Africa Empire 2027

Select your language





iGindis Games
iGindis its your way to make new friends around the world with no language barrier.
Using our in-game translator messages will automatically be translated so everyone can communicate and understand each other.
The game supports both single player and multiplayer mode.

Game Story
United States new elected president decided to focus on home affairs while promising in the campaign that American soldiers would not be sent to foreign wars anymore.
Europe with weak Euro cannot effect global affairs while America is not ready to help.
Africa left to deal with razing powers and tension become extremely high between nations on water, food and resources...

It is the year 2027 and a big uprising overthrew the existing government in your country.
As leader of the uprising you got unlimited authority in the country.
The parliament nominated you and your way to make the country into an empire of the Africa.

The game is based on one player against very smart AI system that iGindis Company designed.
The system is designed to think of thousands of possible scenarios and to choose the best way to win.
You need to show your leadership and bring your country to be an empire in the Africa.
Are you ready to lead supreme commander...?



How to start?
The game does not require registration you just click and play.
Choose the country you wish to play with and the game will begin.
When you finish everything you wanted to do in the turn click "pass turn" and the system will calculate the turn results.
One turn indicates one in game month and the game starts at 1/2027

First actions
* Check your country's economy and improve it. (a strong economy will result in your country being a strong empire)
* Check your relations with other countries and improve them.
* Improving the technology in your country will make it easier for you to defend your country.
* Do not attack at the start rather try to build and make your country stronger.
* Spy on countries to acquire important information and keep track of who spys on your country.
* Weaken other countries by conducting spy operations.
* When you see an opportunity to weaken another country that is at war by moving forces to the border do it. (The country will need to split their forces)
* After every turn check all the game news it will help you determine what the system is going to do next and will lead you to victory.



Save & Load
You can save or load your game data when playing single-player mode.
But remember you only have one saving slot and in case you load you cannot rollback.

Be careful.



Money
* Your monthly budget is calculated by the number of civilians that live in your country as well as the profit you make from trading with other countries or world superpowers.
* Civilians are recruited into the army. The more troops that are recruited the less taxes you will collect.
* We gathered all the country information from the world factbook.
* It is important to develop the country's education as it will increase your monthly income.
* Improving the relations with other countries or with world superpowers will improve trade and collect more taxes.



Civilians
You receive taxes from civilians after every turn.
* If all the civilians in a country are killed, the country will lose.

Economy and Industry
It is important to improve the economy and industry in your country as it will help make it stronger.

Research Center
The research center will help you to improve your country's offensive and defensive capabilities.
* If you develop weapons of mass destruction and you reach the final level, the option to use it will be unlocked.
* If your research facility gets bombed all the research will be lost so defend you country well.

Diplomacy options



Declare war
Will declare war and allow you to attack the country.
Cost: $0



Ask for a ceasefire
If there is a sea siege between the country's it will be lifted, in case of a ceasefire.
The chance that a ceasefire is accepted are 33%
Cost: $1,000,000,000



Threaten with military action
Can make deterioration in relations or improve them.
Cost: $500,000,000



Improve trade relations between the countries
Improve the trade relations with the countries and increase trade benefits.
Cost: $3,000,000,000



Sign a peace treaty
If signed between two countries it will both prevent any future military or spy operations and cancel any current ones.
Cost: $5,000,000,000



Form a military alliance
Will form a military alliance between two countries.
If one of the countries has been attacked the other will help.
Will also increase the country budget by 3%
There is a 50% chance that the ally will join to help in case of a war
Cost: $7,000,000,000



Break alliance
Will break the military treaty.
Cost: $0



Break peace treaty
Will break the peace treaty.
Cost: $0



Sour relations
An incident will worsen relations with the country you choose.
Cost: $0



Send aid
Send money as an aid to a country.



Send military aid
You will send 20,000 troops, 750 apcs, 500 tanks, 500 artillery, 48 helicopters and 24 jets to another country as aid.
The deployed army will join the battle in case of war and will return to you after 3 turns unda the condition that you and the country still at peace.
* If you send units you cannot call them back if you are at war so be careful.
* The number of units that will come back depend on the war results.
* The countries must be allies before they can send military aid to each other.
* You must to wait until your forces return before sending aid again.



