

STATECRAFT MANUAL

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STATECRAFT: THE WORLD IS IN YOUR HANDS

In the world of Statecraft students take the reins of power, becoming presidents, kings, military dictators, Secretaries of State and Defense, intelligence chiefs, and political advisers (among other roles). 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 your own country's wealth, power, and quality of life. Make wise choices and you may find yourself enjoying global peace (or the benefits of global dominance); choose poorly and you may find your country hopelessly marginalized or even destroyed.

Statecraft has been designed to replicate core dynamics of world politics, so you will face the same challenges, opportunities, and tradeoffs that real world leaders confront every day. In so doing you will gain a deeper understanding of the complexities of world politics and gain insight into a host of critical concepts, theories, and real world cases.

OVERVIEW OF THE SIMULATION

Your world will have between 6 and 12 countries, depending on class size. The Statecraft map will show the geographical layout of your world. Before the simulation begins you will be assigned to a country and, together with your fellow country members, you will choose a country name, city names, positions for each student, a government type (Democracy, Constitutional Monarchy, Communist Totalitarian, or Military Dictatorship), and two country attributes (Industrial, Green, Militaristic, Pacifist, or Scientific). Choose your government type and attributes wisely, as these will provide bonuses and penalties that will restrict your later choices.

The simulation is organized into a series of "turns" (normally each turn lasts one week, though the length of turns can be modified by your instructor). The number of turns (between 5 and 15) can also be set by the instructor. Each turn, each country produces a certain amount of gold, food, steel, scientific knowledge, and oil, and these resources can be used to buy military units and domestic structures (e.g., hospitals) or traded with other countries. Each country can also research three technologies at a time (and "rush" research on technologies by paying scientific knowledge). Research is important because discovering certain technologies is a prerequisite for purchasing specific structures and military units. For example, you must discover the technology "advanced medicine" before you can build hospitals.

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. These six ratings are averaged to create an overall "Quality of Life Index"—a measure of how well a country is providing for the basic needs of its people. Each country must also deal with six domestic factions (capitalists, socialists, environmentalists, nationalists, civil libertarians, and intellectuals) whose approval ratings will depend on the actions of the country's leaders. For example, if you build a factory (which increases gold production but also increases pollution) the capitalists will be pleased but the environmentalists will be unhappy. If a faction's approval rating drops low enough (35% or below), it will engage in demonstrations, riots, and strikes which will cost the country resources. Communist Totalitarian countries and Military Dictatorships can suppress domestic factions by force and prevent demonstrations, riots, and strikes. The overall public approval rating (a combination of all six factions' ratings weighted by each faction's strength) determines how much "political

capital” the government earns each turn, and this capital can be spent on domestic and international programs that yield certain benefits.

Countries can negotiate treaties and collaborate through international organizations, including the United Nations, the World Trade Organization, and the International Criminal Court. They can also spy on each other, conduct covert operations, and go to war. Only one student in each country (the country’s President) has the power to make all decisions on trade, war, and purchases. But the President can delegate authority to trusted members of the government by giving them his/her authorization code. And the President can be removed at any time and replaced by a new President if a majority of the country’s students vote to do so.

Though countries have a great deal of freedom to chart their own courses in Statecraft, they will quickly be confronted with a range of pressing international problems, including slavery in the Orion mountains, the threat of the Typhoon Pirates, the melting of the Ice Mountain—which threatens to unleash catastrophic flooding—and the temptation to seize Sapphire Island’s vast resources. To survive and to thrive, countries must simultaneously deal with these international challenges and their own domestic needs, skillfully balancing defense, development, and diplomacy.

Each country will receive a score at the end of the simulation indicating how successful they were in achieving a range of goals (see below). 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 and the political influence of one’s country, or an isolationist effort to maximize one’s domestic quality of life while avoiding foreign conflicts.

GOALS

Each country receives an overall score in Statecraft that indicates how successful they were in achieving key goals. (Usually instructors will make this score worth some portion of students' course grade). There are four types of goals in Statecraft, paralleling the motives that drive countries in world politics. Each goal is worth 5 points by default, though instructors can modify how much each goal is worth.

GLOBAL GOALS: For each goal achieved, ALL students in the world receive 5 points; if a particular global goal is not achieved, no one can receive credit for that goal)

- 1) ***Ending World Hunger:*** 50,000 food must be contributed to the U.N.'s World Food Program.
- 2) ***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 attacks on terrorist bases, terrorist training camps/ports, and terrorist leaders.
- 3) ***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, leaders must be captured or eliminated). The activities of the Sword of the Amaru (SOTA), if this group becomes active due to the conquest of Sapphire Island, must also be ended by closing its bases and apprehending its leader.
- 4) ***"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.

COUNTRY DEVELOPMENT GOALS: The final Quality of Life, or QOL, Index (the average of all six domestic indicators) calculated at the end of the simulation will determine how many points each country receives for country development. NOTE: Any actions taken during the final turn, such as purchasing hospitals, will factor into this final calculation. All members of a country will receive the same amount of credit, as follows:

<u>Final QOL Index</u>	<u>Credit Earned</u>
80	3 Points
200	3 Points (6 total)
400	3 Points (9 total)
700	3 Points (12 total)

COMPETITIVE COUNTRY GOALS: Worth 5 points to all students in the winning country.

- 1) ***Healthiest Country (the Surgeon General's Golden Stethoscope):*** Awarded to the country with the highest average Health rating across all turns. (NOTE: all actions taken on the final turn will be factored into this average, as follows: if Turn 8 is the final turn, a Turn 9 score will still be calculated for each country based on actions taken Turn 8—such as purchasing hospitals—and Turn 9 will be included in determining the average rating. This same calculation method applies to all of the below awards that are based on the average rating across all turns).

