ARMS RACE 2:

The Cold War Era



ARMS RACE II Players guide

Description

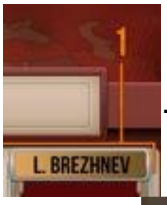
Description
Game Start
Politics
Region menu
Budget and political points
Diplomacy and Statistic
Coup d’etat
Proxy wars and Revolution
Military
Space Race
Global Consequences
Nuclear Race
Industrialisation
United Nations

Game start

1. Launch the game program to enter the game lobby.
2. Click PLAY to continue.
3. Choose one of the two playable factions and press START.



Pic. 1 Faction selection window

4. Look at the picture number 2 below. Find the "Leader selection window" 

. Each faction has an option of four leaders 

(2) and one of four regimes 

(3) (economic, militaristic, diplomatic or historic). This will boost your country's growth in specific area 

(2 and 4). Each leader or politician has its own in game bonuses, they are shown above each leader's picture in a special menu.

However, if you click on the historic option, you will use the parameters of your leader and the AI leader will also be using their default regime in historic sequence.

5. Chose your leader and regime



Pic. 2 Leader selection window

1 – Leaders
2 – Leaders bonus
3 – Regime
4 – Regime bonus
5 – Difficult parameters
6 – Iron Mode setting

*Please Note: This is not just a bonus  (2) this differentiates AI leaders in the game and also affects their play behaviour. Some of the leaders will try to do more military actions and other leaders will follow diplomatic options. Leaders personalities are different.

For example, Stalin and Roosevelt can invade neutral countries even if Firepower option is not in their favour (in reasonable amounts, of course). You won't see Reagan or Gorbachev doing the same. At the same time, Reagan or Gorbachev will most likely spend their political points for Budget growth (+1 investment) compared to Space or Arms Race. Nixon and Brezhnev prefer to use parades or riots more often then others etc.

AI leaders change every 10 years (within the game) as well as general AI strategy and tactic.

6. Chose your difficulty level  (5) (easy, medium or hard).

You are able to raise your game difficulty level from EASY to MEDIUM and to HIGH only if you have achieved the campaign missions victory goals and have completed the actual game before the year 2000 as the winner. Move your mouse over difficulty icons  (5) and you will see mission parameters which are:

- SPACE RACE: To archive this mission you need to develop all space technologies and finish the game as the winner.
- 50 GOOD SCORES: To archive this mission you need to finish the game as the winner with 50 or more scores on MEDIUM level of difficulty.
- COUP YOUR ENEMY: To archive this mission you need to complete a coup of your enemy country (USSR or USA) any time during the game on HARD level of difficulty.



Pic. 3 Difficult selection window

IRONMODE  (6) (challenge mode): Ironmode can only be chosen while playing medium or hard difficulty games. In Ironmode the save option is disabled. Which means you need to start and finish your game in a single session. If you leave in the middle of a game in Ironmode it counts as a defeat. You need to play at least five Ironmode games before you get your first efficiency experience data in percentages. The more games you play and win, the more efficiency experience you gain.



Pic. 4 Efficency experience statistic in main menu

7. You can press the START button and wait for LOADING once you've selected your nation, leader, regime and difficulty.

Politics

This menu has two parts:

- Election part
- Overview part

To simplify the gaming experience the politicians are divided into two types of groups. One group is - Liberal and Conservatives. Another groups is - Diplomatic, Economic and Militaristic. Those types never change their politics.

All politicians are real people who participated in different important moments during the Cold War Era! You can play them and help your leader to be supported by their unique experience. You are able to chose your politicians during election.



Pic. 5 Politician selection window

1 – Politician directions
2 – Politicians of one direction
3 – Reforms
4 – Leaders bonus
5 – Politicians bonuses
6 – Regime type and bonus
7 – Negative Global Consequences
8 – New chosen Leader

During the election process politicians support different leaders. The faces of the leaders they support during ongoing elections are shown on the politicians cards. The background of politician's card shows what group they belong to: Liberal (yellow) or Conservatives (sea-green).