Call for help
You will call the leader of a country you have a military alliance with and request their help.
* This option will appear only in case your country is at war.
* The call for help will encourage your ally to send aid (money/military) or join the war.
* You can use this option once every turn.



Give independence
You will give independence to a country that you conquered.
As a result you and the country will be allies.
The action will also increase the diplomatic relations with all the superpowers by one level.
* The new born country will retain its original borders and 90% from the civilians but all military units and researched technology will be lost.
* You will send them an aid of 750 million and 20,000 troops to protect the order in the country + 250 APC's. give it independence * All countries will have friendly relations with the new born country.
* You cannot give independence if you have less than 1 million civilians.



Rebuild country
Will send huge support to revive a lost country.
The action will revive the country and make your countries best allies.
To revive a lost country you will send support of 25,000 million money, 1 million civilians, 20,000 Troops, 500 APC's, 250 Tanks, 250 Artillery.



Trade embargo

Your country will stop the trade with the target country and your allies will join the action.
* Your country and your allies with reduce the level of relations to cold relations with high spy activity. (In case its lower it will stay the same)
* This action can cause the target country to earn less money and its advise to do before taking any military action.
* In case the target country is ally or in excellent relations with one of your allies than they will not impose the trade embargo.



Demand from allies to declare war on a country
If you are at war with country and you have allies you can demand from them to declare war on the target country. There is chance of 80% they will join the war.
In case your demand to declare war will fail the alliance between your countries can be break.



Demand stop war
You can demand from a country to enter ceasefire with all the countries they are at war. This action can help weak or small countries to get protection from strong or big countries.
In this case your country power is higher than the target country there is chance of 33% that they will accept and stop attacking other countries and they will enter ceasefire with all countries they at war with.
Cost: $1,000,000,000



United Nations
One Earth, One global human nation, One for all and all for one!

The United Nation can help weak/small countries and also can help to restrict big countries.
* Every country can send one request every month (turn)
* Can be one request on a country every month.
* The price to send request is $100 Million
* You will see the results automatic after voting on request.
* If the request accepted and become resolution than all countries will comply.
* The votes depend on relations level you have with countries.
* Case the request have more votes YES than NO the request will become resolution and in any other cases the request will fail and will be gone next turn.
* The AI can also send new requests and you can see the results in the United Nations requests and resolutions list.



Bribe in United Nations
Bribe countries in United Nations will help you pass requests that will help your country or to restrict other big countries. (It's also the way for small countries to get extra aid)
* You can bribe only countries that not hostile to your country and not allies.
* The bribe working automatic only on some of the countries that abstain. (Not all countries)
* You can see if requests have bribe and in that case the bribe cost depend on the number of civilians.
* The base bribe price is $10 for every civilian in the country you wish to bribe.
Because also the target country can offer bribe you can fight on the bribe cost per civilian and more you give than more the chance you will get the request pass.
For the example if country have one million civilians that bribe cost will be $10,000,000
* Country will get bribe only if they voted favor of the country that offer the bribe.
* You decide how much money your country will add to the pool of the bribe, and more you put than more the chance more countries you can bribe.
* If bribe accepted its going automatic to the country that accepted the bribe and they will vote favor to your country in any request.
* The bribe pool will be always be used fully and no money will return even not many countries will get bribe... (So decide well how much you want to use for bribing other countries)
* Case the AI sending request on your country the system will allow you to add bribe to the request.

United Nations resolutions options



All must make peace with the country - If request accepted all countries will make peace with the target country. (In case of war it will change to ceasefire)



All must attack the country - If request accepted many countries will lower the relations with the target country and some can decide to go to war with the target country. (All depend on relations levels)



All must help to restrict arms in the country - If request accepted all countries will not sell weapons to the target country. (For 6 months)



All must lower relations with the country - If request accepted all countries will lower the relations with the target country by one level (Not including allies of the target country)



All must help economically to the country - If request accepted all countries that have good relations with the target country will send aid.



All must send more spies to the country - If request accepted all countries will target to send more spies to the target country. (For 3 months)



All must ban all economic relations with the country - If request accepted all countries will stop trade with target country. (All countries will change relations to level of cold relations with high spy activity. Not including allies of the target country)



We demand to put in court the leader of the country - If request accepted the target country will be in chaos and the number of rebels will increase dramatically. (30% from the country population can join the rebels).



