

# MASTERS

OF THE

# WORLD

GEO-POLITICAL SIMULATOR 3



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# INSTALLATION AND GETTING STARTED

## **Installation and Getting Started**

The installer will launch automatically and will give you several options. Select **Install Masters of the World** and installation will begin.

If auto-insert notification is turned off, open the DVD from the desktop, open the Autorun file, and double-click on Autorun or Autorun.exe to start the installation. Follow the on-screen instructions.

## **Installing technical updates**

There may be improvements to the game, including corrections for minor issues, added features, and data updates. These improvements can be integrated into the software through a patch available on our website.

If you are connected to the internet each time that you launch the program, the program automatically looks for these updates. After your confirmation, the updates are then downloaded and installed.

## **Epilepsy Warning**

### **Read before you or your child play a video game.**

Some people are susceptible to epileptic seizures, and to becoming unconscious at the sight of certain kinds of flashing lights or commonplace phenomena.

These people expose themselves to risks when they watch certain television images or when they play certain video games. These phenomena may surface even if the person has no past history of or has never had an epileptic seizure.

If you or a member of your family has already shown symptoms related to epilepsy (a seizure or loss of consciousness) in the presence of light stimulation, consult your doctor before playing the video game.

We advise parents to be vigilant while their children play video games. If you or your child show any of the following signs dizziness, vision problems, eye or muscle twitching, loss of consciousness, orientation problems, involuntary movements or convulsions stop playing immediately, and consult a doctor.

# INTRODUCTION TO THE GAME

In *Masters of the World*, play a head or heads of government or state (president, king, prime minister) of one or more countries that you choose in the beginning.

You can take action in all domains economic, social, military, domestic, foreign, ecological, social, and so on. All of the world's countries are represented, with their own variables and modes of operation.

Over a thousand actions are available in the different ministries of the game. They reflect the different modes of operation of each country.

There are actions that you can directly execute yourself (such as dismissing a minister, setting up a solar plant, ordering a secret service investigation, drawing up an electoral platform). There are also legislative bills that you can propose, but that Parliament will have to vote on for democratic regimes of course (such as changing the VAT rate, increasing retirement age, barring political parties, increasing minimum wage, and changing the mandate of the head of state ).

You can also manage your agenda so as to meet many well-known figures: heads of influential organizations (e.g., unions, associations, religious institutions), relatives (your parents, spouse, medium, head of security), foreign heads of states, international figures (the pope, the UN Secretary General, international stars). Through these meetings, you can negotiate social agreements, conclude military agreements, sign big economic contracts, corrupt decision makers, seduce media personalities, and much more.

On the map, you can lead military operations by maneuvering each unit yourself, construct a number of buildings, manage each of your regions, and move your satellites around. The secret service is invaluable for countering opposing forces and for leading special operations (e.g., destabilizing the regime, assassinations, sabotage).

Before making a decision, you can inform yourself by reading the weekly journal, ordering polls, and consulting the interactive maps and all kinds of graphs.

The strategies of the many personalities in the game notably of the heads of state of the other countries are managed by the computer. These strategies are a function of several settings, and of their psychological profile in particular.

Lastly, you will have to confront a number of problems that could threaten your power budget deficit, popular uprisings, natural disasters, terrorist attacks, international conflicts, economic war . . .

**and on top of that you'll have to stay in power!**

There are several different buttons in the welcome menu...

These options will let you adjust various settings and view scores.

- "World Simulation" includes over 175 playable countries and about 20 scenarios.
- The "Tutorial" mode will interactively show you the main workings of the game, guiding you through the beginning of a game.
- The "Quiz" mode is a game that tests your knowledge in various subjects.

We will now describe these different game types in further detail.

## **Options**

The Options menu lets you view the scoreboard, adjust game options (including graphics quality and sound levels), and access the game credits.

- On the Scoreboard, you can sort what type of scores you would like to see using different sorting cells. You can view your own scores, or see rankings for all players by connecting to the Internet.

- In the Game Options, "Wargame Multi-Order" is the option to automatically chain several mission orders for your military units. Refer to the Wargame section for more information. Another option allows you to set up automatic game saving according to several available schedules.

Graphics parameters are set by default according to the capacity of your computer and graphics card.

## “WORLD SIMULATION”

The World Simulation menu offers five choices: return to the previous menu, play a multi-player game over the network, start a new single-player game, load a saved game, and load and manage customization kits.

-Playing a game over the network is detailed in its own manual, which you can find in the game directory.

-The option to load a saved game will bring you to a menu where you can select the game. Your games are listed in chronological order. Select the game you wish to load and click <OK>.

- Game customization lets you modify attributes (name, photo, etc.) for characters and groups in the game. It also lets you build kits. This part is explained in detail at the end of this manual.

-New single-player game

-Select a game



# Game

In the first panel, "Select a Game", select the scenario that you want to play.

Some scenarios set specific objectives to reach within an allotted time. Others are political contexts in which you'll have to try to stay in power as long as possible. The scenario "The World in 2013" proposes that you play any country in the world on January 1, 2013, with the sole objective being to remain in power.

Depending on its success, each scenario can win you points (see "Score Detail" below). Depending on the number of points won, you can go up a level and thus have access to new scenarios. You'll need 1,000 points to reach Level 2 scenarios, and 10,000 points to reach Level 3



On the top right of the panel, there is a recap of your score and level. You can also create and select another player there.

Once you have selected the scenario, click "OK" to access the settings panel of the game.



## Settings Screen

Once you have selected the scenario, click <OK> to access the settings panel of the game.

In this panel, you can:

- Choose the head or heads of state you would like to play by clicking in the empty boxes on top and then selecting their country from a list
- Switch characters by clicking on their photo
- Change their first and last names
- Set up your game using the cursors for the following areas:

-**Difficulty**: The game has three difficulty levels: Beginner, Experienced, and Expert. In the Beginner level, you will receive advice from the Professor and opinions from your political party concerning laws you would like to propose. The higher the level, the harder it is to raise your popularity rating, and the stronger the AI military enemies.

-**Disasters**: This level lets you adjust the probabilities of natural and man-made disasters. The higher it is, the more disasters will occur on the planet. At the lowest level, there will be no disasters. Placing the cursor in the middle will set it to a realistic situation.

-**Warmongering**: This level lets you adjust the probability of wars and their degree of acceptance by the people. The higher it is, the more often countries' artificial intelligence will provoke wars. A higher level also means people will react less negatively to their ruler's warmongering attitude. At the lowest level, the artificial intelligence cannot trigger war and the world will be completely peaceful. Placing the cursor in the middle will set it to a realistic situation.

-**Terrorism**: This level lets you adjust the degree of terrorist activity. The higher it is, the more often terrorist organizations will trigger terrorist operations. At the lowest level, these organizations will not act at all. Placing the cursor in the middle will set it to a realistic situation.

-**Unrest**: This level lets you adjust the degree of reactivity of the people and social groups to unpopular actions by their ruler. A higher level will mean a greater magnitude of unrest, protests, sit-ins, and strikes. Placing the cursor in the middle will set it to a realistic situation.

NOTE: To save GAME scores on the Internet and appear in game rankings, you need to play in Realistic mode, meaning the cursors for all of the Disaster, Warmongering, Terrorist, and Unrest need to be in the middle position. Scores will be recorded no matter what difficulty level you choose. In addition, if you are not in Realistic mode, you can still record your points as a PLAYER (number of games played, profile points, etc.).