Politicians can change their attitude to leaders from time to time but they never change their party and regime (Liberal or Conservatives and Diplomatic, Economic or Militaristic). During elections you need to choose three politicians that support the

same leader (one politician per each group 

(1) - Diplomatic, Militaristic and Economic). Once it is done you can vote for this leader and form a new government.

From the very beginning of the game, the election capacity for politicians is limited to three open slots 

(2). You need to provide reforms 

(3) and make changes in the constitution to be able to open new slots. As more slots are open there are different possibilities for a better choice during the election for both - leaders and politics. But reforms are not easy. Be careful to face negative Global Consequences when you make big changes inside of your country. Reforms and changes of constitution can be done only during the elections (as a promise of the new government).

Another unpleasant situation can happen if you decide to vote for the same leader twice in a roll. It will bring Stagnation to your country and as a result two extra Global Consequences points for your opponent. You can see it by clicking on Negative Consequences 

(7).



Pic. 6 Politician selection window with complete reform

Politicians are influential people in government, even if they work for the President of the USA or the Prime Minister of the USSR they influence the leaders. Politicians affiliation to Liberal or Conservative mind thinking make changes to the general political course  (6):

- If during the election you chose three Liberal politicians your regime will be - Economic.
- If all three politicians are Conservative your regime will be - Militaristic.
- If there is a mix of Liberals and Conservatives in your government the regime will be - Diplomatic.

In Historic mode the leaders of your foe will be chosen by AI in historic sequence.



Pic. 7 Politician view window

Region menu

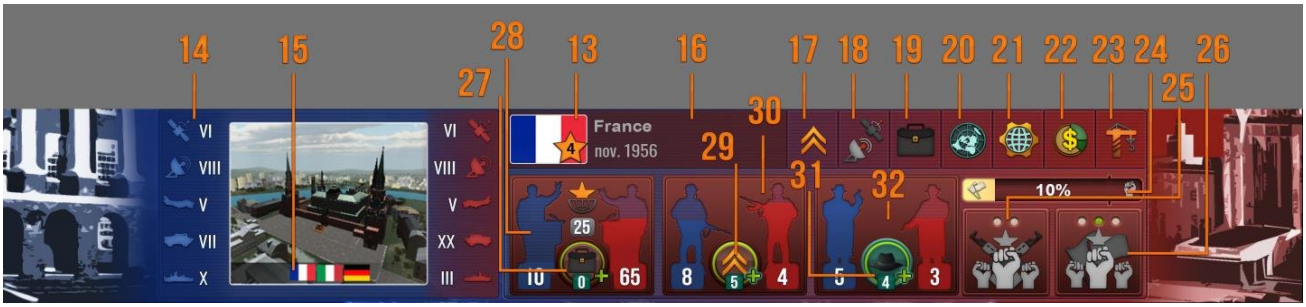
You can see two main game user interface windows below with the main in game information.

Top menu:



1 - Influence
2 – Firepower
3 – Score
4 – Global Consequences point
5 – UN point
6 – Political Point
7 – Budget/GNP
8 – Nuclear Firepower and % compare to your foe
9 – News
10 – Fast travel navigation
11 – Turn button
12 – Setting

Bottom menu:



13 –Region Score
14 –Space and Military technology level
15 –Global Events
16 – Selected region
17 – Military department
18 – Space department
19 – Diplomatic department
20 – UN department
21 – Global Consequences
22 – Budget department
23 – Industrialization department
24 – Selected country opposition rate
25 – Coup d'etat by Proxy/Civil war
26 - Coup d'etat by Revolution
27 – Add diplomats to selected region
28 – Politics overview
29 – Add military to selected region
30 – Military menu
31 – Add spy to selected region
32 – Spy events
33 – Initiate parade
34 – Initiate riot

In the upper part of the panel you can see buttons for all Departments in the game.

By clicking Departments you can open Technologies  (17), Space  (18), Diplomacy and Statistics  (19), UN (20), Global Consequences  (21), Budget  (22) and Industrialisation  (23).

The panel along the Department buttons of the screen displays necessary information about the selected region.