We demand that all forbidden weapons will be disarm in the country - If request accepted the target country will disarm all chemical, biologic and nuclear weapons. (The technology level will reduce to 1)



We demand to give freedom to the country - If request accepted the target country will get independence and the United Nations will pay for the rebuilding. (Only for this offer no one can add bribe)

International relations
Possible options in the relations screen.
1 = War. (Economic embargo - Decrease the countries budget by 3%).
2 = Ceasefire. (Economic sanctions - Decrease the countries budget by 2%)
3 = Hostile relations. (Economic limits - Decrease the countries budget by 1%)
4 = Cold relations with high spy activity. (No trade)
5 = Cold relations with medium spy activity. (Low economic cooperation - Increase the countries budget by 0.5%)
6 = Cold relations with low spy activity. (Balanced economic cooperation - Increase the countries budget by 1%)
7 = Friendly relations without spy activity. (Great economic cooperation - Increase the countries budget by 1.5%)
8 = Peace treaty. (Excellent economic cooperation - Increase the countries budget by 2%)
9 = Excellent partnership relations. (Trade partners - Increase the countries budget by 2.5%)
10 = Military Alliance. The countries will help each other in the event of an attack. (Economic union - Increase the countries budget by 3%)

Possible relations with world superpowers
1 = Have hostile relations with your country. (Economic embargo - Decrease the budget by 3%)
2 = Decided to cut relations with your country. (Economic sanctions - Decrease the budget by 2%)
3 = Decided to close the embassy in your country and to bring back the ambassador. (Economic limits - Decrease the budget by 1%)
4 = Have cold relations with your country because of the last actions you have made. (No trade)
5 = Have normal relations with the country and accept to sell few weapons. (Low economic cooperation -

Increase the budget by 0.5٪
6 = Have friendly relations with the country and accept to sell few weapons. (Balanced economic cooperation - Increase the budget by 1٪)
7 = Have friendly relations with the country and accept to sell several weapons. (Great economic cooperation - Increase the budget by 1.5٪)
8 = Have good relations with the country and accept to sell some weapons. (Excellent economic cooperation - Increase the budget by 2٪)
9 = Have very good relations with the country and accept to sell some weapons. (Trade partners - Increase the budget by 2.5٪)
10 = Have excellent relations with the country and will sell everything you want. (Economic union - Increase the budget by 3٪)



Rebels
Rebels in the country do not pay taxes and their whole intention is to harm the country.
If the amount of rebels reaches 80% of the country's population there is chance for a military revolution and you will lose the game.
* When you support rebels in another country then the target country will be weakened from the rebels and will receive less taxes every turn.
* If you have a lot of rebels in the country then the best way to decrease them is to invest the country's money into welfare and the rebels will become paying civilians.



Spy center
You can use spies for a variety of missions.
The option will be available if you have enough money and if you did not spy on that country before in that turn.



Satellite photos
The option to use spy satellites will be available once you have fully researched spy satellite technology.
Satellites will allow you to get information such as general military status and you might find the smoking gun (if this country has developed unconventional weapons and how close they are to the point of no return).
* The enemy will not know that you photographed their country.



Air Reconnaissance (UAV)
The Air Reconnaissance option will be available in the spy room once you have UAV's.
Using them will allow you to see the current forces status in the borders in case of war or peace.
The chance of succeeding in the mission depend on the UAV technology level vs the enemy anti-air missile defense technology level.

Spy mission type



Military intelligence - Your spy will try to gather military intelligence on the target country.
Success rate: 40% - Every spy tech level raises the chance by 5%
If mission succeeds: You can see the target country's military power.



Economic intelligence - Your spy will try to gather economic intelligence on the target country.
Success rate: 60% - Every spy tech level raises the chance by 5%
If the mission succeeds: You can see the target country's economic status.



Technological intelligence - Your spy will try to gather technological intelligence on the target country.
Success rate: 35% - Every spy tech level raises the chance by 5%
If the mission succeeds: You will see a few random technologies from the target country and what level they are at.



Bomb airbase - Your spy will try to infiltrate the targeted country's airbase and place bombs near enemy jets.

Success rate: 15% - Every spy tech level raises the chance by 3%
If the mission succeeds: The bombs will explode and up to 12 enemy jets will be destroyed.