- Select the game speed, the currency displayed in the game, and whether characters are the same for every game or different and random every time

Once you've made all your selections, click <OK> to start the game.

# **Score Calculation**

## **"Free" Scenario**

The score is the sum of several elements.

The score in the "free" scenario ("The World in 2013"), for example, is mainly composed of the "cumulative popularity bonus", which is the sum of daily popularity ratings that are over 50%.

The other important component of the score is a calculation based on the number of countries aligned with the player's country. The more the player agrees with the other nations of the world, the higher the score is. The other components of the score are the bonuses for the number of laws passed in Parliament, the bonuses per year in power, and various bonuses acquired during the game.

## **Score with Objective**

In mission mode, where there is an allotted time, the score is set. It is the score that is displayed in the detailed mission sheet. Each time that you conduct the same mission with a different country, you will obtain the mission bonus again. However, if you repeat a mission already won with the same country, you won't win any extra points,

# “TUTORIAL” MODE

## **Introduction**

This mode allows you to quickly discover the game in its entirety by initiating you to its main mechanisms.

In this mode, you are accompanied by the geopolitics professor who appears in different videos all throughout your learning. The professor will set objectives for you to reach.

These objectives are divided into stages. For each stage, you are guided by text messages that stream on a band on the bottom of the screen, and by a flashing yellow arrow that points to the area to click on.

At any given moment, you can replay the video by just clicking on it.

## Specific Interface Elements



- 1 - Professor
- 2 - Help Arrow
- 3 - Help Band

# "QUIZ" MODE

## Introduction

In the Quiz, you can respond to several sets of questions.

You can choose between three game modes.

- **Fast Game:** Select the quiz that you want and play!
- **Challenge:** Choose the type of challenge you want—"No Mistakes", where you respond to a maximum of questions without making any mistakes—or "Time Attack"—where you give the maximum of right responses in the allotted time.
- **Custom Game:** Choose three themes among the proposed themes. Set the number of questions and their difficulty level.

The left part of the screen displays the information pertaining to each quiz:

- The level required; your player level, displayed on the top right, must be greater than or equal to the quiz level to be able to play it.
- The themes dealt with
- The number of questions
- The duration (the number of seconds you have to play the quiz). This duration can be unlimited.
- The bonuses: The number of points that you can win from the quiz, which will be added to your total player score. You can't accumulate points by doing the same quiz several times. You can however improve your quiz score to try to obtain the maximum number of points.
- Your score for this quiz

To start the quiz, click <OK>.

# Interface

The interface that is specific to the Quiz has several elements:



- 1) The theme and the difficulty level that you have selected
- 2) The question, with its number and number of total questions
- 3) The suggested responses
- 4) The stopwatch that serves as a countdown and limits the response time for a question or for an entire Quiz
- 5) The Quiz score, or the number of bonus points won

## **Process**

The first question is displayed with four propositions. Select a response, then validate your choice by clicking on the <Next> button, which will stop the stopwatch.

For some questions, the four propositions will be replaced by a map. You will then have to select an element from the map (country, region, or city, depending on the question). You will then validate your choice by clicking on <Next>. You can move around the map by keeping the right mouse button pressed, or with the arrow keys of the keyboard. You can zoom in on the map by using the mouse wheel.

Be careful, some questions have several possible answers. If this is the case, select all appropriate answers before validating.

Once your selection has been confirmed, the right answers will automatically appear. You will then need to click again on <Next> to go to the next question.

If you don't have time to answer, the right answer will automatically appear. It will then be up to you to go to the next question.

At the end of the quiz, you can see the number of right responses that you've given, as well as your score. To leave the quiz at any given moment, click on the red button on the top right.



# DESCRIPTION OF THE GAME INTERFACE

## **General Description**

The map takes up the bottom of the screen.

On the bottom right, there is the mini map box, which you can click on to move around quickly to the selected point. This box also shows the game date and time, icons for managing the passage of time, and map display mode icons. The <+> button lets you set up the advanced interface (see below).

On the bottom of the screen, the buttons let you access different ministries. The last button is for the game characters and groups. The <+> button lets you set up the advanced interface (see below).

On the left side, photos of characters are piled up. These characters have something to tell you or a meeting with you.

On the right side is a "teleprinter" where important events in the world are streamed (conflicts, contracts, domestic unrest, disasters, etc.), as well as newspapers.

On the top right of the screen is your popularity rating, your photo that allows you to access your desktop, and the flag of a country or region, if they have been selected on the map.

In the top center is the "smiley" display area. These "smileys" summarize the people's reactions and opinions regarding your actions and events. They affect your popularity rating.

In multi-country mode, the photos of the different leaders you have chosen are displayed in the top left.



- 1: mini map with map display icons
- 2: time icons
- 3: smiley face area
- 4: your popularity
- 5: desktop access
- 6: access to the sheet of the selected country/region
- 7: character requests
- 8: teleprinter
- 9: ministry buttons
- 10: character and group button
- 11: multi-country heads of state display

## **The Map**

### **Moving around the 3D Map**

The game starts with the world map centered on the country that you've selected.

To move around the map, keep the right mouse button pressed and move the mouse around. Or you can use the keyboard arrow keys.

To zoom, use the mouse wheel or the Next Page and Previous Page buttons. Note that the more you zoom in, the more detail the map shows. Depending on the importance of the sites to be displayed, the cities and other buildings start to appear in 3D from a certain zoom level.

By clicking on the mouse button, the map zoom starts at the first level of 2D icons. This display is particularly useful for armed confrontation, as it allows you to visualize all the military units on the map (even isolated units), and to easily select them, as they are represented as 2D icons.

Note that you can re-center the map display on your country by clicking on the small target displayed in the corner of your photo.

### **The Mini-Map**

You can reach any point in the world with just a mouse click. This option is very practical if you want to whisk yourself off to the other side of the planet. A target on the world map indicates the place where you are on the 3D map.

You can also zoom in on the min map with the mouse wheel. You can move around by keeping the right mouse button pressed, just like on the 3D map.

By clicking the "+" button, you enlarge the mini map (and open the advanced management interface see below). The deployed mini map allows an overview of the troops and their movements, as well as developments on the battlefield.

## Sites displayed on the map

There are several types of sites:

- cities
- military bases: terrestrial, naval, air, communication, space
- infrastructures: high-speed train lines, pipelines, ports, civilian airports, nuclear plants, oil wells, offshore plants, gas deposits, wind farms, and solar power stations
- natural sites: volcanoes and mountains
- historical and cultural sites (symbolized by a camera)
- specific sites (e.g., the Pentagon, the Vatican, etc.)

Each element of the map is associated with a specific icon. Clicking on it makes an information cell appear.

## Selecting Countries/Regions and the Information Sheet

The color of the border of the country on which your cursor is placed reflects the quality of the relationship you have with this country: It is green (2 levels) if it is good, red (2 levels) if it is poor, and gray if it is neutral. The color blue corresponds to your territories.

Clicking once on a country will make its flag appear in the top right of the screen. Clicking on this flag will display a window comparing your country and the selected country.

In this window, you can find:

- The photo of the head of state of the selected country: By clicking on it, you can open the head of state's sheet and arrange a meeting
- In some cases a <music note> allows you to play the country's national anthem
- A list of political, economic and military information
- Four comparison bars, including the Human Development Index (HDI)

This HDI index is calculated each year by the United Nations Development Programme (UNDP), and is based on three elements: life expectancy at birth, level of education (calculated based on the literacy and school enrollment rate), and the revenue as measured by GDP per inhabitant. The HDI value is always between 0 and 1. The closer it is to 1, the better it is.

