

# Jefferson Spectrum of Challenge

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This page draws out a "spectrum" of gaming challenges and rewards that we find useful in helping to describe Jefferson.

The order the game elements are described below illustrates a few dimensions of game play:

- The failures and successes the player will encounter as they get farther into the play experience.
- The transition from tactics to strategy, on the part of the player, as they wise up to the game.
- A transition from immediate needs to the more long-term aspects of a happy life.

Here is the "spectrum:"

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## Motives

Each family member has a set of mental and physical [motives](#) which determine their overall happiness, happiness that you are trying to maximize. The current state of each motive is displayed in the Family Status window.

The player has to keep the motive levels "in the green" by selecting objects and interactions to satisfy each family member's motives or needs.

When motives become low, a family member will

become preoccupied with that motive, and will probably demonstrate some odd behavior, like fidgeting to go the bathroom, or acting aggravated or weak with hunger.

When a motive level becomes **critically** low, you can expect some *failure state* to arise. Starving people faint or die. Unless people go to the bathroom eventually they, well, you don't want to know.

## Household Objects

Most motives are "serviced" through an interaction between a family member and a household object. (See the [object specifications](#) for examples.)

Soon after starting to play, you'll realize it would be a lot easier to keep your family happy if they only owned more stuff. You can buy them more stuff (so long as you have [the money](#)). It will be up to you to figure out which products your family really needs (from the advertisement copy in the catalog, if you're gullible); either to service their motives, or to save time.

But beware of the false economies; not every object works as you might imagine, and some come with recurring costs in terms of both money and time spent on maintenance, maybe even a secondary adverse effect on some of the motives.

It's a key game design goal that players will covet all manner of expensive objects on behalf of their families; partly to "make life better," and also just to see how they work and how the people interact with them." This drives the desire to keep playing, as well as the desire to keep coming back to our web site to see if we've posted any new objects to download into your game.

It's also important to realize that an object such as

a guitar can, with diligent practice, open up an entirely new world of satisfaction and job opportunities through newly acquired skills.

## Economics

As we alluded to above, your family can't buy every object in the catalog (at least not at first). Certainly, you want to think carefully about what you buy at first, and continue to keep an eye on your wallet.

At least some of your family members better hold down a job. You'll find that getting off to work on time, well rested and groomed (and after a good breakfast!) is essential to keeping your job and getting promoted.

You can also work on your skills (such as computer skills) to get a better job, and your friends (if you have any) may bring great opportunities to your attention. But be careful; jobs come with associated stress, at work and also at home, if nobody's around during the day to do housework and take care of the Manor.

Balancing your spending against your wealth and earnings will be important for insuring that you make effective use of precious financial resources.

## Architecture

Well, now that you're rich and can buy all the stuff you want (whether you need it or not), where are you going to keep it? Yeah, you'll be needing more space.

And not just *more* space, but *well-engineered space*. You know that one bathroom doesn't make it (especially if you're going to throw killer parties). And by now you've picked up on the fact that

although Butch's music really energizes him, it takes a horrible toll on the other family members.

A rich set of easy-to-use tools lets you remodel, landscape, and redecorate your family's home for functional, aesthetic, and "harmonious" improvements. Or, you can save your money and buy your family a finer new home, or even build on a lot from the ground up.

Also, aren't you curious whether owning a finer home will help you connect with a Better Class of friends? It's a lot cheaper to find out how that works out in our game than in your own pitiful life.

Your house is, in subtle yet powerful ways, an *amplifier* for the practical and spritual activities that take place within it, including getting the most from the objects you buy. Long-term planning pays off. So does a little insight into the pragmatic and mystical harmonies in its design.

## Society

So, you've got your family some great jobs, a great house, and lots of cherry stuff. But there's still something missing. Your family members are lonely and bored, and it's taking more and more of your attention to satisfy their "Social" motive.

You also might notice that you're not getting as many friendly visitors as you used to, and the delivery guy cuts across your yard and kicks your cat. What dynamic is at work here? Maybe you shouldn't have let your family members behave like such pricks.

You'll find that when your family acts friendly, that friendship will be returned. You can also build friends by giving and graciously receiving gifts.

After many hours of play you will come to

understand that there is a limit to the happiness of a man without friends, and that without friends, all your material acquisition instincts have been some how come up hollow.

The path to a supreme life for your family requires an early and ongoing "investment" in your circle of friends, which builds on itself. Your friends might help you out someday: they can tell you about great job openings, give you a useful gift, and even loan you money. Once.

And remember, nothing makes a family feel better than to give a truly great party.

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