Manual

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1 Introduction

A world simulator of economy, politics and war.

1.1 Starting

Run executable to launch game. If you see a "dll missing" message, it means you need to install Visual C++ Redistributable for Visual Studio 2015.

On main screen, click "Start", select the country you want to play as from the list and click start to launch a new game.

1.2 Overview

Game is set on a world map. Gameplay is turn-based, with each day being a turn. The game world is designed to move on its own. Player's actions steer such movements, rather than cause it. Even if you don't touch anything, today's world will be different from yesterday's. Stay vigilant on the circumstance!

1.3 Game Goal

If all your provinces are taken in war, then it is game over. Other than that there is no concept of win/lose or end of game. Build your country as you see fit. In general, strong military, progressive society and prospering economy are your best goals to prioritize.

2 Interface: Overview

2.1 Map

The first thing you see. Everything happens on the map. The entire map is divided into thousands of provinces. There are three types of provinces:

- Inhabited provinces: where most of gameplay happens.
- Sea provinces: fleets can move here.
- Inaccessible provinces: for technical reasons, most islands fall into this category.

Each inhabited province belongs to one territory and one country, except certain native provinces do not belong to any country. More on this later.

2.1.1 Map Control

Moving cursor to border to screen will pan camera to the corresponding direction. At bottom of game screen, "+" and "-" button can be used to zoom in or out map. Pressing "PgDn" and "PgUp" on keyboard has the same effects.

2.1.2 Map Mode

Map mode determines what information is conveyed by the coloring of the map, and what message the tooltip shows when cursor hovers over provinces.

At bottom of screen are a few buttons for changing map mode. Clicking "Map Mode" button brings a window for more modes to choose from.

2.2 Top Bar

First row gives overview of your country, including the most important statistics. On second row, buttons open up panels for further information on your country and allow you to take country-level actions.

2.3 Bottom Right Buttons

"Step" forwards time by one day. "Run" lets game forward in time until you click on "Pause".

2.4 Top Right Button

This is the system button, allowing you to save/load and exit.

2.5 Left Panel

When you click on a province, relevant information will appear here.

2.6 Clicking On Map

Clicking once on a province brings up province panel on the left. Clicking again brings army panel, detailing the army stationed here. If the province has a fleet present, clicking the third time brings fleet panel. If there are multiples fleets, a window appears to select which fleet to inspect.

3 Interface: Country-Level

3.1 Budget

This is the single most important thing to focus on. Budget panel outlines your income and expense.

On the upper half section, you can change tax rate and tariff rate, change pay rates for government employees. On the lower half shows your expenses, clicking on the numbers changes weights of each expense category. On the right shows amount required and amount actually spent yesterday for each category.

3.2 Bank

Gives overview of your country's monetary condition.

3.3 Politics

3.3.1 Spectrum

This section allows changing political tendency. Numbers below the spectrum section shows how your policies lean towards each ideology.

3.3.2 Edict

You can spend political power to run an edict for some effects. All edicts' effects apply to the whole country.

3.4 Society

This section shows your country-level population composition and aggregate statistics for each social class.

3.5 Technology

This section shows technology currently being researched, the list of all technologies, and allows selecting new technology to research.

On top is the slider to distribute clergy effort, between more research and more education.

3.6 Military

The first section gives a overview of your manpower allocation, military strength and army supply cost.

The second section shows your navy strength and navy supply cost.

The third section shows your current colonization target and colony cost.

3.7 Project

Outlines projects in your country. Infrastructure, Army Training and Navy Training show projects funded by government. Private investment shows projects funded by bank.

3.8 Diplomacy

3.8.1 Countries

To the left is a list of all countries in world. Clicking on one countries brings a window showing the relationships between the country clicked and all other countries. To the right is a list of world great powers and their ranking.

3.8.2 Wars

This shows current ultimata and wars. Within each entry are participants on each side, their demands and (in war entries) warscores.