- 2) ***Most Educated Country (the Teacher's Golden Apple)***: Awarded to the country with the highest average Education rating across all turns.
- 3) ***Safest Country (the Golden Handcuffs Trophy)***: Awarded to the country with the highest average Safety rating across all turns.
- 4) ***Greatest Poverty-Fighting Country (the Habitat for Humanity Award)***: Awarded to the country with the highest average Welfare rating across all turns.
- 5) ***Most Environmentally Friendly Country (the Sierra Club Trophy)***: Awarded to the country with the highest average Environment rating across all turns.
- 6) ***Most Cultured Country (the Mozart Award)***: Awarded to the country with the highest average Culture rating across all turns.
- 7) ***Most Scientifically Advanced Country (the Einstein Trophy)***: Awarded to the country that finishes the simulation with the most technologies. (Any technologies acquired during the last turn will be included in a country's total).
- 8) ***Most Militarily Powerful Country (the Schwartzkopf Medal)***: Awarded to the country that finishes the simulation with the military capable of inflicting the most damage (see the table in the appendix entitled "Military Units' Capabilities"). Any military units purchased or lost during the last turn will be included in this final calculation.
- 9) ***Wealthiest Country (the Bill Gates Trophy)***: Awarded to the country that finishes the simulation with the most gold in its treasury. (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).
- 10) ***Most Politically Astute Country***: Awarded to the country that finishes the simulation with the most political capital. (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).

****NOTE:** If there is a tie in any category, points will be split evenly among the winning countries.

HISTORIANS' VERDICT AWARD: 10 points are awarded to every country that refrains from launching an unprovoked nuclear attack on another country. **NOTE:** Check with your instructor on whether he or she is using this award.

POSITIONS

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.

PRESIDENTS! → 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.

Responsibilities of Each Position:

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 President may, however, be removed at any time, and replaced by a new leader, if a majority of the country's officials so choose. (This power transfer takes the form of an impeachment or coup, depending on government type). The name of this official varies depending on government type:

- President (Democracy)
- King/Queen (Constitutional Monarchy)
- General (Military Dictatorship)
- Chairman/Chairwoman (Communist Totalitarian)

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 insuring 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.

****Important 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.

Positions for Different Country Sizes:

Country Size	Positions
9 students	1) President 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	1) President 2) Secretary of State 3) UN Representative 4) Secretary of Defense 5) Director of National Intelligence (DNI) 6) Director of Trade and Industry (Trade Representative & Director of Science and Industry) 7) Chief Political Strategist 8) Domestic Affairs Adviser

7 students	<ol style="list-style-type: none"> 1) President 2) Secretary of State (also UN Representative) 3) Secretary of Defense 4) Director of National Intelligence (DNI) 5) Director of Trade and Industry (Trade Representative & Director of Science and Industry) 6) Chief Political Strategist 7) Domestic Affairs Adviser
6 students	<ol style="list-style-type: none"> 1) President 2) Secretary of State (also UN Representative) 3) Secretary of Defense 4) Director of National Intelligence (DNI) 5) Director of Trade and Industry (Trade Representative & Director of Science and Industry) 6) Domestic Affairs Adviser (also Chief Political Strategist)
5 students	<ol style="list-style-type: none"> 1) President (also Trade Representative & Director of Science and Industry) 2) Secretary of State (also UN Representative) 3) Secretary of Defense 4) Director of National Intelligence (DNI) 5) Domestic Affairs Adviser (also Chief Political Strategist)
4 students	<ol style="list-style-type: none"> 1) President (also Trade Representative & Director of Science and Industry) 2) Secretary of State (also UN Representative) 3) National Security Adviser (Secretary of Defense & DNI) 4) Domestic Affairs Adviser (also Chief Political Strategist)
3 students	<ol style="list-style-type: none"> 1) President (also Trade Representative, Director of Science and Industry, Domestic Affairs Adviser, & Chief Political Strategist) 2) Secretary of State (also UN Representative) 3) National Security Adviser (Secretary of Defense & DNI)
2 students	<ol style="list-style-type: none"> 1) President (also Trade Representative, Director of Science and Industry, Domestic Affairs Adviser, & Chief Political Strategist) 2) Foreign Affairs Adviser (Secretary of State & Defense, UN Representative, & DNI)
1 student	<ol style="list-style-type: none"> 1) President (assumes all responsibilities)

CUSTOMIZING YOUR COUNTRY

After you are assigned to a country, you and the other members of your country will choose a country name and names for each of your three cities. You will also decide which of your cities (see your world map) will be your capital.

Beyond these choices, you must also choose **one regime type** and **two attributes** for your country. Choose carefully, since each regime type and attribute carries with it certain bonuses and penalties that will restrict your later options. The brief descriptions below merely summarize the general strengths and weaknesses of each regime type and attribute—**make sure to see the tables in the appendix called “Regime Types: Bonuses and Penalties” and “Country Attributes: Bonuses and Penalties” to see these precise advantages and disadvantages before making your choices!**

REGIME TYPES (CHOOSE ONE)

- 1) **Democracy:** Your country’s embrace of freedom yields educational and scientific benefits and makes your population happier. The downside is increased crime, a coarser culture, and an inability to suppress dissent with armed force or to recruit a large army quickly without the draft.
- 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.
- 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.
- 4) **Military Dictatorship:** You rule with an iron fist. Crime is rare 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.

COUNTRY ATTRIBUTES (CHOOSE TWO)

- 1) **Industrial (Cannot also be Green):** Your expertise in resource extraction and efficiency means your mines and factories produce more gold and steel. The downside is a significant increase in pollution.
- 2) **Green (Cannot also be Industrial):** You have a pristine environment and highly productive farms. You can build environmental structures such as recycling centers at a huge discount. An emphasis on green industry means your industrial structures pollute much less, but your mines also produce somewhat less gold and steel.
- 3) **Militaristic (Cannot also be Pacifist):** Your relentless study of war gives you advantages in tactics and the production of highly trained, veteran troops. Your warrior culture also makes it cheaper to recruit and maintain soldiers. Unfortunately, your population’s fixation on violence and gore makes for a coarse culture where music and the arts are generally ridiculed.