Clicking a second time on the same country or clicking on one of the regions makes the region's flag display on the top right. Clicking on this will display a window providing information on the selected region.

The little target visible on the flags allows you to re-center the map on the relevant country or region.

## **Right-click menu**

By clicking on the map with the right mouse button, different context menus appear depending on the area selected. This *right-click* menu is a shortcut: all of the management elements it contains can also be accessed from other buttons, including within ministries and in the Advanced Management Interface (see the below section on the "Advanced Management Interface").

Some examples: If you select a country, by right clicking you can set an appointment with your head of state. If you select one of the regions of your country, you can start some construction. If you select one of the cities, you can create a festival.

## Map Display Menu

Whatever area you select, the right-click menu always gives a display submenu with different kinds of maps and filters for displaying or hiding different types of elements

There are also icons located on the bottom of the mini map that you can use to go from one map to another.

Here is a description of the different maps:

- Normal Map: This map shows all elements based on the zoom level and their importance. In 3D and at the first level of 2D icons – **accessible by clicking on the trackball** -. all elements are displayed with no exceptions (unless 2 elements are too close to one another and the 2 icons cannot be displayed). This map is also accessible via the **F12 function key**.
- Infrastructure Map: This map displays all high-speed train lines, pipelines, ports, civilian airports, energy plants (nuclear plants, oil wells, etc.) for your countries selected in the top right, regardless of zoom level.
- Wargame Map : This shows the positions of all your military units (mobile units, military bases, cities that have armies), as well as those of the selected countries on the top right of the screen, for any zoom level. On each of these units, the relevant flag of the unit is shown, as well as a gage indicating its power. Note that the power gages for foreign military bases only appear if you fight them. This map can also be accessed by pressing the **F9 function key**.
- Economics and Strategic Alignment maps : These two modes show the military and economic alignments (the state of your relations) that you have with the other countries of the world. The color code used is detailed in the legend that is shown on the bottom of the map. Your own color is blue.
- Comparison Maps: These allow you to compare all of the countries against a criterion that you select from a list of themes. The legend always appears on the bottom of the map with numerical values matching the color code. The name of your country is framed in red in the country ranking. With the mini globe button, you can visualize the planet as a real globe as opposed to viewing it in world map mode. This map can also be accessed by pressing the **F11 function key**.
- weather map: this shows the temperature and precipitation in real time for all the countries of the world. In this mode, the icons of the sites disappear.
- a full-screen map, that shows the whole world map. This map can also be accessed by pressing the **F10 function key**.

Note that to go back to the previous display, you can reselect the kind of map already displayed.

## The Advanced Management Interface

In the mini map and on the bottom left of the screen, there are two <+> buttons that open the Advanced Management Interface.

The button on the bottom left displays all ministry icons on the bottom of the screen, thereby letting you access them directly. To go back to the large button mode, click on <+> again.

The mini-map's Advanced Management Interface lets you deploy the mini-map, which is very practical during wargame phases. It also lets you open the *Management* and *Military* icon menus.

- The *Management* mode, lets you display information on the selected country or region and perform contextual actions



- The *Military* mode (activated by going to the "wargame" display) shows the troops of the selected country or regions. You can give them orders in this mode.





The advanced management interface includes several frames. The first frame indicates what you've selected. The second frame shows what your selection includes (economic data or military troops). The third frame brings together all the actions you can carry out on this selection.

In military mode, the troops in your selection are all selected by default. They correspond to the orange halo around their icons in the second frame. By clicking on the "move" icon, they all move to the selected location. However, you can deselect troops by clicking on them. These troops will then lose their orange halo.

In military mode, there are also two displays available: one "by group" and the other "by type". To switch between the two displays, use the button on the left of the frame. The display "by type" shows all the units of the same type and same level (e.g., all the level 3 tanks). The display "by group" shows the units as they are grouped together on the map (e.g., a group of tanks in Paris and a group of tanks in Marseille).

See "Armed Forces Management" below for details on managing military operations.

## **Time Icons**

The current time, month, and year are shown in the mini map. On the side, the time passes according to the selected game speed. You can stop the game, relaunch it, accelerate it, or jump around in time by clicking different icons, which are, in order: play, fast forward, fast forward to the next request, skip forward one day, skip forward one week, and skip forward one month.

The week's calculations happen on Tuesdays and require the program to make large calculations to simulate the evolutions of all the variables of all the countries of the world. The speed will thus depend on the capacity of your computer. Note that with the **spacebar**, you can activate and deactivate the Pause mode.

# **Your Popularity**

## **Smileys**

Over time, you will see the effects of your actions. You will notably see how your fellow citizens judge your policies through smiley faces that stream in on the top middle of the screen.

Every day, they show the approval or disapproval of the people in real time, on several themes such as security, health, and education.

A variation in popularity of 0% can be accompanied by smiley faces, as the sum of positive and negative effects can cancel each other out in the end.

## **Popularity Rating**

Your popularity is the key to a successful game. It is displayed in large numbers next to the smiley face. Clicking on it opens a window evaluating your political program.

Your popularity rating is the most important number in the game, as it is a real-time indicator of what the common people and personalities of your country think of you. If your rating goes too close to 0%, there's a strong chance that you'll lose the game

...

# Your Desktop

To access the desktop, click on your photo.

On the home window of your desktop appears the main information, your popularity curve, and a log of smiley faces.

At the bottom of the window are icons that allow you to access, in order, from left to right: return to your welcome desktop, your score detail, agenda, newspaper menu, indicators of the budgets of your ministries, major variable graphs, game sound options, saved games, and the game exit.

Except for the major variable graphs, there are keyboard shortcuts for all the icons. These shortcuts are the **F1 to F9 buttons** and correspond to the icon display from left to right.



## Planner

As a head of state, you will have to arrange meetings with different personalities in the country, make visits, take part in different events, and more. Your planner will thus prove itself to be extremely useful.

Several parts of the planner can be selected: The bookmark on the top takes you to the current week. The arrows on the bottom turn the pages. The bookmarks on the bottom right access the different months of the year. The X on the top right takes you out of the planner. The "notes" box is reserved for your personal notes.

To arrange a meeting, click on a free half-day. The character selection window will open with a category list. Choose the category of character that you would like to meet with.

Generally speaking, a meeting lasts a half day. However, certain people such as foreign heads of states, or specific events require more time.

You can also arrange a meeting with a character from his or her personal sheet, by clicking on the planner icon on the bottom.

To reschedule or cancel a meeting, just click on the meeting of your choice and change the date, or cancel it with the buttons of the interaction window.

When the meeting takes place, the character appears with other requests on the left of the main menu. Click on it and the contextual window of the meeting will open.

## Newspaper Menu

This menu gives access to the archives of the newspapers of the whole game. They are arranged in chronological order.

## Indicator Panel

- In one glance, you can see the main lines of your budgetary policy. At the top you can see the evolution of government receipts and expenses.

Major variable graphs

- This panel lets you view the evolution of some major indicators of any country.

## Sound Options

You can set the different audio levels: sound effects, music, voices, and the general volume of the game.

## Saving

Saving requires a large amount of compression time, which depends on the capacity of your computer. The compression is absolutely necessary, as it reduces the size of the backup file on your computer.

## Leave the game

Click on your photo to access your desktop, then select the Exit button on the bottom right of the window. You can also leave at any time by pressing Escape.

