АГРЕССИЯ

Game Manual

Contents

1. INTRODUCTION

AGGRESSION – REIGN OVER EUROPE is a military real-time strategy set within a historic context and featuring some role-playing elements. You will play the role of a political leader of Russia, Great Britain, France or Germany. It is up to you to take firm decisions at the crucial period of the European history – the World War age covering 1914 – 1945.

The **AGGRESSION – REIGN OVER EUROPE** game process may be divided into two levels – strategic and tactical. Strategic level means you are to rule the selected nation, build up your military, move around your characters and armies. As soon as military actions start you are expected to plan your military operations and command your attacking or defending armies. Battles take place on the tactical map. Here you will command a single army and conduct military operations according to classic RTS rules.

One of the main advantages of the game is the possibility of choosing an alternative course of historic events. Only in **AGGRESSION – REIGN OVER EUROPE** you will be able to form a communist or fascist government in Great Britain. Or, playing as a Russian leader, you may join the fascist bloc and deliver a destructive blow on the Western states.

The objective of the game is to capture all cities on the strategy map. The game is also over, when two or more countries research nuclear weapon technology (historically, it was the nuclear bomb that put an end to the World War age). As soon as the nuclear bomb is researched by any other nation aside from the player, the Cold War is assumed to begin and the game results window will open.

The main feature of the game is a holistic approach to the state administration model. The player is controlling political, economic, technological and military spheres, which contributes to creating an atmosphere of ruling an actual country. Despite the extensive range of possibilities, the process of state administration in Aggression – Reign over Europe remains rather simple and easy to master. The majority of game aspects allow for flexible settings, thus giving the player a chance to set a desirable control level or choose the auto-control mode.

Main features:

- Military strategy game that spans the period of 1910-1950.
- Full-featured 3D graphics in tactical and global modes. Detailed map of Europe.
- Large discretion in the choice of one's political strategy. The opportunity to set an alternative course of events in the European history.
- Four states available for ruling: Russia, Great Britain, Germany, France.
- Historical campaigns featuring hundreds of tasks. You can play as a leader of any of the four key countries, guide your nation through the entire World War age and take part in both of the World Wars.
- 3D strategy map of Europe featuring dozens of historical characters.
- Over 120 military units (infantry, mounted units, artillery, armored vehicles and aircrafts) created in compliance with their historical prototypes.
- Political, economic and military systems, reflecting the main features characteristic of European political and military policies in the 20th century.
- Over 200 historical characters featuring the great names of history. Among them are political leaders, generals and public figures, that lived during the period.
- Major battles on 92 three-dimensional tactical maps.
- Bloody battles, military operations planning, new weaponry and technology research (from machine-guns to nuclear bombs), political alliances and espionage.
- Modern level of the game graphics, true-to-life physics, a large variety of special effects that contribute to the cinematic picture of all what's happening on the screen.

2. SYSTEM REQUIREMENTS

2.1 Computer system

Minimum system requirements:

CPU: Intel Pentium IV 1700MHz or equivalent
RAM: 768MB
Graphics Card: 3D capable (GeForce FX5900 or Radeon 9800) with 128MB of VRAM
Free Hard Disk Space: 3GB
Peripherals: keyboard, mouse
Operating System: Windows 2000/XP
DirectX 9.0c or higher
Sound Card: any DirectX-compatible sound card

Recommended system requirements:

CPU: Intel Pentium IV 2400 MHz or equivalent
RAM: 1024MB or higher
Graphics Card: 3D capable (GeForce 7800 or Radeon Xl600) with 256MB of VRAM
Free Hard Disk Space: 3GB
Peripherals: keyboard, mouse
Operating System: Windows 2000/XP
DirectX 9.0c or higher
Sound Card: any DirectX-compatible sound card

2.2 Operating System

The developers guarantee error-free program launch and running on a system with one of the following operating systems: Windows 2000 (SP4), Windows XP (SP2).

2.3 Graphics

In order to run the program you have to install DirectX version 9.0c or higher (you may perform the installation from our CD). If you have an internet connection, you may download the latest DirectX version from the official Microsoft Corporation site:

http://www.microsoft.com/windows/directx/

Please note, *that the program is guaranteed to work correctly only with nVidia and ATI graphic cards.*

2.4 Audio

The game supports all DirectX9-compatible sound cards. However, if you want to enjoy the maximum sound quality we recommend using sound cards with a 3D-sound support.

2.5 Input Devices

Game is controlled with a keyboard and a two-button mouse (three-button wheeled mouse is recommended) in all the game modes, except for the simulator mode. See the **'HOT KEYS'** section for more info on various hot-key combinations.

2.6 Hard Disk Space

The game requires about 3GB of free space on your hard disk. Some extra space might be needed for game saving or patch/extra software installation. Please note, that some operating systems also require additional free hard disk space for swap files. For more information on swap files see your operating system help.

3. INSTALLATION

Installing Game

Insert the **AGGRESSION – REIGN OVER EUROPE** game DVD into your DVD-ROM drive. usually Windows will try to autodetect the disk and prompt you to install the game. Select the Install game option in the menu. The installation should start automatically. If it does not happen, you can use Windows Explorer to find and run the Setup.exe file located in the root directory of the Pacific Storm DVD. The installer program will guide you through the installation process.

Launching Game

To launch the game, select Start › Programs › Buka › Aggression – Reign over Europe and select the executable file. You can also launch the game by pressing the Pacific Storm icon on your desktop, by selecting Launch game in autorun, or by running adico.exe in the root directory of the game.

Uninstalling Game

Should you decide to uninstall Aggression – Reign over Europe, select Start › Programs › Buka › Aggression – Reign over Europe › Uninstall, or use the Windows 'Add/Remove Programs' utility in the Control Panel to uninstall the game. You can also select Uninstall in autorun.

