



STATECRAFT IR SIMULATION

Your Student Manual

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THE WORLD IS IN YOUR HANDS

Welcome, Illustrious Leader! You have entered the Statecraft world, where you and your classmates take the reins of power, becoming presidents, kings, military dictators, Secretaries of State and Defense, intelligence chiefs, UN Representatives, and political advisers (among other roles). This is a learning game designed to replicate core dynamics of world politics. You will face the same challenges, opportunities, and tradeoffs that real world leaders confront every day. You'll see course concepts in action and be able to apply class lessons to your success in the Simulation. As a result, you'll finish the simulation with insight into a host of critical IR concepts, theories, and real world cases.

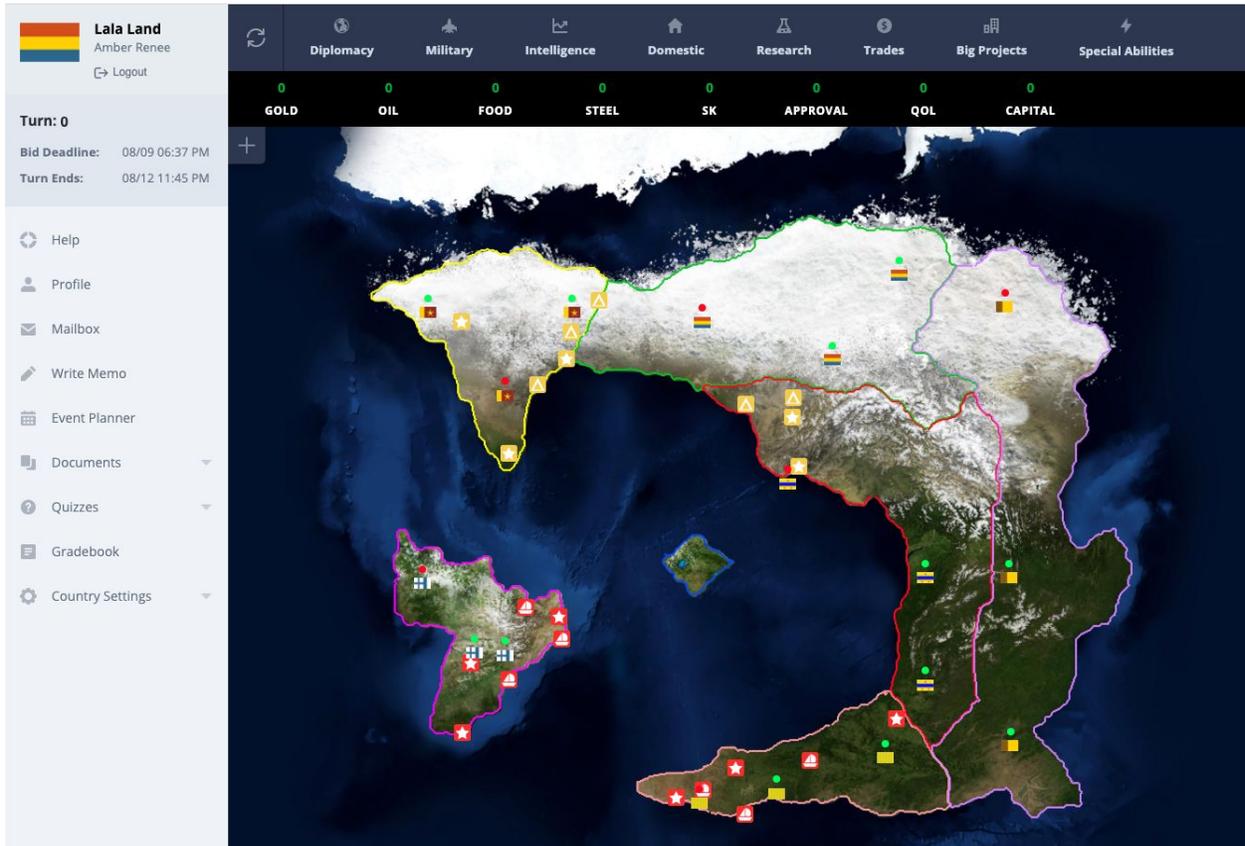
In this simulation there is no one winner—you're simply playing for the highest score possible at the end of the simulation. Your goal is to achieve your strategy and **build the most impressive country ever seen!** Plus, there are competitive awards that only one country can win in each simulation.

You are free to use your country's diplomatic, economic, and military resources to build or to destroy, to work for the betterment of all countries or to focus on maximizing only your own country's wealth, power, and quality of life. It's possible to achieve world peace. It's possible to conquer other countries and become a global superpower. It's possible for you to be completely wiped off the map in total defeat. It's also possible for multiple countries to excel and "tie" at the top but with completely different distinctions. There are literally hundreds of potential outcomes for your simulation; you have ultimate control to define your destiny and choose your adventure. Your instructor will choose the grading specifics for your class.



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OVERVIEW OF THE SIMULATION



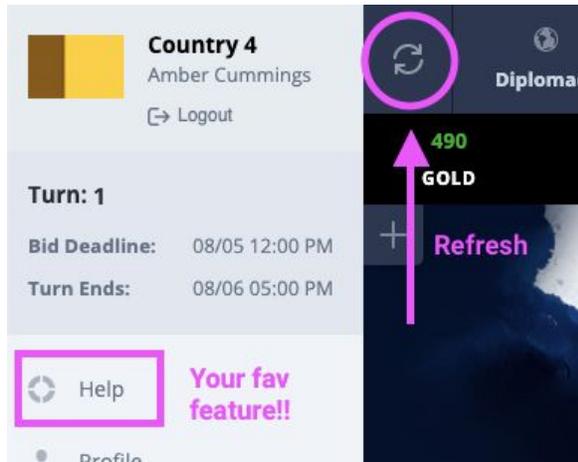
The Map

The Statecraft World Map is where all of the action happens! It illustrates the geographical layout of the world showing resource centers, deserts and mountains as well as the climate situation. Your world will have between six and twelve countries, depending on class size.

The colored lines on the map delineate territory zones belonging to each country. The icons mark cities, military units, landmarks and terrorist occupations. Once your country spies on a foreign country their cities and military units will also be exposed. Clicking on the icons reveals more information, so the best way to get familiar with your map is to click around and simply explore! Top left there's a "+" symbol you can click for a detailed legend key that offers extra map guidance.

Sim Interface

The top navigation houses the simulation features. Behind every label and icon is a set of actions and insights. Beneath the top bar you can see and manage your resources by clicking on them.



The left-hand navigation houses your help and admin functions. You'll use these functions to manage gameplay. Make sure to take advantage of the help section! It houses TONS of tutorials, guides and videos. If you are hunting for specific information **be sure to use the help search feature.**

After you make updates, you can use the "refresh" button here at the top left corner above the map to see the most current version of everything.

Turns

The simulation is organized into a series of "turns" which are the periods of gameplay. Your instructor sets the length and number of turns. During each turn you can make decisions, negotiate, and enter your choices into the system. When the turn "ends," the system calculates the effects of your choices: resources are updated, new structures are built, combat results are calculated, intelligence missions take place, research is discovered, and approval ratings change. At the start of the next turn, you'll receive news messages and can see how the other countries' actions have also affected the world.

Turn 0 is all about configuration and onboarding. You can plot your strategy but you won't be able to make any moves yet. **Turn 1 and beyond** is when things really start happening! You'll be able to take actions to put your strategy in motion, you'll feel the effects of your classmates' moves, and there will be global events that impact everyone in the world.

HOW IT WORKS

This is a light overview to help you understand the basics. Deeper in the manual we provide complete details.

Performance Indicators

- **Goals, Points & Score**

You're playing to achieve the highest score possible at the end of the game. You'll be working towards a few different goals: both collective goals for the entire world to achieve and competitive goals and awards that your country can win individually. Each goal you achieve adds points to your final score.

- **Quality of Life (QOL)**

This is an indicator of how awesome it is for your citizens to live in your country. The calculation will refresh after each turn and you can improve it by enacting domestic and international programs, researching technologies and building QOL structures. It will also go down if you're neglecting your citizens' wellbeing.

Your Country: Domestic Factors

- **Your Citizens**

Within every country are domestic factions, like environmentalists or socialists, who have opinions about how the country should be run and what they do and don't like. They'll give you **approval ratings** each turn that directly affect your political capital. If they get really upset, they'll riot and you'll have to deal with a mess that may equate to potential losses in resources.

- **Sim Currency**

Every turn you'll generate both **Political Capital** and **Resources** which can be invested in country growth and maintenance as well as big moves towards your strategy. If you're low on a resource you can trade with other countries. You can increase your PC and Resources by building structures and enacting programs.

- **Technology & Research**

By researching technologies you'll gain new knowledge that allows you to build structures and enact programs that will directly affect your QOL and resource production.

The World: International Factors

Everything might be just peachy in your country, but don't forget you're part of a world where a lot of other things are happening!

- **Terrorism**

Yup, you just got attacked by pirates. Now what? You're going to have to figure out how

to defend your citizens and prevent future attacks. Should you just wipe them off the map? Is it possible to do this?

- **Global issues**

You'll have to confront issues that affect the whole world like global warming causing a world flood. Will you be the country that tackles this big issue? Is that fair? Maybe another country should do it. You might have to negotiate in the UN.

- **Other Countries**

Every other country is also playing to maximize their points! Watch them closely. You have no idea what they're up to. Should you be friendly or suspicious? Are they trying to hide out and hoard points leaving you to deal with all the major world issues? Are they building up an army to attack you?

Actions

- **Invest in Structures, Domestic & International Programs**

In order to affect your resource, political capital, and QOL scores you can do a few things. You can build structures in your cities, like hospitals or schools, that make your citizens happier and increase resource or political capital production. You can also invest in programs both at home and abroad. Domestic Programs are things like creating a minimum wage that will improve your welfare score.

- **Win & Build Big Projects**

These projects are usually game changers in the sim and they require specific research plus a minimum amount of each resource to place a bid. That's right: they're such a big deal you have to bid just to build them, and only one country can win. If you do win a bid and build a big project it will dramatically affect your advantages in the sim. You'll gain new abilities such as exponential resource production, for example.

- **Build Military Units and Counter Terrorism Commandos to Defend and Attack**

If you're getting attacked you really need to do something! And if you want to go for a military conquest strategy you'll need armies to make that happen. Build up army units to defend and attack against terrorists and hostile countries.

- **Diplomacy, Spying and Covert Operations**

In order to gain intelligence about the other countries in the world you can trade diplomats with them or run spy missions. Keep in mind that they also might be spying on you.

- **International Organizations and Treaties**

You can use international organizations to facilitate solving world issues together with other countries. If you come to an agreement you'll be able to use a treaty to make it an official, binding pact. Just like in the real world, it's tough to enforce international agreements.

STRATEGY

Your country has a great deal of freedom to chart your own course in Statecraft, but you will quickly be confronted with a range of pressing international problems. Humanitarian issues in the Orion mountains, the threat of the Typhoon Pirates, the melting of the Ice Mountain—which may unleash catastrophic flooding—and the temptation to seize Sapphire Island's vast resources. To survive and to thrive, your country must simultaneously deal with these international challenges and your own domestic needs, skillfully balancing defense, development, and diplomacy. So how do you do this elegantly? How will you build the most impressive country ever seen?

Just as real-world countries have taken different routes to prominence, it is possible to gain a high score—and even earn the highest score in the class—through different strategies: a wealth-building strategy, an empire-building approach, a reliance on diplomacy to ensure world peace, the political influence of one's country, or an isolationist effort to maximize one's domestic quality of life while avoiding foreign conflicts.

ROLES

Once you are assigned to a country you will decide, together with the other students in your country, who will take on which role. Country size can range from 1 to 9 students. There are 9 total positions, so in countries with 9 students every student takes on one position. In countries with fewer than 9 students, similar positions are combined (for example, the Secretary of State might also serve as his/her country's UN Representative). Here are the responsibilities of each position, followed by a chart showing how positions will be combined if your country has fewer than 9 students.

! Be Aware: Each one of your teammates will be receiving unique specific information each turn related to their position in the simulation. In order to do well in Statecraft you need to ensure that you are gaining this information from them. These messages are sent out randomly



throughout the turn. This is one of many reasons that superb communication gives you a major team advantage.

☀️ *NOTE: In theory, these responsibilities are fairly distinct; but in reality, all members of the government are allowed to discuss all issues, and are encouraged to jointly consider important budgetary, research, diplomatic, trade, and military issues.*

1. **President**

The President has the authority to make the final decision in ALL matters, including budgetary issues, trade, diplomacy, espionage, and military action. The Exec Lead will set the decision key required to make moves in the simulation, and can grant access to other team members or change it at will.

This role has serious power, but if abused they can be removed at any time if a majority of the country's officials decide to dethrone them. (This power transfer takes the form of an impeachment or coup, depending on government type).

2. **Secretary of State:** The Secretary of State is responsible for planning and executing relations with other countries. This official should focus on strategic thinking concerning the country's goals and how other countries may hinder or help those goals. Maintaining friendly relations with allies and building international coalitions for specific purposes (e.g., to achieve global objectives, to unite against adversaries) are key activities of the Secretary of State.
3. **U.N. Representative:** This official represents his/her country at the UN and must attend scheduled UN meetings (unless their country is boycotting the UN). The UN Representative's primary tasks involve coordinating with other countries to achieve security, trade, and development goals, creating global treaties where appropriate. This official often works closely with the Secretary of State, as their jobs overlap to some degree.
4. **Secretary of Defense:** The Secretary of Defense is responsible for ensuring that the military is adequately funded and maintained, and for planning military operations. This official should think strategically about what type of military (size and force structure) is required based on the country's goals and any external threats, and should also develop military plans for a range of contingencies. The Secretary of Defense (along with the President) is directly responsible for the security of the country's three cities and its resource base.

5. **Director of National Intelligence (DNI):** The DNI is in charge of directing the collection of intelligence information and analyzing it for presentation to the President and the other members of the cabinet. The DNI is also responsible for building the country's intelligence capabilities and planning covert operations that will further the country's goals, should the President give the order.
6. **Director of Science and Industry:** This official is responsible for planning to maximize the country's production of gold, food, steel, scientific knowledge, and oil. This official should also think strategically about what technologies the country's scientists should focus on researching and present these recommendations to the President and cabinet.
7. **Trade Representative:** The Trade Representative is responsible for meeting the country's resource needs through trade of gold, food, steel, scientific knowledge, and oil. He or she should also work to maximize the country's knowledge of key technologies by trading for these techs. Both of these responsibilities— trading of resources and technologies—will require extensive contact with other countries, and a close working relationship with the Secretary of State and the Director of Science and Industry.
8. **Chief Political Strategist:** This official's job is to keep track of the government's approval rating (both overall and among key domestic factions), become familiar with the demands of key domestic groups, and recommend actions both to maximize approval ratings and to prevent costly strikes, riots, and violent demonstrations. This official will also keep track of the government's Political Capital and make recommendations on how to build up this capital and how to spend it wisely. The Chief Political Strategist will work closely with the Domestic Affairs Adviser in dealing with the country's (often demanding and aggressive) domestic factions.
9. **Domestic Affairs Adviser (DAA):** The DAA is responsible for planning domestic purchases and programs that will improve the country's overall Quality of Life rating. The DAA will also plan to meet specific domestic goals (e.g., Healthiest Country) that the President has set.