- 4) **Pacifist (Cannot also be Militaristic or a Military Dictatorship):** The nonviolent and caring nature of your people gives you advantages in health and low crime rates. You also have significant defensive bonuses against foreign powers who would exploit your peaceful nature. The only downside of being pacifist is that you cannot build the most high tech offensive weaponry, including nuclear weapons and stealth bombers.
- 5) **Scientific:** You have significant bonuses in education and science. However, the general nerdiness of your population coarsens your culture, and your “domination of nature” mentality harms the environment.

RESOURCES: NATURAL AND POLITICAL

Natural Resources: There are five natural resources in Statecraft: gold, food, steel, scientific knowledge, and oil. These can be used for such purposes as buying structures (e.g., hospitals), purchasing military units, and trade. Every country produces **some** of each resource each turn, although the five resources are unevenly distributed across the world, so that some countries are very “rich” in certain resources that others have in short supply. See the world map for major concentrations of resources (e.g., the Orion Mountains produce 1,000 gold each turn). You can increase your production of resources by building certain structures (e.g., each gold mine increases gold production by 5%) or enacting certain programs (e.g., joining the WTO will increase a country’s total gold output by 20%). **EVERY COUNTRY BEGINS WITH THE SAME AMOUNT OF TOTAL RESOURCES.** 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. Big Projects do not multiply the effect of other big projects.

Low Resources: While 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. This also applies to Political Capital.

Negative Resources: If you have a negative number in resources this is indicative of proposing trades before making a number of purchases. If someone accepts a trade you make and you have already spent the resources then your country will go into debt to meet these obligations.

Piling on debt: If you country goes into debt beyond a certain point (100 of a resource) your country will be inoperable for 2 turns as lending institutions will not lend to you anymore. Always have your debt paid by the end of the turn and seek to be positive or you will discover at the beginning of the next turn that your country cannot make decisions.

Political Capital: Political capital represents your government’s power to lead, overcome domestic opposition, and influence other domestic actors to achieve its goals. Capital can be spent on a variety of very beneficial domestic and international programs. Every country begins Turn 1 with 20 political capital and receives the following amount of capital every turn thereafter, based on overall public approval rating. **(This is merely your PC projection, actual values will vary throughout the simulation)**

Overall Public Approval Rating	Political Capital Earned/Lost
35% and below	-5
36%	-4
37%	-3
38%	-2
39%	-1
40%	0
41% or 42%	1
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

Political capital can also be lost if your government suffers political embarrassment on the world stage, as shown in the following table. These capital losses are immediate (occurring the same turn that the event happens).

<i>Event</i>	<i>Loss of Political Capital</i>
Country breaks an international treaty (a majority of the world's countries must vote that you have broken the treaty)	-10 per treaty
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)
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)

As mentioned, your government can spend its political capital on various domestic and international programs. **The tables in the appendix entitled "Domestic Programs" and "International Programs" give a menu of these programs.**

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 the natural resources, political capital CANNOT be traded to other countries: it can only be used by the government 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.

TRADING NATURAL RESOURCES

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, if you are a good negotiator).

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.

TIP: You don't need to just trade resources for resources. You can give resources in exchange for technologies (see below), information, political 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 "0" for the amount you will receive in return.

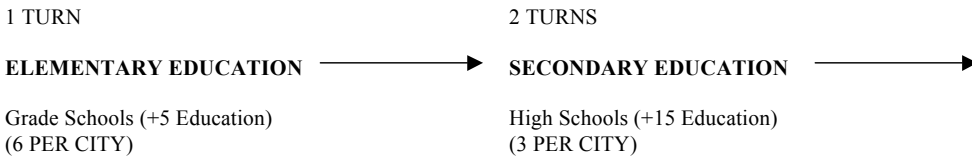
Trading on the Black Market: You can trade any natural resource, at a 3 to 1 ratio, for any other natural resource using the Black Market. For example, if you have 300 extra food, you can trade this for 100 gold (or 50 oil and 50 steel, etc.). This can be a useful last resort if you have excess resources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

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

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 charts in the appendix entitled “RESEARCH: ...” for a list of all technologies, how long they take to discover, and what they allow you to do.** (The amount of turns it takes to research a technology will change depending on the length of your simulation)

Here is an excerpt from the chart that includes education-related research.



This diagram is saying that the technology Elementary Education takes one turn to research (explained below) and the technology Secondary Education takes two turns. It also tells you that **you must possess Elementary Education before you can begin researching Secondary Education: you must always move from left to right across any research chain.** The diagram also shows that once you have discovered Elementary Education you can build grade schools, each of which adds +5 education to your country's education rating. The “6 PER CITY” notation means that you are allowed to build six grade schools in each of your three cities. Notice that once you have discovered the technology Secondary Education you can build high schools (three per city maximum), each of which adds +15 education to your country's education rating.

Researching Technologies: Your country may research three technologies at a time. 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). You could then select Secondary Education (a 2-turn technology) as one of your three priorities on Turn 2, and at the beginning of Turn 3 you would have one turn left to research on Secondary Education. If you selected Secondary Education again on Turn 3 as one of your priorities, then it would be complete at the beginning of Turn 4 and you could then purchase high schools.

“Hurrying” Research with Scientific Knowledge: You can instantly complete one turn of research on any technology by paying 500 scientific knowledge (one of the five natural resources in Statecraft). 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” and select “Rush Research.” Then specify which technology you want, and 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.

Using Free Technology: Free Technology must be used at the start of the following turn. You will find this available in your set research priorities button in your research tab. The first technologies you click on will automatically be loaded in your completed tab if you had certain big projects or special abilities.