Sabotage technology - Your spy will try to disrupt the work in the targeted country's research center.
Success rate: 10% - Every spy tech level raises the chance by 3%
If mission succeeds: 1-5 of the target's technology levels will be wiped.



Damage economy - Your spy will try to infiltrate the stock exchange of the target country and plant a virus that will damage their economy.
Success rate: 17% - Every spy tech level raises the chance by 3%
If mission succeeds: The target country will lose all available money.



Steal money - Your spy will try to steal money from the bank of the target country.
Success rate: 13% - Every spy tech level raises the chance by 3%
If thr mission succeeds: You will steal 10% from the available money from the bank of the target country.



Cause dissension - Your spy will try to infiltrate the troop camp of the target country and try to cause dissension.
Success rate: 8% - Every spy tech level raises the chance by 3%
If mission succeeds: Up to 15% of their troops will leave the army and will become civilians.



Frame a country - Your spy will try to cause diplomatic accidents between two countries.
Success rate: 5% - Every spy tech level raises the chance by 1%
If mission succeeds: The countries will lower diplomatic relations by 1-3 levels.
* You just select the target country and the system will auto check for the lowest relations the country has with a different country and your spy will attempt to further disrupt their relations.



Support rebels - Your spy will try to deliver weapon's and supply's to the rebels in the target country.
Success rate: 18% - Every spy tech level raises the chance by 3%
If mission succeeds: The number of rebels can increase by up to 500,000 rebels.



Sabotage missiles - Your spy will try to infiltrate the missile center of the target country.
Success rate: 7% - Every spy tech level raises the chance by 3%
If mission succeeds: Many ballistic missiles from the target country will be destroyed.



Assassinate leader - Your spy will try to assassinate the targeted country's leader.
Success rate: 2% - Every spy tech level raises the chance by 1%
If mission succeeds: The target country will be lost in history.



Rig elections - Your spy will try to spread false news about other candidates and rig the elections in the target country.
Success rate: 3% - Every spy tech level raises the chance by 1%
If the mission succeeds: It will suddenly make the countries best allies.



Infiltrate rebels - Your spy will try to infiltrate a rebel group in your country and cause a dissension.
Success rate: 5% - Every spy tech level raises the chance by 3%
If the mission succeeds: Up to 20% of the rebels will leave and will become civilians.



Cyber attack on industrial technologies - Your spies will try to attack using cyber technologies the industry in the target country.
Your country spy levels against the enemy spy levels.
Success rate: 5% - Every spy tech level raises the chance by 3%
If the attack succeeds: Many levels of enemy industrial technologies can be lost.



Investigate spy - Your agents will investigate spy action that happen in your country.
Chance of success depend on your country counter espionage technology levels.
Success rate: 3٪ and every counter espionage tech level raises the chance by 1٪
If the mission succeeds: You will know who sent spies to your country.
* After investigating the news will be deleted.

Buy weapons
There are 4 superpowers in the year 2027 and they are the main weapons suppliers to the African countries.
The United States, European Union, Russia and China.
Each supplier can sell you different weapons at different price.
* It's important to check the special technology's of every weapon suppliers.

Weapons description



Troops can be used to defend your country from enemy commando raids and can also be used to launch commando attack raids.



Armoured Personnel Carriers (APC's) are used to carry troops into combat with high level of speed and protection. They are important in battles during war.



Tanks are very important when when total war starts. The more tanks you have, the greater the chance of obtaining land. It is important to note that tanks are also used as the last line of defense upon enemy tank raids.



Fighting Robots are built with the most advanced technology and are very powerful in land battles. With high fire power, agility and armor they will surly help you to dominate the battlefield.



Artillery is used to soften enemy troop positions and destroy enemy artillery. A good idea is to use artillery barrage and follow it up with a commando attack. This way the enemy has fewer troops to defend their land.



Jets are a powerful weapon in the game. They can be used in bombing raids to hit enemy positions. The more jets you have, the greater the chance you have of hitting enemy positions. A good idea is to use them to launch waves of bombing runs before launching a war attack.



Helicopters are great for attacking enemy tanks and artillery. Helicopters can be used to destroy enemy tanks and soften positions during a war attack. It is important to destroy enemy tanks to allow your forces to conquer more land!



