

# Jefferson Game Description

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This description is based on Lorraine's working draft in support of the July 1997 Focus Group. I've put in some changes of my own. We can mark this up if we want to continue working on it. To some degree, this description follows and summarizes a "spectrum" of game elements we've expanded on [here](#).

## Game Description

Jefferson is a "family simulator" in which you are in charge of the creation, maintenance, and happiness of one to six people in your own, specially designed household. You can live vicariously through a dream family in your dream house, or simulate your own family in a model of your own house, and see what excitement your fantasy life holds in store.

To begin, you will need to manage the physical and mental needs of each member of the household. For example, you must make sure they get plenty of rest, food, and comfort to ensure that they stay alert, stress free, and entertained. A graph shows you the physical and emotional state of each person in your family at any point in time.

By taking care of these needs for each person, you ensure that they are fit enough to go to work or school every day and do a good job to make money and build a better lifestyle. You can create your own house and purchase and place the furniture and objects of your choice. However, more "stuff" comes with a cost. A bigger house and more material goods not only cost money to buy and

keep up, but also they increases the maintenance burden in the form of "broken things" and chores.

You also control the quality and kind of friendships for each person in your household. Friendships not only provide mental and emotional satisfaction, your friends can also do you a favor sometime down the road (lead you to a better paying job or do some other kind of favor). You will need to choose when and with whom to make the most promising friendships.

As you play, you'll balance quality of life against material possessions, work against play, and discover the subtle interplay that makes your family an organic unit. You'll also find that "success" comes with its own challenges. A big house and a busy life can be gratifying, but if you don't find your own ways to deal with the increasing chaos of everyday life, you'll find your success short-lived.

How you manage your family determines how successful you're going to be. You can create a family of rich yuppies, scholarly artists, or a party band. Each requires a different approach to making money, friends, and living well.

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