By clicking the plus button next to one of the three options in the bottom menu you can use one of your diplomat  (27), military  (29) or spy  (31) to spread your influence in the selected region (100% max), add military units to the region (10 units max), or deploy a secret agent there (5 agents max).

To see leaders, politicians and regimes bonuses click on the button with silhouettes of politicians  (28).

If you want to check region military information click on the button with silhouettes of military  (30).

To initiate a riot or parade  (24) you must have a spy network stationed in the selected region and at least one available spy. To do this, hover your mouse cursor on the button with the silhouettes of spies and click on one of the two buttons that appear: the flag for parade  (33) and the fist for riot  (34). You can only perform these activities once per region every three months, (game time).

The result of the action you take (be it support for a riot or a parade) will depend on the number of spies operating in the country.

For example, if you have one spy and you want to initiate a riot, it will raise the opposition by one. If you have five spies the same action will result in five points of opposition. You can see the current opposition in the far right part of the screen  (24).

Add	Result	Limitations
Military	Adds a military unit per click	None
Diplomat	If a diplomat exists, lose a diplomat and gain an influence point	1 influence per month
Spy	Adds a spy unit per click	1 spy per month



Pic. 8 Action of spy network window

Action	Result	Limitations
Initiate Parade	If a spy exists in a region or a country, add points to government support depending on the number of spies in the region or the country (5 spies = 5 pro-government points)	1 per 3 months
Initiate Riot	If a spy exists in a region or a country, add points to opposition support depending on the number of spies in the region or the country (5 spies = 5 opposition points)	1 per 3 months

*Please Note: You must have spies in a region to be able to receive special information for action from them, such as – reaching terrorists and support opposition. The cost for action is always different.



Pic.9 Politician view window

Initiating riots may lead to Proxy war or Revolution. More information you can see in Coup d'etat chapter.

To move the map click on it while holding down your right mouse button, and move your mouse up, down, left or right. For fast travel navigation you can click continent icons on the top panel and map will centre there. It will save your time moving between different areas of the globe map  и 
(10).
However, you can select different regions or countries in the world by clicking on them with your mouse cursor.

You will see flags appearing on your left and right side of the screen for your convenient coordination in global situation  (9). The flags on the right side inform you about ongoing wars in this region. Flags on the left side inform you about the possibility to start a war (invade a region or a country with your troops), install new regime or have special information for you if your spies. Click on flags and it will open the targeted region in the bottom menu.