Anti-air missiles are used to defend your country from air raids (i.e. Jets and helicopters). During battle anti-air missiles are used to defend your tanks from enemy jets and helicopters.



Ships help protect your shoreline. They also carry huge cannons which attack troops. When used in navy attacks, it can help destroy enemy forces. Be careful of enemy ships which patrol their shoreline!



Submarines are a great stealth weapon, and can be used to launch stealth attacks on enemy shorelines. Submarines are equipped with torpedoes and guided missiles.



Reserve troops will replace every troop that gets killed in battle and when you dont have any more reserves than you should to start to worrying.

War room
The possible actions you can take depend on your relations with the target country and if you share a border with said country.
The possible actions are: Send forces, Full alert, Bomb military bases, Bomb an industrial zone, Bomb civilians, Bomb a research facility and launch ballistic missiles.
* In case of war your forces will automatically go to the border.
* The system allows countries to fight against multiple countries in the same time but the forces will be spread and the country will have difficulties defending itself.
* If there are no borders then the system will attack with jets and ballistic missiles in case of war.



Aircraft carriers
If you possess aircraft carriers you can have a long range hand to assist your allies and to punish other countries using your fighter jets.
Each technological level of aircraft carriers will allow you to deploy extra 10 jets for distant bombing missions.
2 aircraft carriers with technology level 2 will allow you to deploy 40 jets in a attack.
* Submarines can sink aircraft carriers so be sure you have a strong navy to protect the aircraft carriers.
* In case you do not have aircraft carriers you will only be allowed to bomb countries you have borders with.
* If you attack a country that you do not have a border with than only the jets on board the aircraft carriers will participate in the attack.



Sea Invasion
* Each level will allow you to deploy more forces into combat.
* To use the option just go to the war room and select the the sea Invasion option. (You must have at least one level of the sea invasion power technology researched to use it)
When you end a turn the system will invade the country you are at war with.
* This option can be used only in case you have war with a country that you do not have a border with. Be careful when starting a war with a strong country because the country will retaliate with full force against your invasion army.
* This option can be used to gain a stronghold on mainland in case you want to start to invade far away locations.
* Only your land invading forces and jets that are on aircraft carriers will be allowed to participate in the invasion. (No air defense for the attacker)
* The troops that invade will stay there if they survive the battle and wait for the next invasion wave so if your sea invasion power is level 3 you can deploy 30,000 troops, 300 APC's etc...into battle a month. After 2 months you would have (if no troops/machines ware lost in the battle) 60,000 troops and 600 APC's in the invaded country, after 3 month 90,000 troops etc...
If you manage to secure a beachhead than more forces will join the battle until you manage to conquer the country.
* In case the beachhead is destroyed you will need to star a new invasion.
* The units that defend the country from the invasion are units that in bases.
* In case the invasion is not going well you can order your generals to stop invading by selecting the option in the war room.



Energy Technology
Level 1 -> You will be able you to build nuclear powered aircraft carriers.
Level 2 -> You will develop lasers that enhance your anti-ballistic capability, in case of a ballistic attack the lasers will intercept and destroy up to 25% of the ballistic missiles launched towards your country.
Level 3 -> Weather control weapons are very powerful and will allow you to send weather attacks on a specific country.

The attack will hurt the country's economy by devastating it with huge hurricanes. As a result the country may lose it's monthly income and there will be high amount ot civilian casualties.
No one will know who sent the attack. (The option will appear in the war room once it has been researched)



Anti-air missiles
A single anti-air missile battery will protect 1,000 km of your land.
The more land you have the more missiles you need to protect it.

Sending forces
Will allow you to spread your army in order to better prepare for a invasion.
You can also withdraw forces and send them back to their bases.

Protect your country
In case of war the system will automatically send troops and units to the border.
The number of units deployed into battle depends on how many borders you share with other countries and how many active wars you currently have. In case of a sea invasion the amount of units deployed depend on your sea invasion technology level.
* You can deploy extra troops and units to a specific front. (Just enter the war room and click borders and select how many you want to depoy)
* Be careful not to deploy all of your troops because other countries can see that you have multiple fronts and may attack you.
* In case of ceasefire all troops and units return automatically to their bases.