Role combos for different country sizes:

Country Size	Positions
9 Students	<ol style="list-style-type: none"> 1. Executive Leader 2. Secretary of State 3. UN Representative 4. Secretary of Defense 5. Director of National Intelligence (DNI) 6. Director of Science and Industry 7. Trade Representative 8. Chief Political Strategist 9. Domestic Affairs Adviser
8 Students	<ol style="list-style-type: none"> 1. Executive Leader 2. Secretary of State 3. UN Representative 4. Secretary of Defense 5. Director of National Intelligence (DNI) 6. Director of Science and Industry & Trade Representative 7. Chief Political Strategist 8. Domestic Affairs Adviser
7 Students	<ol style="list-style-type: none"> 1. Executive Leader 2. Secretary of State & UN Representative 3. Secretary of Defense 4. Director of National Intelligence (DNI) 5. Director of Science and Industry & Trade Representative 6. Chief Political Strategist 7. Domestic Affairs Adviser
6 Students	<ol style="list-style-type: none"> 1. Executive Leader 2. Secretary of State & UN Representative 3. Secretary of Defense 4. Director of National Intelligence (DNI) 5. Director of Science and Industry & Trade Representative 6. Chief Political Strategist & Domestic Affairs Adviser
5 Students	<ol style="list-style-type: none"> 1. Executive Leader + Director of Science and Industry & Trade Representative 2. Secretary of State & UN Representative 3. Secretary of Defense 4. Director of National Intelligence (DNI) 5. Chief Political Strategist & Domestic Affairs Adviser
4 Students	<ol style="list-style-type: none"> 1. Executive Leader + Director of Science and Industry & Trade Representative 2. Secretary of State & UN Representative 3. Secretary of Defense & Director of National Intelligence (DNI)

	4. Chief Political Strategist & Domestic Affairs Adviser
3 Students	1. Executive Leader + Director of Science and Industry & Trade Representative & Domestic Affairs Adviser & Chief Political Strategist 2. Secretary of State & UN Representative 3. Secretary of Defense & Director of National Intelligence (DNI)
2 Students	1. Executive Leader + Director of Science and Industry & Trade Representative & Domestic Affairs Adviser & Chief Political Strategist 2. Secretary of State & UN Representative & Secretary of Defense & Director of National Intelligence (DNI)
1 Student	President (assumes all responsibilities)

CONFIGURE YOUR COUNTRY

In Turn 0 you'll set up the basics for your country. You'll need to set your country name, decide on your capital city name and location, plus pick a Regime Type and two Country Attributes.

Naming

It is time to name your country! Work with your team to choose something epic and memorable; the most impressive country of all time should have an awesome name.

Cities

You will also give at least three cities names and it's optional to name your zones. Choose a strategic location for your capital by looking at the map; you'll want a spot that's easy to defend from attack.

Regime Type

Next it's time to choose your Regime type. This is an important decision since each regime type comes with bonuses, penalties and special abilities that will affect your gameplay. 🌟 *NOTE: Special abilities can only be used ONCE.*

There are four options for Regime. Since you're new to the sim, some of the descriptions won't make total sense until you've read the entire manual and understand how all of the parts and pieces work. You and your teammates may choose to do your onboarding and make your final regime selection towards the end of your Turn 0 when you have a better understanding of sim gameplay. OR you can just go for it and choose the regime that's calling to you. They all come with pluses and minuses; every one of these options can potentially be the best choice



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depending on how your foreign policy unfolds! This is true for the country attributes below as well.

1. Democracy

Your country's embrace of freedom yields educational and scientific benefits and makes your population happier. The downside is a coarser culture, and an inability to suppress dissent with armed force or to recruit a large army quickly without the draft.

DEM Bonuses	DEM Penalties	DEM Special Abilities
<ul style="list-style-type: none"> • Literacy Bonus: Begin with research knowledge of elementary education • Freedom of Ideas Dividend: All education structures (e.g., high schools) produce 50% more education • Fundamental Rights Reward: +15% approval from civil libertarians faction 	<ul style="list-style-type: none"> • Civil Liberties Constraint: Domestic suppression not allowed • "Not My Kid" Limit: Draft required to recruit more than one Army division per turn • Pop Culture Mudslide: All culture structures (e.g., art museums) produce 30% less culture • Freedom to have guns, beer, and a bad attitude: Fire Stations and Seismic Earthquake Detection Centers produce 30% less safety. 	<ul style="list-style-type: none"> • Manhattan Project: Instantly discover one technology that requires turns of research equal to or less than the current turn (must have prerequisite technologies). • Power to the People: One-time political capital bonus of 5 x Turn (for example, if used on Turn 4, you would receive 5 x 4 = 20 political capital)

2. Constitutional Monarchy

You have a vibrant, rich culture and the ability to call on your population to sacrifice for the King or Queen, yielding short-term boosts in resource production and political capital. But constraints on the monarch prevent you from suppressing dissent by force or recruiting a large army very quickly without the draft. A history of elitism also leads to lingering inequality among the populace.

CM Bonuses	CM Penalties	CM Special Abilities
<ul style="list-style-type: none"> • Court Jester Bonus: Begin with knowledge of performing arts • Rich History Dividend: All culture structures (e.g., art museums) produce 50% more culture • Fundamental Rights Reward: +15% Approval from civil 	<ul style="list-style-type: none"> • Magna Carta Constraint: Domestic suppression not allowed • "I'll Defend the Queen, but Let's Not Go Overboard" Limit: Draft required to recruit more than two Army divisions per turn 	<ul style="list-style-type: none"> • "For King and Country": Doubles next turn's production of all resources (except for PC) • Long Live the King: Triples current political capital for one turn



libertarians faction	<ul style="list-style-type: none"> • “Let them Eat Cake” Fallacy: All welfare structures (e.g., homeless shelters) produce 30% less welfare 	
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3. Communist Totalitarian

Your country’s emphasis on invasive social control and economic equality produces significant advantages in espionage and welfare. Large armies can be recruited quickly without a draft and domestic dissent can be crushed by force. But the drawbacks of thought control and economic regulation are felt in the areas of education and food production.

CT Bonuses	CT Penalties	CT Special Abilities
<p>Big Brother Bonus: Begin with knowledge of espionage</p> <ul style="list-style-type: none"> • Superior Spycraft Discount: All spying and covert ops missions are half price • Espionage Advantage: Begin with a FREE spy academy in each city and 50 spies (must pay maintenance) • Socialistic Head Start: Begin with knowledge of social services • Workers’ Paradise Dividend: Homeless shelters, welfare offices, and pension centers produce 50% more Welfare • “Boot Camp Beats the Gulag” Principle: No cap on military recruitment per turn (no draft needed) • “Let’s See How you Fare Against this Tank” Corollary: One army division can suppress one domestic faction 	<ul style="list-style-type: none"> • Thought Control Penalty: All education structures (e.g., high schools) produce 30% less education • Collective Farming Fiasco: Farms produce 30% less food 	<ul style="list-style-type: none"> • Crackdown: Suppresses ALL domestic factions for 3 turns (must have one Army division in each city) and yields 25 political capital per turn for those turns despite approval rating of zero. (Will take place the turn after it is enacted) • Deep Cover Agent: Provides a copy of one foreign country’s status report (one turn only) (Toss up whether Enigma or Deep Cover Agent works against each other) • Enigma: Makes your country immune to foreign spying for one turn

4MD - Military Dictatorship

You rule with an iron fist. Crime and domestic dissent can be crushed by force. You have the ability to quickly summon a vast army for battle. But your neglect of the non-military sphere leads to health and environmental problems for your people.

MD Bonuses	MD Penalties	MD Special Abilities
<ul style="list-style-type: none"> • One Government One Direction Bonus: Begin with knowledge of Fire Safety • “Do it NOW!!!” Effect: All safety structures (e.g., Earthquake Detection Centers) produce 50% more safety • Compulsory Service Bonus: No cap on military recruitment per turn (no draft needed) • “You are Free To Dissent...and Be Executed” Principle: One army division can suppress one domestic faction 	<ul style="list-style-type: none"> • “We’ve Got Other Priorities” Effect: All health structures (e.g., hospitals) produce 30% less health • “What a Beautiful Landscape... It Would Make a Great Bombing Range” Mindset: All environmental structures (e.g., recycling centers) are 30% less effective in improving the environment 	<ul style="list-style-type: none"> • Mobilization: One-time FREE recruitment of Army divisions equal to 2 x current turn. (Example: if used on turn 3, can recruit 2 x 3 = 6 Army divisions). These units still take one turn to recruit, and you must pay maintenance on them once recruited. Mobilization is a very visible event and will be made public. • Martial Law: Suppresses ALL domestic factions for two turns (must have one Army division in each city) and yields 20 political capital per turn for those turns despite approval rating of zero.

Country Attributes

The final major configuration to set for your country is your Country Attributes. These are your top areas of focus for your particular country and, just like the regimes, they come with bonuses and penalties that will affect your playing abilities.

Attribute	Bonuses	Penalties
<p>Industrial (Cannot also be Green)</p>	<ul style="list-style-type: none"> • Expertise in Resource Extraction: Begin with knowledge of gold mining and steel mining • Efficiency Bonus: Mines and factories produce 50% more gold/steel 	<ul style="list-style-type: none"> • “Rivers make Great Landfills” Attitude: All industrial structures produce 50% more pollution

<p>Green (Cannot also be Industrial)</p>	<ul style="list-style-type: none"> • “Waste not, want not”: Begin with knowledge of recycling • Close to the Earth: Begin with knowledge of farming • A Green Thumb: Farms produce 50% more food • Green Industry: Industrial structures produce 50% less pollution • “Reduce, Reuse, You know the Drill...”: Begin with two FREE recycling centers in each city (must pay maintenance) • A Convenient Truth: Environmental structures cost 50% less to build and maintain 	<ul style="list-style-type: none"> • Environmentally conscious mining: gold and steel mines produce 15% less gold/steel
<p>Militaristic (Cannot also be Pacifist)</p>	<ul style="list-style-type: none"> • Tactical Advantage: Begin with knowledge of mobile warfare • The Art of War: Begin with FREE Army War College in capital city (allows veteran troops); must pay maintenance • A Warrior Culture: Army divisions cost 30% less to recruit and maintain 	<ul style="list-style-type: none"> • Preference for Action Movies, Reality TV, and Bruckheimer-Bay Explosion-fests: All culture structures produce 30% less culture
<p>Pacifist (Cannot also be Militaristic or a Military Dictatorship)</p>	<ul style="list-style-type: none"> • “Do No Harm” Dividend: Begin with knowledge of medicine • “Build, Don’t Destroy” Principle: Begin with knowledge of fortification • “The Best Offense is a Good Defense” Mindset: • Start with FREE light fortifications in all zones containing cities (must pay maintenance) • Start with FREE basic anti aircraft systems in all zones containing cities (must pay maintenance) • The Way of the Shield: All defensive structures (fortifications and anti-aircraft systems) cost 50% less to build and maintain • A Talent for Healing: All health structures (e.g., hospitals) produce 50% more health • “Shake that Building all You Want”: fire stations and earthquake detection centers produce 50% more safety 	<ul style="list-style-type: none"> • Disdain for Weapons of Mass Destruction: Cannot build nuclear weapons • “And Why Would We Have Need of That?": Can’t build stealth bombers, battleships, aircraft carriers, nuclear subs, or counterterrorism commandos



<p>Scientific</p>	<ul style="list-style-type: none"> • Light Years Ahead of the Competition: Begin with knowledge of the scientific method and advanced physics • Big Brain Dividend: Small and large research labs produce 50% more scientific knowledge • Calculus, Physics, and Absolutely No Recess: All education structures (e.g., high schools) produce 50% more education 	<ul style="list-style-type: none"> • Star Trek Conventions, Pocket Protectors, and Superhero Comics: All culture structures (e.g., art museums) produce 30% less culture • Domination of Nature Mentality: Environmental structures (e.g., recycling centers) are 30% less effective in improving the environment
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GAMEPLAY DEEP DIVE

Points and Scoring

Each country will receive a score at the end of the simulation indicating how successful they were in achieving a range of goals while concurrently caring for their citizens. Instructors will normally tie a portion of the class grade to this score paired with sim participation credit.

- **Below 15 points:** you're in the fail range; take action quick to save your country!
- **20 to 30 points:** you're fairly normal.
- **Above 30 points:** you're truly doing awesome and are almost guaranteed to get at least one competitive award! Your performance is officially brag-worthy.
- **40+ points:** wow, you're a mind-blowing rockstar! These scores are possible but extremely difficult to achieve.

THE GOALS

There are three types of goals in Statecraft, paralleling the motives that drive countries in real world politics. In addition, some instructors may enact the "Historian's Verdict Award" which rewards countries for refraining from building nuclear weapons.

1. Cooperative Global Goals

Worth 5 points to every country for each goal achieved. These are goals for the entire world that require global cooperation. They're all or nothing: either ALL countries in the world get the points or zero countries get the global goal points.

- **Ending World Hunger:** 50,000 food shares must be contributed to the U.N.'s World Food Program.



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- **Global Peace Award:** All countries must avoid hostile military acts for the entire simulation. In other words, no country can attack any other country (or Sapphire Island). Espionage is allowed, as are counter terrorism operations on terrorist bases, terrorist training camps/ports, and terrorist leaders.
- **Wiping Out Global Terrorism:** The international terrorist network composed of the Orion Liberation Front and the Typhoon Pirates must be completely destroyed (bases and training camps/ports must be destroyed and no longer visible on the map). If the Sword of the Amaru (SOTA) becomes active due to the conquest of Sapphire Island, the activities of this group must also be ended by closing its bases and apprehending its leader.
- **“Save the Planet” Award:** The global environmental average, across all countries, must be 350 or higher at the end of the simulation. No country can have an environmental rating lower than 100 at the end of the simulation. *NOTE: any actions taken during the final turn, such as purchasing recycling centers, will factor into this final calculation.*

2. Country Development Goals

For each country there are **six domestic ratings** (health, welfare, environment, safety, education, and culture) which can be improved by purchasing structures such as hospitals, welfare offices, and prisons. **The six domestic ratings are averaged to create an overall Quality of Life (QOL) Index —a measure of how well a country is providing for the basic needs of its people.** The final QOL Index calculated at the end of the simulation will determine how many points each country receives for country development.