3.9 Rebel

Shows rebels and their total strength, progress to revolt in your country.

4 Interface: Province-Level

4.1 Pop

The upper section shows details about local population. Hovering cursor over cash and saving shows transactions from last day.

The rest of the panel shows local age pyramid, ideas circulating, and migration situation.

Clicking on each local social class brings a window showing consumption. To the left is the weight of each consumption category, to the right is (actual consumption)/demand for each good in each category.

4.2 Production

Details about local producers. Clicking on a farm, artisan or factory shows profit/loss of that producer. Hovering over profit shows transactions from last day.

Clicking on empty slots shows a list of factories to build(which may be empty if no relevant technology is researched). Clicking on a candidate factory type shows an estimate of profitability of this investment and the option to initiate this project.

4.3 Construstion

This is a list of infrastructures you can build to improve your land. You can start a construction project here.

4.4 Market

Details the market for each good. Clicking on each good shows the local market supply/demand/price, and behavior of the local trader on this good.

Trader info shows how much stock trader has and a list of provinces to which the trader could export. The list provides estimate of the profit/loss per unit exported. Hover over profit amount to see breakdown of calculation.

At bottom left is quantity of trade capacity needed and satisfaction ratio, for both land and sea trade.

4.5 Unit

You can build land units here.

4.6 Navy

If the province is your port, your can build ships here.

4.7 Army Panel

Cliking a province twice brings army panel, which shows strength of local army and where it's attacking or moving into.

4.7.1 Army Movement

When an army panel showing player's army is open, right-clicking a land province will issue order for movement. If the target province is controlled by an army from the same country, the order will move units between armies; if controlled by a hostile army, an invasion order is issued. In either case, a unit selection windows appears, allowing you to choose how many men to move and how many should stay.

4.8 Fleet Panel

Cliking thrice brings this panel. (If there is a fleet.), which shows strength of fleet and what mission it's on.

4.8.1 Fleet Movement

When a fleet panel showing player's fleet at base is open, right-clicking a sea province or a port under control issues a movement order, again there will be a ship selection window.

5 Interface: Diplomacy

Clicking other countries' flag brings diplomacy with them.

To the topleft shows your relation and influence with the target country.

To the right are buttons to interact with the counter-party.

To the bottom are options to start or stop influence actions, be it your influence on them or their influence on you.

6 Concepts: Internal Affairs

6.1 Population

6.1.1 Basics of Pops

Population is the foundation of all other game mechanics, and the source of all other resources. Population in each province is divided into 9 occupation:

1. Farmers: work in farms
2. Aristocrats: exploit farmers
3. Workers: work in factories
4. Capitalists: exploit workers also receive surplus profit from trades
5. Artisans: work in artisan shops
6. Clerks: also work in factories, augmenting workers
7. Bureaucrats: government-employees, provide political power and tax efficiency
8. Clergies: government-employees, provide education and research
9. Soldiers: government-employees, fill your army

Each pop has size, cash, saving, living standard and dissent

6.1.2 Demography

Each province has a **population pyramid**, listing portions of population at each age. Different occupations share the same age structure. Pops are born and die every day, changing total head-count. Death rate mostly depend on local **health** condition.

Pay attention to the age structure. Only the fraction of working-age people are in work force. Work force is further modifier by **labour participation rate**.

6.1.3 Migration

People in one province can move to other provinces. Each province keeps two destination provinces to migrate to. The first destination is always a neighboring province, the second can be any non-native province on earth. Every once in a while, a province will comparing existing destinations to other provinces, changing destination if other candidates are more attractive. Only farmer and worker pops can migrate.

6.1.4 Promotion

Pops can change their occupation. For example, farmers become workers. How this happens depends on a variety of factors, most importantly relative well-being between different occupations.

For **bureaucrats** and **clergies**, there are sliders in **Budget Panel** to set a target percentage. For **soldiers**, your army size determines the target. Rate of promotion to and from these three government-employees heavily depends on whether their sizes are above or below the set target.