Note that at this time, you will be proposed with the option of sending your score to the internet, adding your information to the GAME and PLAYER rankings on the game's website. To record your scores, you will need a username and password. If you don't have one, the game will give you the option to create one. This will be your Internet "nickname".

To save GAME scores on the Internet and appear in game rankings, you need to play in Realistic mode, meaning the cursors for all of the Disaster, Warmongering, Terrorist, and Unrest need to be in the middle position. Scores will be recorded no matter what difficulty level you choose. In addition, if you are not in Realistic mode, you can still record your points as a PLAYER (number of games played, profile points, etc.)

# ACTIONS IN THE MINISTRIES

The seven buttons on the bottom of the screen give access to different ministries. The eighth button concerns all the groups and characters in the game.

By passing the cursor over these buttons (or by clicking on them), sub-menus appear. You can then select the theme you want.

From left to right, the seven buttons represent the following themes: government budget and finances, national economy (including energy and environment, police and army, social areas (including work, family, health, housing, and transport), culture and education (including research, media, and sport), everything relating to domestic policy (including managing elections and your ministerial team), foreign policy (notably with all the international organizations including the UN).

**Health**

Ministry budget: -6.0% 817.97 B\$  
Budget deficit: -11.0% 817.97 B\$  
Deficit: -7.42% of gdp

	2013	2012
Ministry budget (Bs \$)	868	823
State budget (in %)	20.3	19.8

Health / Family / Social security: 41.6 %

5.8%  
Lanessa  
Secretary of Health

**Health's Expenditure (% of GDP)**

Category	Value
Stroke	5.36
Stroke region	17
Stroke region	21.3
Stroke region	6.38
Stroke region	19.15
Stroke region	25.3
Stroke region	94

Doctor, Medical, AIDS, Cancer

**Manpower**

Medical staff: Actual 513 812, Objective 533 610

Average salary: Actual 4 863

**Budget orientations**

- Reimburse visits to the doctor: >★★★★★
- Reimburse hospital treatment: >★★★★★
- Reimburse medication: >★★★★★
- Coverage for work accidents: >★★★★★
- Coverage for pregnancy periods: >★★★★★

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## **Ministry Information in the Top Left**

The top left of a ministry sheet is an information area reserved to displaying data and statistics relating to the ministry.

This part usually includes:

- the estimated budget of the ministry for the current calendar year and the previous year's actual budget
- the pie chart of the government budget, highlighting the budget of the concerned ministry
- the photo of the relevant minister
- a graph illustrating the theme in question Clicking on the little arrow will show a list of statistical values with the values for the current year and the year that the game started. If a value has a small Diagram icon at the beginning of the line, clicking on this icon opens a window of time and country comparison graphs.
- other personalities in the game relating to this domain. By clicking on their image, you can access their sheet and thus arrange a meeting with them by clicking on the Planner icon.

## **Budget Indicators on the Top**

The two indicators represent the ministry and government budgets. At the beginning of the game, the needles are in the center. They then move towards the red and green zones, depending on your savings and expenses. Below the ministerial budget and the government deficit (or surplus) are indicated.

Clicking on these indicators takes you to the indicator panel of the ministry budgets. This is the same panel that is accessible from your desktop.

### **IMPORTANT**

There is a difference to be made between the annual budget and the one-year provisional budget.:

- the budget indicator on the top corresponds to the estimated budget for the next 12 months. When you modify your budget values, the indicators will be repositioned accordingly. They will then become provisional budget values. This makes it possible to evaluate the consequences of your actions on the budget, for whatever period of the year.
- the budget displayed on the left is an estimate for the current year, up until December 31st.

You will find the same annual display at the Ministry of Finances, which lists the total receipts and expenses for the entire current year.



## **Ministry Management in the Right Part**

The right part of the window includes different actions that you can carry out in this ministry. They are spread over several tabs. These are the kinds of tabs you can find.

### **Budget**

From this tab, you can manage the manpower and the salaries of civil servants, if the ministry is large (in the police, health, education and armed forces sectors). You can also determine the repartition of the ministerial budget among different sectors.

As soon as a value is modified, the savings or the expense related to this change appears on the bottom of the window. To validate your choices, click on the <Confirm> button.

For each theme, you can position several budget "stars". Each star has a financial and human cost, which means that each star accorded or removed will have a direct consequence in the game, whether it be on your budget (savings or expense), on the employment level (hiring or firing), or on public opinion (popularity).

### **Entering a Value**

There are several ways to change a value in an input field: You can click on the "+" and "-" buttons; you can position the cursor of the mouse on the field and use the mouse wheel to increase or decrease the value; you can right click in the input field where you would like to set your new value, with the line displayed under the input field representing the current value for reference. You can also left click on the input field and directly enter the value with the keyboard.

### **Construction**

In this tab you can construct different buildings. Click on one of them, then select the number to construct and the region concerned in the window that opens up. The cost and duration of construction are then shown.

After confirmation, you will notice that the number in the "target" column has changed. From this time onwards, the number in the "current" column will evolve depending on the duration of the construction, until it reaches the number that has been set as a target.

There are also buildings to directly place on the map. The return on some of them will depend on their location.

These buildings first appear as being "in construction". You can check the number of remaining days by clicking on them. You can also stop the construction (you won't spend any more money on this construction, but the money already spent won't be reimbursed).

## Legislation

The actions in this tab are bills that need to be voted by parliament if they are to be applied.

When you select one of them, a window opens with a value to set or a proposition to confirm the value. Once confirmed, your bill will be submitted to Parliament. If you click again on the bill, which from now on will have a National Assembly icon, a new information window will open with the date of the vote and the estimated votes for each of the parties in the national assembly. You can see the chances of success of your bill being voted through. Even if it doesn't look good, you can always cancel your bill.

In the United States and Germany, your bills must be voted on by both parliamentary chambers, high and low, to be adopted. For these two countries, the votes from both chambers are displayed.

Several icons may appear at the bottom of the Legislation window:

-**Wikipedia link**: Clicking on this will load a Wikipedia page in your browser on the selected legislation

-**Televised appearance**: Clicking on this icon means you have decided to make a televised appearance to promote the passage of this bill in Parliament or to limit its unpopularity. After confirming, your face and a TV icon will appear in the requests on the left. Clicking on that will launch the flash video of your appearance. The appearance will be somewhat effective, but make sure not to abuse it, because it could damage your credibility.

-**Referendum**: If you select this icon, the bill will not be voted on by Parliament but by your people. Not all laws can be voted on by referendum. They must be laws concerning society. This icon can only appear if the country has adopted this referendum process in its constitution. If that is not the case, you can try to have it voted on using the "Parliament" panel.

-**Reform**: This lets you combine several bills to be voted on at once in Parliament. These bills must have a common theme in order to be combined. Clicking on the "Reform" icon will open a menu where you can either create a new reform by naming it or add the bill to an existing reform.

# The Eighth Button: Characters and Groups

Clicking on the eighth button takes you to a sub-menu with different kinds of groups (unions, associations . . . ) and a last button for Personalities.

## The Groups

On their left, the windows of the groups show the symbols of all the groups in the country, with respect to the selected theme. On the right are the actions to carry out.

Some actions require that you select an action (for example, block a union) and then select the concerned group on the left.

## The Personalities Button

This button opens the panel for the Character categories, which allows you to access all the sheets of the characters in the game.