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NOTE: Certain government types and country attributes confer immediate knowledge of certain technologies (as specified in the appendix under “**Regime Types: Bonuses and Penalties**” and “**Country Attributes: Bonuses and Penalties**”). For example, Communist Totalitarian countries begin with knowledge of espionage, and Green countries begin with knowledge of recycling.

TECHNOLOGY TRANSFERS

Once you own a technology, you are immediately free to give it (or sell it) to other countries. This is called a *technology transfer*. **When you give a technology to other countries, you do NOT lose the technology—instead, you are simply “sharing” the technology.** Therefore, it is possible for one country to discover medicine (or any other technology) and give it to all other countries, so the whole world will have knowledge of medicine. To transfer a technology, click on “Trade” and select “Make a Trade.” Then specify which technology you are giving (or receiving) from which foreign country and what (if anything) the other country is giving or receiving. 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 (to give to others or buy new structures and military units).**

QUALITY OF LIFE RATINGS

Each turn, your country will be given a rating in 6 important domestic categories: health, welfare, safety, environment, education, and culture. **These 6 indicators are averaged to create the overall Quality of Life (QOL) score for a country.** The following table shows the substantive meaning of a given score (for both individual indicators and overall Quality of Life).

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. **There are two main ways to improve your country's domestic ratings:**

(1) Purchase quality of life structures, such as hospitals (+10 health), high schools (+15 education), and homeless shelters (+5 welfare). **See the “Quality of Life Structures” table in the appendix** for a full list of available structures, along with their benefits and prices.

(2) Enact domestic and international programs that improve quality of life, such as the minimum wage (+30 welfare) and the anti-litter campaign (+15 environment). **See the tables in the appendix entitled “Domestic Programs” and “International Programs”** for a full list of available programs, along with their benefits and cost in political capital. Notice that some programs don't give you an automatic ratings boost but rather increase the effectiveness of certain structures (so you must have those structures to get the boost). For example, the Head Start program causes grade schools to produce 30% more education, and the “Food stamps for poor” program makes welfare offices produce 60% more welfare. If you don't have any grade schools or welfare offices, these programs won't help your domestic ratings.

PURCHASING STRUCTURES

There are four types of structures that you can build in your cities: (1) Structures to improve your quality of life (e.g., each hospital provides +10 health), (2) Structures that boost resource production (e.g., each factory increases gold production by 10%), (3) Military structures (e.g., a national command center provides a significant combat bonus), and (4) Intelligence structures (e.g., a spy academy allows you to conduct advanced spy missions). **See the tables in the appendix entitled “Quality of Life Structures,” “Resource Enhancement Structures,” and “Military and Intelligence Structures” for a complete listing of all structures, prices, required technologies, and effects.**

These tables also specify how many of each structure you are allowed to build. Most of these structures will have per-city limits (e.g., you can build six grade schools in each city) but some will just give an overall limit (e.g., you can only build one national command center). Some structures like gold mines and farms may actually be outside of the city limits, but for administrative purposes every structure will be associated with a particular city.

Important note: before you can purchase a structure, you must have discovered the required technology associated with that structure (specified in the structure tables). So if a country had enough resources and all of the required technologies, they could purchase health clinics, hospitals, FDA offices, and medical research labs for the same city all at once.

In order to purchase any structure, click on the city where you want that structure built, find the structure on the list of available structures, select the quantity you want to purchase, and click “buy”.

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

	Gold	Food	Steel	S.K.	Oil
Hospital purchase price:	75	50	50	50	50
Hospital maintenance per turn:	8	5	5	5	5

Big Projects: Big Projects are special structures which yield enormous benefits and can only be owned by a single country. For example, once you have discovered transportation technology, you can purchase a Big Project called the National Railroad System, which doubles its owner’s total output of gold, food, and steel. **See the table in the appendix entitled “Big Projects” for information on each project’s cost, technology requirements, and benefits. Big Projects are also shown on the research charts in the appendix.** Big Projects are often “game changers” and are strategically very important.

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.** (Click on “Domestic” then select “Bid on Big Projects,” specify the Big Project you are interested in, and place your bid). Bids cannot be lower than the minimum prices listed in the “Big Projects” table in the appendix (for example, the National Railroad System has a minimum cost of 500 of each resource: that is, 500 gold, 500 food, 500 steel, 500 scientific knowledge, and 500 oil). **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).

The deadline for Big Project bidding will fall roughly in the middle of each turn. So if a new turn begins on Saturday and lasts until the following Saturday, the deadline for Big Project bidding will fall on Tuesday or Wednesday. The exact deadline will show up on the “Domestic” screen. The country with the highest bid at the deadline gets the Big Project.

NOTE: In order to make a bid on a Big Project, a country must possess (1) the required technology to purchase that Big Project and (2) the amount of resources they are bidding in their treasury (though they can increase the resources in their treasury prior to making a bid by getting resources from allies). The resources you 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.

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.**

ENACTING DOMESTIC AND INTERNATIONAL PROGRAMS

You may spend political capital to enact a variety of beneficial (but often controversial) domestic and international programs. These programs include:

- **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** (the draft, a military morale-boosting campaign, and nuclear non-proliferation treaty)
- **Programs involving borders and trade** (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, and human rights** (for example, the World Health Organization improves global health ratings, the UN Development Program improves global welfare ratings, etc.).

See the tables in the appendix entitled “**Domestic Programs**” and “**International Programs**” for a full list of available programs, along with their benefits and cost in political capital. Note that 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).

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

A final caution: Be very careful when enacting any domestic or international program. These are usually controversial acts—which is why you must spend political capital on them—and they will typically upset at least one domestic faction (see the next section for a discussion of domestic factions).

DOMESTIC FACTIONS AND APPROVAL RATINGS

Your government will have to deal with six domestic factions: socialists, intellectuals, environmentalists, civil libertarians, capitalists, and nationalists. Each faction has certain concerns it focuses on (for example, the socialists want improved welfare and health ratings). Factions have certain expectations about how much health, education, etc. the government should provide. If your government doesn't meet these expectations, they will engage in demonstrations, riots, and strikes that will cost your country resources. The following table shows the major demands of each domestic faction.

