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Life Simulator is a life simulation game, in which you will be a graduate student in the big city. You will live for four years, struggle for money, work, play, and study. During the game, you will meet rich and poor, love and enemies, a genius who gave up, and succeeded. The best way to realize the best four years of your life is to be rich. And in order to be rich, you will have to pay a lot of attention to the process of rich, especially in the academic area. The game begins in academic year 2012-2013. Early in the morning, you wake up in your single room and slowly make your way to your dormitory and take a shower. During the working hour, you are assigned a work unit, and you can complete the work in time. In order to succeed in college life, you need to work hard. You will earn money by working hard, the larger your unit, the more money you earn, and your work efficiency affects your growth. In some instances, you will receive a bonus. In academic year 2012-2013, you will earn an academic bonus of around \$10,000, when you finish a year's course. In academic year 2013-2014, you will be allocated a new room in the dormitory, and a sofa is added. During work, your unit increases to 2. For a seven hours work cycle, you will earn \$1500 - \$2000. In academic year 2012-2014, your academic growth depends upon your work efficiency. You will have 20 academic days for academic year 2013-2014. In academic year 2014-2015, you will be assigned a new room, and a bed is added. In academic year 2012-2014, the academic bonus will be \$10,000 for 8 subjects, and the time to finish the course will shorten to 11 days. The academic bonus will be \$20,000 for five subjects in academic year 2013-2015. Also, you will receive a \$20,000 academic bonus for finishing a year course in one semester in academic year 2012-2014. In academic year 2013-2015, you will have 22 academic days for academic year 2013-2014, but the time to finish the course will decrease to 23 days. In academic year 2015-2016, you will be assigned a new room with a desk, and a door is added. For a 9-11 hour working cycle, you will earn \$3000 - \$6000. In academic year 2014-2016, your academic bonus

### **Twin Jump Features Key:**

**Who are the intended audience?**

**What devices do the game play on?**

**What else could I be interested in?**

**What questions will this answers?**

**PANDO will generate a user manual from this docbook files.**

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