4. MAIN MENU

When you start the game, the Main Menu window opens.

Campaign – Start the game in a campaign mode.
Missions – Start a single mission
Load game – Load a previously saved game.
Settings – Game settings.
Tutorial – A brief overview of the controls and interfaces.
Exit – Quit to Windows.

The list of developers and all those who contributed to the creation of the game can be viewed by clicking the big A in the centre of the menu.

4.1 Options

To change the game settings choose 'OPTIONS' from the main menu. If you wish to change these settings during the game, press Escape key any time and click 'OPTIONS' in the menu window.

Continue

Restart

Settings

Save

Load

Quit to menu

Exit to Windows

Options menu consists of four tabs: graphics, sound, gameplay and difficulty screens.

GRAPHICS – Here you can set brightness and contrast ratios, select screen resolution, toggle 3D-map overview in the main menu, and also set detail quality for various elements.

SOUND – Here you can set the volume for sound effects and background music.

GAMEPLAY – Here you can set different game parameters such as autosave frequency, game event notifications; you can also toggle historical and random events.

DIFFICULTY – Difficulty level setting.

4.2 Load Game

In order to load a previously saved game, you have to enter the Load Game menu. Simply choose 'LOAD GAME' from the main menu. For in-game saving and loading press Escape key and, when the menu window opens, click on the corresponding button. You can also use the quick-saving option by pressing F5.

4.3 New Game

Clicking 'NEW GAME' will open the single player menu, where you can choose the nation you want to play for. Left-click one of the flags for more historical and political info on the corresponding country. Click 'Start' to run the game and play as the leader of the selected country.

Choose a campain

Great Britain

You will gain control of the British Empire. Britain remains one of the major European powers, but the distances between the homeland and the colonies cause some concern in the face of coming conflict.

Launch
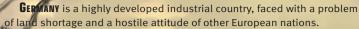
4.3.1 Campaigns: Russia, Germany, Great Britain, France

You are given a unique opportunity to become the leader of one of the four European powers and guide your nation through the difficult times of the first half of the 20th century. Every one of these countries has its own peculiarities and problems you will have to deal with.

RUSSIA is a country of the immense economic potential, but at the start of the game it is rather less developed and is disposed to inner problems.

FRANCE is noted for its unstable internal political system. It is also threatened by invasion by its neighbors.

GERMANY is a highly developed industrial country, faced with a problem of land shortage and a hostile attitude of other European nations.

GREAT BRITAIN possesses a number of promising colonies, which due to their remoteness are rather vulnerable to takeover by other nations.

There are also four other countries present in the game: Italy, Spain, Turkey and Austria-Hungary (Austria). All other countries situated on the map do not have any political will of their own and thus are considered to be neutralist states. There is also a possibility for a temporary rebel state to appear in the territory lost by any nation.

4.3.2 Tactical Missions

The game contains six stand-alone scenarios that display various features of combat in the tactical mode.

The Clash

In this mission armies consist of troops from both World Wars. You have to destroy all enemy squads or capture every key point on the map.

Trench War

In this mission you have to defend well-fortified lines from overwhelming enemy forces. You will have to face massive infantry attacks, artillery support and even aerial support from the balloons and early aircraft. Your enemy will be attacking you relentlessly; you have to maintain control over the key points for 30 minutes.

Between the Wars
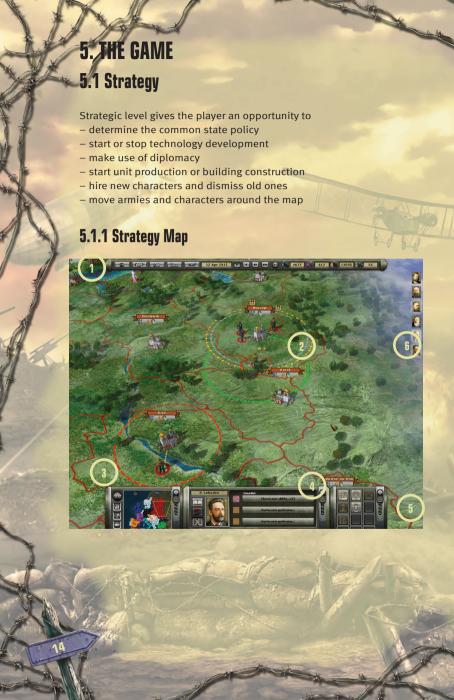
Battle takes place on the tactical map of one of 'Spain' areas. Armies represent the technical level of mid-30's. The objective is simple – you have to destroy your enemies of capture every key point.

Tank Battle

Battle takes place on the tactical map of 'Kursk' area. Armies consist mostly of battle tanks with some aerial support that can be used to gain tactical advantage. The objective is simple – you have to destroy your enemies of capture every key point.

Armageddon

Battle takes place on the tactical map of 'Bavaria' area. Armies consist of the most up-to-date squads from the late part of the game, including reactive artillery, heavy tanks and nuclear weapons, accompanied by most advanced aircraft and a lot of artillery support. The objective is simple – you have to destroy your enemies of capture every key point.

5. THE GAME

5.1 Strategy

Strategic level gives the player an opportunity to
– determine the common state policy
– start or stop technology development
– make use of diplomacy
– start unit production or building construction
– hire new characters and dismiss old ones
– move armies and characters around the map

5.1.1 Strategy Map

Strategy screen consists of the top bar (1), the map of Europe with cities and characters marked (2), the minimap (3), the main panel (4), the command panel (5) and the portraits of all the player's characters currently in service (6)

1) The **TOP BAR** contains the following buttons from left to right: menu activation button (hot key – Escape), diplomacy, the state review, statistics and research. Next to these you will see the game date. To the right of the date field there are three game speed buttons: 'pause', 'normal' and 'fast'. Resource indicators are shown at the bar's right side. They reflect the current level of Industry, Education, Population (in thousands) and Army (in units) accordingly. Between the speed button and a set of resource indicators there is a button making it possible to trade the resources in case of imbalance, i.e. when one primary resource (Industry or Education) is outnumbered by another.