Send forces to the border
Will transfer a division from your military to the border that you choose.
This action will allow you to prepare for a invasion on the country or serve as a defenseive line against an enemy invasions.
A minimum of 20,000 troops are required to commit this action.



Full alert border reinforcement
This action will transfer all of your available forces to the border you choose
It will help you prepare for a invasion or serve as a defenseive line against enemy invasions.



Total war
All your army is sent to war with the country.
Both sides can lose troops, weapons and civilians during the war.
You need to send military forces to the border you choose and if you have more then one border then position your forces wisely.
If you conquer a country it will increase the size of your empire.
You can go total war only if you have a border with the country.

Total war between countries
* If you want to attack a country that you have a border with then just go to relations and declare war on the country, then you can send forces you want to war(In tha war room).
When you pass a turn the system will calculate the battle and will show you the results.
* War can also breakout between countries that do not share borders.
* If there is no border then the system will send jets to bomb or launch ballistic missiles.
* There is no time limit for war and it can laat years.
* If there is a border between countries and there is war between them, then the system will calculate the battle results in the following way.

Step 1
The countries will send their jets and helicopters to attack the enemy's bases. They will target: APCs, tanks, artillery, anti-air missiles and troops.

Step 2
The countries will send their artillery and the side that wins will inflict heavily casualties on enemy troops.

Step 3
The countries will send their ships and submarines against each other and the side that wins will start a sea siege on the other which means that the losing country cannot buy weapons.

Step 4

The countries will send their tanks and troops against the other and the side the that wins will conquer land from the other while the main objective is to conquer the entire country.



Fight rebels
A division of 20,000 troops will attack a city controlled by rebels in order to liberate it.
Your 20,000 troops versus 20,000 rebels that control the city.
In case of winning up to 500,000 rebels will become civilians.
In case of losing up to 100,000 civilians will join the rebels.
The rebels technology level is 1-5 levels lower than your army's technology.
There is a 5% chance that one of the wrold powers will decrease their relations with you.



Cyber attack on military technologies - You will try to attack using cyber technologies the military in the target country.
Your country education levels against the enemy education levels.
Success rate: 5٪ For every education tech level raises the chance by 1٪
If the attack succeeds: Many levels of enemy military technologies can be lost.



Navy attack
Your ships will try to get close to enemy’s shores and shell enemy lines. The attack will consist of all of your ships vs all of your opponent's ships.
This attack can be launched regardless if you and the country share a border.
If the attack succeeds, many of the enemy's troops will perish.
All of your ships will be used in this attack.



Operation Deep Sea
50 unidentified camouflaged navy seal troops will try to sink enemy ships.
Your 50 troops versus 50 enemy troops. In case of code red the defender will have 100 troops.
The country with higher troop technology will have a higher chance winning.
If you win your troops will sink 1 to 3 enemy ships and the enemy will not know who sent the troops.



Operation Blackjack
All your jets will fly above suspected enemy ballistic missile bases and will try to destroy them. Your jets vs the enemy's jets.
In case of winning many of the enemy's ballistic missiles will be destroyed.
All of your jets will be used in this attack, but you will need a minimum of 50 to conduct this attack.



Artillery Barrage
Your artillery will shell enemy positions. All of your artillery will be used in this attack. Your artillery vs opponent's artillery.
If the attack succeeds, many of the enemy's troops will be killed in the barrage.
All of your artillery will be used in the attack, but you will need at least 24 artillery for this attack.



Seek And Destroy
Your helicopters will try to penetrate enemy air-defenses and launch rockets at enemy positions. Your helicopters vs opponent's anti-air missiles.
If you win the enemy will lose many apc's, tanks, robots and artillery
All of your helicopters will be used in the attack, but you will need at least 12 in order to launch the attack.



Stealth Attack
Your submarines will try to maneuver close to enemy shores and launch guided missiles at the anti-ballistic

missile centers.
Your submarines vs opponent submarines.
This attack can be launched regardless if you and the country share a border.
In case the attack succeeds the enemy will lose many anti-ballistic missiles without knowing who sent the attack.
In case the attack failing a war may start between the countries.
All of your submarines will be used in the attack, but you will need at least 3 in order to launch the attack.