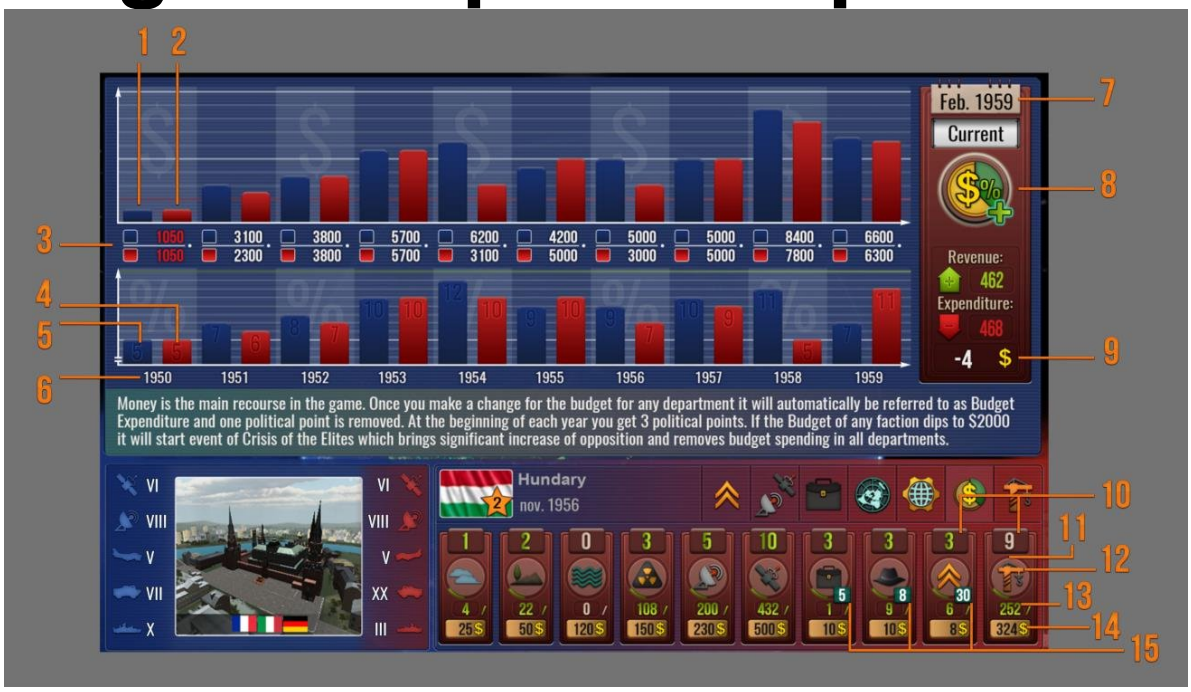
Global events

Random events can happen from time to time in different places across the world. No one has control over them!

INDUSTRIALIZATION	Region's score value increases by 1
NOBEL PRIZE	Government support increases by 20%
FLOOD	Opposition increases by 10%
POLITICAL CRISIS	Opposition increases by 25%
FINANCIAL CRISIS	Opposition increases by 50%
NATIONALISM	Neutrality increases by 30%
COMMUNISM MOVEMENT	Soviet Influence increases by 30%
DEMOCRATIC MOVEMENT	American Influence increases by 30%

If you have missed an event or want to see it again you can click on a flag in events line menu  (15).

Budget and political points



Pic.10 Budget window

1 – United States budget/GNP in 1950
2 – Soviet Union budget/GNP in 1950
3 – Budget/GNP numbers
4 – Soviet Union budget % grow in 1950
5 – United States budget % grow in 1950
6 – Year
7 – Current date
8 – Invest to budget/GNP
9 – Monthly income
10 – Monthly investment points
11 – Progress of production
12 – Department
13 – Current total investment points
14 – Project price
15 – Produced and available units

Money is the main recourse in the game. Each player's monetary resources are officially referred to as their budget  (7 on the picture below).



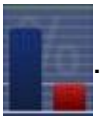
Both factions require political points when they wish to change their budget spending for any department. Once you make a change for the budget for any department it will automatically be referred to as Budget Expenditure and one

political point is removed. At the beginning of each year the United States and the Soviet Union both get 3 political points 

.

A player's Budget Revenue is determined by the following formula: current Budget value at the end of the in-game year plus the player's score, multiplied by a random growth percentage, which is between 5 and 10%. So: (current Budget 

+ Score 

) x random growth % 
. <u>GNP revenue is annual</u>.

For example:

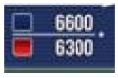
If the current Budget is $2500 (December, year 1), the player's score is 25, and the random (natural) percentage is %5 ($126), the resulting Budget is $2651 (January, year 2): (2500 + 25) x 1.05 = 2651$

<u>The monthly Budget</u> change is different. The formula is BUDGET = GNP - EXPENDITURE, where EXPENDITURE is current Budget spending (each turn).

Let's take a look on the picture below.



Pic.11 Current budget window

The current Budget for this month is 6600$ 

(budget for USA for 1959, line 3 on pic.10). This year started with a total Revenue of 462$ 

(which was 7% of natural growth and extra 0% of player investments 

) but the current Expenditure is 468$ 

. It means if next year current Budget will have the same 7% growth the resulting Budget will generally reduce by -4 

(462-468=-4). You can check the estimation by moving the mouse cursor over the Budget button 
(8).



Pic.12 Expected budget window

Negative monthly income is very bad situation for the Budget. It's shrinking. You may want to spend your political points to decrease Expenditure in this situation to let Budget grow and avoid having your budget shrink. Another option to let your budget grow is to invest into it. Investing will increase next year budget/GNP grow by additional 1%.



Pic.13 Invest budget window

If we summarize the understanding of Budget growth the ideal formula would be: spend less and let current Budget grow! But will you win if you don't spend?