2) The **STRATEGY MAP REPRESENTS THE MAIN GAMING AREA**. It is here that all the main game events take place: cities are growing, discoveries are made, troops are hired, armies take over enemy territories. You may scroll the map by pressing arrow keys on your keyboard or by moving the mouse cursor to the edge of the screen. For zooming in and out use the mouse wheel. You may rotate the map by holding down the mouse wheel (or middle button) while moving the mouse around.

3) **MINIMAP** helps to track army movements or territory transferring from one nation to another. The bottom button opens the objectives window. The top (round) button toggles the information on the current government types – click on it to review the relations of different political factions. The lower button brings up a list of historical tasks that you have encountered so far.

4) The **MAIN PANEL** contains basic tools for game object management. To view information on a city or a character, click on the desired object. The panel also contains basic control buttons for the selected object. For the player's convenience the main panel usually shows the event log, describing everything that happens in the game world.

5) The **COMMAND PANEL** contains basic command buttons for the selected object. City commands include buttons for troops production and character hiring. Character buttons allow to give movement orders etc.

6) **'THE MINISTRY'** shows all characters hired by the player. When a character gets a new ability, his icon starts flashing. Left click on the character's portrait to select him on the map.

POLITICAL MAP

This window reflects the population's political views and the relations between different factions. At the top you will see the ruling faction (in this case – monarchists) to which the nation's leader belongs. Next to it are friendly factions (fascists and elitocrats). Communists and democrats are neutral. Anarchists and socialist represent the opposition. The followers of the first group support the government. The followers of the opposition are dissidents. The followers of the neutral factions are actually conformists and support the majority. If a new leader of the state supports ideology other than the current one, the number of supporters, conformists and dissidents also changes. This may lead to some serious domestic issues and raise the level of unrest (or even cause revolts in the cities). The factions' position in regard to each other is constant and is not influenced by any factors whatsoever.

Political diversity in the city affects the increase in the level of unrest. The more opposition to the current government the city has, the harder it will be for you to maintain stability in a given city.

GAME OBJECTS

The main elements of gameplay are situated on the strategic map; these are the cities, the fortifications and the characters. While cities and fortifications are static elements, characters can move across the world, leading armies and carrying out various tasks. Your characters can cross your territory and allied countries without any problems, while for getting across other lands (without declaring war) diplomatic immunity or spy profession are required. Spies always have a chance to be caught, while diplomatic immunity can only be received via humanitarians' or scientists' special abilities. Characters can also travel by sea. Until the character arrives at the other end of the route, this character cannot be targeted by actions and is out of player's control.

5.1.1.1 Cities

The City window has four tabs, containing basic control elements and the city info. Toggle between these tabs by clicking on of the four buttons at the left side. Arrows at the bottom allow scrolling quickly through the cities. The Log icon will take you back to the event log.

INFORMATION TAB

The Information tab reflects the general information on the selected city: population size (both in numbers and graphically in relation to the maximum), health and mood of your citizens (by the corresponding expression of the 'faces'). From here you can also open the construction window (with the help of the corresponding button). The tab button bears the name of the selected city.

ECONOMIC TAB

The Economic tab allows you to distribute the city's labor force among three main spheres: Industry production, Education production and Living Standards improvement. Resources produced by the city are added to the common resource stock at the end of each day. Living Standards influence both the level of unrest and population size within the city. If you want your city to grow, the Living Standards must considerably exceed the necessary minimum level. Arrows next to the bar reflect the living standards/unrest ratio. The red arrow means the level will increase. One or more green arrows mean it will decrease. The numbers on buttons reflect production levels.

MILITARY TAB

The Military tab allows you to review military parameters of the garrison (availability of aircrafts, ground troops, the number of artillery bombardments, available reinforcements, troops' experience and morale). Click on the 'Detailed Information' button to view the full list of military units in the city's garrison. The numbers on buttons reflect the army's strength.

POLITICAL TAB

The Political tab reflects the political views of the city's population. As you may see on the Political Map (see above), the followers of friendly factions support the government, while opposition factions are actually a destabilizing factor. If the number of opposition followers exceeds the number of government supporters, the unrest level within the city will grow significantly. The button reflects the factions ratio (supporters, neutralists and oppositionists).

5.1.1.1.1 Buildings

The Construction window contains building icons, arrows for scrolling through cities, buttons for construction queue and toggling auto-construction mode (i.e. the buildings needed in the city are selected by AI).

The buildings in the right part of the window (marked by the roman numbers) require the construction of a building with a previous number within the same line.

The buildings that are already constructed are marked with a green checkmark.

The buildings in the process of construction are presented by partly darkened icons with a percentage progress bar.

The buildings in the construction queue are marked by a sand-glass icon.

The buildings that cannot be constructed due to the lack of resources are marked by a red dollar icon.

5.1.1.1.2 Hiring Characters

In order to rule your country effectively, you will need to hire several characters, known altogether as 'the Ministry' (see section 'CHARACTERS'). Some of the characters will be at your service from the very start, but you will have to expand your Ministry and choose new characters according to their personal abilities.

In order to hire a character, select a city and click 'Hire Character'. The character selection window will open.

The main table contains brief info that will help you quickly find the desired character. The first icon stands for the character's political views (depending on your current political system, some characters will be unavailable). Characters' names are shown in the second column, their occupation – in the third (in case of two or more professions the main one is shown). The last column is the character's hiring cost in Education points. This cost depends on the character's profession level.
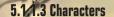
Left click on any line to see more info on the selected character: their portrait, brief bio and the profession list (with the corresponding levels) are shown at the right side of the window. Click 'Hire' to add the selected character to your Ministry. The character will be added if you have enough Education points to pay for their services. Otherwise, you will be prompted to add the character to the order queue.