6.1.5 Pop Finance

Pops receive income every day, pay income tax. Pops deposit/withdraw their **saving** to conserve the ratio between cash to saving. Pops then try to spend all cash at hand to make purchase. If you see pops have any cash balance, it means certain purchases could not be met.

6.1.6 Pop Demand

Pops have an elastic **demand** structure.

Demand is determined by: pop size, standard of living, cash at hand and local goods prices. For farmers and aristocrats, their effective sizes are multiplicatively affected by **marketization** idea.

Demand is divided into categories, pops spend a fixed portion of money in each category. The exact proportion is determined by **standard of living**.

Within each category, pop size and money allocated proportionally affects demand. If a pop has twice the size and twice money compared to another pop ceterus parabus, then the former has twice of the demand of every good.

Within each category, demands do not have a simple proportion. Prices affect demand in a subtle way:

- There is always some demand in each category.
- When income is low, not everything in the category is demanded, increasing income may induce demand for things not previously bought.
- If income is high enough, eventually everything is demanded.
- Increasing price of some good may decrease demand for it and increase demand for other goods in the same category.

Everyday pops try to make purchase according to their demand. It is possible that certain good has insufficient supply that pops' bid cannot be met.

6.1.7 Consumption

Popsconsume goods and get a **fill** rating. Different goods contribute differently to this number. Pop demands are calculated in such a way that it is always optimal in maximizing this fill rating.

6.1.8 Dissent

Dissent decreases **labour participation rate** and increase the strength of **rebel**. Dissent is affected by the following:

- How **fill** rating compares to **living standard**, higher fill decreases dissent, low fill increases dissent.
- High **tax rate** and **tariff rate** increase dissent.
- **Loyalty** to the owner country decreases dissent, loyalty to foreign countries increases dissent.
- **Bureaucrats**, **clergies** and **soldiers** have their dissent affected by how much their actual income compares to their desired income.
- How local political ideas align with state ideology.

6.1.9 Workforce

Pops contribute to your society, but how much they contribute is not the same as their size.

Workforce Size of a pop is its adult population multiplied by labour participation rate.

Labour Size is workforce size further increased by education and decreased by dissent. Impact of education is different for each occupation. This is the actual contribution of a pop. E.g. if soldier pops are dissent, your army will have no manpower to use; if bureaucrats become educated, your government is more empowered without incurring any extra wage cost.

6.2 Society

6.2.1 Education

Education makes some pops work better, gives **research points**, also a big factor of the prevalence of certain **ideas**. Education is slow to change but crucial to long-term prosperity of the country.

Each day education drifts toward a target value, which is increased by higher **living standard** and higher ratio of **clergy** labour force to local population. The impact of clergy on education depends on **clergy effort** (controlled at Tech Panel): if all clergies are working on research then education will diminish.

6.2.2 Loyalty

Each inhabited provinces has **loyalty** values to one or more countries. The province always has some loyalty to the owner country, but can also have loyalty to other countries, mostly due to being previously owned by them. The sum of loyalties in a province could be less than, but never exceeds 100% .

High home country loyalty decreases dissent, also reduces garrison need. High foreign loyalty increases dissent, induces nationalist rebel to appear and entices foreign countries to covet the land, making holding the province costly.

Everyday, there are two types of change to loyalty. Firstly, loyalties to all countries(including the owner) decrease, the quantity of change depends on local **nationalism** idea, higher nationalism means less decrease. Secondly, loyalty to owner country increases; this increase is proportional to the difference between 100% and the sum of all existing loyalties.

The net effect is that, if the province has high foreign loaylty and sum of loyalty is close to 100%, it's difficult for the owner to make the province more loyal; in this case, a low **nationalism** is required to remove foreign loyalties, so home loyalty has room to grow.