Each character has a number of variables specific to him or her, which determine his or her psychology and behavior. The variables include age, political leaning, charisma, network of influence, and level of protection. These characteristics can be unmasked by launching investigations through your secret service.

These investigations are drawn at random at the beginning of the game. In the "static character" mode, the characters do not change from one game to another. In "random character" mode, they are recalculated for each new game.

## **Character Sheets**

Besides the group logo and flag, different symbols can appear on the character sheet. A national assembly if it's a member of parliament, a medal if you've given him or her one, a hospital bed if the person is sick, a gate if the person is in prison, a heart if the person is your lover or mistress, a ballot box if the person is an election candidate, a tape recorder if you've launched an investigation of the person, a file if you have information concerning the person from the secret service.

# REACTIONS TO YOUR ACTIONS

## Requests on the left

The left screen is reserved for requests for national and international characters who would like to share their advice and observations with you or who have a meeting with you.

With time, several requests can start to pile up if there are many people waiting.

### Classic Request

There are many kinds of "memo" requests that are written messages left by your interlocutor, and "direct" requests where your interlocutor will directly address you.

Each request appears on the bottom left, is formulated in the same way, and includes:

- a photo of your interlocutor (or his or her face)
- your interlocutor's flag
- the logo of your interlocutor's group or organization, if there is one
- the request information to the right of the photo: the character's name, post, request date, and title.

Outside basic requests, requests can be destroyed without being opened by clicking on their X. Requests have a limited life. If you don't read them, they disappear after a few days.

By clicking on the character's photo, the request window opens.

Some requests are questions asked by your interlocutor. You'll have to respond by clicking on <Accept> or <Refuse>.

If you click on the X on the top right of the window, this won't be deleted, but will be returned to the list on the left. To make a request definitively disappear, click on the <OK> button (or on the <Accept> or <Refuse> button).

If there is a "direct" request, you'll see subtitles showing your interlocutor's text. You can hide or display them again by clicking on the arrow on top and to the right of the subtitles. You can go back on the subtitles by clicking on the up/down buttons to the right of the subtitles. Lastly, you can relaunch your interlocutor's message by pressing the "Play" button to the right of his or her face.

## Meetings

All meetings that you arrange are listed in your planner.

Meeting requests can be done through the planner icon in the corner of the photo.

When you open a meeting, your interlocutor appears with a dialog box.

You can close a current meeting with the X on the top right. This does not end the meeting; you can go back to it by clicking on the request again. To close a meeting, click on the "finish the meeting" button.

Depending on the character selected, the suggestions in the dialog box vary. For example you can negotiate with a union, propose a ministry post to a well-known personality, encourage parliament to vote for a bill, propose strategic contracts with a head of state, and so on. The meetings are an important complement to your policy.

## Summits of International Organizations

For these requests, the photos of the characters do not appear in the frame. It is the logo of the organization that is shown (UN, European Union, G8, G20, . . . ) By clicking on them, a window specific to summits appears.

Televised appearances

These concern your own appearances that you have decided to make, but also appearances by other heads of state if they have "global" importance. They can be identified by their small TV icons. You can shut off television flash videos by pressing the <power> button on the television.

## Panel of Pending Requests

When there are so many requests that they cannot all be displayed on the left part of the screen, a small icon appears. This icon takes you to a panel listing all the pending requests.

For each request, this panel allows you to see: the relevant interlocutor, the subject of the demand, and the reception date. You can display them by just clicking or on them, or delete them by clicking on the red X in the first column. You can also sort them by column by clicking on the column headings.

## **Teleprinter**

On the right is the "teleprinter" where important world events scroll, namely

- domestic unrest: protests, strikes, sit-ins, confrontations
- conflicts between countries and their development
- disasters: earthquakes, floods, famines, etc.
- terrorist acts: attacks, hostage taking

Clicking on them opens a descriptive window that suggests certain actions such as "negotiating with a union that started a strike", or "militarily supporting a country at war".

By clicking on the Globe symbol of the window, the map is positioned on the event venue.

## **Newspaper**

Newspaper information is key for realizing how the world works and how people react to your policy. This is an important tool that can guide you in your actions.

The newspaper is a weekly that is published each Monday. When it is published, it appears on the right of your screen in your teleprinter. Just click on it to read it. The game is then paused and you have all the time you want to read it.

To turn the pages of the newspaper, click on the arrows on the bottom right and left. You can directly access national and international news by clicking on the titles on the bottom of the page. To zoom in on an article, click on it, and relick on it to go back to the original format. If you click on the date or the number of the newspaper, you can open the newspaper menu and read the old editions. This menu can also be accessed from your desktop. Every photo of a character in the newspaper can be selected and opens up a sheet on this person.

To put up the newspaper, click on one of the X's in the corners of the newspaper.

## **Contextual Icons on the Map**

Several types of icons can appear on the map.

The "National Unrest" icons are always associated with a city and show up next to the city. If there is a lot of unrest in one city, the icon will change symbols each time. By clicking on it, all the symbols are shown—click on the one you would like to open.

The "Disaster" icons show where a disaster has taken place, as well as the action buttons that allow you to send money.

The "Conflict" icons show that there is tension between two countries, from a basic threat on the borders to all-out war. By clicking on it, you can take up your position regarding this conflict. Sometimes it's a secondary conflict, the consequence of a main conflict. In this case, you will be asked to take up a position regarding the main conflict.

The "Terrorism" icons indicate that a terrorist group is ravaging the region. You can click on it for further information.

## **Telephone**

Sometimes your head of cabinet will telephone you about events that are usually very serious, and which will often be fatal for you.



# ARMED FORCES MANAGEMENT

In the beginning, in the "military operations" window of the Armed Forces menu, there is a whole set of actions that will allow you to lead operations without having to manage them directly on the field. You can thus decide to attack a country and have your head of armed forces take care of just the military manoeuvres to make. In this situation, your orders, for bombardment for example, will be given priority as a function of the decisions of your armed forces chief.

## **The Different Types of Units**

At the beginning of the game, the military units are stationed in their respective bases—terrestrial, air and naval—corresponding to their unit type.

These are the different kinds of units:

- 3 types of terrestrial units: jeeps, tanks and missile launchers
- 3 types of aerial units: fighter jets, helicopters, and heliborne commandos
- 4 types of naval units: aircraft carriers, nuclear submarines, conventional submarines and cruisers

Each of these types comes in 5 quality levels, represented by stars, with 5 stars being the highest quality.

## **Managing troops on the map**

In the "simple" management interface, to give orders to a unit on the map, click on it. If it is in a base, select it, then point on the type of unit you want. The command menu then opens. To close it, press the Escape button or click on an empty area of the map.

In the advanced management interface, click on a country, region, or base to make the available troops appear. The available actions for your selection appear in the third part of the advanced management interface.

If you would like to switch to "Active Multi-Order" mode and you are not in it by default, select the last icon in the unit orders menu.

In "Active Multi-Order" mode, you can chain together orders given to your units. Their different trajectories will be shown on the map. In this mode, units will not wait until the end of the list of orders to act, but will immediately perform the first selected order. To exit multi-order mode and confirm the series of orders, click on the last icon in the orders menu or click on the right mouse button without moving the mouse or press the <Escape> key.