5.1.1.2 Military Units

Your troops may be deployed within cities, fortifications or be at the disposal of one of your characters (a general or a leader). Usually the maximum size of an army or a garrison is 50 units irrespective of the unit types. All military units in the game are divided into two groups: basic and advanced. For basic unit production you need to construct certain buildings; even basic recruits a recruiting center to be built. Advanced units require additional technology research.

If you find some units no longer useful – infantry and recruits are very likely to become so – you can disband your squads by selecting them in the garrison window and clicking the corresponding button in the right command panel. The city will receive a boost to its population equivalent to the amount of people 'drafted' when the squad was produced. Keep in mind, that former soldiers will stay and live in the city where the squad was disbanded, not where it it was initially formed.

5.1.1.3 Characters

In the **AGGRESSION – REIGN OVER EUROPE** world there about 200 characters, based on the actual historical figures of the first half of the 20th century. These characters are the main state resource – these are the people that make history. Their special abilities develop as time goes according to a simplified role-playing system reflecting the characters' development. While mastering a certain sphere, the characters reveal new abilities and become more effective in their own specialty.

COMMANDS

GO TO POSITION

In order to move your character around the map, left click on their image on the map or select the character's portrait at the right side of the screen. Then right click on the destination point or select the 'Move' button and left click on the destination point. Right click on a city, another character or a fortification to transfer an army from the character to the selected object or vice versa. Please note that only leaders and generals can command an army.

Hold down 'Shift' while indicating a destination point if you want your character to go around territories not included in the alliance. Otherwise, your character will choose the shortest route possible.

STOP
Your character will stop except when traveling by sea.

ATTACK
Your character will attack the designated target as soon as it is within their influence area.

MAKE THE HEAD OF STATE
Your character becomes the head of state with all the ensuing consequences. Only leaders may be appointed as the head of state.

DISMISS
Your character will return to the characters' pool. Please note that re-hiring a more experienced character will cost you much more.
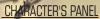
BUILD FORTIFICATION
Available for generals only. Your character will start building a fortification. While building the character cannot move nor use his abilities.

BORDER DEFENCE
Characters with an army may enter 'border defence' mode. It means they will attack any enemy character within their influence area if the latter possesses an army and is located on the player's territory. Fortifications are in the frontier protection mode by default. Please note, that your character will attack the enemy regardless of the correlation of forces.

CHARACTER'S PANEL

The main character's panel has three tabs.

The first tab reveals brief historical information on the selected character.

The second tab will let you review the character's military parameters (air forces, ground troops, the number of artillery bombardments, available reinforcements, troops' experience and morale). This tab also contains icons for character's ability activation. Click on the 'Detailed Information' button to view the full list of military units in the character's army.
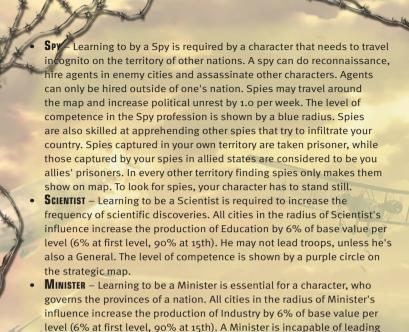
The third tab shows the info on the character's professions, experience levels and abilities. It also allows you to choose new abilities and master new professions.

Arrows under the character's portrait allow you to scroll through all characters at your service. The Log icon will take you back to the event log.

As characters participate in combat, activate abilities and influence the events, they receive experience, thus their profession levels increase. A character may have up to three professions; overall professional advancement may not exceed a total of 15 levels. If you want a profession to 'freeze' in order to develop the others faster (providing the total is still below 15), you can click the icon to the left of levels' bar and it will block the progress in the chosen profession until 'unfrozen' by another click. To add a new profession, click on 'Add New Profession'.

SCIENTIST

Learning to be a Scientist is required to increase the frequency of scientific discoveries. All cities in the radius of Scientist's influence increase the production of Education by 6% of base value per level (6% at first level, 90% at 15th). He may not lead

ADD

- **GENERAL** – Learning to be a General allows a character to lead troops and wage war. A General is also capable of fortifying a region. Level of competence in the profession is shown on the map by a circle, the more competent character is, the wider the circle. General's circle is red. A general may send reinforcements to any city within his radius; he may also attack any enemy he can reach with it.
- **HUMANITARIAN** – Learning to be a Humanitarian is useful to influence the political situation in cities. A Humanitarian increases the rate of recruitment of the people into his own political faction by up to 3% depending on the level of profession. Unlike other characters, he may do this not only in own cities, but also in the cities of other nations during peace time. A Humanitarian may not lead an army, unless he's also a General. A Humanitarian's radius of influence is shown by a grey circle.