Final QOL Index Scores to Points:

80 -199	3 points
200 - 399	6 points
400 - 699	9 points
700 or above	12 points

NOTE: Any actions taken during the final turn, such as purchasing hospitals, will factor into this final calculation.

3. Competitive Country Goals

Worth **5 points for each accomplishment.** All of these awards will be given at the end of every sim, usually to one country each, but it is possible to have a tie. In the case of a tie in any category, points are split evenly among the winning countries.

- **The Golden Stethoscope for Healthiest Country:** Awarded to the country with the highest average Health rating across all turns.
- **The Golden Book for Most Educated Country:** Awarded to the country with the highest average Education rating across all turns.
- **The Golden Hardhat Trophy for Safest Country:** Awarded to the country with the highest average Safety rating across all turns.
- **Habitat for Humanity Award for Greatest Poverty-Fighting Country:** Awarded to the country with the highest average Welfare rating across all turns.
- **The Sierra Club Trophy for Most Environmentally Friendly Country:** Awarded to the country with the highest average Environment rating across all turns.
- **The Mozart Award for Most Cultured Country:** Awarded to the country with the highest average Culture rating across all turns.
- **The Einstein Trophy for Most Scientifically Advanced Country:** Awarded to the country that finishes the simulation with the most technologies. *NOTE: Any technologies acquired during the last turn will be included in a country's total.*
- **The Schwartzkopf Medal for Most Militarily Powerful Country:** Awarded to the country that finishes the simulation with the military capable of inflicting the most damage. *NOTE: See the table in the Appendix: "Military Units' Capabilities"). Any military units purchased or lost during the last turn will be included in this final calculation.*
- **The Gates Bezos Trophy for Wealthiest Country:** Awarded to the country that finishes the simulation with the most gold in its treasury. *NOTE: The number used will be the amount of gold in a country's treasury one turn AFTER the final turn. So if Turn 8 is the final turn, new gold production will be calculated for "Turn 9" just like any other turn—and this means that any gold mines, factories, etc. purchased on Turn 8 can boost gold production for this final total.*
- **The Most Politically Astute Country:** Awarded to the country that finishes the simulation with the most political capital. *NOTE: As with the Wealthiest Country award, new production for the turn following the final turn will be included in this total. So if Turn 8 is the final turn, any political capital that would have been produced at the beginning of Turn 9 will be added to a country's total.*

EXTRA GOAL: Historians' Verdict Award

10 points are awarded to every country that refrains from launching an unprovoked nuclear attack on another country.

QUALITY OF LIFE (QOL) RATINGS

This is a measurement of how well you are taking care of your citizens. Each turn, your country will be given a rating in 6 important domestic categories.

1. Health
2. Welfare
3. Safety
4. Environment
5. Education
6. Culture.



These 6 indicators are averaged to create the overall Quality of Life (QOL) score for a country. You can see your QOL score in the resources menu. If you click on the score you'll get a pop-up with a detailed breakdown of your scores in each category.

The following table shows the substantive meaning of the scores (for both individual indicators and overall Quality of Life). Don't be despicable; take care of your peeps, Illustrious Leader. 😬

Rating	Description
700 and above	Incomparable
600-699	Superior
500-599	Excellent
400-499	Impressive
300-399	Noteworthy
250-299	Respectable
200-249	Adequate
170-199	Fair
140-169	Deficient
110-139	Unfortunate
80-109	Meager
50-79	Pathetic
20-49	Disastrous
0-19	Appalling

-50 to -1	Abysmal
-100 to -51	Wretched
-150 to -101	Disgusting
-200 to -151	Shameful
-250 to -201	Vile
-251 and below	Despicable

Unless you receive bonuses on certain domestic indicators from your regime type or country attributes, all of your domestic ratings will begin at zero. You can improve your domestic ratings by purchasing QOL structures and enacting domestic and international programs. You'll find all of the details about structure and programs later in the Making Moves section of the manual and in your student interface

DOMESTIC FACTORS

What's happening inside your country

Domestic Factors are things that happen in your country; think of these items as your internal wellbeing. It's incredibly important to have a solid, healthy country to make moves from. Always be considering your citizens even as you're making big global strategy moves. If you throw all your energy into building a military and attacking the world but totally neglect your citizens they will start rioting and throw all of your plans off track leaving you ravaged from within.

YOUR CITIZENS

Domestic Factions

No country is complete without citizens; but they're complicated and very opinionated! Within your country you'll have to deal with six different domestic factions. Each one has demands that match their expectations for what the government should provide for its citizens and how it should conduct domestic + international politics. Some even have conflicting demands you'll need to manage. For example, your Capitalists want free trade deals but both the Socialists and the Environmentalists don't like them at all! You'll have to find a compromise and will likely need to do something to appease the upset factions if you make controversial decisions. **If your government doesn't meet the demands of the domestic factions, they will engage in demonstrations, riots, and strikes that will cost your country resources.**

The Six Factions + Their Demands:

Faction	Demands
1. Socialists	Improvements in welfare and health, regulation of corporations, greater economic equality, international development, no free trade deals
2. Intellectuals	Improvements in education and culture, increased scientific knowledge production, less nationalism
3. Environmentalists	Protection of the environment, no free trade deals, less industrial activity
4. Civil Libertarians	Freedom from government control, global human rights, open borders, rehabilitation for criminals, no aggressive international acts, less nationalism
5. Capitalists	Increased gold, steel, & oil production, free trade deals, tax cuts, less government regulation of economy, less environmental protection
6. Nationalists	More military spending and aggressive international actions, tough anti-crime and safety measures, tight border security, no sacrifice of sovereignty to IGOs, protection of domestic industries

All countries have all six factions, but these factions will vary greatly in strength depending on your country's government type and attributes. For example, a military dictatorship that has the attributes "industrial" and "militaristic" will have strong capitalist and nationalist factions and weaker socialist, environmentalist, and civil libertarian factions. Each faction is assigned a strength number between 1 and 100 that indicates what percent of the public strongly identifies with that faction. So if the capitalists have a faction strength of 25, this means 25% of the public belongs to this faction. All six factions' strength numbers will sum to 100.

Domestic Faction Approval Ratings:

Your factions give you an "approval rating" each turn. Each faction's rating will range from 0% (meaning no one in that faction approves of the government's performance) to 100% (meaning everyone in the faction approves). Overall public approval rating also ranges from 0% to 100% and is calculated by combining the individual faction approval rating (weighted according to faction strength). For example, if your country's socialist faction has a strength rating of 30 and your capitalist faction has a strength rating of 10, this means the socialists are three times more important than the capitalists in determining your overall approval rating. So you should focus on making your strongest factions happy if you want to maximize your overall public approval rating.

Factions' approval ratings will change over time depending on the actions your government takes. If you expand welfare benefits by taxing the rich, the socialists will be happy and the capitalists will be perturbed. If you build a lot of gold mines, factories, and oil refineries, the

capitalists will be pleased and the environmentalists will be annoyed. If you open your borders to immigration the nationalists will be upset and the intellectuals will be pleased. **Virtually every action you take will have consequences for how various factions will view your government.**

You can view your overall public approval rating and each faction's approval rating by clicking the "Domestic" tab, then selecting "Factions & Approval." Your overall public approval rating is also shown at the lower right of the main Statecraft screen, and if you click there a window will appear showing each faction's rating.

The following table shows the substantive meanings of various approval ratings. These apply to both individual factions' approval ratings and your overall public approval ratings.

Domestic Faction Approval Chart:

Rating	Description
90 and above	Blissful
80-89	Ecstatic
75-79	Elated
70-74	Thrilled
65-69	Delighted
60-64	Joyful
55-59	Pleased
50-54	Content
45-49	Disappointed
40-44	Annoyed
35-39	Exasperated
30-34	Angry
25-29	Enraged
24 and below	Furious

Once a faction's approval rating falls to Exasperated at 35% (or below), there is a chance they will engage in demonstrations, riots, and strikes—and the lower the approval rating, the greater the chances that such events will occur. These demonstrations, riots, and strikes by your citizens will reduce your new resource production for that particular turn by anywhere from 1% to 10%. It is possible for multiple factions to demonstrate/riot/strike simultaneously: the resulting resource losses will simply be added together. Multiple factions engaging in domestic unrest at the same time will be very costly for your country.

Suppression of Domestic Factions

For Military Dictatorship and Communist Totalitarian government types, domestic suppression is an option. Democracies and Constitutional Monarchies are not allowed to violently suppress their domestic factions.

One division of ground forces is capable of subduing opposition from one faction. In order to suppress a faction, click on the "Military" tab, then select "Give Orders" and "Suppress Domestic Factions." Then select which faction(s) you wish to suppress. Once suppression is in effect, no negative actions (riots, strikes, or demonstrations) by that faction can occur. Suppression will automatically stay in effect (over multiple turns) until it is lifted.

Military Dictatorships have the special ability "Martial Law" (suppresses all domestic factions for two turns) and Communist Totalitarian governments have the special ability "Crackdown" (suppresses all domestic factions for three turns). Special abilities can only be used once. In order to access these special abilities, click on the "Military" tab, then select "Give Orders."

☀ *NOTE: your factions automatically go to 0 once you suppress them or use the martial law or crackdown special abilities so you'll either have to continue suppressing them each turn or work twice as hard to make them happy once you lift the suppression.*

POLITICAL CAPITAL (PC)



Political Capital represents your government's power to lead, overcome domestic opposition, and influence other domestic actors to achieve its goals. It is a sim currency that can be spent on a variety of very beneficial domestic and international programs.

Every country begins Turn 1 with 20 PC. The chart below left shows the metrics for how political capital is calculated for every turn thereafter, based on overall public approval rating. (This is merely your PC projection, actual values will vary throughout the simulation based on other actions in the game.) You can see that a below 40% Public Approval Rating results in PC losses.

On the right you can see PC penalties if your government suffers political embarrassment on the world stage. These capital losses are immediate, occurring the same turn that the event happens.

Public Approval Rating	PC Earned/Lost	Event	Loss of Political Capital
35% and below	-5	Country breaks an international treaty (a majority of the world's countries must vote that you have broken the treaty)	-10 per treaty
36%	-4		
37%	-3		
38%	-2	Country's actions are condemned by the UN (a majority of UN members must vote to condemn)	-5 per condemnation (only one allowed per country per turn)
39%	-1		
40%	0		
41% or 42%	1	Country's leaders are indicted by the ICC (a majority of ICC members must vote to indict)	-20 per indictment (only one allowed per country per simulation)
43% or 44%	2		
45% or 46%	3		
47% or 48%	4		
49% or 50%	5		
51% or 52%	6		
53% or 54%	7		
55% or 56%	8		
57% or 58%	9		
59% or 60%	10		
61% or 62%	11		
63% or 64%	12		
65% or 66%	13		
67% or 68%	14		
69% or above	15		

Watch your political capital very closely and make sure to spend it wisely! It is a scarce resource that will help you to achieve your goals but can evaporate quickly if you aren't careful. Unlike natural resources, political capital CANNOT be traded to other countries: it can only be used by the country that earned it. But any political capital that a country doesn't spend during a particular turn will be saved and added to the starting amount of capital at the beginning of the next turn.

RESOURCES

Your natural resources are also a sim currency: they can be used for such purposes as buying structures (e.g., hospitals), purchasing military units, rushing research and trade. There are five natural resources in Statecraft, which are shown at the top of your sim interface.

1440	489.5	137	442.5	14.5
GOLD	OIL	FOOD	STEEL	SK

1. Gold
2. Oil
3. Food
4. Steel
5. Scientific Knowledge (SK)

Every country begins with the same amount of *total* resources, and then produces some of each resource each turn. The five resources are unevenly distributed across the world, so that some countries are very “rich” in certain resources that others will have in short supply. See the world map for major concentrations of resources (e.g., the Orion Mountains produce about 1,000 gold each turn for example).

Managing Resources:

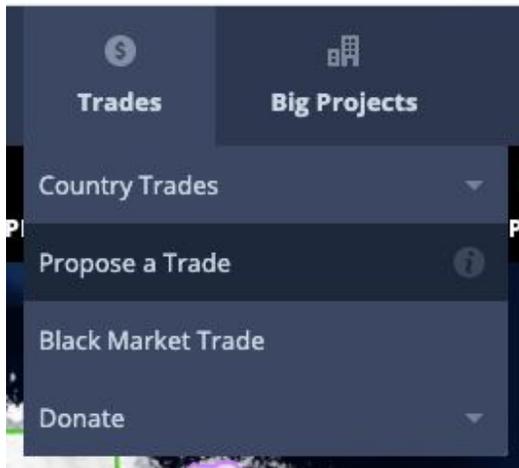
- Increase your production of resources by investing them in buying resource enhancing structures (e.g., each gold mine increases gold production by 5%) and enacting programs (e.g., joining the WTO will increase a country’s total gold output by 20%).
- Any resources that you don’t spend on a given turn will be saved and will be available to spend the following turn.
- The resources gained from structures you purchase will be calculated off of your base resource only. For example if you have 100 gold resources to start, a mine will add 5% to your gold production, so the next turn you would get 105 gold. If you build another gold mine, you will get 5 more gold (calculated on your base of 100) for a total of 110 each turn. “Big Projects” (see below) do not multiply the effect of other big projects.

 **NOTE:** natural resource production will count towards your base resource calculation.

Low Resources: Your resource ledger gives you a basic understanding of what resources you will have turn-to-turn. Resource production, similar to the real world, is unpredictable. There are many things going on in the simulation: refugee flows, immigration, tourism, environmental issues, covert operations, etc. that can cause steep drops in resource production. If you see these drops, keep making efforts to improve your resource production.

Trading with Other Countries

Since resources are distributed unevenly throughout the world, you will need to trade for those you have in short supply. For example, if your country is rich in gold but doesn't have much food, you might give another country 200 gold in exchange for 200 food (or you might try to get 300 food for 200 gold 😎).



To propose a trade, click on the “Trade” tab and then select “Make a Trade” and specify the details. This proposed trade will appear under “Pending Trades” and the other country will receive a message notifying them of your offer. They may then accept, reject, or modify this trade proposal. You may also cancel any pending trade offer you have made if it hasn't yet been accepted by the other country.