## The Different Commands



- **Move:** Once your order has been selected, an arrow with directions regarding the distance and the icon of the command. Then select the desired destination and the unit will move. The arrow is red if the move is not possible (example: moving a ship on land). You can cancel an action by pressing Escape. Note that the terrestrial units can go through the seas on barges.
- **Attack:** The same thing as for the move, an arrow appears but this time you'll have to select the target. You can't attack yourself. The program would consider it as a simple move. In "Attack" mode, a terrestrial unit will stop to fight an enemy on its path. In the advanced management interface, you can select a region to attack. Your troops will then try to capture all the places in the region.
- **Stop:** Stop the unit on the spot.
- **Return to the base:** The unit goes back to its original base.
- **Post:** Change the original base of the unit. The unit then directs itself to this base on a freighter. It is thus untouchable and can go through all the territories. But you can't give it commands before it arrives at its destination.

- Launch a missile: You need to first select the type of missile: conventional, chemical, or atomic missile. The two latter require preliminary authorization procedures. The atomic missiles depend on your technology (you can also try to acquire them) and are counted. Their number is indicated below in their box. Once the missile is selected, click on the target.
- Bombardment: Same functioning as for "Launch a missile", except the unit continues to combat until the total destruction of the target.
- Divide a group: With the "+" and "-" buttons surrounding the number of units, you can select the exact number of units that will execute the given order. You can also use, like any input field, the mouse wheel or the right click to specify the number. When you select the command, it will be effective only on the specified group. If it's a group movement, the group will divide itself into two. By default, the number of selected units is the total number of units. There is thus no division of the group.
- To consolidate the two units, click on one unit and put it on the other unit.
- Heliborne commando attack: A heliborne commando is not visible to the enemy as long as it has not attacked its target. Once the attack is completed, the commando will automatically leave in its helicopter and go back to the base. It will then be visible and can be destroyed. A commando can do serious damage to the enemy, but often loses many men during its raids.
- 3D Camera: When you click on a unit on the map, you will have a Camera icon in your menu, which you can use to switch to the 3D view. This view is from on top of the selected unit and moves with it. You can switch from one unit to another by clicking on them when you see one. To go back to the normal map, click on the Camera icon at the bottom. This view works for both military and civil units (planes, trains, boats).

## Commands that are common to several units

To send orders that you common to several mobile units: select a frame on the map by keeping the right button pressed down. When you release the button, the movement arrows will appear. All the units on the field included in the frame will be concerned by the attack-move command that you give by selecting the target. The number and unit types concerned are displayed in little frames.

You can also give an order common to several mobile units or to units that are stationed in their base. To do this, trace a frame with your mouse by keeping the left mouse button and the CTRL button pressed. The frame should include all the units that you want to select. Once you have traced your frame, release the button and then the CTRL button. Then select the common target to move or attack.

In the advanced management interface, you can send commands to several units by default, including units that are not nearby by clicking on CTRL each time.

The multi-order mode also functions with several units selected.

## Wargame Display

You can access the map in Wargame mode by clicking on the tank icon on the bottom of the mini map, or with the right button on the map by selecting the map display or by pressing the **F9 button**.

On each of these units the relevant flag of the unit is shown, as well as a gage indicating its power. Note that the power gages of the foreign military bases only appear if you fight them or if they enter into the perimeter of action of one of your satellites (see the "Satellites and Communication Centers" section below).

By clicking on the mouse wheel, the map zoom is positioned on the first level of the 2D icons. This is particularly useful for armed confrontation because at this zoom level, you can visualize all of the military units on the map.

## **Basic Conflict Rules**

To take over a city, it must not have a defender anymore, and one of your units must occupy it until it is besieged. Note that you cannot take over a city with a commando, because a commando always returns to its base after its mission.

To take over a region, you must occupy the majority of the buildings and cities of this region.

If you take over the capital of your enemy, the conflict stops and your enemy surrenders. A peace treaty will then be sent to you, which will propose that you annex or colonize the country, or that you retreat and organize free elections.

You can take over all the cities of a country to obtain a peace treaty.

You can always send a peace treaty during a conflict by going to the "Diplomacy" menu, on the "Treaty" tab.

## **Satellites and Communication Centers**

Other units will also be used in times of war.

- The communication centers: When you activate their radar, they detect foreign submarines.
- Once the satellites are activated, you can see the units found in the foreign bases. You can freely move around the satellites on the map.

# MANAGING THE ECONOMY

## Economic Contracts

You can propose an economic contract during either a meeting with a head of state or with the economy ministries (second button). With the ministries, select the button of the sector concerned by the contract—Agriculture, Industry, Services, or Energy. Then click on the Contract tab that will allow you to make or consult contracts or cancel current contracts.

When you click on "New Contract", a blank contract is opened. On the left of the contract, select the country you would like to deal with, and then choose the type of transaction and the product, then settle the price, volume, and duration of the contract. During a meeting, you will receive an immediate response to your proposition. Otherwise it will take several days, and there might be a counterproposition. It's up to you to accept or renegotiate them.

Sometimes heads of state will come propose economic contracts to you in person.



## **Improve your economy**

There are about a hundred economic sectors that can be divided into four major areas: agriculture, industry, services, and energy.

You can help a specific sector by subsidizing it. This favors investment. Or you can exempt it from contributions, which favors employment. Subsidizing a sector that is not yet operational in your country can help it to start off.

The contracts allow you to contribute to the improvement of your GNP, as it is already in relatively good shape—if you choose a good economic partner and sign contracts that are very favorable with respect to market prices. These contracts will affect the profits of the concerned sectors and will encourage growth. Depending on the sector, there will be an impact in terms of employment and corporate taxes. You can look at an assessment of your contract by re-opening it once it is signed.

You can also declare embargoes or impose customs duties to big exporting countries, for political or economic reasons. However do realize that your country could be part of an international organization that requires you to respect certain principles. The WTO for example condemns embargoes between members of the organization.

You can impose price reductions for a product, especially food, to help purchasing power, but this price reduction will be borne by the state.

Finally, you can fully or partially nationalize or privatize an activity sector. If you nationalize a sector, the state much purchase the shares, and the sector's profits or losses will be recorded in the state's revenues. If you privatize a sector, the sale of the shares will immediately be added to the revenue.

## **Supervise your economy**

In the Agriculture, Industry, Services and Energy menus, you have access to "World Info", "Agriculture/Industry/Services/Energy Info", and "Sector Info".

The "World Info" shows you what each country produces, consumes, imports, and exports (and at which average price), for the selected sector. You can thus get to know the countries that buy a lot overseas, the prices at which they sell and what could make your offer attractive, etc. You can select a display unit (in percent or volume) and order the table by clicking on the desired heading. You can also click on any line to open its description sheet.

"Agriculture/Industry/Services/Energy Info" shows all the sectors of the selected domain for your country: their contribution to GNP, to corporate taxes, the jobs they generate, their trade balance (the difference between exports and imports, a positive trade balance means that you export more than you import), the average purchase price and the average selling price. You can also select another country and see this same information for its sectors.

"Sector Info" shows all elements necessary for manufacturing the sector's product.



## **Energy: Production and resources**

There are different kinds of energy available to you: Fossil-based, solar, thermal, nuclear, and other kinds of electricity. To produce it, you can build plants with the "Construction" tab in the "Energy" menu. Of course most of these plants require resources to function. You can look for resources in your territory or purchase your energy abroad.

Some production and recovery plants have to be positioned on the map. Their location could be a determining factor in their yield, when it comes to oil wells and wind farms for example. In this case, an indicator of the quality of the land appears when you select your plant's location.