- **SPY** – Learning to by a Spy is required by a character that needs to travel incognito on the territory of other nations. A spy can do reconnaissance, hire agents in enemy cities and assassinate other characters. Agents can only be hired outside of one's nation. Spies may travel around the map and increase political unrest by 1.0 per week. The level of competence in the Spy profession is shown by a blue radius. Spies are also skilled at apprehending other spies that try to infiltrate your country. Spies captured in your own territory are taken prisoner, while those captured by your spies in allied states are considered to be you allies' prisoners. In every other territory finding spies only makes them show on map. To look for spies, your character has to stand still.
- **SCIENTIST** – Learning to be a Scientist is required to increase the frequency of scientific discoveries. All cities in the radius of Scientist's influence increase the production of Education by 6% of base value per level (6% at first level, 90% at 15th). He may not lead troops, unless he's also a General. The level of competence is shown by a purple circle on the strategic map.
- **MINISTER** – Learning to be a Minister is essential for a character, who governs the provinces of a nation. All cities in the radius of Minister's influence increase the production of Industry by 6% of base value per level (6% at first level, 90% at 15th). A Minister is incapable of leading troops, unless he becomes a General or Leader as well. Minister's radius of influence is colored yellow.
- **LEADER** – Learning to be a Leader is required by a character who may become a nation's leader in the future. Regardless of how many such characters are in the cabinet, only one of them is considered the Head of the State, and is displayed on the strategic map with a crown. His parameters affect all cities of the nation, reducing unrest by 0.2 per level of Leader profession. During the course of the game a leader can be replaced, or assassinated, in either case a new leader must be appointed. The political regime of a nation depends on the views of the current ruler. Like a general, a leader is capable of leading an army. The leader's level of competence is displayed by a green radius.

ABILITIES

Characters gain experience by performing their duties. When reaching certain levels in one of his professions, a character gets a chance to choose an extra ability. Each profession has one extra ability that cannot be picked right away. To choose a new ability, click 'Add New Ability', select the desired ability and press 'Add'.

Characters' abilities provide certain benefits for the player or make life harder for your opponents. However, their effective application will require certain skills and reckoning. Some abilities also require certain resources to be used.

As a rule, abilities' effect is temporary. You also have to take into account a certain 'recharge' period, i.e. the time that has to pass before the ability can be used again. Some abilities have a constant effect and can be toggled on or off. Current abilities' effects are marked by a small icon over cities and characters.

AGENTS

One of the most important abilities of a spy is a chance to hire an agent in an enemy city. Agents allow you to view enemy cities just like your own, except for the construction panel. An agent will remain in the city until eliminated by one of the enemy's abilities or until you get control over this city.

CAPTIVITY

If a 'civilian' character is attacked by a character with an army, the former is considered to be taken prisoner. The winning side may choose to execute him, release him, invite him into the Ministry or keep surveillance over the character. The same fate awaits any spy caught in the enemy territory. Keep in mind though, that your decisions may not work out as expected – there is a level-based probability that a captured character will successfully escape.

5.1.1.4 Fortifications

All generals have an ability to build fortifications that appear in the gaming area and look like small forts with a flag over them. Fortification is used as an additional stronghold for concentrating defensive forces (+50 squads). They also provide additional field fortifications and a number of artillery bombardments in a tactical battle. Moreover, fortifications usually have the frontier protection mode on and attack any enemy within their influence area. Each province can have only one fortification. Construction time depends on the general's experience level.

5.1.1.5 Technologies

In order to raise the production efficiency and get access to new military units, you are to research new scientific technologies (see appendix for the technology lists)

The Technology window shows the list of discovered technologies for each age (bottom part of the window), the list of technologies available for research (upper left corner) and a description of the current technological age.

Full-color icons stand for technologies that are already researched. Darkened icons represent technologies that are currently being researched. A sand-glass icon means that the technology is placed in the research queue.

Each technological age contains several types of technologies that give access to new squad types or increase resource/squad production efficiency. There's also one technology that opens the next technological age and is known as a 'key technology'. In order to research a key technology you have to research over 50% of common technologies (i.e. four minimum).

There's also a possibility to switch between unlocked technological ages so you have a chance to research technologies of previous ages.

5.1.1.6 Diplomacy

The game's diplomacy system is implemented in the form of a table, reflecting relations of different countries. The top row and the first column of the table contain different nations' flags. Icons in the cells at the intersection of rows and columns reflect the type of diplomatic relations between the corresponding nations: peace , alliance or war. Move the cursor over a cell to see a pop-up tip with a numerical value of the countries' relations (the higher the better). Left click on a nation's flag to see the country's brief info or to change your diplomatic relations with this nation. The buttons to the left of the flag will open the country's description or its statistics.

Italy

In the 15th century BC Terramare culture existed on the lands of present-day Italy. In the Iron Age it was replaced by Villanovan culture (1100-700 BC), which used iron tools and weapons and practiced cremating the dead and burying the ashes n ceramic urns. Around 800 BC the Etruscan culture was formed as well, more advanced in social structure than other tribes.
According to the popular legend, in 753 BC the city of Rome was founded. In the next centuries Romans gained control of the

- 'Alliance' – Allies may transfer troops and characters through each other's lands. You will also able to see the strategy map regions discovered by your allies. All allies are automatically engaged in a war with any enemy nation that declared war on one of the alliance members.
- 'Peace' – Nations are in peach with each other. They may not transfer troops through each other's territories.
- 'War' – Nations are engaged in a war, destroying each other's armies and capturing cities. A peace treaty may be signed, after which nations may proceed to the next diplomatic stage.

There is also an option to sign a **TRADE AGREEMENT** with a rival nation; the agreement is indicated by a dollar sign in the corner of a cell.

Trade agreement consists of two stages – establishing trade routes and gaining profits.

First, the countries pay a portion of their income (10% at the beginning) to establish trade connections. Each month the cost is reduced by 1% until it reaches zero mark.

Then the second stage begins. Each country will receive bonus resources, starting from 1% of their PARTNER'S income due to trade. The bonus will increase a percent per month until it reaches 15%.

5.1.1.7 Statistics

The Stats window allows comparing nations by a number of important game factors. These are: Industry and Education production, the number of researched technologies, army's strength, Ministry's size, the number of cities, a relative power of members of the alliance, a relative power of the nation (the last two factors are calculated with account of many game factors). You can bring up a pop-up hint with more detailed data by holding your mouse cursor over a line in the table.

5.1.1.8 'My country'

'My country' window is where all the statistics data about your country is collected. There are three tabs as you can see: cities, characters and the construction queue.