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

While each country has all six factions, 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. All six factions' strength numbers will sum to 100. Faction strength 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.

Each faction's approval 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 ratings (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 civil libertarians will be pleased. Virtually every action you take will have consequences for how various factions will view your government.

The following table shows the substantive meanings of various approval ratings (both individual factions' approval ratings and overall public approval ratings).

APPROVAL 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

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.

Once a faction's approval rating falls to 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. Violent demonstrations, riots, and strikes by a faction during a particular turn will reduce your new resource production for that 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. So having multiple factions engaging in domestic unrest at the same time will be very costly for your country.

Suppression of Domestic Factions: Democracies and constitutional monarchies are not allowed to violently suppress their domestic factions. For the other two government types (military dictatorships and communist totalitarian governments) domestic suppression is an option. 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.

NOTE: 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."

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. 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). **Not only is this a display of trust and friendship, but an ambassador exchange will give each participating country information each turn** about the other country’s (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), and (5) military units that are stationed in any zone containing a city. (Click on “Intelligence” and “Spy Reports” to view these reports).

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.

Espionage Missions: Running an espionage mission will cost you gold and will require some assets (human spies or counterterrorism commandos). There are three types of espionage missions:

- **Spy Missions:** These missions use human spies, spy planes, or spy satellites to gather information about other countries’ resources, quality of life, domestic politics, military units, and technology. Some of the more advanced spy missions require you to first build a spy academy or even a 007 training center. **See the tables in the appendix entitled “Spy Missions: Human Spies,”** 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). **NOTE:** Unless your spies are captured during a mission (see below) they remain in your inventory to be used in future missions. (The same applies to Covert Ops).
- **Covert Operations:** These missions use human spies to infiltrate other countries for such purposes as spreading propaganda, sabotaging resource production, manipulating quality of life indicators, and stealing technology. **You must have a 007 training center in order to run covert operations. See the “Covert Ops Missions” table in the appendix for a list of the available covert operations.** 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. **See the “Counterterrorism Operations” table in the appendix for a list of the available counterterrorism missions.** 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 effect the Global Peace Award)**

Determining the Success of Espionage Missions: Each mission is assigned a difficulty level (these difficulty levels are shown next to each spy mission in the appendix). Difficulty levels determine the chances of success, as follows:

MISSION DIFFICULTY	CHANCES OF SUCCESS
1	90%
2	80%
3	70%
4	60%
5	50%
6	40%
7	30%
8	20%
9	10%

However, countries can modify the above chances of success by building espionage-related structures. (This represents the commitment of your country to perfecting spycraft). Each country can build three spy academies, two 007 training centers—five total espionage structures. The more of these you build, the greater your chances of success both “offensively” (launching missions against other countries) and “defensively” (preventing foreign missions against your country from succeeding). **Specifically, 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 the target country has, as follows:**

Initiator’s Number of Spy Structures Minus Target’s Number of Spy Structures	Effect on Difficulty Level of Mission
5	-5
4	-4
3	-3
2	-2
1	-1
0	0
-1	+1
-2	+2
-3	+3
-4	+4
-5	+5

NOTE: Regardless of these modifications, no mission difficulty can ever be less than 1 or greater than 9.

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 will generally 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 report back a mission success or failure or go missing in action. When missing in action you will receive no spy report for your mission.

Important Notes on Espionage Missions:

- Countries are allowed to launch multiple “copies” of the same mission each turn to hedge their bets against mission failure, but only the first succeeding mission’s effects will be counted. For example, if you launch two “MAFIA” missions against another country, the target country will suffer the same ill effects if one or both of these missions succeeds. So you can’t hit a country twice with the same mission in the same turn.
- Missions can be repeated in future turns. So Country A could keep running the MAFIA mission against country B every turn, if they were so inclined.
- Each Covert Operation can only strike a country once per turn. So if Country A has already been hit with a successful MAFIA mission once on Turn 5, it is immune to additional MAFIA missions ON THAT TURN (no matter how many other countries are trying to run MAFIA missions against it).
- The above limits do NOT apply to simple spy missions, where information is being gathered (for example, 10 or more different countries could all succeed in the DRAGON mission—gathering info about land, sea, and air units—against Country A on Turn 5).

Purchasing Intelligence Structures: See the table in the appendix entitled “**Military and Intelligence Structures**” for a list of the technology requirements and prices for all intelligence structures (spy academies and 007 training centers). In order to purchase intelligence structures, click on the “Intelligence” tab and then select “Buy Structures” and specify the type of structure, quantity desired, and the city where you wish to build the structure(s). Recall that it will take one turn for any structure to be built.

Purchasing Intelligence Units: See the table in the appendix entitled “**Intelligence Units**” for a list of the technology requirements and prices for all intelligence units. 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: **Counterintelligence commandos are military units**, so you must purchase them by clicking on the “Military” tab, then selecting “Buy Units”. (The “**Prices for Military Units**” table in the appendix specifies the technology requirements and price of counterterrorism commandos). 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 Structures and Units: As with other structures, you must pay 10% of the purchase price, each turn, to maintain any intelligence structures you have built. As with military units (see below) you must pay 25% of the purchase price of any intelligence units you have purchased.

MILITARY UNITS & STRUCTURES

Military units are divided into several categories:

- **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).

See the tables in the appendix entitled “Military Units’ Capabilities” for a list of all available units, along with their prices, combat capabilities, and required technologies.

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 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 Unit 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 New 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.

Maintenance on Existing Units: In order to insure that your military forces are ready to perform effectively if called upon, you must allocate maintenance funds each turn for morale, training, and equipment. **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. **EXCEPTION:** 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 “Domestic” then select “Enact Programs” and specify 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.