6.2.3 Ideas

Ideas are divided into political and social ones. Idea values move up or down depending on local conditions, political ideas are further influenced by your state policies and local rebel type.

Social ideas apply strong modifiers to the province,

Political ideas all have corresponding ideologies. They determine what kind of rebel the province has. Political idea also increases dissent if value is high but government policy has a low tendency to the corresponding ideology.

6.2.4 Devastation

Devastation negatively affects your economy and increases death rate, it is mostly a result of warfare.

6.3 Producers

Producers buy inputs, convert to outputs, then sell outputs on market.

6.3.1 Production Process

Each production type is a tuple of input/output per throughput.

- Throughput: determind by labour force working there. Throughput efficiency increases throughput wihout adding more hands.
- Input: a certain quantity of certain goods per throughput. Farms do not have input.
- Output: a certain quantity of certain good per throughput, also constrained by available input. Output efficiency increases output.

6.3.2 Producer Finance

Each day, a producer undergoes the following process:

1. Borrow money from bank, if needed.
2. Buy input and maintenance, sell output from last day.
3. Convert input to output.
4. Pay wages if there are employees.
5. Pay back loans.
6. Pay any money remaining as dividend.

6.3.3 Producer Types

There are 3 types of productions: farms, artisan shops, factories.

Farm refers to farms and mines. These producers output raw material. Each province has two farms and their types are fixed. Farmers work in farms to generate throughput. Overtime, labour will flow to the more profitable farm from the less profitable one. Farms all have a soft cap on size, if labour used is more than this cap, output per labour will be reduced. As farms do not have input, they do not borrow or payback loan. Farms do not pay wage, instead pay dividend to **farmers** and **aristocrats** on a 70-30 basis, irrespective of how many of farmers and aristocrats are present.

Artisan shops are primitive producers of manufactured goods. Each province has two artisan shops. Unlike farms, the two artisan shops always split **artisan** labour force evenly. If an artisan shop is unprofitable, it will first reduce input to save money, eventually it will change its business type to produce something else. Artisan shops pay all their profits to **artisans** as dividend.

Factories are the modern, large scale producers of manufactured goods. Number of factories in a province is not fixed, and there may be no factory at all. Factories hire **workers** and **clerks**, number of clerks hired is always a fraction of the number of workers. Workers provide throughput and clerks provide output efficiency. Factories have a size variable limiting the number of workers employed. Profits from factories are paid to **capitalists**. If a factory is unprofitable, it will downsize employees and eventually shut down.

Artisan shops and factories have inputs, hence they need to borrow at beginning of the day and pay back loan before any dividend.

6.3.4 Building and Expanding Factories

Factory is the only producer type that can be built. And factories all need to be unlocked by technology to appear. Factories can be built by government, paid by public budget; or, factories can be built by private investment, paid by bank. Factories have a building cost, that is, certain construction goods. Factory construction will be pending until goods needed can be bought.

Factories have capacity of 1000 when built, meaning they can hire 1000 people at start. But factory sizes slowly shrink over time. Factories have maintenance costs. If a factory is profitable, then in addition to production inputs, the factory also buy these maintenance goods. Having sufficient maintenance will recharge or even increase factory capacity.

6.4 Market and Trading

6.4.1 Market

Each province has a **market** for each good. Buyers and sellers exchange goods and money every day. Price of goods are set in each province and respond to demand/supply. Consumers and producers trade at their province. Governments always buy at their capital.

6.4.2 Trader

Each province has a **trader**. They are the only means to move goods across provinces. Traders buy at their home province and sell to other provinces. Land trading sells to adjacent provinces. Sea trading happens when trader is in a port province, and sells to other port provinces.

Traders make decisions on what and how much to buy/sell based on profitability. If a trade is unprofitable, traders will gradually decrease trade volume over days instead of stopping instantly.

6.4.3 Trader Finance

Traders borrow money from bank for their purchase. If there is surplus after repaying bankloan, the money goes to capitalists in the province.