Any trade offers that are accepted will happen immediately. That is, imports and exports will be added or subtracted from your resource totals instantly: the resources you exported will be gone, and the new resources you received can be used for purchases that same turn.

☀️ **NOTE:** You don't need to just trade resources for resources. You can also trade resources in exchange for technologies (see below), information, political support, military support, or anything else you can convince another country to give you. If you give resources to another country and don't get anything tangible in return (no resources, technologies, etc.) this is considered foreign aid. Just enter “1” for the amount you will receive in return.

Trading on the Black Market

You can trade any natural resource, at a 3 to 1 ratio, for any other natural resource using the Black Market. For example, if you have 300 extra food, you can trade this for 100 gold (or 50 oil and 50 steel, etc.). This can be a useful last resort if you have excess resources no other country wants.

To do this, click on the “Trade” tab, then select “Make a Trade,” and click on “Black Market.”

RESEARCH & TECHNOLOGIES

Technologies

Technologies are vitally important in Statecraft: you can't buy most structures or military units until you have discovered certain technologies. For example, you must discover the technology *gold mining* before you can build any gold mines.

See the [Research Section in the Appendix](#) for a list of all technologies, how long they take to discover, and what they allow you to do. Here is an example from the Appendix:

Education

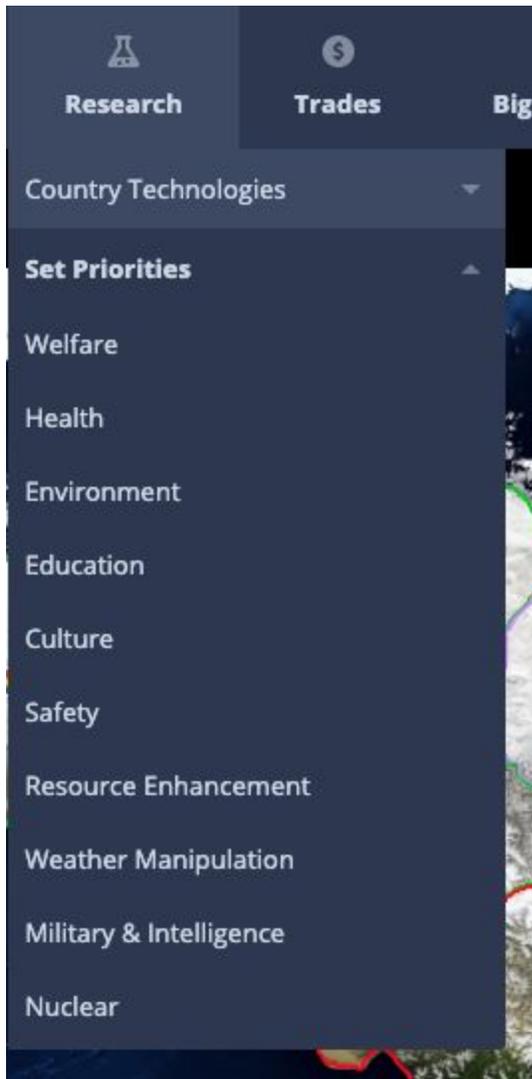
Technology:	Elementary Education >	Secondary Education >	School Administration >	College Curricula >
# of Turns	1 Turn	2 Turns	2 Turns	3 Turns
Structures (QOL points)	Grade Schools (+5 Education)	High Schools (+15 Education)	DOE Offices (+25 Education)	Universities (+50 Education)
Max per city	6 per city	3 per city	2 per city	1 per city
Big Project:	Harvard University	<i>Bonus:</i> Each University produces twice as much Education +300 Scientific Knowledge per turn		

👉 The way that technology research works is progressive. If you wanted to pursue this example and study education, you'd start on Turn 1 researching Elementary Education. On your next turn, Secondary Education would become an option and you could start studying that. After two turns, you'd have the option to study School Administration, then College Curricula.

As you study and learn each technology it will open up the option to build corresponding structures. You can see in the chart the Quality of Life (QOL) bonuses you'd get for each structure each turn. So after 1 turn studying Elementary Education you'd be able to build Grade Schools, which would produce 5 QOL Education points for you each turn to be factored into your QOL rating that turn. If you aggressively pursued Education technology and built education-related structures boosting your Education QOL scores, at the end of the sim you could qualify for an award:

- **The Teacher's Golden Apple for Most Educated Country:** Awarded to the country with the highest average Education rating across all turns. Worth 5 points.

Note for all research: The amount of turns it takes to research a technology may change depending on the length of your simulation. The numbers shown in the chart are based on an 8-turn simulation.



Research

Your country may research three technologies at a time at no cost every turn. These must be three different technologies.

To specify your three research priorities, click on "Research" and select "Set Research Priorities." If you select Elementary Education (a 1-turn technology) as one of your three priorities on Turn 1, then research on that technology will be complete at the beginning of Turn 2 and you will possess that technology. (You may then purchase grade schools).

Now, in Turn 2, you can select Secondary Education (a 2-turn technology) as one of your three priorities for Turn 2. At the beginning of Turn 4 you will have learned Secondary Education and can build high schools.

*NOTE: Once you set a research priority it will continue to be a part of your priorities for all turns until it is completed. However, it will NOT automatically research the next corresponding technology for the category. **Once a technology is learned, you must manually select the next-level technology!** So, in the example of Education: Secondary Education will continue to be researched for two turns until it's complete. Then you have to go in and manually*

choose to continue education research by selecting School Admin as a new research priority for your country.

You can update your research priorities at any time. If you decide to stop pursuing a technology before you've learned it, you can put it "On Hold." Then, when you're ready to return to researching that technology you can resume wherever you left off without losing any time previously invested. You'll find the "Set On-Hold" button in the *Research > Country Technologies > In Progress* screen.

👍 TIP: Review your research EVERY turn:

1. Ensure you notice every time a technology is learned so you can be sure to take advantage of your new abilities!
2. Make sure your research priorities still align with your strategy based on game changes
3. Set your next-level technologies and pick new technologies

“Hurrying” Research with Scientific Knowledge

You can instantly complete one turn of research on any technology by paying 500 Scientific Knowledge.

For example, since Elementary Education only takes one turn to discover, you can immediately purchase this technology by paying 500 scientific knowledge. Secondary Education (a 2-turn technology) will cost you 1,000 scientific knowledge. You can also combine normal research and “hurrying”: so if your country has been researching Secondary Education for one turn and you have one turn left on it, you can immediately purchase it by paying 500 scientific knowledge. Just remember: you still must possess any previous technologies in a research chain before “hurrying” research on a particular technology.

To hurry research, click on *Research > Country Technologies > In Progress* to open your research in progress screen. Click on the “Rush Research” button to then enter how many turns of that tech you wish to purchase. One turn of research per 500 scientific knowledge spent will immediately be completed on that technology. You cannot cancel rushed research.

In Progress
✕

Technologies ⓘ

Scientific Knowledge	Total Turns	Completed Turns	Turns Left	
<div style="display: flex; align-items: center;"> i Secondary Education </div>	2	0	2	<div style="display: flex; flex-direction: column; gap: 5px;"> <div style="border: 1px solid #ccc; padding: 2px 10px; background-color: #f0f0f0;">SET ON-HOLD</div> <div style="border: 1px solid #ccc; padding: 2px 10px; background-color: #27ae60; color: white;">RUSH RESEARCH</div> <div style="border: 1px solid #ccc; padding: 2px 10px; background-color: #f1c40f;">USE FREE TECH</div> </div>

Free Technology

You can get “Free” technology two ways: (1) it’s a bonus that comes with your Regime Type (as specified in the [Appendix: Regime Types](#)) OR (2) you can earn it as a Bonus from a big project.

If your Regime Type specifies which free technology you’ll get, it will automatically be available to you on Turn 1 with no action required from you. For example, a Constitutional Monarchy automatically comes with the knowledge of Performing Arts.

Propose a Trade ✕

I want to trade with ⓘ

Country 1 ▼

Do you need Resources or Technologies? ⓘ

Resources ⓘ Technologies ⓘ

Will you pay with Resources or Technologies? ⓘ

Resources ⓘ Technologies ⓘ

I Need ⓘ

200

I want to pay with ⓘ

Performing Arts ▼

To trade a technology, click on *Trade > Propose a Trade*, fill out and submit the form. The other country will need to accept this trade offer for it to happen. As with resource trades, any accepted technology transfers will occur IMMEDIATELY and you can use any received technologies that same turn.

INTERNATIONAL FACTORS

What's going on in the world

Everything might be just peachy in your country, but don't forget you're part of a world where a lot of other things are happening!

Terrorism

Yup, you just got attacked by pirates. Now what? You're going to have to figure out how to defend your citizens and prevent future attacks. Should you try to wipe them off the map? Can you even do this?

Global issues

You'll have to confront issues that affect the whole world like global warming causing a world flood. Will you be the country that tackles this big issue? Is that fair? Maybe another country should do it. Looks like you'll have to negotiate in the UN.

Other Countries

Every other country is also playing to win! Watch them closely. You have no idea what they're up to. Are they trying to hide out and hoard points leaving you to deal with all the major world issues or are they even building up an army to attack you?

MAKING MOVES

Take control of your destiny, Illustrious Leader!

Wow! Here you are in your world. You've got all the info, you know the goals... **but how do you do it?** How do you build the most impressive country of all time?

Answer: You've got a lot of options! It may feel a little overwhelming, but don't fret, we've got the deep dive on making moves right here for you to offer guidance. Read on to learn about these actions that can be taken in your sim and how each will affect gameplay:

- Invest in [Structures](#)
- Win & Build Big Projects
- Enact Domestic & International Programs
- Build Military Units to Defend and Attack
- Diplomacy, Spying and Covert Operations
- International Organizations and Treaties

STRUCTURES

Invest in Structures

Building structures is an integral part of crafting the most impressive country of all time! You don't want empty cities; your citizens would get really bored and grumpy. Empty cities are unimpressive. You need structures to achieve your strategy. And for flair, obviously. Make sure to get yourself an Opera or two 😊.

There are four types of structures that you can build in your cities:



STATECRAFT
SIMULATIONS

ir.help@statecraftsims.com

1. **Structures to improve your quality of life:** for example, a hospital provides +10 health each turn.
2. **Structures that boost resource production:** for example, each factory increases gold production by 10% each turn.
3. **Military structures:** for example, a national command center provides a combat bonus.
4. **Intelligence structures:** for example, a spy academy allows you to conduct advanced spy missions.



In order to purchase any structure, click on the city where you want that structure built and you'll get the "Purchase Structures" screen here:

Sparkle Pants ✕

Purchase Structures City's Structures

Current Resources: Gold: 8621 Oil: 2357.5 Food: 561.75 Steel: 2564 SK: 265.5 PC: 28 GOV/ATTRIBUTE BONUSES & PENALTIES

I want to improve my Food All Q Search

	Gold: 150	Oil: 200	Food: 10	Steel: 100	SK: 50	
Trucking Company	Limit Per City: 1	Effects: +30% Gold, +30% Food, +30% Steel, -30 Environment	Transportation Technology (Not Acquired)	Wealthiest Country (5 Points)	Don't have Requirements	
	Gold: 10	Oil: 10	Food: 10	Steel: 10	SK: 10	
Farm	Limit Per City: 3	Effects: +5% Food	Farming (Acquired)	1 ▼	BUY	
	Gold: 25	Oil: 25	Food: 25	Steel: 25	SK: 25	
Super Farms	Limit Per City: 3	Effects: +10% Food	Advanced Agricultural Science (1 Turn Left)	Don't have Requirements		

- **Current Resources:** At the top you can see your current resources so you know what you're working with. As you buy structures the numbers will adjust automatically to reflect the resources you just spent.

- **Filters & Search:** There are a lot of structures! Thankfully you can easily search for the structures that match your goal. For example, if you want to increase your food production you could select “Food” in the menu as the thing to improve. The list will update with all the structures that affect food production. You can also search for something specific by typing in “Super Farms” and that’s what will pop up!
- **Structures List:** here you’ll find everything housed in the Appendix tables plus much more! You can see the city limits, the effects of each structure (these are per turn unless otherwise specified) and the technology required to build the structure. These tables even offer hints to the awards you may potentially qualify for at the end of the game if you have these structures. If you buy a Trucking Company you’ll increase your chances of winning the end-of-game award “Wealthiest Country” worth 5 points. Sad but true, in this example you don’t have the requirements to buy this structure. This message is shown when you don’t have the technology or resources to make the purchase. The only thing you actually qualify for in this screenshot is a farm. Go for it, Illustrious Leader! Click the “Buy” button and your farm will be a reality at the start of the next turn. And you should check back because it looks like you’re researching Advanced Agricultural Science and in the next turn will qualify to build a Super Farm!

☀️ *NOTE: The [Appendix > Structures](#) houses a listing for Resource Enhancement Structures and Military Structures along with their prices, required technologies and effects. We do not have QOL or Intelligence Structures listed here. The structures lists in the sim interface are complete and give you more information so we do recommend that list as the best list!*

Rate of Building Construction

It always takes one turn for any structure to be built. This means that if a country purchases a health clinic on Turn 1, that health clinic won’t exist (and its effects won’t be felt) until the beginning of Turn 2. At the beginning of Turn 2, the country’s reported domestic indicators will include the health clinic’s effects (+5 health).

Maintenance on Existing Structures

In order to adequately maintain any structures you build (this includes general repairs, cleaning, upkeep, etc.) you will be charged 10% of the purchase price for each structure each turn. Maintenance will be automatically calculated for you and will be deducted from your starting resource totals at the beginning of each turn.

Cancelling Purchases

Only a few decisions are irrevocable in the world of Statecraft: **trades, ambassador exchanges, treaties, using free technologies, using special abilities, and “rushing” research** all happen immediately but most other choices don’t get implemented until the current turn ends.

Any purchases (of structures or units) that you order will become “pending purchases” and will not actually occur until the turn ends. Any programs you select will become “pending programs” and won’t actually be enacted until the turn ends.

 **IMPORTANT:** *If you win the bid on a Big Project, there is no way to back out of buying that project.*

Any pending purchase that can be cancelled will have the word “cancel” next to it, and if you click “cancel” that purchase will be cancelled, giving you an immediate refund of any resources that were held aside for that purchase.

For example, if you build one hospital maintenance would be calculated as follows:

Structure	Pricing	Gold	Food	Steel	SK	Oil
Hospital	<i>Purchase Price:</i>	75	50	50	50	50
	<i>Maintenance:</i>	8	5	5	5	5

BIG PROJECTS

Win & Build Big Projects

Big Projects are special structures which yield **enormous benefits** and can only be owned by a single country. They’re a big deal; Big Projects are often “game changers” and are strategically very important. They require you to learn an advanced knowledge of a technology. For example, once you have discovered transportation technology, you can purchase a Big Project called the National Railroad System, which significantly increases output of gold, food, and steel.