Finally, you can build a pipeline if you have gas or oil wells. This will let you distribute your resources to other countries, after obtaining their approval for construction and signing highly profitable contracts with them.

## **The Black Market**

Accessible from the "Armed Forces" menu, you can contact the black market to obtain military material that is really expensive but in strict secrecy. You can also select the black market when you create a new contract for military material.

# INTERNATIONAL RELATIONS

## **Strategic Agreements**

You can propose a strategic agreement during a meeting with a head of state or from the International Politics menu.

For the latter, open the Diplomacy window and select the Alliances tab. The list of all the countries is then displayed. For each of the countries, you can see the kind of alliance established and the different rights that have been accorded. To create an agreement or modify an existing one, click on the concerned country and the document will open. As for economic contracts, the response will be a few days in coming, and will notably depend on the relations that you have with the country.

The left part of the agreement shows the two concerned countries, and the right part shows the details of the agreement—the type of alliance, the rights of military passage in your country, and in the concerned country, and the number of military bases that can be established. Like for an economic contract, you can accept, refuse, or modify the terms of the contract.

Sometimes heads of state will come propose economic contracts to you in person.

## **Secret Service**

The secret service has extremely varied and effective means at its disposal.

You be the judge: survey of personalities and revelation of scandals, robbery of a political party, infiltration of terrorist groups (to fight against them or help them . . . ), assassination, election rigging, managing foreign networks, top-secret agent . . .

As for managing your foreign networks, you can specify the target of the network—infiltration of political groups, moles, sabotage . . .

You can thus spy on a head of state and dig up scandals surrounding him or her, blackmail, or exploit this at the UN.

You can also interfere in the domestic affairs of another country and finance its political parties, unions, and terrorist groups . . .

All this must however be manipulated with caution, as the scandal could break out at any moment if you don't have the means to game your ambitions.

## **International Organizations**

To access international organizations, open the International Politics menu. From there, you can select the UN or any other organization, whether you are a member of it or not.

Some organizations have specific actions. At the UN for example, you can start voting on a resolution against a country by showing proof of its poor behavior, proof furnished by your secret service.

You can also create your own international organization from the “New Organizations” menu. Four types of organizations can be created: economic market, monetary union, producing countries, and strategic alliance. The success of the organization, which will bring you popularity, depends on the budget you decide to allot it, as well as other factors.

## **Alignment Between Nations**

You can have economic and military allies. Economic allies will put you as a priority and will negotiate contract prices more easily with you. Military allies can promise to come defend you in case of attack and can also let you go across their territory and set up bases on their soil.

You can use different means to vary these alignments.

- Economic contracts
- Strategic agreements
- Financial donations
- Disaster aid
- War aid
- and more.

# CUSTOMIZING AND SAVING YOUR GAME

## **Choosing a kit**

The customization icon can be accessed from the "World Simulation" welcome menu.

The first kit menu lets you choose a kit to play with and delete or manage kits (creating them, modifying them, and importing or exporting them in .cus format).

To play with a kit, select it and confirm. It will be added to your game.

## **Creating/modifying a kit**

To modify a kit, click on modify and then select it.

To create a kit, you must first give it a name.

The customization concerns the characters and groups. A window allows you to choose between the two.

### **Character Kit**

The "Selection of Character Categories" is the welcome menu of the characters that divides the characters of the game in several categories. Once you have chosen a category, you can select a character. With the top cell, you can select the country, and with the scrollbar on the right, you can select a character.

To modify a character, you'll modify his or her identity and face. Identity changes concern the first and last name, and sometimes the sex and birthdate of the character.

For the face, you can replace it with a photo of your choice that you have saved in .jpg format (preferably 256x256 or 128x128 pixels), and preferably copied in the directory under My documents\Masters of the World\custom\photo\ in Windows XP, and Documents\Masters of the World\custom\photo\ in Windows Vista and Windows 7 and 8.

To replace the face with a photo, click on the <Photo> button, then select the .jpg file of your choice: The new photo is then displayed in the window.

You can also modify the settings for the 3D face (clothing, hair color and type, ethnicity, accessories) by pressing the <+> and <-> buttons.

## Group Kit

Group modification functions on the same principle as that of character modification apart from the fact that there is no category menu.

Choose a country by clicking on the flag on the left (by typing the first letter of the country, you can access it more quickly, and the choice of the type of group on the top right. To change the group's logo, it must be saved in .jpg format and copied in the directory My documents\Masters of the World\custom\photo\ in Windows XP, and Documents\Masters of the World\custom\photo\ in Windows Vista and Windows 7 and 8

## Exporting and Importing a CSV File

### Definitions

A customization kit is a .CUS file with data on all the characters and groups of all the nations of the game, and which is intended to be loaded before the launch of a game through the "Customization" menu.

A CSV file is a data file concerning all the groups and characters of a single specific nation that can be easily read and filled out through spreadsheet software and that is meant to be integrated into a customization kit.

Using a CSV file makes it possible to easily and quickly create customization kits.

### How to proceed

In the customization menu in the Options menu, click on the "Export a CSV template" button, which will display a list of countries. Click one of them, then click on <OK>. You will then need to give a name to the CSV file that will be created.

You now have a CSV file in the "Custom" folder (in "My Documents/Masters of the World/Profile"), which contains a list of the groups and characters of the nation that you've selected. To make a simple modification, select it, right-click on "open with . . ." and choose Excel or scalc (Open Office).

If you use scalc, you'll need to specify the import options ("Import Option" window). Here select the box "Semi-colon" and deselect the "Comma" box. Then click on <OK>.

## What does this sheet include?

For a group:

Column A: description (unmodifiable)

Column B: group name

Column B: group acronym

Column B: name and photo of the group This is the name of the photo (jpg format, preferably 256\*256). The images should be placed in the custom/logo directory.

The other columns should not be modified.

For a character:

Column A: description (unmodifiable)

Column B: character's first name

Column C: character's last name

Column D: name of the face It can be the name of the photo (.jpg) or of the 3D face (.fg)

Column E: sex of the character (M or F)

Column F: birthdate (dd/mm/yyyy format) Be sure that this column is displayed in this format, and not in dd/mm/yy format.

It is not recommended to modify the other columns.

Make the modifications that you wish to make and then save them.

## How to apply your modifications

Return to the "Customization" menu, then select "Create a new kit" or "Modify a kit". Once a kit is created or selected, click on the button "Import a CSV file" then select the CSV file that you modified before. By doing this, the kit will be modified and will include the selected CSV file.

## Good to know

Several CSV files can be imported in the same kit.

If a same group or character is modified in several CSV files that you import in a kit, the applied changes will be those of the last imported file.

You can also create or modify a kit with a standard interface and export it into CSV format with the "Export this kit to CSV format" button. The file created is also saved in the "custom" directory.

# ADVICE

## **The Professor**

In the beginner level, you will receive help from a professor of geopolitics. When his icon lights up, it means he has new advice for you. Click on the icon and he will give you the advice. The advice will show up in the professor menu. You can access them by clicking on the small icon next to the professor.

The professor will never give you a message you have already heard.

The professor's advice may relate to the context of the events in the game or be various tips with no relation to your current situation.

## **The Essentials: Budget and Popularity**

The indicators for the national budget and popularity rating are two of the game's most important values. If one of them is very bad, it's very probable that you'll lose quickly.

### **Budget**

The detail of the national budget can be seen in the Finances, which are accessible from the first button.

There are expenses and receipts. You can play with the two lines to try to make some savings.