6.4.4 Trade Costs

Land trading requires **transport**, sea trading requires **watercraft**. The amount required proportionally depends on quantity of units of goods being sold. One unit of grain costs the same as one unit of steel. Transport and watercraft are also regular goods and can be bought/sold by traders.

Land trade efficiency and **sea trade efficiency** modify trade cost incurred.

If trader exports to another country, there is a **cross-border penalty**: a portion of goods being transported will be lost. E.g. when a trader sells 100 units to a foreign country, trader gives up 100 units, but the buyer only receives 80 units, 20 units vanish in the process.

Cross-border penalty can be mitigated or reinforced depending on diplomacy.

In addition to cross-border penalty, traders have to pay **tariff** when exporting to another country. E.g. when a buyer pays 5000, trader in originator country receives only 4500, the 500 difference is paid to government of the destination country.

6.5 Government Budget

Government is the avatar of player. The most important function of governments is to collect and spend money.

6.5.1 Revenue

Government(i.e. player) can set tax rates and tariff rates.

Tax extracts a proportion of people's income. Tax rate is not what percentage of money you get, it is further modified by tax efficiency, which depends on number of bureaucrats.

Tariff collects money from foreign traders when they sell to your country.

6.5.2 Expense

There are six expense categories:

- Salary
- Construction
- Army Training
- Army Supply
- Navy Training
- Navy Supply
- Colonization Cost

Player can prioritize on certain category by changing weights. If government does not have enough money, it will spend less than the budgeted amount.

6.5.3 Salary

Bureaucrats, clergies and soldiers depend on your payment. You can change their pay in Budget Panel. Pay rate is expressed as a percentage. 100% being the standard rate. The base amount of each type's salary depends on average income in your country. You can change the number of bureaucrats and clergies in your country by setting target percentage of them. You can't set the number of soldiers. Instead, promotion depends on number of soldiers and how many men you are fielding in your army.

Government employees can get really angry if they are underpaid.

6.5.4 Purchases

Other categories of spending all involve buying goods. Government buy all goods at capital province.

6.6 Politics

6.6.1 Political Power

Political power is generated by bureaucrats. PP is required for political and diplomatic actions.

6.6.2 Policy

Policies comes in discrete steps and provides modifiers to your country. You can change each policy by spending pp. Only one step per change is allowed.

Each **ideology** corresponds to a **political idea** and three policies. The distance between your current policy and an ideology's target policy determines your country's tendency to that ideology.

6.7 Technology

Technologies provide buffs and unlocks. Research is done by spending research points, which result from your **clergy** class and national average **education** level.

7 Concepts: External Affairs

7.1 Building Units

The basis of military is units. You can build land units in your provinces and ships in your ports. They all have an input requirement, to be bought by your government. If the requirements are filled then units will appear after the required build-time.

7.2 Army

7.2.1 Basics of Army

An **army** consists of units and multiple provinces they occupy. Even if there is no unit at all, the army still technically exists and occupies the land. Every inhabited province is controlled by some army, and every army must control some province.

Inhabited provinces are grouped into **territories**. Every continuous chunk of land a country controls in a territory has one army stationed. When building units, they will join the army of the province where they are built.

Armies can merge if frontlines join, or split if frontline is cut into two pieces. However, armies never occupy two territories, that would require two separate army.

7.2.2 Commanding Army

Your army can send units to your other armies, or attack enemy armies. This can happen if the two armies are adjacent on land, or they both occupy ports.

7.2.3 Land Combat

When one army attacks a hostile army, a combat starts. The combat will pick a viable province in defender's land as the target, and starts a progress meter. When progress meter charges up, attacker wins and gains control of the target province. Players cannot control the actual battles, instead, a phase is picked every day for the combat, that determines casualty for both sides and how progress changes. Which phase is picked depends on morale, unit stats, current occupation progress and whether attacking side is amphibious.