Bidding on Big Projects

Since each Big Project can only be owned by one country, purchasing Big Projects works a bit differently from purchasing other structures. If you want a Big Project you must place a bid on it.

Make a Bid		
Don't have	SDI	Missile Tracking
Requirements	Immunity to Nuclear Missile Attack (Not Cruise Missile) (Min. 500 of each resource)	
Don't have	The Louvre	Fine Arts
Requirements	Quadruples effects of all Art Museums (Min. 200 of each resource)	
Don't have	Transcontinental Pipeline	Oil Refining
Requirements	+3,000 Oil Per Turn (Min. 500 of each resource)	
Make a Bid	Tsunami Detector (Revealed)	
	Triples effects of all earthquake detection facilities	

Click on *Big Projects* > *Make a Bid* to get a list of all of the Big Projects. You'll be able to see the benefits for each one and which ones you currently qualify to bid on. If you're able to bid on a Big Project you'll click the "Make a Bid" button to do just that!

You can also find a list of the Big Projects in the [Appendix](#) and there is Big Project information included in the information for Technologies in both the sim interface and the appendix tables.

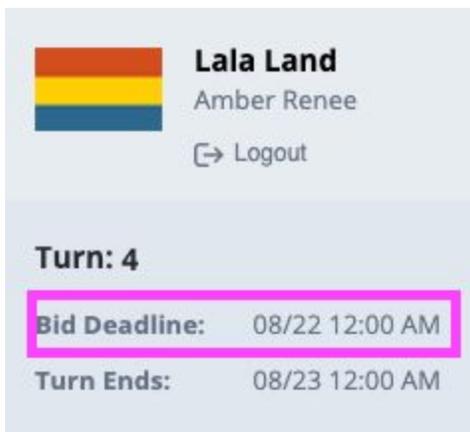
Make a Bid													
Tsunami Detector													
HIGHEST BID FROM : 0													
MAX BID : 0													
Bid Amount	<table border="1"> <tr> <td>500</td> <td></td> </tr> <tr> <td>Gold</td> <td>500</td> </tr> <tr> <td>Oil</td> <td>500</td> </tr> <tr> <td>Food</td> <td>500</td> </tr> <tr> <td>Steel</td> <td>500</td> </tr> <tr> <td>Scientific Knowledge</td> <td>500</td> </tr> </table>	500		Gold	500	Oil	500	Food	500	Steel	500	Scientific Knowledge	500
500													
Gold	500												
Oil	500												
Food	500												
Steel	500												
Scientific Knowledge	500												
Max bid	800												
<input type="button" value="Back"/>	<input type="button" value="Submit"/>												

Bids cannot be lower than the minimum prices listed. So here I can see that I must bid at least 500 of each resource. Bids must always include the same amount of each resource. For

example, your country might bid 510 of each resource for the National Railroad System, then another country might bid 520 of each resource, at which point your country might come back with a bid of 521 of each resource, and so on. In addition to placing a current bid you may enter your maximum bid and the program will automatically place a bid for your country one unit higher than the current highest bidder—any time it isn't your country—up to your maximum bid. (For example, if you enter 600 of each resource as your maximum bid, and another country bids 520, the program will automatically have you bid 521).

In order to make a bid on a Big Project, your country must possess (1) the required technology to purchase that Big Project and (2) the amount of resources you are bidding in your treasury (you can always increase the resources in your treasury prior to making a bid by trading with other countries or the black market).

To buy a Big Project you do NOT need to have purchased any of the structures in that category (e.g. there is no need to purchase hospitals before buying the Mayo Clinic Big Project, though this project, which multiplies the effects of hospitals, will be worthless until the country builds hospitals). Unlike other structures, no maintenance is charged on Big Projects.



The screenshot shows a user profile for 'Lala Land' with the name 'Amber Renee' and a 'Logout' button. Below this, it indicates 'Turn: 4'. A pink box highlights the 'Bid Deadline: 08/22 12:00 AM' and 'Turn Ends: 08/23 12:00 AM'.

The deadline for Big Project bidding will fall roughly in the middle of each turn. You can see the bid deadline for every turn listed at the top of the lefthand admin column in your sim interface. The country with the highest bid at the deadline gets to build the Big Project.

☀️IMPORTANT: *The resources you place on your max bid will be "frozen" and cannot be spent on anything else until the bidding ends.* If you win the bid, the resources are automatically spent on the Big Project and this purchase cannot be canceled (unlike other structures). If you don't win the bid, these resources will be released back to you after the bidding deadline passes and can be spent on other things.

PROGRAMS

Invest In Enacting Programs

You may spend your political capital to enact a variety of beneficial domestic and international programs. Be very careful when enacting any domestic or international program. These are

usually controversial acts—which is why you must spend PC on them—and they will typically upset at least one domestic faction.

Domestic Programs

You can find the full list of domestic programs in your sim interface by... or in the Appendix...

- **Domestic welfare, health, environment, education, culture, and safety programs**, which improve these domestic indicators
- **Civil liberties programs** which give your citizens more rights
- **Military programs** such as: the draft, a military morale-boosting campaign, and nuclear non-proliferation treaty

In order to enact a domestic program: Click on the “Domestic” tab, then select “Enact Programs” and choose the desired program.

International Programs

You can find the full list of domestic programs in your sim interface by... or in the Appendix...

- **Programs involving borders and trade** like loosening or tightening border security, enacting subsidies or tariffs, attracting foreign investment, and joining the WTO or bilateral free trade pacts
- **International programs** that promote health, welfare, culture, education, the environment, safety, trade and human rights (for example, the World Health Organization improves global health ratings, the UN Development Program improves global welfare ratings, etc.).

In order to enact an international program: Click on the “Diplomacy” tab, then select “International Programs” and choose the desired program.

Enjoying Program Benefits

Here’s an example of a program from the Appendix:

International Programs	Description	Effects	PC
HEALTH			
Join World Health Organization (WHO)	Must have at least 50% of world’s countries as members to launch organization	Health clinics produce 40% more health (for ALL countries –members or not)	5

You’ll notice that this program doesn’t give you an automatic ratings boost but instead increases the effectiveness of certain structures (health clinics), so you must have those

structures to get the boost. So if you joined the WHO and didn't have any health clinics there wouldn't be any benefits for you.

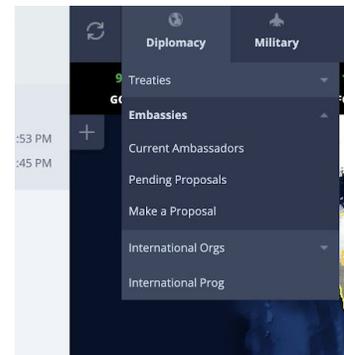
Some international organizations require a certain number of countries to join before the organization becomes active and its effects are felt. Also note that some organizations' benefits will be enjoyed by all countries, regardless of whether or not they joined the organization. For example, if at least 50% of the world's countries join the World Health Organization (WHO), all countries' health clinics produce 40% more health (regardless of whether or not the country has joined the WHO).

SPYING AND COVERT OPERATIONS

The Easiest Way to Spy: Exchanging Ambassadors:

The cheapest and easiest way to gather information about other countries is to agree to an exchange of ambassadors. This is a display of trust and friendship, because each participating country will share top-secret info with their partner country every turn. You'll both receive:

1. Quality of life indicators
2. Domestic approval ratings
3. Natural resource production
4. Defensive structures in any zones containing a city (see the discussion of zones below)
5. Military units that are stationed in any zone containing a city. (Click on "Intelligence" and "Spy Reports" to view these reports).



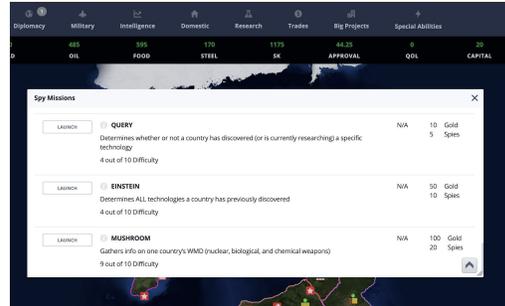
Once you're feeling really friendly and wanting to share, propose an exchange. Just click on the "Diplomacy" tab, then select "Embassies" and "Propose Exchange." Specify which country you would like to exchange ambassadors with. The proposal then appears under "Pending Proposals" and the other country can either accept or decline the offer. If the other country accepts the offer, you open up an embassy in their capital city and consulates in their other two cities (they likewise open up an embassy and consulates in your cities).

Should your friendship go sour, at any time thereafter you are free to expel the foreign country's ambassador from your soil (an action which also automatically withdraws your own ambassador from the foreign country). To do this, click on "Diplomacy," then select "Embassies"

and “Expel an Ambassador.” This step closes both countries’ embassies and consulates and eliminates any intelligence reports until such time as a new ambassador exchange occurs.

Gain Intelligence through Spy Missions

Running an espionage mission will cost you gold and will require some assets (spies or counterterrorism commandos). In order to launch a spy mission, click on the “Intelligence” tab, then select “Launch Spy Missions” and specify the mission you wish to run and the target country. If the mission succeeds, you will receive the spy report at the beginning of the next turn (click on “Intelligence” and “Spy Reports” to view these at any time).



🔥IMPORTANT: If your spies don't come back with an intelligence report that may still be in the field or could even have been captured by the country you ran the mission against.

Covert Operations

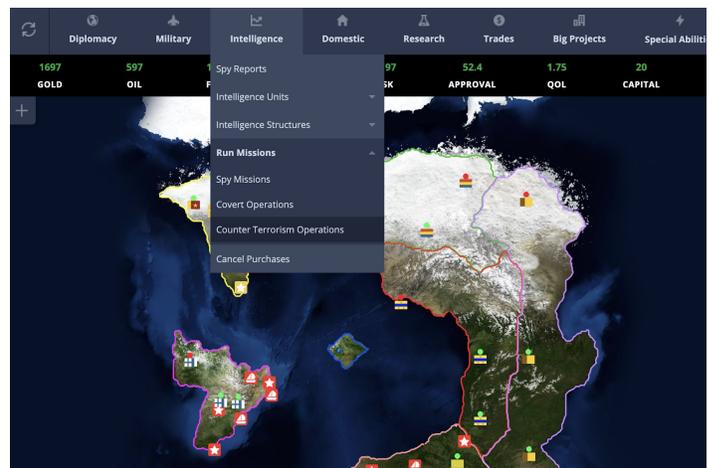
These missions use spies to infiltrate other countries for such purposes as spreading propaganda, sabotaging resource production, manipulating quality of life indicators, and stealing technology.

In order to launch a covert operation, click on the “Intelligence” tab, then select “Launch Covert Operations” and specify the operation you wish to run and the target country. Covert ops always occur between turns and you will receive a report on the success or failure of the operation at the beginning of the next turn.

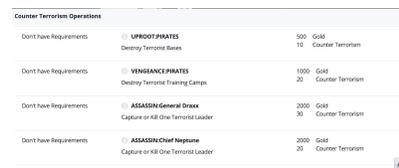


Counterterrorism Operations

These missions use counterterrorism commandos to destroy terrorist bases and



training camps, and to capture or kill terrorist leaders. In order to launch this type of mission, click on the “Intelligence” tab, then select “Launch Counterterrorism Operations” and specify the precise mission and target. (Successful missions will not affect the Global Peace Award)



Determining Mission Success Chances

However, countries can modify the above chances of success by building espionage-related structures. The success of all espionage missions involving human spies will be affected by the number of espionage structures the initiating country has compared with the number of espionage structures in the target country.

Mission Difficulty	Mission Success Chance
1	90%
2	80%
3	70%
4	60%
5	50%
6	40%
7	30%
8	20%

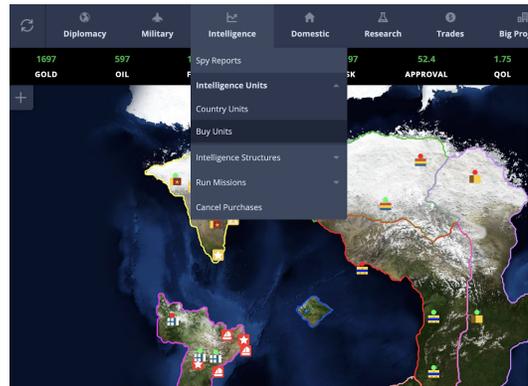
9	10%
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What happens if an Espionage Mission Fails?

Failure of a mission involving human spies or commandos can be more serious. There is some chance that your spies or commandos could be captured by the target state or terrorist group (in which case they are deleted from your inventory and—in the case of spies—added to the other country’s inventory). Captured spies/commandos can reveal their home country’s identity and their mission objective, and in some cases may even reveal secrets about your country’s military units and domestic conditions under interrogation. Spies will either report back a mission success, failure or go missing in action. When missing in action you will receive no spy report for your mission, but may receive one back on future turns if the spy returns.

Purchasing Intelligence Structures

In order to purchase intelligence units, click on the “Intelligence” tab and then select “Buy Units” and specify the type of unit and quantity desired. NOTE: Counterterrorism commandos are military units, so you must purchase them by clicking on the “Military” tab. It will take one turn to recruit any intelligence or military units, meaning you will not be able to use these assets until one turn after you purchase them.



Maintenance on Intelligence Units and Structures

As with military units you must pay 25% of the purchase price of any intelligence units you have purchased. Structures have a 10% maintenance cost to maintain every turn.

Military Units and Structures

Types of Military Units

Land Units: Refers solely to army divisions, which are the only type of unit that can take and hold territory.

Air Units: Includes fighter jets, bombers, attack helicopters, stealth bombers, missiles, and transport planes (which can transport military units).

Sea Units: Includes destroyers, cruisers, battleships, submarines, and transport ships (which can transport military units).

Special Operations Units: Refers solely to counterterrorism commandos, which can launch raids against terrorist camps, bases, and leaders.

WMD Units: Refers solely to nuclear weapons.

Defensive Units: Includes city walls and high fortresses (which make invasion by land more difficult), anti-aircraft systems (which shoot down enemy planes), and missile defense systems (which shoot down enemy missiles).

Buying Military Units

In order to purchase military units, click on the "Military" tab, select "Buy Units," find the unit you wish to purchase, select the desired quantity, and click on "buy." (City walls, Academies, and high fortresses will need to be purchased by clicking on the city where you want them built, then selecting the preferred structure).

Rate of Military Recruitment

It always takes one turn for any military unit to be constructed or recruited. This means that if you purchase 50 fighter jets on Turn 1, those jets will be fully constructed and ready to use in combat at the beginning of Turn 2. So you can never purchase military units and use those units in combat the same turn.

