 Record Sheet 3

Part 5

**General Event #4**

Your designers want a pay rise.

Tick the decision you make.

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| --- | --- |
| Decision (choose one) | Do This |
| *Only available if you have unspent money from Part 1 or Part 2 and your Lead Programmer isn’t Eric Merrick:*  Give them the pay rise. |  |
| Tell the designers they don’t get a rise. |  |
| Tell your Lead Designer to tell the designers they don’t get a rise. |  |
| Tell the designers they don’ get a rise, blaming Chief Finance Officer Eddie Reddy. |  |
| Sack a junior designer and give the rest a pay rise. |  |

**General Event #5**

Chief Finance Officer, Eddie Reddy, tells you to add pay-to-win elements to the game.

Tick the decision you make.

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| --- | --- |
| Decision (choose one) | Do This |
| He wants P2W, he gets P2W! Lots of P2W! |  |
| Add a few very minor P2W elements that won’t hurt gameplay much. |  |
| Tell Eddie he can’t have P2W. |  |
| Not only remove P2W, but also remove other hated free-to-play elements. |  |

**General Event #6**

You’re up for an industry award in the USA.

Tick the decision you make.

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| Decision (choose one) | Do This |
| Pick up the award in person. |  |
| Accept the award but don’t go to the conference to pick it up. |  |
| Politely turn down the award. |  |

**Special Events**

If the event applies to you, put a tick or a cross alongside it. Otherwise, ignore it.

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| Event | Do you do this? | Yes/No |
| Esther’s management style questioned. | Examine Esther’s methods. |  |
| Eve and the bigoted artist. | Give the artist his own office. |  |
| Jason and QA. | Let Jason talk to QA directly. |  |
| Jan and the assistant producer. | Side with Jan. |  |
| Vaughan’s team is being head-hunted. | Warn off the recruitment agency. |  |
| Norman touches Michaela’s network. | Side with Norman. |  |
| Keith’s poor attitude towards security. | Try to placate Keith. |  |
| Giles as Chief Operating Officer. | Support Giles’s promotion. |  |
| Frank’s badly-received art style. | Tell Frank to lighten the look. |  |
| Brian’s charity parachute jump. | Let him jump. |  |
| Chlöe’s accessability problem. | Let her work from home. |  |
| Joy over-working. | Let her over-work. |  |
| Out-sourced music woes. | Tell them to redo the low-quality work. |  |