporate Social Responsibility Department

Make business decisions about how your company gives back to stakeholders.

Report (Required Each Quarter)

Review your company's progress from the previous quarter and your competitors' data.

Charitable Giving (Required Each Quarter)

Manage employee bonuses and benefits.

Select a charitable cause to give to and a volunteer effort to support.

Tip

If you are unable to allocate money for charitable giving, go back to the **Budget** tab and Planning area. Use the slider to allocate more funds to the CSR department.