Cities tab contains the most basic information about your cities: production, garrison, political situation, level of unrest, population and its increase ratio. You can sort the table by any of the values by clicking on the column title. This tab is useful for analyzing information and finding cities that have some problems, like a weak garrison, low production rates, increasing unrest or stagnant population growth.

MY COUNTRY

	CITIES		MINISTERS		ORDER QUEUE

Name	Resourses	Army	Politics	Status	Population (thousand)
Ekaterinodar	2.3 / 0.6	0	41 / 8 / 17 / 34	0	473 / 0.1
Zhitomir	1.2 / 0.3	0	46 / 3 / 21 / 30	16	274 / 0.1
Helsingfors	1.6 / 0.4	2	47 / 17 / 5 / 31	0	327 / 0.1

CHARACTERS tab contains basic information the characters currently employed in your Ministry. You can see their portraits, names, their political views, the professions with corresponding accumulated levels, their army size. The information on this tab should help you find characters with certain abilities or see if your Ministry is lacking some professionals.

MY COUNTRY

	CITIES		MINISTERS		ORDER QUEUE

Photo	Name	Political system	Professions	Abilities	Army
	Grand Duke Nikolay		5 / 5		0
	Nikolay II Romanov		7 / 1		15
	Petr Badmayev		7	48	No army

CONSTRUCTION QUEUE tab contains all orders for the future construction, technology research or character hiring, which could not be performed right away due to the lack of resources or unmet requirements (for buildings). These orders will be performed in their original order as soon as the required resources are obtained. However you can always change the queue's order according to your preferences.

5.1.1.9 Resource imbalance

Sometimes you will find yourself in a situation where you do not have enough of a resource you need right now, but plenty of the other one. If one resource significantly outnumbers another, a button in the top panel will become active. When you click it, it will determine the object of shortage

and present you an opportunity to exchange one resource for the other. The exchange rates depend on the number of Shipyards built in your cities – having large freighter fleet gives you more options in overseas trading.

5.1.2 Tasks and Events

From time to time you will find yourself in a situation where you are expected to respond quickly and efficiently.

5.1.2.1 Historical Tasks

In the historical campaign mode the player will receive different tasks. All of them represent decisions that the nation's leader has to take in the context of world events. Historical tasks appear in a separate window. Sometimes they imply choice-making, i.e. selecting one of the suggested variants. However, in some cases you will need to accomplish certain objectives in order to evade a negative turn of events or to get a 'reward'. You may postpone your decision for a certain period of time if you lack necessary resources or you are unsure which route to select. Tasks implying objective accomplishment are often limited in time. The task's relevance time, its objectives and consequences are shown in the Historical Task window (see below).

HISTORICAL TASK

Student uprising

Major cities in Russia experience student uprising, it is necessary to limit the autonomy of universities:

Required:

– To sign a decree about limitations of universities' authority

End date:

15 Jan 1911

Bonus for completion:

Production of Education in Moscow and St. Petersburg decreases by 25

Penalty for failure:

Dissent +60

CARRY OUT   REFUSE   DELAY

You may review the current tasks' info at any time by clicking on the bottom minimap button and opening the task journal. It is especially useful if you postponed your decision about the task's accomplishment.

ACTIVE TASKS

1. Underground	5d
2. Student uprising	failed
3. Russian-Japanese agreement	failed
4. Re-deployment of troops	failed
5. External Debt	failed
6. Army Reformation	completed

Underground

Our agents have reported, that radical political opposition is planning an act of terror in Kursk.

Required:

Conduct a police operation and destroy the terrorist cell (Use Purge, Special Operation or Repressions ability in the city within three days).

End date:

31 Jan 1911

Bonus for completion:

5.1.2.2 Random Tasks

Apart from historical tasks you will have to deal with so-called 'random tasks'. As a rule they are less significant, yet their accomplishment or failure will affect your nation's well-being. Random tasks may repeat over time and are not connected with any specific date.

RANDOM TASK

Scientific congress

A scientific congress is going to take place in Sofia. Many advances in different fields of technology are likely to be discussed.

Required:

Send a Scientist to Sofia to take part in the congress.

End date:

22 Oct 1910

Bonus for completion:

+200 Education

OK

5.1.2.2 Events

As a rule, historical events in the game do not depend on the player's actions. They are included in the game for the sole purpose of creating historical atmosphere and reflecting important (or in some cases even insignificant) events, that took place in the first half of the 20th century.

5.2 Tactics

During a tactical battle the following options are available to the player (at the top bar next to the speed control, menu and squad buttons).

End battle

Ends the current tactical battle. The army will lose the battle. You will be prompted to confirm your decision.

Request recon planes

Two recon planes will be called in. The player may designate a point for patrolling.

Request fighters

Three fighter planes will be called in. The player may designate a point for patrolling. Fighters will attack all enemy aircrafts within a large radius.

Request bombers

Four bombers will be called in. They bomb the designated target and fly off.

Call for reinforcements

Sends a request for reinforcements, which will appear on the tactical map in 5 minutes. The reinforcements are available if the player has less than 50 squads currently in action. The countdown timer on the request button shows the time left till reinforcement arrival.

5.2.1. Troops Deployment

BRIEF INFO HERE

5.2.2 Squad Control

Left click on a squad or drag-select several squads while holding down the left mouse button. You will get access to the following squad control options. (Please note, that some of these options are available to certain squad types only).