Purchasing Military Structures: You can build four different military structures:

- ***Army War College:*** allows veteran land units
- ***Naval Academy:*** allows veteran sea units
- ***Air Force Academy:*** allows veteran air units
- ***National Command Center:*** provides significant combat bonus

See the “**Military and Intelligence Structures**” table in the appendix for these structures’ prices and required technologies. You may only build one of each military structure. In order to build a military structure, click on the “Military” tab, then select “Buy Structures” and specify the desired structure. These structures will automatically be built in your capital city.

MILITARY MOVEMENT, COMBAT, & CONQUEST

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 whether that unit is veteran or inexperienced. **NOTE:** You will only be able to see your own country's units unless you have spied on a foreign country's military units or unless combat (which is automatically public) occurs somewhere on the map. All new military units will show up in your capital (or in the case of sea units in the water zone next to your capital)

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

Movement of Military Units: To command your military units to move from their current zone to a new zone on the map, simply click on the unit and select the zone you wish to move to. All movements into enemy territory will be visible by the enemy, however the attack will not take place until the turn change.

YOUR ATTACK BUTTON WILL AUTOMATICALLY BE SELECTED WHEN MOVING, ONLY HAVE THIS BOX CHECKED IF YOU WISH TO CONQUER OR ATTACK THIS PARTICULAR ZONE. YOU ARE ABLE TO ATTACK MULTIPLE ZONES.

Deploy: In your Military Tab is a button labeled Deploy. From here you can make mass military movements quickly from one zone to the next.

IMPORTANT NOTE: These orders can be canceled at any time up until the moment when the current turn ends, at which point the orders are "set in stone" and they will be carried out. To cancel your military orders, click on the "Military" tab, then select "Cancel all Military Movements." You can then specify new orders if you wish.

All movement of military units (and combat) occurs **between turns**. For example, if a country on Turn 2 gives orders for two army divisions to invade a neighboring country, these orders (and the resulting combat) won't actually be carried out until the period between Turn 2 and Turn 3. Once Turn 3 begins, all combat ceases and all units are "frozen" on the map until the end of Turn 3, at which point movement is allowed again. But keep in mind that all of the movement and combat that occurs between turns is based solely on the orders that are given prior to the end of the current turn—you will have no control over your units once the turn ends. **In addition, enemies and allies will be able to see your intended movements before the turn ends. So if you wish to surprise attack keep this in mind.**

Loading and Unloading Military Units From 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.

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 military units into that zone and all of the enemy country's military units (if any) stationed in that zone must be destroyed. (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 in captured cities). **IMPORTANT NOTE: Any resources that you capture from a zone that was not part of your country's original territory cannot be multiplied by any resource-enhancement structures (gold mines, farms, etc.). All effects of conquered structures will be gained the turn after you gain ownership of the territory (If you conquer a city on turn 6, you will gain the effects on turn 7)**

Combat: Each military unit can sustain (absorb) and inflict a certain amount of damage (see the “Military Units’ Capabilities” table in the appendix for a full listing of these capabilities). Notice that some types of units are more or less effective against other types of units. **The likelihood that any unit will inflict the full damage of which it is capable is dependent upon the following factors:**

Note: Combat, like in the real world, is random and unpredictable. You can only improve your chances of success, but will never guarantee them. Combat can also take more than one turn as you siege a territory with defensive structures. Combat can go on in a zone for multiple turns at times depending on the scope of combat.

- 1) **Chance:** 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.).

Result of Die Roll	Percent of Potential Damage Inflicted that is Actually Inflicted (BASE Amount)
1	20%
2	30%
3 or 4	40%
5 or 6	50%
7 or 8	60%
9	70%
10	80%

This percentage, the BASE amount of damage inflicted, will then be modified according to the following conditions:

- 2) **Defense/Offense:** 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% in the above table)* against any military units invading that zone, while the invading military units simultaneously receive a *combat penalty (-10%)* against these defenders.
- 3) **Terrain:** Difficult terrain (jungles, mountains) is more easy 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).
- 4) **City Walls & High Fortresses:** These defensive structures can be built in any zone that contains a city, and once built they provide protection for the entire zone. You must build city walls in a city before (or at the same time as) you build a high fortress in that city. City walls work by taking the entire amount of ground damage that invading army forces would normally inflict on your military units defending that zone, and *dividing it by two*. High fortresses work the same way except they *divide enemy army divisions ground damage by three*. (**NOTE:** Once you build a high fortress in a zone you will only receive the “damage / 3” bonus of high fortresses, not the “damage / 2” bonus of city walls plus the fortresses’ bonus).

- 5) **Tactics:** 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.

Note: 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.

“What If My Country Gets Completely Taken Over?” Unfortunately, as in the real world, it is possible for a country in Statecraft to be completely swallowed up by another. If at any time during the simulation your territory is completely conquered through conventional invasion, members of your government become a “Government in Exile,” which can continue to interact with other countries, in order to organize recapture or retribution. But you won’t be able to spend resources, build structures, or do research until you get at least one of your cities back.

TERRORISM & COUNTERTERRORISM

Three groups have been identified by independent analysts as terrorist organizations: the *Typhoon Pirates*, the *Orion Liberation Front (O.L.F.)*, and the *Sword of the Amaru (S.O.T.A.)*. As shown on the world map, these groups are known to have bases (in cities) and training camps (in deserts/mountains) spread throughout several countries. Host countries for the Typhoon Pirates and O.L.F. are rumored to receive gold payments each turn in exchange for harboring these terrorists.

There are two ways of dismantling these terrorist networks: from within and from outside.