Location of Newly Purchased Military Units

New land and air units will always appear in the zone that contains your capital city, and new sea units will always appear in a sea zone directly offshore.

☀️IMPORTANT: *Units purchased during a turn will automatically defend the capital when that turn ends. So if a unit is purchased on turn 4 and your capital is also attacked on turn 4, the newly purchased units will defend the capital immediately.*



ir.help@statecraftsims.com

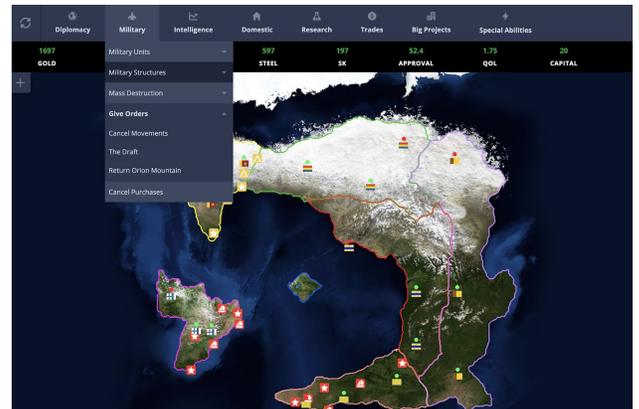
Maintenance Costs

In order to ensure that your military forces are ready to perform effectively if called upon you will be charged 25% of the purchase price of each unit, each turn, for maintenance. Maintenance will be automatically calculated for you and will be deducted from your starting resource totals at the beginning of each turn.

☀️IMPORTANT: Defensive units (city walls, high fortresses, anti-aircraft systems, and missile defense systems) will be treated like structures, and thus only 10% maintenance will be charged for these units.

The Draft

Your regime type determines how many army divisions you can recruit (purchase) in a single turn without instituting the draft. Communist totalitarian regimes and military dictatorships can recruit as many army divisions as they wish during a single turn (assuming they can afford them!)—they have no need for a draft. Constitutional monarchies can recruit two divisions per turn without enacting the draft, and democracies can only recruit one division per turn without the draft. If your country enacts the draft, you can recruit as many army divisions as you can afford *for that turn only*. (You can enact the draft more than once, but you'll need to pay the required 5 political capital every turn you wish to do so). In order to enact the draft, click on "Military" then select "Give" and Click "The Draft"



Veteran Vs. Inexperienced Troops

Once you have built an Army War College, any new army divisions you produce will be "veteran" units (they will fight somewhat better than inexperienced troops). Once you have built a Naval Academy, any new sea units you produce will be veteran, and once you have built an Air Force Academy, any new air units you produce will be veteran. NOTE: Since it takes one turn to build any structure, if you purchase an Army War College on Turn 3 it will exist on Turn 4, at which point you can purchase veteran army divisions (which will exist on Turn 5). Any army divisions that you purchase the same turn you purchase the war college will NOT be "born" veteran.

Any inexperienced units you already own when these structures are built will also be trained to become veteran forces at a rate of two “groups” per turn (e.g., two army divisions, two groups of 50 bombers, etc).

—see the tables of military units for these groupings). But in order for this training to occur, you must move inexperienced ground or air units into the land zone that contains the appropriate training structure (Army War College or Air Force Academy) and you must move inexperienced sea units into any sea zone adjacent to one of your country’s original land zones (and you must still own this zone).

Any unit with no offensive combat power (e.g., transport planes) cannot be made veteran.

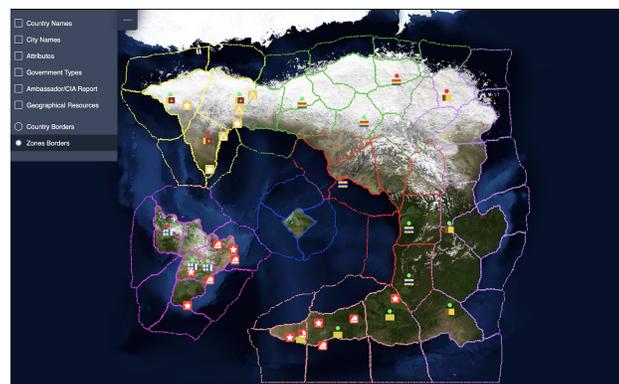
Military Movement Combat and Conquest

Military Unit Icons

Each type of military unit is represented on the Statecraft map by a unique icon. By clicking on an icon you can view the type of unit, the health of the unit (from 0 to 100%) and who owns that unit. NOTE: You will only be able to see your own country’s units unless you have an ambassador exchange with another country, enemy units enter your sea or land zones, or you own the Big Project: CIA.

Zones

The Statecraft world map is divided into zones (you can view these zones by selecting “zones” on the list of map options). Certain land zones produce a specific amount of natural resources each turn (gold, food, steel, scientific knowledge, and oil) and whichever country controls these zones on a given turn receives its resource production. Since every country is assigned a unique color, zone ownership is indicated by color.



Moving Military Units

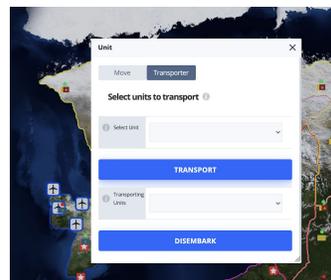
To command your military units to move from their current zone to a new zone on the map, simply drag the unit with your mouse to a zone that is connected and adjacent to the one the unit is currently stationed. All movements into enemy territory will be visible by the enemy, however the attack will not take place until the turn change.



Loading and Unloading Military Units and Transports

To order a military unit to board a transport, simply click on the transport and select which units in the adjacent zone you wish to load onto it. From here click the “Transporter” tab and then select Transport.

Once you have moved to the new location select the unit in the “Transporter” tab and click to “Disembark”



Conquering Territory

Sea zones cannot be owned. Only army divisions can capture and hold land zones. In order to capture a land zone from an enemy country, you must move your army divisions into that zone and you must defeat them in combat. (The benefit from capturing all enemy cities is that you will own any Big Projects that existed in that city and benefit from any other structures captured those cities).

Conquering Territory

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☀️IMPORTANT: All effects of conquered structures will be gained the turn after you gain ownership of the territory (If you attack a country on turn 5 and gain its territory on turn 6, you won't gain the effects of the newly conquered territory until the beginning of turn 7)

Combat

Each military unit can sustain (absorb) and inflict a certain amount of damage - some types of units are more or less effective against other types of units.

☀️ **IMPORTANT:** Combat, like in the real world, is based on weighted probability and damage capacity. This means the results can be unpredictable. You can only improve your chances of success, but will never guarantee them.

Cancelling Combat or Missions

Military or espionage missions you have ordered are only tentative until the turn ends, at which point these orders are executed. So at any time prior to the turn ending, you are free to cancel pending purchases, programs, and missions with no penalty. **EXCEPTION:** If you win the bid on a Big Project, there is no way to back out of buying that project.

Combat Probability

As in real combat, an array of unpredictable factors may cause one side or the other not to inflict the full damage of which it is capable. The role of chance is simulated with a 10-sided die roll for each “group” of units involved in combat (e.g., 1 Army Division, 50 Fighter Jets, 50 Bombers, etc.).

Defense/Offense Bonuses and Penalties

Defending ground forces will receive a modest advantage over attacking ground forces. Specifically, military units which are defending a particular zone will receive a *combat bonus (+10% Weighted Probability)* against any military units invading that zone, while the invading military units simultaneously receive a *combat penalty (-10% Weighted Probability)* against these defenders.

Terrain

Difficult terrain like mountains and deserts are easier to defend and more difficult to attack than open terrain. Therefore, military units invading a zone with difficult terrain that is occupied by enemy ground forces will receive a *double combat penalty* (one -10% penalty for attacking and one -10% penalty for the terrain, for a total of -20%) and military units positioned to defend difficult terrain will receive a *double combat bonus* (one +10% bonus for defending and one +10% bonus for the terrain, for a total of +20%) against invading military units. The following zones are considered “difficult terrain”: Orion Mountains (B2), Black Hawk Mountains (D3, H3, G1, L3), and S4 (Sapphire Island).

City Walls and Fortresses

These defensive structures can be built in any zone that contains a city, and once built they provide protection for the entire zone. City walls work by decreasing the amount of ground

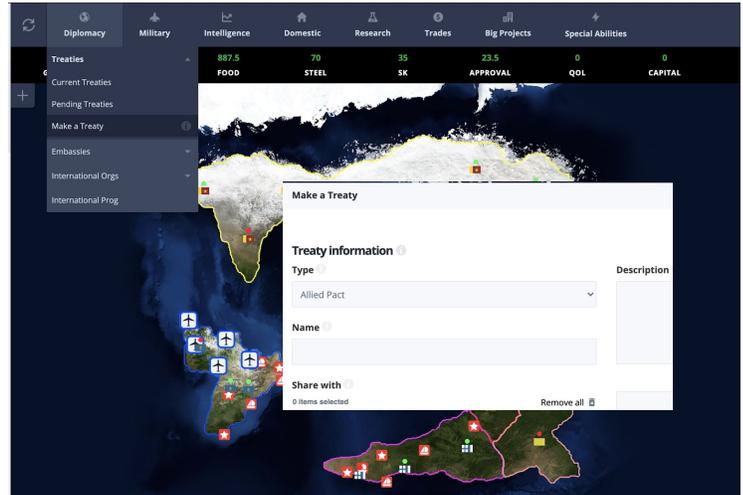
damage that invading army forces would normally inflict by a dice roll up to -20%. High fortresses work the same way except they *can decrease invading force damage by up to -30%*.

National Command Center

Countries that have built a National Command Center will receive a *+20% bonus* for all units (land, sea, and air). Furthermore, Veteran units receive a *+10% combat bonus*.

Allied Pacts

If you create an Allied pact with another country (a "Treaty" option under "Diplomacy") You will be able to station your units in a different country's zones to help defend against possible attack. Simply offer or accept the treaty in your Diplomacy Tab. If you wish to attack your ally simply cancel the treaty, move your units out of the zone, and instruct them to attack by checking the "attack" box after selecting your units.



Weapons of Mass Destruction

After you have discovered the technology Nuclear Fission you can build nuclear missiles. Nuclear missiles can reach any country on the map in a single turn. Any nuclear missile that strikes a city will have a 75% chance of destroying everything located in that city (along with all of its structures, including Big Projects). You can see your Nuclear Missiles in the Weapons of Mass Destruction button in your Military Tab. To cancel a movement simply place the Nuclear Weapon over one of your cities.

☀️IMPORTANT: Nuclear Missiles are not designed as tactical combat weapons. If you nuke an enemy you will only destroy structures owned by that enemy even if they have allied forces in the zone being Nuked.

Terrorism and Counter Terrorism

Three groups have been identified by independent analysts as terrorist organizations:

Typhoon



Pirates

The Typhoon Pirates, designated a terrorist organization by most analysts, have become increasingly brazen in their attacks on civilian vessels and coastal cities. As shown on the world map, the Pirates are currently harbored by two countries in the southern region of the world (the Pirates have bases in these countries' cities and ports on their coasts). These hosts are rumored to receive gold payments from the Pirates each turn in exchange for their "hospitality." Human rights groups have recently issued strong condemnations of these host countries, and have demanded that they evict the Pirates. Non-host countries should expect resource losses due to coastal raids and shipping piracy as long as the Pirates remain an effective organization.

Orion Liberation Front (O.L.F.)



The Orion Mountains, which yield Country B roughly 1,000 gold each turn, were occupied by Country B over a century ago when they seized this territory from Country A (their western neighbor). Country B is heavy-handed in its occupation, and has been frequently accused of human rights violations against the local Orion people (who still identify strongly with Country A). The Orion Liberation Front (O.L.F.), branded a terrorist organization by Country B, has bases and camps inside Countries A and C (shown on the world map) and frequently carries out costly attacks against targets in Country B. The O.L.F. has vowed to continue these attacks "until the occupation is ended and the Orion Mountains are returned to their rightful owners [Country A]". (If you are Country B you can withdraw from Orion by going to the domestic tab and clicking "Liberate Orion Mountains". This will give the entire zone and its city to Country A including any structures you have built in that city along with all 1,000 gold from the mountains) In addition, it is believed that Countries A and C are actually paid by the OLF to harbor them.

Sword of the Amaru (S.O.T.A.)

Sapphire Island is very rich in resources (producing 1,000 of each resource each turn starting on the turn after the island is conquered), but is currently inhabited by the Amaru people—an

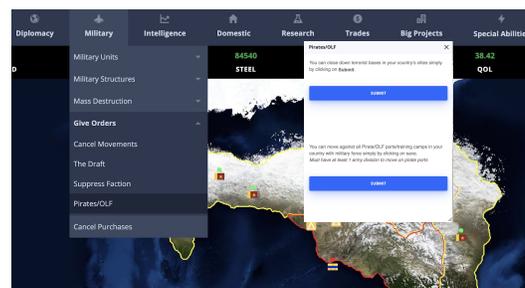


indigenous people that worships the earth and holds the island's mountains, jungles, and forests sacred. They are highly suspicious of outsiders, and say they will not tolerate the "desecration" of the island's resources by "imperialists". The Amaru people have a warrior tradition and, although not equipped with space-age weaponry, are armed with machine guns and grenades. Recent reports indicate they have also heavily mined the beaches of Sapphire Island. Military experts estimate it would take no less than two full divisions of ground forces to subdue the inhabitants, and warn potential conquerors to expect heavy casualties. If Sapphire Island is conquered, the terrorist organization Sword of the Amaru (S.O.T.A.) will arise, with bases and camps in the hostile country. S.O.T.A. is reportedly training to strike any occupying countries' cities with bombings and other terrorist attacks. Frequently Asked Questions (FAQs) / Troubleshooting

Shutting Down Terrorist Cells in Your Country

Any country hosting terrorists *may close down terrorist bases* by giving the order under Military → Give Orders (which leads to arrests, confiscation of property, and freezing of bank accounts)

The country will need to use military force and must own at least one army division to shut down the bases



☀️ **IMPORTANT:** Terrorist leaders can only be captured or eliminated through commando missions (see below).

Shutting Down Terrorist Cells in Another Country

Terrorist bases, training camps, and leaders may be eliminated from outside of their host states through the use of counterterrorism commando missions. Once you have discovered advanced tactical operations, you may recruit "counterterrorism commandos"—highly trained, elite soldiers capable of tracking and eliminating terrorist bases, training camps, and leaders throughout the world. The *Appendix: "Counterterrorism Operations"* table lists the descriptions and prices of various commando missions.