7.2.4 Amphibious

If army movement is between ports, the army will wait indefinitely until both ports are clear of enemy fleets.

7.2.5 Damage and Reinforcement

Armies in combat will take damage unless the current phase says otherwise("wait" or "march"), reducing both HP and morale of units. Damaged units recovers HP and morale daily.

Each unit also has supply costs. Your government needs to have enough goods in stock to give to units you have. Units have their own stock of supply, hence can sustain on their own if supply does not arrive for some days. However, if units run out of supply, their maximum morale will slowly decrease to zero.

7.3 Navy

7.3.1 Basics of Navy

Each fleet has at least one ship and a **homeport**. Without homeport, the fleet is destroyed.

7.3.2 Commanding Navy

Fleets can be rebased to other ports, or be sent to sea provinces. If the sea province neighbors a hostile port, sea trade cost in that port will be massively increased. Army movement from or to the port will be stopped.

When a fleet is on mission, it must be recalled to homeport before being assigned to another mission.

7.3.3 Navy Combaat

If two hostile fleets meet, they will start combat and take damage. The losing side automatically retreats to homeport.

7.4 Diplomacy

7.4.1 Overview

Opinion determines whether a country takes hostile or friendly actions. It is determined by economic complementarity, ideological similarity and whether they have common friends or enemies.

Influence determines your range of options to take against a country. It is raised by being trade partners, geographical proximity and having a large army on border.

Claim is gained by spending PP on foreign province, and is required for wars of conquest.

You can send ultimatum to other countries. After 60 days, war breaks out.

Warscore is gained by occupying enemy province.

After a war of conquest, other countries may demand the victor to return land gained.

7.4.2 Influence Deals

There are some deals which two countries can make. One country will be on the domineering side, exerting extra influence on the recipient country.

If a country is a recipient of any of these deals, it cannot be on the influencing side of other influence deals.

- Military Advisor: Increases influence over recipient.
- Tech Sharing: Recipient gets a bonus to research based on difference in number of tech researched.

- Diplomatic Advisor: Influenced country becomes a vassal, can no longer make influence deals with any other country.
- Open Market: Trade depreciation between signatories decreases, between recipient and every other country increases.
- Political Advisor: Recipient country's spectrum wwill be fixed to that of its over lord, hence cannot make changes on its own.
- Administrative Advisor: Further increases influence over recipient.

8 First Game Guide

8.1 First Day

First, check your budget. Initial tax rate of 10% is OK, leave it be. Tariff is your main source of income, move up the rate. But be warned that if rate is too high, trade will shrink, hurting your income.

Then, pick your research. Trade or Agriculture are good picks to improve your economy, or Military to unlock new units.

8.2 Building Up

Let the game run for some months, the economy will start to stabilize. Time for industrialization. Usually textile and paper are in demand, check price panel to see if you have the required inputs(cotton/lumber). If you do, build the corresponding factories.

Your army is very small, go to unit panel to train some units. Meanwhile make sure your budget is running at 100%. If not, go to budget panel to increase tax or reduce salaries until you are afloat.

Now you have some army. Make sure you can afford the supplies so they are at high morale.

8.3 Expand

Go to other countries' provinces and click claim. After you have claimed a good chunk of their land, click the country button on province and send ultimatum to cede claim.

After a few days, a pop-up says you are at war. It's a good idea to change to war map mode now. Click twice on your land to bring up army panel, check that you have troops there, right click your enemies' land and choose the units to send.

After you made territorial gains on battleground, it's now time for peace. Go to peace panel and see if you can enforce demand, if not it means you need more work on battle ground.

8.4 Epilogue

Congratulations! You just joined the rank of bloodthirsty chauvinist warmongers.

One last note: check your pops, especially your government employees and see if they have high dissent, appease them with a raise in salary if you had cut their salary before. A tax cut can make everyone happier, but if that means you run a deficit and can't pay your soldiers, then you'd better tax more.