Storm At Sea
Your entire navy will be sent in a surprise attack with the goal of destroying the enemy's navy and starting a siege.
This attack can be launched regardless if you and the country share a border.
A war will be started if this attack is made.
Your entire navy will be used in the attack, but you will need at least 5 ships and 5 submarines in order to launch the surprise attack.



Commando attack
50 unidentified commando troops wearing uniforms of a different country will try to infiltrate an enemy base and start a war between two countries that have a hostile or cease fire relations.
The country with higher troop technology will have a higher chance winning.
If the operation is a success a war will be started between the two countries.
If the operation fails all of the troops will die in battle and there is a 25% chance that a war will start between your country and the country you attacked.



Bomb military targets
All of your jets will be used in this attack, but you will need a minimum of 75 to conduct this attack. Your jets will be sent to bomb enemy bases.
If the operation is a success
Many of thr enemy's apc's and tanks will be destroyed and the enemy will suffer large troop casualties. (There is a chance of 30% that a war will start with the country)
The chance of the mission succeeding depend on your country's jet quantity and your jet technology vs enemy's anti-air missile's quantity and technology.



Bomb industrial targets
All of your jets will be used in this attack, but you will need a minimum of 50 to conduct this attack. Your jets will be sent to bomb industrial zones inside enemy territory.
If the operation succeeds
The enemy will lose a few levels of researched technology (There is also a chance of 50% that a war will start with the country)
The chance of the mission succeeding depend on your country's jet quantity and your jet technology vs enemy's anti-air missile's quantity and technology.



Bomb research targets
All of your jets will be used in this attack, but you will need a minimum of 100 to conduct this attack. Your jets will be sent to bomb a enemy research facility.
If the operation succeeds
One research facility will be destroyed. The attack will always target the facility with the deadliest weapons. Meaning that the nuclear research facility will be targeted first followed by the biological facility and lastly the chemical facility. (There is also a chance of 20% that a war will start with the country)
The chance of success depends on your country's jet quantity and technology vs the enemy's anti-air missile quantity and technology.



Bomb civilian’s targets
Your jets will infiltrate enemy airspace and attempt to bomb a large city.
All of your jets will be used in this attack, but you will need a minimum of 25 to launch this attack.
If the operation succeeds
A large amount of civilians will be killed in the attack. (There is also a chance of 99% that a war will start with the country)

The chance of success depends on your country's jet quantity and technology vs the enemy's anti-air missile quantity and technology.
World superpowers will decrease their relations with your country.



Launch ballistic missiles
The attack will launch ballistic missiles at the country you pick and you will be allowed to choose the warhead type.(You must fully research the warhead before being allowed to use it)

Important to remember
1. If the target country has anti-ballistic missiles then they will intercept your missiles before they hit their target.
2. If you kill civilians the world superpowers will decrease their relations with your country.
3. The ballistic missiles you launch will target the largest cities.
4. The damage that the ballistic missile will do depends on the quantity you launch and the warhead type you choose.



regular warheads Every missile that hits it's target can kill up to 100 civilians.



chemical warheads Every missile that hits it's target can kill up to 1,000 civilians.



biologic warheads Every missile that hits it's target can kill up to 50,000 civilians.



nuclear warheads Every missile that hits it's target can kill up to 1,000,000 civilians.

conquering a country
You will receive the land and civilians of every country that you conquer.
* The civilians will contribute to your monthly budget.
* If you have a lot of land remember to buy more anti-air missiles to protect it from enemy jets.

news
When you pass a turn you can check the news and see what other country's have been up to.

pass turn
When you pass a turn the system will see what other countries and wrold powers have done and calculate the outcomes.

difficulty levels:
easy
The system will divide the country's budget in the following way:
20% towards defense.
25% will be invested in the country's economy and industry.
15% to research.
35% will be used to improve international relations.
5% towards spies operations.

normal
The system will divide the country's budget in this way:
25% towards defense.
30% will be invested in the country's economy and industry.
20% to research.
20% will be used to improve international relations.
5% towards spies operations.

hard
The system will divide the country's budget in the following way:
27% towards defense.
27% will be invested in the country's economy and industry.
23% to research.
16% will be used to improve international relations.
7% towards spies operations.

very hard

The system will divide the country's budget in the following way:
30% towards defense.
25% will be invested in the country's economy and industry.
23% to research.
14% will be used to improve international relations.
8% towards spies operations.

impossible
The system will divide the country's budget in the following way:
35% towards defense.
20% will be invested in the country's economy and industry.
25% to research.
10% will be used to improve international relations.
10% towards spies operations.