☀️ **IMPORTANT:** Terrorist bases, training camps, and leaders **CANNOT** be dealt with from outside using regular military forces. If a terrorist-hosting country is occupied by foreign

ground troops, then any terrorist bases or camps in occupied territory can be shut down using the tactics listed above for the host countries.

International Organizations and Treaties

International Organizations

The three major international governmental organizations (IGOs) that exist on Turn 1 of Statecraft are the United Nations (UN), the World Trade Organization (WTO), and the International Criminal Court (ICC).

Readmission and Being Expelled from an IGO

All countries are members of the UN by default, and they can freely join the WTO and the ICC (though it costs political capital to join these two organizations). Once they have joined any of these IGOs, they can also quit the organization at will, but their readmission will require approval of 2/3 of the existing members. They can also be expelled by a 2/3 vote.

Condemnation

Members of these IGOs have access to private discussion boards where they can deliberate, make proposals, and voice concerns. If 2/3 of UN members vote to condemn a country, that country loses 5 political capital (a single country can only be condemned once per turn), and if 2/3 of ICC members vote to indict a country's leaders that country loses 20 political capital (a single country can only have its leaders indicted once during the entire simulation). To join, quit, or vote on issues before these IGOs, click on "Diplomacy" then select either "United Nations," "World Trade Organization," or "International Criminal Court."

Creating IGO's

You are also free to create your own international organizations. Just click on "Diplomacy" and "Create International Organization." Enter a name and description for the organization. You will then be able to join the organization and have access to a private discussion board reserved for its members.

Making Treaties

You may negotiate and sign any kind of treaty with one or more other countries. Just click on "Diplomacy," then "Treaties" and "Make a Treaty." Record the treaty's provisions and specify

which other country (or countries) are parties to it. Once they accept the treaty it is considered to be in force.

Breaking Treaties

If a country believes that its treaty partner(s) have violated a treaty, they may publicly accuse that country (or countries) of breaking the treaty, and all countries will have a chance to vote on whether the treaty was in fact violated. If a majority of the world's countries find that the treaty was violated, the offending country loses 10 political capital.

APPENDIX

Regime Types

Regime	Bonuses	Penalties	Special Abilities
Democracy	<ul style="list-style-type: none"> • Literacy Bonus: Begin with research knowledge of elementary education • Freedom of Ideas Dividend: All education structures (e.g., high schools) produce 50% more education • Fundamental Rights Reward: +15% approval from civil libertarians faction 	<ul style="list-style-type: none"> • Civil Liberties Constraint: Domestic suppression not allowed • "Not My Kid" Limit: Draft required to recruit more than one Army division per turn • Pop Culture Mudslide: All culture structures (e.g., art museums) produce 30% less culture • Freedom to have guns, beer, and a bad attitude: Fire Stations and Seismic Earthquake Detection Centers produce 30% less safety. 	<ul style="list-style-type: none"> • Manhattan Project: Instantly discover one technology that requires turns of research equal to or less than the current turn (must have prerequisite technologies). • Power to the People: One-time political capital bonus of 5 x Turn (for example, if used on Turn 4, you would receive 5 x 4 = 20 political capital)

<p>Constitutional Monarchy</p>	<ul style="list-style-type: none"> • Court Jester Bonus: Begin with knowledge of performing arts • Rich History Dividend: All culture structures (e.g., art museums) produce 50% more culture • Fundamental Rights Reward: +15% Approval from civil libertarians faction 	<ul style="list-style-type: none"> • Magna Carta Constraint: Domestic suppression not allowed • "I'll Defend the Queen, but Let's Not Go Overboard" Limit: Draft required to recruit more than two Army divisions per turn • "Let them Eat Cake" Fallacy: All welfare structures (e.g., homeless shelters) produce 30% less welfare 	<ul style="list-style-type: none"> • "For King and Country": Doubles next turn's production of all resources (except for PC) • Long Live the King: Triples political capital production for the following turn
<p>Communist Totalitarian</p>	<ul style="list-style-type: none"> • Big Brother Bonus: Begin with knowledge of espionage • Superior Spycraft Discount: All spying and covert ops missions are half price • Espionage Advantage: Begin with a FREE spy academy in each city and 50 spies (must pay maintenance) • Socialistic Head Start: Begin with knowledge of social services • Workers' Paradise Dividend: Homeless shelters, welfare offices, and pension centers produce 50% more Welfare • "Boot Camp Beats the Gulag" Principle: No cap on military recruitment per turn (no draft needed) 	<ul style="list-style-type: none"> • Thought Control Penalty: All education structures (e.g., high schools) produce 30% less education • Collective Farming Fiasco: Farms produce 30% less food 	<ul style="list-style-type: none"> • Crackdown: Suppresses ALL domestic factions for 3 turns (must have one Army division in each city) and yields 20 political capital per turn for those turns despite approval rating of zero. (Will take place the turn after it is enacted) • Deep Cover Agent: Provides a copy of one foreign country's status report (one turn only) (Toss up whether Enigma or Deep Cover Agent works against each other) • Enigma: Makes your country immune to foreign spying for one turn

	<ul style="list-style-type: none"> • “Let’s See How you Fare Against this Tank” Corollary: One army division can suppress one domestic faction 		
Military Dictatorship	<ul style="list-style-type: none"> • One Government One Direction Bonus: Begin with knowledge of Fire Safety • “Do it NOW!!!” Effect: All safety structures (e.g., Earthquake Detection Centers) produce 50% more safety • Compulsory Service Bonus: No cap on military recruitment per turn (no draft needed) • “You are Free To Dissent... and Be Executed” Principle: One army division can suppress one domestic faction 	<ul style="list-style-type: none"> • “We’ve Got Other Priorities” Effect: All health structures (e.g., hospitals) produce 30% less health • “What a Beautiful Landscape...It Would Make a Great Bombing Range” Mindset: All environmental structures (e.g., recycling centers) are 30% less effective in improving the environment 	<ul style="list-style-type: none"> • Mobilization: One-time FREE recruitment of Army divisions equal to 2 x current turn. (Example: if used on turn 3, can recruit 2 x 3 = 6 Army divisions). These units still take one turn to recruit, and you must pay maintenance on them once recruited. Mobilization is a very visible event and will be made public. • Martial Law: Suppresses ALL domestic factions for two turns (must have one Army division in each city) and yields 20 political capital per turn for those turns despite approval rating of zero.

Country Attributes

Attribute	Bonuses	Penalties
Industrial (Cannot also be Green)	<ul style="list-style-type: none"> • Expertise in Resource Extraction: Begin with knowledge of gold mining and steel mining • Efficiency Bonus: Mines and factories produce 50% more gold/steel 	<ul style="list-style-type: none"> • “Rivers make Great Landfills” Attitude: All industrial structures produce 50% more pollution

<p>Green (Cannot also be Industrial)</p>	<ul style="list-style-type: none"> • “Waste not, want not”: Begin with knowledge of recycling • Close to the Earth: Begin with knowledge of farming • A Green Thumb: Farms produce 50% more food • Green Industry: Industrial structures produce 50% less pollution • “Reduce, Reuse, You know the Drill...”: Begin with two FREE recycling centers in each city (must pay maintenance) • A Convenient Truth: Environmental structures cost 50% less to build and maintain 	<ul style="list-style-type: none"> • Environmentally conscious mining: gold and steel mines produce 15% less gold/steel
<p>Militaristic (Cannot also be Pacifist)</p>	<ul style="list-style-type: none"> • Tactical Advantage: Begin with knowledge of mobile warfare • The Art of War: Begin with FREE Army War College in capital city (allows veteran troops); must pay maintenance • A Warrior Culture: Army divisions cost 30% less to recruit and maintain 	<ul style="list-style-type: none"> • Preference for Action Movies, Reality TV, and Bruckheimer-Bay Explosion-fests: All culture structures produce 30% less culture
<p>Pacifist (Cannot also be Militaristic or a Military Dictatorship)</p>	<ul style="list-style-type: none"> • “Do No Harm” Dividend: Begin with knowledge of medicine • “Build, Don’t Destroy” Principle: Begin with knowledge of fortification • “The Best Offense is a Good Defense” Mindset: <ul style="list-style-type: none"> • Start with FREE light fortifications in all zones containing cities (must pay maintenance) • Start with FREE basic anti aircraft systems in all zones containing cities (must pay maintenance) • The Way of the Shield: All defensive structures (fortifications and anti-aircraft systems) cost 50% less to build and maintain • A Talent for Healing: All health structures (e.g., hospitals) produce 50% more health • “Shake that Building all You Want”: fire stations and earthquake detection centers produce 50% more safety 	<ul style="list-style-type: none"> • Disdain for Weapons of Mass Destruction: Cannot build nuclear weapons • “And Why Would We Have Need of That?": Can’t build stealth bombers, battleships, aircraft carriers, nuclear subs, or counterterrorism commandos



Scientific	<ul style="list-style-type: none"> • Light Years Ahead of the Competition: Begin with knowledge of the scientific method and advanced physics • Big Brain Dividend: Small and large research labs produce 50% more scientific knowledge • Calculus, Physics, and Absolutely No Recess: All education structures (e.g., high schools) produce 50% more education 	<ul style="list-style-type: none"> • Star Trek Conventions, Pocket Protectors, and Superhero Comics: All culture structures (e.g., art museums) produce 30% less culture • Domination of Nature Mentality: Environmental structures (e.g., recycling centers) are 30% less effective in improving the environment
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RESEARCH

☀️ **NOTES:** Turns required will vary based on the length of your particular simulation. The numbers shown in these charts are based on an 8-turn simulation. **Want correct turn numbers for YOUR sim? Go to Research > Set Priorities and click on the research category for details.**

🔒 You will only be able to build big projects once you've achieved the third or fourth highest level of technology available for a type of research.

Welfare

Technology:	Social Services >	Public Admin >	Social Security >	Welfare Reform >
# of Turns	1 Turn	1 Turn	2 Turns	2 Turns
Structures (QOL points)	Homeless shelters (+5 Welfare)	Welfare offices (+10 Welfare)	Pension centers (+20 Welfare)	Job retraining centers (+30 Welfare)
Max per city	5 per city	3 per city	2 per city	2 per city
Big Project:	The Great Society	<i>Bonus:</i> Doubles effects of Welfare Offices & Pension Centers		

Health

Technology:	Medicine >	Advanced Medicine >	Health Administration >	Genetic Engineering >
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# of Turns	1 Turn	1 Turn	2 Turns	3 Turns
Structures (QOL points)	Health clinics (+5 Health)	Hospitals (+10 Health)	FDA Offices (+20 Health)	Medical research labs (+50 Health)
Max per city	5 per city	3 per city	2 per city	1 per city
Big Project 1:	Mayo Clinic	<i>Bonus:</i> Triples effects of hospitals + 1 free technology		
Big Project 2:	Human Genome Project	<i>Bonus:</i> Doubles effects of medical research labs + 1 free technology		

Environment

Technology:	Recycling >	Environmental Protection >	Alternative Energy Sources >	Noxious Emissions Purification >
# of Turns	1 Turn	1 Turn	3 Turns	4 Turns
Structures (QOL points)	Recycling Centers (+5 Environment)	EPA Offices (+15 Env)	Solar Power Plants (+30 Env)	Air Purification Complexes (+50 Env)
Max per city	5 per city	3 per city	2 per city	1 per city
Big Project 1:	Electric Car	<i>Bonus:</i> Triples effects of solar power plants + 1 free technology		
Big Project 2:	Pollution Refractor	<i>Bonus:</i> Eliminates all industrial and military pollution + 1 free technology		

Education

Technology:	Elementary Education >	Secondary Education >	School Administration >	College Curricula >
# of Turns	1 Turn	2 Turns	2 Turns	3 Turns
Structures (QOL points)	Grade Schools (+5 Education)	High Schools (+15 Education)	DOE Offices (+25 Education)	Universities (+50 Education)
Max per city	6 per city	3 per city	2 per city	1 per city
Big Project:	Harvard University	<i>Bonus:</i> Each University produces twice as much Education +300 Scientific Knowledge per turn		

Culture

Technology:	Performing Arts >	Fine Arts >	Opera >	Advanced Musical Composition >
# of Turns	1 Turn	2 Turns	2 Turns	2 Turns

Structures (QOL points)	Theaters (+5 Culture)	Art Museums (+15 Culture)	Opera Houses (+25 Culture)	Symphony Orchestra (+50 Culture)
Max per city	6 per city	3 per city	2 per city	1 per city
Big Project 1:	The Louvre	<i>Bonus:</i> Quadruples effects of all art museums		
Big Project 2:	London Philharmonic	<i>Bonus:</i> Triples effects of all Symphony Orchestras		

Safety

Technology:	Fire Safety >	Seismic Tracking >	City Surveillance >	DNA Mapping >
# of Turns	1 Turn	2 Turns	3 Turns	3 Turns
Structures (QOL points)	Fire Stations (+5 Safety)	Earthquake Detection Centers (+10 Safety)	Surveillance Centers (+20 Safety)	Advanced DNA Labs (+50 Safety)
Max per city	5 per city	3 per city	2 per city	1 per city
Big Project 1:	Tsunami Detector	<i>Bonus:</i> Triples effects of all Earthquake Detection Centers		
Big Project 2:	Big Brother	<i>Bonus:</i> Triples effects of all Surveillance Centers + Doubles chances of apprehending foreign spies		

Research Category: Resource Enhancement

Industrialization

Technology:	Gold Mining >	Industrial Production >	Transportation Technology
# of Turns	1 Turn	2 Turns	3 Turns
Structures (QOL points)	Gold Mines (+5% Gold, -5% Env)	Factories (+10% Gold, -10% Env)	Companies (+30% Gold, Food & Steel, -30% Env)
Max per city	10 total	3 per city	1 per city
Big Project:	National Railroad System	<i>Bonus:</i> National Railroad System doubles total Gold, Food, & Steel output <i>Bummer:</i> -100 Environment	

Agriculture

Technology:	Farming >	Industrial Production >
# of Turns	1 Turn	2 Turns

Structures (QOL points)	Farms (+5% Food)	Super Farms (+10% Food)
Max per city	10 total	10 total
Big Project 1:	Genetically Enhanced Crops	<i>Bonus: Doubles Total food output</i>

Steel

Technology:	Steel Mining >	Steel Refining >
# of Turns	1 Turn	2 Turns
Structures (QOL points)	Steel Mines (+5% Steel, -5 Env)	Steel Mills (+10% Steel, -10 Env)
Max per city	10 total	3 per city
Big Project 1:	None :(

Science

Technology:	Scientific Method >	Advanced Scientific Research >
# of Turns	2 Turns	3 Turns
Structures (QOL points)	Small Research Labs (+5% Scientific Knowledge)	Large Research Labs (+10% Scientific Knowledge)
Max per city	3 per city	3 per city
Big Project:	Einstein Research Lab	<i>Bonus: 3 free technologies</i>