From Within: The President of any country **may close down terrorist bases** in his/her country’s cities simply by “signing” (clicking on) an executive order to that effect (which leads to arrests, confiscation of property, and freezing of bank accounts), and **may eliminate terrorist camps or ports** within his/her own country through the use of ground forces (half a division can destroy one camp). *Terrorist leaders can only be captured or eliminated through commando missions (see below).*

From Outside: 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 “Counterterrorism Operations” table in the appendix** lists the descriptions and prices of various commando missions. *Terrorist bases, training camps, and leaders CANNOT be dealt with from outside using regular military forces.*

NOTE: 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 (“from Within”).

IMMIGRATION, REFUGEES, & TOURISM

Immigration: Countries that have a higher quality of life than others will attract immigrants (both legal and illegal) from other countries. Large immigration flows will decrease welfare, health, education, and safety ratings for the “receiving” country (as social services are overburdened and xenophobic responses occur) and increase these ratings for the “sending” country. The amount of immigration from one country to another will be greater when (1) the quality of life gap between the two countries is greater, (2) the countries are closer geographically, (3) the two countries have looser border security, and (4) the countries do not have oppressive regimes (open societies find it more difficult to seal their borders). This will also have an effect on resources.

Refugee Flows due to War: Any time two or more countries’ military units engage in conflict with each other, refugees will flee from the site of the conflict into all neighboring countries (“neighbors” are considered those countries that share a land border with the affected country or whose territorial waters are separated by no more than one sea zone from the affected country’s territorial waters). More severe wars (gauged by how many military units are engaged in the fighting) will produce greater numbers of refugees. Countries that must accommodate inflows of refugees will suffer lower health, welfare, and safety ratings as tensions rise and social services are taxed. Receiving countries can reduce refugee flows to some extent by having tighter border security. NOTE: Unlike regular immigration, countries “sending” refugees don’t receive any benefit for doing so. This will also have an effect on resources

Tourism: Tourists are attracted to countries that have rich cultures (e.g., art museums, symphony orchestras) and have pristine environments (e.g., beautiful beaches). Therefore, countries with much higher culture and environment ratings than other countries will attract tourists, which take gold away from the “sender” countries and give this gold to the “receiver” countries. Flows of “cultural tourism” and “environmental tourism” are calculated separately each turn. The larger the gap between two countries’ culture ratings, the more cultural tourism will occur (with a greater amount of gold transferred); the same holds true for environmental tourism. So if a country is higher than all the others on culture, for example, that country should expect to receive gold payments each turn from all other countries due to tourism. Border security and regime type do not affect tourism.

SPILOVER EFFECTS

Very poor environmental, safety, and health conditions in one country will spill over and affect its neighbors’ ratings in these categories. Countries must share a border to be subject to spillover effects. This can decrease environmental ratings by 100’s of points.

All of these effects are only temporary: if the offending country sufficiently improves its environment, safety, or health conditions, the neighbors’ ratings are restored to what they would have been without these penalties.

INTERNATIONAL ORGANIZATIONS & 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). 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. 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."

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.

By spending political capital you may also join additional IGOs and UN specialized agencies that provide global health, welfare, and other benefits (see the list of "International Programs" in the appendix for details).

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. 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.

COMMUNICATION

You can communicate with other members of your country as well as foreign countries using the Statecraft messaging system. To compose a message, click on "Messages" and select "New Message". Then either select "All world" (if you want to send a message to everyone) or select the country you wish to send the message to. If you select a particular country (including your own) you will have the option of sending the message either to all members of the country or a particular individual. Any messages sent to you by other players will appear in your inbox. You will also regularly receive in your inbox breaking news alerts from the Statecraft News Network (SNN), messages from particularly annoyed or pleased domestic factions, and perhaps even messages from terrorist leaders.

The Statecraft Rumor Blog will also be sending out messages to your country. Some of these messages are true, some are false.

E-mail forwarding:

Messages about trades, big projects, and treaties will be forwarded to your e-mail

Instant Messaging System:

Make use of the Instant Messaging System to communicate with your team and other countries remotely.

CHANGE YOUR MIND? CANCELLING PURCHASES, PROGRAMS, AND MISSIONS (Except rushing research)

Only a few decisions are irrevocable in the world of Statecraft: **trades, ambassador exchanges, 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. And any 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.

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. In order to view (and cancel) pending spy missions, click on “Intelligence,” then “Purchases Cancel.” In order to view (and cancel) pending military orders, click on “Military” then “Give Orders.” Finally, in order to view (and cancel) pending domestic and international programs, click on either “Domestic” then “Enact Programs” (for domestic programs) or “Diplomacy” then “International Programs” (for international programs).

GLOBAL ISSUES

There are several issues you will need to deal with fairly quickly after taking the reins of power. These are:

- 1) **Sapphire Island:** Sapphire Island is very rich in resources (producing 1,000 of each resource each turn), 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 all non-hostile countries (those who did not participate or aid in the invasion). S.O.T.A. is reportedly training to strike any occupying countries’ cities with bombings and other terrorist attacks.
- 2) **Orion Slavery Dispute:** The Orion Mountains, which yield Country B 1,000 gold each turn, are currently being mined by the local inhabitants of the Orion Mountains—members of Country A’s (the Western neighbor’s) ethnic group, enslaved by Country B over a century ago. Human rights groups have issued strong condemnations of Country B, and have demanded that the slaves be freed. If these slaves (who are highly skilled in mining techniques) are freed, they will refuse to work the mines for Country B, whose own miners will only be able to extract 500 gold per turn from the mines. If Country A (the country to the west of Orion) were to acquire the Orion Mountains and free the slaves, these emancipated citizens would gladly continue to work the mines for their own ethnic brothers, yielding 1,000 gold each turn for Country A (but these newly acquired resources would not be multipliable). 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 our ethnic brethren are freed and the Orion Mountains are returned to their rightful owners [Country A]”. (If you are Country B you can free the slaves using your domestic tab and clicking “Liberate Orion Mountains”. This will not just free the slaves but give the entire zone to Country A including any structures you have built in that city)

Warning!!! If Country B gives up this land they will lose the entire zone along with the city.