* In case of war the system will decide the entire budget for weapons and for international relations.
Every time you pass a turn the system will show you what other countries had done in the news.



losing the game
You will lose the game if you get assassinated or if all of your troops/civilians are killed.
If this happens an option to restart the game will be given to you.



winning the game
The country that outlives and conquers the rest, will be the winner.

game score
At the end of every game the AI will show you you score and what it thinks of your leadership skills.



multiplayer options
* The maximum is 7 real players and 21 AI players per world.
* You can create and play in multiple worlds at the same time.
* The system will keep track of your game history. (who won, lost, turn end, score etc...)

create world options
* selecting the world theme
islands wars = stand alone (free for all)
east vs west = 14 countries east vs 14 countries west (There will be no sea invasion option and there will be no ships & submarines given at the start)
4 continents = recommended for 4 players (A total of 7 countries per continent)
We are planning on adding many new maps.

human & AI players
Select how many human players you want in the wrold. (Max 7)
The system will automatic calculate how many AI players there will be.

define the turn time
Possible turn time options: 5 min, 10 min, 20 min, 30 min, 1 hour, 3 hours, 6 hours, 12 hours, 24 hours, 48 hours, 3 days, 4 days, 5 days, 6 days, a week.

what is a turn time?
* Each (human) player will be given their turn to play, once the turn is up the system will automatically end it for them.
* The last player will trigger the turn to pass to AI and back to first player.
* If someone lost the system will pass the turn to the next human player.
* If there is only one human player left, the system will give the player the option to play when the turn ends. (The game will not finish)
* If a player misses their turn 3 times in a row, they will lose the game.
Please make sure that you are active and that you have a proper internet connection so you dont miss your turn.
* You are on your own om figuring out when its your time to play.

country money reserves and civilians
You can adjust with how much money and civilians every country will have in at the start of the game.

alliances
You can choose how many, if any, ally's each human player will have.

The player who creates the wrold gets to choose how many AI allies will each human player start with

world password
This option will allow you to make a private world.
Only the players that know the password can join the world.

search option
* Search by world ID: will allow you to search for a specific world using its ID.
* You can filter worlds by: theme, number of human players and turn time.

lobby options
* You can leave the world. (You will be refunded your tokens if the game has not yet started)
* You can select your country's name and flag from the list.
* Once the world is full, the player who created it will be allowed to start the game.

cheaters
We ask all of our players to play fair, your goal is to challenge your leadership skills.
The system will automatically detect cheaters.



Automatic message translation
The game can translate more than 30 languages and the messages system will allow you to communicate and understand each other, you can send a message in your language and the opponent will receive it in their language.

multiplayer news system
You can see actions made by other human players in the news.
You can only see diplomatic, spy and war news made by human players.
The news is deleted after every turn.

Africa 2027 is a free game
However, in order to pay for the servers, further development and effective support we need your help.
By buying packages you help us cover these costs.
Thank you for your support!

create/join world
Creating a new world or joining an existing one will cost you 20 tokens.

notifications
You can get a notification when it's your time to play.
This option is disabled by default, but you can enable it in the settings.
The notifications will be sent via email.

free tokens
If you love the game please help us by telling your family and friends about it.
Your support will help us improve the game and add more options to it.
You can get unlimited tokens for free if you use your referral url and invite your friends and family to play the game.
You will receive 200 tokens for each player you bring into the game using your referral url. (The player must play at least one game)

You may also collect 100 tokens a day by watching ads and you can even earn more tokens by completing tasks.
This is a way that you can support us and help us grow and it will allow you to unlock all the options for free.
Your support is important to us and helps us continue developing the game.
Thank you for your support.

Help us add your language
If you love the game please help translate Europe 2027 to other languages.
We will be delighted to accept your help.

Sound
You can switch the sound on/off in the main menu by clicking on the sound image.

Credits
Sound effects credits go to: http://www.freesfx.co.uk/

We want to thank you for reading this and we hope you will enjoy our game.
iGindis Team

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