Oil

Technology:	Oil Drilling >	Oil Refining >
# of Turns	2 Turns	2 Turns
Structures (QOL points)	Oil Drilling Sites (+5% Oil, -5 Env)	Oil Refineries (+10% Oil, -10 Env)
Max per city	10 total	3 per city
Big Project:	Transcontinental Pipeline	<i>Bonus: Doubles Total Oil Output Bummer: -50 Env</i>

Weather Manipulation Research

Technology:	Subzero Physics >	Particle Chilling >	Atmospheric Engineering >	Snow Creation >
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# of Turns	2 Turns	2 Turns	3 Turns	4 Turns
Max per city	5 per city	3 per city	2 per city	1 per city
Big Project:	Globe of Frost	<i>Bonus: May prevent catastrophic melting</i>		

Research Category: Military and Intelligence

Free Technologies : 0

Mobile Warfare (1 Turn) allows ability to purchase the following structures:

Army War College (1 Per city)

Naval Tactics (2 Turn) allows ability to purchase the following structures:

Naval Academy (1 Per city)

5 Battleships

Air Tactics (2 Turn) allows ability to purchase the following structures:

Air Force Academy

Advanced Tactical Operations (2 Turn) allows ability to purchase the following structures:

National Command Center

Big Project: Schwartzkopf War College (1 Per city)

10 Counterterrorism Commandos

Military Personnel

Technology:	Mobile Warfare >	Naval Tactics >	Air Tactics >	Advanced Tactical Ops >
# of Turns	1 Turn	2 Turns	3 Turns	3 Turns
Structures (bonuses)	Army War College (Veteran Army Units)	Naval Academy (Veteran Naval Units)	Air Force Academy (Veteran Air Units)	National Command Center (Combat bonus)
Big Project:	Schwartzkopf War College		<i>Bonus: Eliminates military maintenance</i>	

Defensive Technology

Technology:	Masonry >	Advanced Fortification >
# of Turns	1 Turn	2 Turns
Structures (bonuses)	City Walls (Defensive bonus)	High Fortresses (Defensive bonus)



Big Project:	None :/
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Espionage (1 Turn) allows ability to purchase the following structures:

Spy Academies (1 Per city)
 BIG SISTER
 FORTDAY
 TRIPTOK

Advanced Espionage (2 Turn) allows ability to purchase the following structures:

Big Project: CIA

Cyber Warfare (3 Turn) allows ability to purchase the following structures:

GASLIGHT

Social Media Cyber Attack (3 Turn) allows ability to purchase the following structures:

TROLL

Espionage

Technology:	Espionage >	Advanced Espionage >
# of Turns	1 Turn	3 Turns
Structures (bonuses)	Spy Academies (Spy missions, espionage bonus)	?? (Covert ops, espionage bonus)
Max per city		3 total
Big Project:	CIA	<i>Bonus:</i> Unlimited spy data

Military Intelligence 1

Technology:	Advanced Physics >	Satellite Imagery >	Stealth Technology >
# of Turns	2 Turns	2 Turns	3 Turns
Structures (bonuses)	50 Apache Helicopters 5 Cruisers 5 Battleships Enhanced AA System		50 Stealth Bombers
Big Project:	None :/		

Military Intelligence 2

Technology:	Advanced Physics >	Solid Rocket Boosters >	Ballistic Missile Guidance >	Missile Tracking >
# of Turns	2 Turns	2 Turns	2 Turns	3 Turns
Military Units that can be built	- 50 Apache Helicopters - 5 Cruisers - 5 Battleships - Enhanced AA System		20 Cruise Missiles Impregnable AA System	
Big Project 1:	Moon Launch	<i>Bonus:</i> Two free technologies		
Big Project 2:	Missile Defense System	<i>Bonus:</i>		

Espionage

Technology:	Atomic Theory >	Nuclear Fission >
# of Turns	2 Turns	2 Turns
Military Units that can be built		Nuclear Missile
Big Project:	Building a nuclear missile is a pretty big project. <i>Be careful, Illustrious Leader!</i>	

STRUCTURES

Resource Enhancement Structures

The effects are per structure so 10 gold mines would yield +50% gold and -50 environment.

Structure	Requires	Limits	Effects	Costs:	Gold	Food	Steel	SK	Oil
More GOLD									
Gold Mine	Gold Mining	3 per city	+5% Gold -5 Environment		10	5	10	10	10



Factory	Industrial Production	3 per city	+10% Gold -10 Environment	25	5	25	25	25
Trucking Company	Transportation Technology	1 per city	+30% Gold +30% Food +30% Steel -30 Environment	150	10	100	50	200
More FOOD								
Farm	Farming	3 per city	+5% Food	10	10	10	10	10
Super Farm	Advanced Agricultural Science	3 per city	+10% Food	25	25	25	25	25
More STEEL								
Steel Mine	Steel Mining	3 per city	+5% Steel -5 Environment	10	5	10	10	10
Steel Mill	Steel Refining	3 per city	+10% Steel -10 Environment	25	5	25	25	25
More SCIENTIFIC KNOWLEDGE								
Small Research Lab	The Scientific Method	3 per city	+5% SK	20	5	10	20	5
Large Research Lab	Advanced Scientific Research	3 per city	+10% SK	50	5	25	50	10
More OIL								
Oil Drilling Site	Oil Drilling	3 per city	+5% Oil -5 Environment	10	5	10	10	10
Oil Refinery	Oil Refining	3 per city	+10% Oil -10 Environment	25	5	25	25	25

Military Structures

☀️ **NOTE:** You can only buy ONE of each military structure per country.

Military Structure	Requires	Effects	Costs:	Gold	Food	Steel	SK	Oil
Army War College	Mobile Warfare	Veteran Army Units		100	200	100	50	50
Naval Academy	Naval Tactics	Veteran Naval Units		100	200	100	75	50
Air Force Academy	Air Tactics	Veteran Air Units		100	200	100	100	50

BIG PROJECTS

Big Project	Requires	Effects	Costs:	Gold	Food	Steel	SK	Oil
Big Brother	City Surveillance	Triples effects of Surveillance Centers & doubles chances of catching foreign spies		400	400	400	400	400
CIA	Advanced Espionage	Free spy data on all countries		300	300	300	300	300
Einstein Research Lab	Advanced Scientific Research	3 free technologies		500	500	500	500	500
Electric Car	Alternative Energy Sources	Triples effects of solar power plants		250	250	250	250	250
Genetically Enhanced Crops	Agricultural Genetics	Adds 3000 food per turn		500	500	500	500	500
Globe of Frost	Snow Creation	May prevent catastrophic melting		500	500	500	500	500
Great Society	Social Security	Doubles effects of welfare offices & pension centers		300	300	300	300	300
Harvard University	College Curricula	Each university produces twice as much education + 300 scientific knowledge per turn		500	500	500	500	500
Human Genome Project	Genetic Engineering	Doubles effects of all medical research labs + 1 free technology		500	500	500	500	500
London Philharmonic	Advanced Musical Composition	Triples effects of symphony orchestras		400	400	400	400	400
Mayo Clinic	Advanced Medicine	Triples effects of hospitals		200	200	200	200	200
Moon Launch	Ballistic Missile Guidance	2 free technologies		300	300	300	300	300
National Railroad System	Transportation Technology	Adds 1500 gold, food, & steel per turn (minus effect of other big projects), -100 environment		500	500	500	500	500
Pollution Refractor	Noxious Emissions	Eliminates all industrial & military pollution (except for attribute		500	500	500	500	500

	Purification	penalties) + 1 free technology					
Schwarzkopf War College	Advanced Tactical Ops	Eliminates military maintenance	500	500	500	500	500
SDI	Missile Tracking	Immunity to Ballistic Missile Attack (97%)	500	500	500	500	500
The Louvre	Fine Arts	Quadruples effects of art museums	200	200	200	200	200
Transcontinental Pipeline	Oil Refining	Adds 3000 oil per turn, -50 environment	500	500	500	500	500
Tsunami Detector	Seismic Tracking	Triples effects of Earthquake Detection Centers	200	200	200	200	200

DOMESTIC PROGRAMS

Domestic Program	Description	Effects	PC
WELFARE			
Enact minimum wage	All employers must comply	+30 welfare	3
Unemployment benefits	Paid for by a heavy tax on corporations	Welfare offices produce 40% more welfare	3
Food stamps for poor	Paid for by a heavy tax on the rich	Welfare offices produce 60% more welfare	5
Expanded retirement benefits	Paid for by a heavy tax on young workers	Pension centers produce 50% more welfare	10
HEALTH			
"Sin taxes"	Heavy taxes on alcohol and tobacco products	+15 health	5
National seatbelt law	Buckle up or face hefty fines	+2 health per Fire station	3
New equipment in all hospitals	Paid for by a tax on the drug industry	Hospitals produce 50% more health	5
Stringent drug regulations	So you know what's in those pills you're popping	FDA offices produce 30% more health	5
Stringent food regulations	Tough inspections of meat, dairy, and produce	FDA offices produce 50% more health	5
ENVIRONMENT			
Anti-litter campaign	Violators face fines...and social	+15 environment	2



	shaming		
Conservation initiative	Ads and tax incentives discourage consumption and tout recycling	Increases effectiveness of recycling centers by 50%	3
Stringent clean water standards	Zero tolerance for corporations dumping toxic material	Increases effectiveness of EPA offices by 40%	5
Stringent clean air standards	Industry and automobiles must reduce emissions	Increase effectiveness of EPA offices by 60%	5
Ban coal-burning power plants	A major source of pollution...gone with the stroke of your pen	Increases effectiveness of solar power plants by 50%	10
EDUCATION			
Head start program	So all children are ready to learn	Grade schools produce 30% more education	3
More qualified high school teachers	Strict hiring standards imposed on high schools	High schools produce 40% more education	5
Standardized testing	Standardized math & reading tests with school funding tied to results	DOE offices produce 50% more education	7
College scholarships for poor students	Paid for by heavy taxes on the rich	Universities produce 20% more education	5
Subsidized student loans	Paid for by closing tax loopholes education	Universities produce 30% more education	5
CULTURE			
Art appreciation classes	Mandated in all high schools	+5 culture per high school	3
Increased arts funding	Paid for by tax increase on the rich	Theaters & art museums produce 30% more culture	5
Add extra seating in opera houses	Paid for by taxing movie and rock concert tickets	Opera houses produce 50% more culture	7
Ban pop music	Enforced by local Fire Department	+3 culture per Fire station	10
Ban reality TV	Enforced by local Fire Department	+3 culture per Fire station	10
SAFETY			
Require Smoke Detectors in All Buildings		Fire Stations produce 20% more safety	2



All Buildings Must be Earthquake-Proofed		Earthquake Detection Facilities produce 40% more safety	5
Bulk Data Collection	Allows domestic spying on suspected threats without the hassle of warrants	Surveillance Centers produce 50% more safety	5
Facial Recognition Across City	To bring to justice the most dangerous offenders	Surveillance Centers produce 50% more safety	7
Universal DNA Collection	All citizens tracked by microchips implanted Advanced DNA Labs	Advanced DNA Labs produce 50% more safety	20
CIVIL LIBERTIES			
Freedom of speech*		Enhanced civil liberties	10
Freedom of assembly*		Enhanced civil liberties	10
Freedom of religion*		Enhanced civil liberties	10
Miranda rights	"You have the right to remain silent..."	Enhanced civil liberties	5
Legalize drugs		Enhanced civil liberties, -20 health	10
Legalize prostitution		Enhanced civil liberties, -20 health	10
Habeas corpus for all	Non-citizens can challenge their detention in court	Enhanced civil liberties	5
Outlaw coercive interrogations	No harsh interrogations of suspected terrorists	Enhanced civil liberties	5
MILITARY			
The Draft		Allows unlimited recruitment of army divisions for that turn only (can be repeated)	5
Agricultural Subsidies		Increases Gold by +175	5
Raise Tariffs		Increases Gold by +175	5
Military morale-boosting campaign		Lasting combat bonus	5

**Democracies and Constitutional Monarchies automatically provide these rights*

INTERNATIONAL PROGRAMS

International Programs	Description	Effects	PC
HEALTH			
Join World Health Organization (WHO)	Must have at least 50% of world's countries as members to launch organization	Health clinics produce 40% more health (for ALL countries—members or not)	5
BORDERS & TRADE			
Tight border security		Less immigration	5
Loose border security		More immigration	10
Attract FDI	Encourages foreign companies to relocate to your country with low taxes/regulations	Total Gold Output increased +100 Gold per turn	5
Create open borders to trade = Join bilateral free trade pact*	Don't have to select another country when enacting this	Total gold output expanded by +150 Gold Per Turn	5
Agricultural subsidies**	Gives subsidies to domestic farmers	Total gold output expanded by +175 Gold Per Turn	5
Raise tariffs***	Increases tariffs on imported goods	Total gold output expanded by +75 Gold Per Turn	5
Join WTO	Must have at least four member states to launch organization; members can be expelled by vote of 2/3 of members	Total gold output expanded by +300 Gold per turn	7
<p><i>*For every WTO member that joins a bilateral free trade pact, total gold output declines by 2% for all WTO members</i></p> <p><i>**For every WTO member that enacts agricultural subsidies, total gold output declines by 1% for all WTO members</i></p> <p><i>***For every WTO member that raises tariffs, total gold output declines by 1% for all WTO members</i></p>			
WELFARE			
Join UN Development Program (UNDP)	Must have at least 50% of world's countries as members to launch organization	Homeless shelters produce 40% more welfare (for ALL countries—members or not)	5
CULTURE & EDUCATION			
Join UN Educational, Scientific, & Cultural Organization (UNESCO)	Must have at least 50% of world's countries as members to launch organization	Grade schools and theaters produce 20% more education culture (for ALL countries—members or not)	5



ENVIRONMENT			
Join Cap & Trade System	Must have at least 50% of world's countries as members to launch organization. Corporations must cut CO2 emissions; international market for pollution credits	Pollution from factories & trucking companies reduced by 50% (only for member countries)	10
HUMAN RIGHTS			
Join International Criminal Court	Must have at least 50% of world's countries as members to launch organization; allows indictment of leaders who commit war crimes (majority of ICC members must vote to indict)	-20 political capital for indicted country (only one indictment allowed per country per simulation)	5
SAFETY			
Join INTERPOL	Must have at least two member countries to launch organization	Fire stations of member countries produce 5% more safety for every country that is a member (so if five countries are members, each member's Fire stations produce 5 x 5% = 25% more safety)	5