*Please Note: If the Budget of any faction dips to $2000 the country will get an event of Crisis of the Elites which brings significant increase of opposition and can lead to Civil War. Crisis of Elites event removes budget spending in all departments. Countries will need to start investments from zero after Crisis of the Elites.

Diplomacy and Statistic

There are hundreds of different changes happening every month in the game. The diplomacy screen helps you to understand the current global situation and can save you time by avoiding clicking on regions on the global map. By clicking on Opposition  (8) or Influence  (5-7) buttons you can see what regions are aligning to one of two SuperPowers and how close they are for Civil Wars or Revolutions. You can click on region names 

(9-11) from the diplomacy menu to open this regions information on the bottom panel.



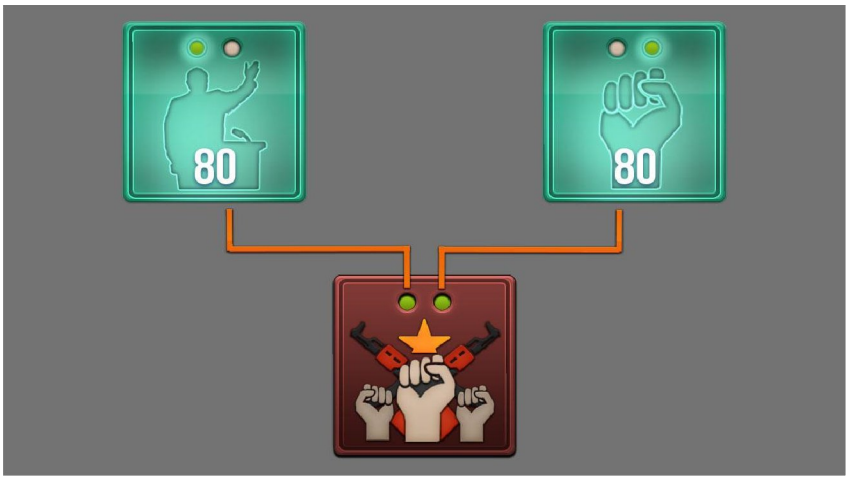
Pic.14 Diplomacy and Statistic window

1 - Sort by United States alliance
2 – Sort by neutral regions
3 – Sort by Soviet Union alliance
4 – Sort by Score
5 – Sort by United States influence
6 – Sort by neutral influence
7 – Sort by Soviet Union influence
8 – Sort by opposition
9 – Blue - Region in United States alliance
10 – Red - Region in Soviet Union alliance
11 – Grey - Region is neutral

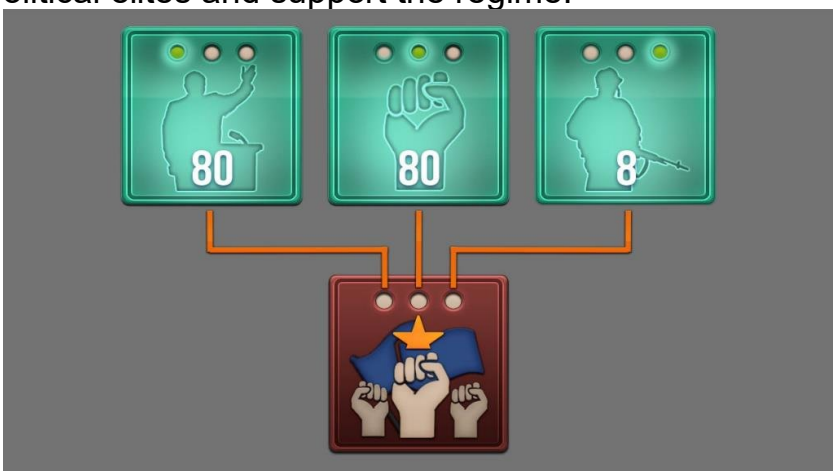
*Please Note: If opposite faction increases its influence in any region through diplomats, by adding an option you will see highlighted numbers in red or blue in Influence line for this region. It can help you to predict the next step of your foe.