If you spend too much, your deficit will be deeper and the indicator of the national budget will move to the red zone. A deficit that is too deep is bad for national finances, which must reimburse debt every year as a result. If the indicator goes into the red zone, you risk having the national government go bankrupt.

### **Popularity**

Half of "pure" popularity, in other words, outside of the political program, is a



reflection of the people's opinion. The other half consists of the advice of all the important groups and characters that make up your country and who influence the people at different levels.

At any given moment, you can order opinion surveys from the Communication tab in the National Policy button of the Head of State sub-menu. There are three surveys of varying precision that have varying durations. The most precise of the surveys gives a very detailed vision of the election results, if there is an election that will take place.

# Elections

## Process

The presidential elections take place in several stages.

All the described actions are taken from the Elections sub-menu, from the National Politics button.

- Primaries: They don't concern you if you are presenting yourself. During this period, the candidates from each party declare themselves.
- Political program: During the campaign, you can set your program, which can include several quantitative engagements. If you are elected, the people will remember your campaign promises and can punish you if you drift from them.
- Meeting: During the campaign, you can also have meetings in the cities of your choice. This will allow you to improve your image in the regions of the selected cities, and to change the voter opinion in this region. To be effective, the meetings should be spaced out in time, otherwise they won't have any impact.
- Electoral fraud: If you want, you can cheat. There are three possibilities: destroying ballots, double registration of voters, votes of deceased persons. These actions will affect the final result but of course include some risks, as they can be discovered and start scandals. These risks are evaluated as a function of the effectiveness of your secret services.
- Survey: All throughout the campaign, there are periodic surveys that are displayed on the left side of the Elections window.
- Results: The final result is communicated to you by telephone by your head of cabinet.

## Calculation of Votes

Votes are calculated in the following manner:

- Each important character from your country chooses his or her preferred candidate as a function of his or her affinities.
- When the character votes, he or she captures in his or her vote all or part of the people on which he or she has influence. This is notably a function of the popularity of the character, the character's role in society, the charisma of the character and that of the group that he or she directs (a political party head will have more influence than a big couturier), and the character's political engagement. Thus, in the game, you will need to sway as many personalities as possible.
- The people pronounce themselves on each of the candidates.
- The final result for a candidate is half dependent on the votes received from the characters and half dependent on the people's vote.
- After all the people have voted, all the final results of the candidates will be compared, which will determine the percentages won by each of them.

## Parliament and Laws

### Process

When a law is presented to parliament, the different political groups position themselves as a function of several elements, such as: Alignment by group with respect to the law, the importance of the law, the alignment of the different members of the group with the head of state, and the alignment of the group with the relevant ministry.

To calculate the final result of the vote, the result of each of the groups is weighed as a function of their representation in parliament.

When you cancel a bill, the people will remember your proposition and will punish you if they don't agree with it. In the same way, a project that has been refused by parliament is a snub for the head of state , who will always lose some popularity points in the affair.

## Means of Action

There are many ways to influence a vote in Parliament.

- Incentive: During a meeting, you can ask a parliamentarian to encourage the passage of a law, which will allow you to know how the parliamentarian intends to vote. If the parliamentarian accepts your proposition, it will increase the yes vote of the political group that he or she belongs to, as a function of his or her influence on the group. A party head has five times more influence on the members of his or her group than a regular member.
- Change in alignment: The alignments of parliamentarians with the head of state have an impact on the voting configuration. For example, you can try to change their opinion by flattering them during the meeting. Of course, the result depends on their own character, which can be evaluated through the secret service.
- Blackmail: If you are aware of scandals concerning a parliamentarian thanks to your secret service, you can try to blackmail him or her by not exposing the scandal in exchange for his or her vote in favor of the law.
- Corruption: You can also always try to propose bribes to a parliamentarian. This has to be done carefully, as any corruption attempt can turn against you if the parliamentarian is honest. It is strongly advised to hold a preliminary consultation with the secret service to be better informed of the parliamentarian's personality.
- The ministry: The personality of the ministry has an impact on the result of the vote. By changing ministries, notably that with a political leaning that is different from that of the player, the result of the vote can be changed and can sometimes be enough to swing the vote.
- Laws with several stages: Sometimes it is possible to pass quantified laws (a tax for example) in several stages in order to obtain an objective—which would otherwise be refused by parliament if it were presented in one go.

## Major Events

### Unrest

Unrest (protests, sit-ins, strikes, uprisings) are symbolized on the map by different icons and reflect serious problems in society. If this unrest persists, it will have a lasting effect on your popularity.

You will always have the possibility to use strong-arm tactics to bring them down, but there is no guarantee that this will have the results expected. And you risk a serious decrease in your popularity.

## Natural Disasters

You could be rightly accused of neglecting the budgets required for preventing natural catastrophes. Be careful to compensate the victims—don't underestimate the importance of this. Finally, if other countries help you financially, give some of this to victims. Otherwise you'll be accused of embezzlement.

## Conflict

Entering a conflict creates a stir at all levels. Besides the reactions of your people and of all the characters of your country, the international organizations and the other countries of the world will position themselves as a function of your level of responsibility in the conflict.

Don't forget that all wars require significant financial means either. Sometimes it's better to have a peace treaty that is slightly against your favor than a bad war that gets bogged down. Military alliances formed before the conflict can play a dominant role because the allied countries can provide you with military support.

## Refugees

When a natural disaster happens or when a conflict breaks out, refugee camps can be set up. It is up to you to construct refugee camps to welcome them or to ask for help from your neighbors. Otherwise the consequences on your popularity can be really negative . . .

In the same way, countries affected by disasters or conflicts can ask you for help construct refugee camps.

## Technologies and Discoveries

Research is fundamental for the advancement of your country. By developing new technologies, you can encourage relevant sectors of the economy. For example, by maintaining a monopoly of the production of a new technology, or by improving production techniques, or by selling your patents at high rates. Another example: Improving military technologies allows you to develop a military arsenal of higher quality.

The game includes about a hundred great discoveries for the fifty coming years.

The scientific developments in society are notably followed in newspaper advertisements.

## **Cultural and Sports Events**

Besides the national holiday and major traditional holidays, there are major cultural and sports events that take place throughout the whole year.

These events can't be ignored. You can take part in them, create new events through your Culture Ministry, and give your country all its chances to shine. There will always be effects on the public opinion . . .

## **Transportation Infrastructures**

From the transportation menu, you can develop your infrastructures directly on the map by building ports, airports, and high-speed train lines.

The location of these infrastructures is essential for calculating their impact on commerce and tourism in your country.

The deputy ministers will give you feedback on the effectiveness of these infrastructures.

## **Newsletter**

If you subscribe to the Newsletter, you will receive all future newsletters, but you can also access previous newsletters created since the release of Geopolitical Simulator 1. These newsletters contain advice and explanations about the game's functioning.

# TECHNICAL SUPPORT

If you encounter any technical problems, you can email us at:  
support@masters-of-the-world.com.

You can also consult detailed information on the game at:  
www.masters-of-the-world.com.

## **Recommended Configuration for PC**

- Windows 8 / 7 / VISTA / XP
- 2 GHz Processor
- 4 Gb RAM
- 2 Gb disk space
- DirectX 9.0 compatible sound card
- DirectX compatible 256Mb graphics card

## **Recommended Configuration for Mac**

- MACOSX 10.6 Snow Leopard or higher
- 1.6Ghz or higher processor
- 4 Gb RAM
- 2 Gb disk space
- Intel processor