Move (right click on a designation point)

Stop (on movement result or menu click)

Attack (right click on a target)

Patrol (right click; patrols the area between the current position and the designated point)

Hold position (will not leave position while morale is high enough)

Turn (turns the squad; the direction is designated with a right click)

March (move in column in the standard mode)

Double-march (run)

Prone (go prone and crawl)

Ambush (go prone and cease fire until the enemy comes closer)

Grenades (throw grenades at the enemy)
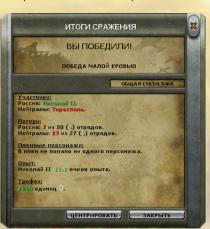
Burn out (fire attack on buildings or objects)

Call for attack (officer temporally stops units' morale decrease)

Gallop (cavalry moves at double-speed)

High-explosive grenade (standard artillery rounds)

Chemical warfare agents (requires research to be done; used by arc-fire artillery; effective against infantry not protected by gas-masks)

Barrage fire (AA gun starts firing upwards, keeping enemy aircrafts away)

5.3 Automatic battle resolution

There is an option to skip tactical mode and use automatic battle resolution. A calculation based on unit strength and army size (as well as many other factors, such as officers' influence, fortifications, experience, etc)

• Fortification helps units defend against infantry and – to a lesser extent – armor; it proves almost useless against aerial attacks and arc fire from howitzers, mortars and rocket systems. Special Forces and flamethrower squads also have increased chances to defeat a well-fortified enemy.

• Officers increase troops' morale and keep up the discipline among your soldiers. One officer grants increased combat effectiveness to five infantry squads (eight for second level officers).

• Aerial reconnaissance increases the precision of artillery strikes based on the plane's level. One scout plane is required for each artillery strike.

• Morale and experience also participate in the outcome calculation. After the battle your army gains experience in a usual way.

6. REFERENCE NOTES

6.1 Unit Types

Recruits

Former workers and peasants, newly-recruited and unskilled.

Infantry and advanced infantry

Infantry is the backbone of every army and is able to perform a wide range of tasks.

Officers

Commander raises troops' morale and can force soldiers to attack while suppresed by enemy fire.

Flamethrower troops

Flamethrowers are effective at attacking enemy fortifications and trenches.

Assault infantry and Special Forces

Assault troops are trained and equipped to penetrate enemy defences.

Cavalry

Due to good mobility, cavalry can be used for reconnaissance and flanking attacks on unsuspecting enemy.

Machine gun

Machine guns are effective for defending positions against infantry and cavalry.

Light artillery

The purpose of light artillery is providing fire support for the infantry on the battlefield.

Howitzer

Howitzer is a heavy support weapon for powerful long range attacks.

Mortar

Mortars are quickly deployed, and can provide fire support to rapidly advancing troops.

Antitank gun

Antitank artillery is an effective way to deal with enemy armor.

Armoured car

Armoured car is designed for reconnaissance and light fire support, having the mobility of cavalry as well as armour plating and a machine gun.

Early tank

The first tanks were developed as a means of penetrating fortified enemy lines.

AA gun

AA gun is capable of shooting down any kind of enemy planes.

Light tank

Light tank provides mobile fire support to infantry and is able to perform flanking attacks when needed.

Medium tank

Medium tank is an efficient means of supporting advancing troops in battle.

Heavy tank

Heavy tank can perform all manner of tasks on the battlefield such as destroying enemy fortifications and battle tanks.

Balloon

Recon balloon provides you with information on nearby enemy activity and increases accuracy for the artillery.

Reconnaissance plane

Recon plane is designed to perform aerial reconnaissance over enemy positions.

Fighter plane

Fighters are capable of shooting down enemy aircraft within certain range.

Bomber plane

Bomber's main purpose is performing air strikes at enemy front lines, bases and fortifications.

A-Bomb

Nuclear bomb is a powerful weapon of mass destruction that deals extreme damage to enemy units and seriously damages the economy in the attacked territory as well.

6.2 Building Types

Recruiting Center >> Barracks >> Military Academy
RECRUITING CENTER – Allows to train Recruits (most basic infantry)
BARRACKS – Infantry, Heavy machine gun, Flamethrower, Mortar
MILITARY ACADEMY – Officers, Engineers, Storm Troops, Special Forces

School >> College >> University
SCHOOL – Increases Education production by 5%
COLLEGE – Increases Education production by 10%
UNIVERSITY – Increases Education production by 15%).

Windmill >> Farm >> Granary
WINDMILL – Increases Living Standards by 10%
FARM – Increases Living Standards by 20%
GRANARY – Increases Living Standards by 30%.

Factory >> Steelmill >> Engineering plant
FACTORY – Increases Industry production by 7%
PLANT – Increases Industry production by 14%
INDUSTRIAL COMPLEX – Increases Industry production by 21%.

Port >> Shipyard >> Navy base
PORT – Increases all resources production by %15
SHIPYARD – Increases a chance of resource exchange request in case of a resource imbalance
NAVAL BASE – The enemy attacking from the sea loses of a part of their army (up to 30% of the overall army strength).

HOSPITAL – Reduces the risk of an epidemics outbreak by 20%.
STABLES – Allow for mounted troops production.
AIRFIELD – Allows for aircraft production.
CONSTRUCTION BUREAU – Increases the technology research speed by 5%
MUNITIONS FACTORY – Allows for armored vehicle construction.
RESIDENCE – The residence of the state's leader. Gives a significant bonus to the resource production (+25%) and Living Standards (+15%). Construction of this building will move your country's capital to the city where it's built.

The special 'political' building varies according your political system.

ANARCHY – Assembly Square (doubles militia production speed)
DEMOCRACY – Polling Station (decreases level or unrest)
ELITOCRACY – Bank (+10% to all resources)
MONARCHY – Petit Palais (+25% to the protection of the nation's leader)
NAZISM – Concentration Camp (+25% to the squad production speed)
COMMUNISM – City Committee of the Communist Party (+25% to the garrison's morale)
SOCIALISM – Peoples' Friendship Palace (improves all other nations' attitude).