- 3) **Ice Mountain:** The massive “Ice Mountain” in the Northern Ocean is melting for unknown reasons. Sea levels are rising. If the melting continues, scientists estimate that coastal cities will become submerged by turn five or six. Flooding could be catastrophic—potentially affecting inland cities—by turn seven or eight. Then again, all of this might be hype by overzealous environmentalists. The only way to stop the melting is to build the Big Project “Globe of Frost”—a shield of perpetual snow to surround the Ice Mountain. Scientists THINK this will work, but aren’t quite sure.
- 4) **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.

APPENDIX

We are constantly making improvements to the system and because of this the below prices, turns, and effects may be subject to change as the semester progresses. This is to ensure that the game is properly balanced with an eye towards fairness and the best opportunity to learn concepts

REGIME TYPES: BONUSES AND PENALTIES

Note: For ease of reference, all [technologies](#) are listed in blue.

1) DEMOCRACY

Bonuses:

- *Literacy Bonus:* Begin with 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

Penalties:

- *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:* Police stations and prisons produce 30% less safety.

Special Abilities (Can Only be Used Once):

- *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

Bonuses:

- *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

Penalties:

- *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

Special Abilities (Can Only be Used Once):

- *“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

3) COMMUNIST TOTALITARIAN

Bonuses:

- *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)
- *"Let's See How you Fare Against this Tank" Corollary*: One army division can suppress one domestic faction

Penalties:

- *Thought Control Penalty*: All education structures (e.g., high schools) produce 30% less education
- *Collective Farming Fiasco*: Farms produce 30% less food

Special Abilities (Can Only be Used Once):

- *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 eachother)
- *Enigma*: Makes your country immune to foreign spying for one turn (does not apply to covert or psychological operations)

4) MILITARY DICTATORSHIP

Bonuses:

- *Law and Order Bonus*: Begin with knowledge of [law enforcement](#)
- *"We Have Ways of Making You Talk" Effect*: All safety structures (e.g., prisons) 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

Penalties:

- *"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

Special Ability (Can Only be Used Once):

- *Mobilization*: One-time FREE recruitment of Army divisions equal to 2 x current turn. (Example: if used on turn 3, can recruit $2 \times 3 = 6$ 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: BONUSES AND PENALTIES

Note: For ease of reference, all [technologies](#) are listed in blue.

1) INDUSTRIAL (Cannot also be Green)

Bonuses:

- *Expertise in Resource Extraction:* Begin with knowledge of [gold mining](#) and [steel mining](#)
- *Efficiency Bonus:* Mines and factories produce 50% more gold/steel

Penalties:

- *“Rivers make Great Landfills” Attitude:* All industrial structures produce 50% more pollution

2) GREEN (Cannot also be Industrial)

Bonuses:

- *“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

Penalties:

- *Environmentally conscious mining:* gold and steel mines produce 15% less gold/steel

3) MILITARISTIC (Cannot also be Pacifist)

Bonuses:

- *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

Penalties:

- *Preference for Gladiator Movies, Pro Wrestling, and Bruckheimer-Bay Explosion-fests:* All culture structures produce 30% less culture

4) PACIFIST (Cannot also be Militaristic or a Military Dictatorship)

Bonuses:

- *“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 antiaircraft 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
- *The Cops are the Only Ones with Guns*: police stations and prisons produce 50% more safety

Penalties:

- *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

5) SCIENTIFIC

Bonuses:

- *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

Penalties:

- *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

DOMESTIC PROGRAMS

PROGRAM	DESCRIPTION	EFFECTS	POLITICAL CAPITAL
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 police 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 shaming	+15 environment	2
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 for corporations	Universities produce 30% more education	5

DOMESTIC PROGRAMS, CONTINUED

PROGRAM	DESCRIPTION	EFFECTS	POLITICAL CAPITAL
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 police	+3 culture per police station	10
Ban reality TV	Enforced by local police	+3 culture per police station	10
SAFETY			
Create SWAT Teams	To bring to justice the most dangerous offenders	Police stations produce 20% more safety	2
Enact death penalty	Allows the ultimate penalty for heinous crimes	Police stations produce 40% more safety	5
Warrantless wiretaps	Allows domestic spying on suspected threats without the hassle of warrants	Police stations produce 40% more safety	5
3 strikes program	Mandatory life imprisonment for 3 felonies	Prisons produce 50% more safety	7
Citizen implants	All citizens tracked by microchips implanted at Felon implant facilities	Felon implant facilities 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
Military morale-boosting campaign		Lasting combat bonus	5

*Democracies and Constitutional Monarchies automatically provide these rights

INTERNATIONAL PROGRAMS

PROGRAM	DESCRIPTION	EFFECTS	Political Capital
<i>BORDERS & TRADE</i>			
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
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
Join bilateral free trade pact*	Must share border with trade partner; can only belong to one such pact	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
<i>MILITARY</i>			
Pursue war of aggression (Target has not attacked others)—attacks on Sapphire Island are considered wars of aggression			5 per turn of war
Join Nuclear Non-Proliferation Treaty		IAEA publicly announces if any member discovers nuclear fission	5
<i>HEALTH</i>			
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

* For every WTO member that joins a bilateral free trade pact, total gold output declines by 2% for all WTO members

**For every WTO member that enacts agricultural subsidies, total gold output declines by 1% for all WTO members

***For every WTO member that raises tariffs, total gold output declines by 1% for all WTO members

INTERNATIONAL PROGRAMS (CONTINUED)

PROGRAM	DESCRIPTION	EFFECTS	Political Capital
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			
Cap & Trade System	Must have at least 50% of world's countries as members to launch organization. Corporations must cut CO ₂ 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	Police stations of member countries produce 5% more safety for every country that is a member (so if five countries are members, each member's police stations produce 5 x 5% = 25% more safety)	5