6.3 Technologies

I Technological tier

Chemical weapons
Allows artillery with high-angle fire (mortars, howitzers) to use shells with poisonous gases, also makes gas masks available to infantry units.

New infantry weapons
Infantry receives heavy machine guns and flamethrowers.

Mass immunization
Mass immunization to the most dangerous and common diseases decreases the threat of an epidemic outbreak by 20%.

Military aviation
Aviation becomes a separate combat branch, first models of recon planes and interceptors are available.

Anti-air artillery
First models of anti-air guns are available to counter enemy airplanes.

Conveyor

Factories use conveyor technology in machinery assembly, which increases the Industry production by 20%.

Agriculture chemicals

Use of chemicals in agriculture increases the crop harvest, added economical benefits and abundance of increases the overall quality of life.

Tank

The first generation of tanks appear on the battlefields. These lumbering armored combat vehicles are built to break through fortified lines of defense.

II Technological tier

Bomber

The appearance of the first dedicated bomber airplane, specialized in dropping explosive charges on enemy positions is but a warning of things yet to come.

Shock troops

Infantry is reinforced by shock troops, which are specially trained and equipped to fight in trenches and in urban areas.

Infantry support weapons

As weapons of infantry support, the mortar and the light anti-tank gun make their appearance on the battlefield.

Junior officers training

A number of measures ensure increase in training and abilities of junior officers. 2nd level officers are available for training.

Mass production

New alloys and optimization of production of steel lower the cost of armored vehicles and tanks.

Leatherette for infantry equipment

Active use of artifical leather and other replacement materials reduces the cost of production of army gear and supplies, especially for the infantry.

New alloys production

New alloys and optimization of production allows to construct planes with the required technical characteristics significantly cheaper.

Light tank concept

As a result of combat tests of the first tanks and evaluation of their drawbacks and weaknesses, we have a concept of a light tank – a mobile combat vehicle, which combines armor with maneuverability and speed (and is armed with a cannon).

III Technological tier

New infantry gear

New infantry gear and weapons are introduced into the army.

Use of concrete in construction

Wide use of concrete allows decreasing the amount of labour required for building construction. The construction time is reduced for every building.

New aircraft types

Military aviation gets more specialized, more advanced types of planes: reconnaissance, fighters, bombers.

Improved anti-air gun

Anti-air artillery receives new types of guns with increased range, capable to destroy well-armored aircraft.

Special forces

The best of the best in the infantry are selected to join special force teams, which combine the capabilities of engineer corps and shock troops.

Presswork production

Implementation of presswork in mass production of military gear and vehicles causes an increase in production speed.

Developed road system

A well-developed road network is required for the development of wheeled vehicle use. All characters move 30% faster while they are in the country.

Medium tank

Evolution of the tanks produced medium tanks, which combine the speed of light tanks with armor of heavy ones.

IV Technological tier

Improved anti-tank weapons

Further increase in heavy anti-tank weapons results in appearance of cannons that use hollow-charge shells and are capable of penetrating practically any type of armored vehicle.

Rocket artillery

Rocket artillery platforms are weapons capable of saturating a large area with their volley fire of death and destruction.

Aviation of WWII

Air force receives state-of-the-art models of reconnaissance, fighter and bomber planes.

World market

Economic integration and a rise in international trade lead to the development of the global market. In case of resource imbalance, the chances for a resource exchange are doubled.

Heavy tank concept

Heavy tanks have formidable protection against anti-tank weapons and are capable of dealing with any foe.

Industrialization

Industrial revolution causes a gradual increase in overall production (+20% Education).

Agricultural motorization
 Replacing horses with machinery proves to benefit the crops and the quality of life of the nation.

Atomic bomb
The long years of research pay off big: atomic weapons, capable of terrible and wanton destruction.

6.4 Hot Keys

- 'Numpad+', 'Numpad-' – Increase/decrease game speed by 1
- 'Pause' or 'Space'– Toggle pause
- 'Esc' – Open the game menu / Close the open window
- Delete, Numpad 1 – Toggle left panel
- End, Numpad 2 – Toggle central panel
- Page Down, Numpad 3 – Toggle right panel

6.4.1 Strategy Hot Keys

- Ctrl+Tab – Forward scroll through the player's cities
- Shift+Tab – Backward scroll through the player's cities
- C – State overview screen
- D – Diplomacy screen
- T – Research screen
- S – Statistics screen
- I – Toggle characters' info icons
- N – Toggle info icons and city names
- Ctrl + N – Toggle city names
- Alt + N – Toggle cities' info icons

- Alt + R – Toggle right panel (commands)
- Alt+L – Toggle left panel (minimap)
- Alt+C – Toggle middle panel (object information)
- Alt + A – Toggle influence area circles

- C – Center view on the selected object

- F5 – Quick save
- F9 – Quick load
-
- Shift + Left-click on a character's portrait – Select the character without moving the view
- Shift + Left-click on a map point with character selected – Permission to cross rival territory while moving.

6.4.2 Tactics Hot Keys

- R – Request reinforcements in a battle. If available, reinforcements will appear in the deployment area.
- A – Attack
- M – Move
- S – Stop
- T – Turn. Left-click to select direction
- H – Hold position
- P – Patrol
- Z – March
- X – Run
- C – Prone
- B – Ambush
- G – Use grenades

- Ctrl + (0-9) – Assign group for the selected squads
- (0-9) – Select a corresponding group
- Shift + (0-9) – Center view on a corresponding group and select the group

- Ctrl+Space – Center view on the selected object

- Ctrl+A – Select every unit on screen
- Ctrl+A (twice, quick)– Select every unit

- Double click or Ctrl+E with a unit selected – Select every unit of the matching type on screen
- Ctrl+E with a unit selected (twice, quick) – Select every unit of the matching type

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