Coup d’etat

You can install a new government in a region through one of two methods: Politics or Military. To install a new government through Politics, the selected region must have an opposition rating of at least 80% and your influence score must be no less than 80%. Opposition and Support will change in the region to 50/50 after the regime changes.



Always keep in mind the local armed forces. If the targeted regions military power is not big enough, it will most likely join the old regime after the coup d’etat and start its own civil war against the new regime. If local military is big enough they most likely stay with new political elites and support the regime.



Once the allied government is in place, the selected region’s score value will be added to their sides score. So if the United States convinces a nation to support them, that nations score will be added to the United States.

Move your mouse over small circle indicators on the buttons to see what it is required to do an action for it.

Proxy and civil wars

To launch a proxy or civil war the selected region must have an opposition rating minimum of 80%. You can initiate revolution in neutral regions only if your influence rating is lower than your opponents (the neutrality of the region is not taken into account).



Pic.15 Region statistic window

1 – United States influence lower than Soviet Union
2 – Opposition rating higher then 80%

In the image above, USA can support revolutionary forces because the region's opposition is above 80% 

(2), and the American's influence is lower then Soviet 

(1). This region will join American alliance if revolutionists win. USA will gain 4 scores for joining this region into its alliance. At the same time, even if revolution will succeed the Soviet influence remains high in the region. It is dangerous situation for Americans in the long term perspective. Revolution (Civil War or Proxy War) can change regime but can not change political influence among the local elites.



or

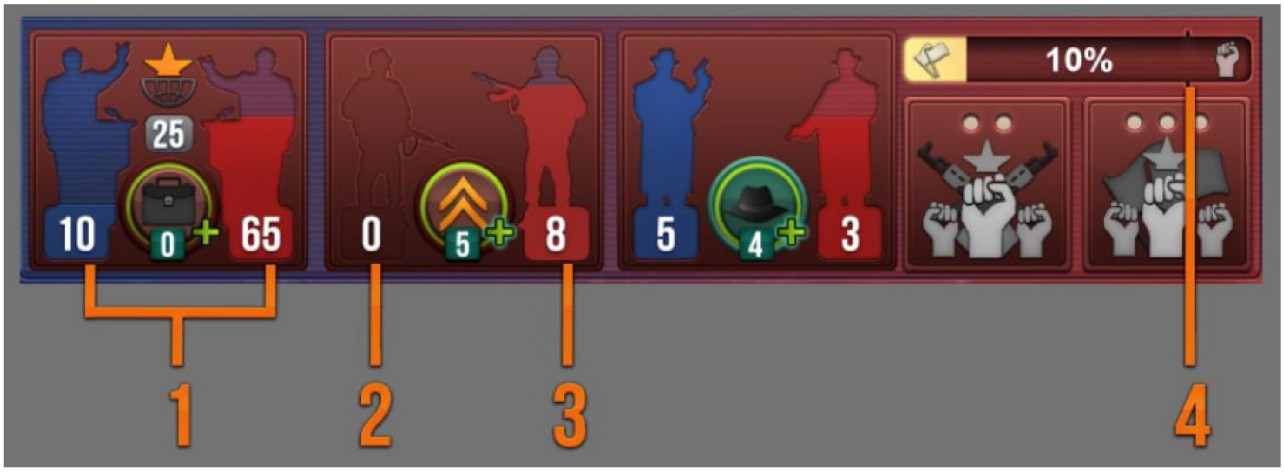




Blue bars – American forces
Red bars – Soviet forces
Grey bars – Neutral forces armed with Soviet* weapon (*if Soviet influence is higher than American or vice versa)

Super Powers can provide military support to neutral regions at any time 

(3) to strengthen their pro-government army if it has influence in this region higher compared to another Super Power. On the picture below Soviet Union can support local regime with military to defend this regime from possible attack of revolutionaries supported by United States.



1 – Soviet Union has influence more than United States
2 – United States can't support with military opposition
3 – Soviet Union can provide military support
4 – Opposition rating lower then 80%

*Please Note: You won't be able to see your opponent's revolutionary military forces if you do not have a spy network operating there.



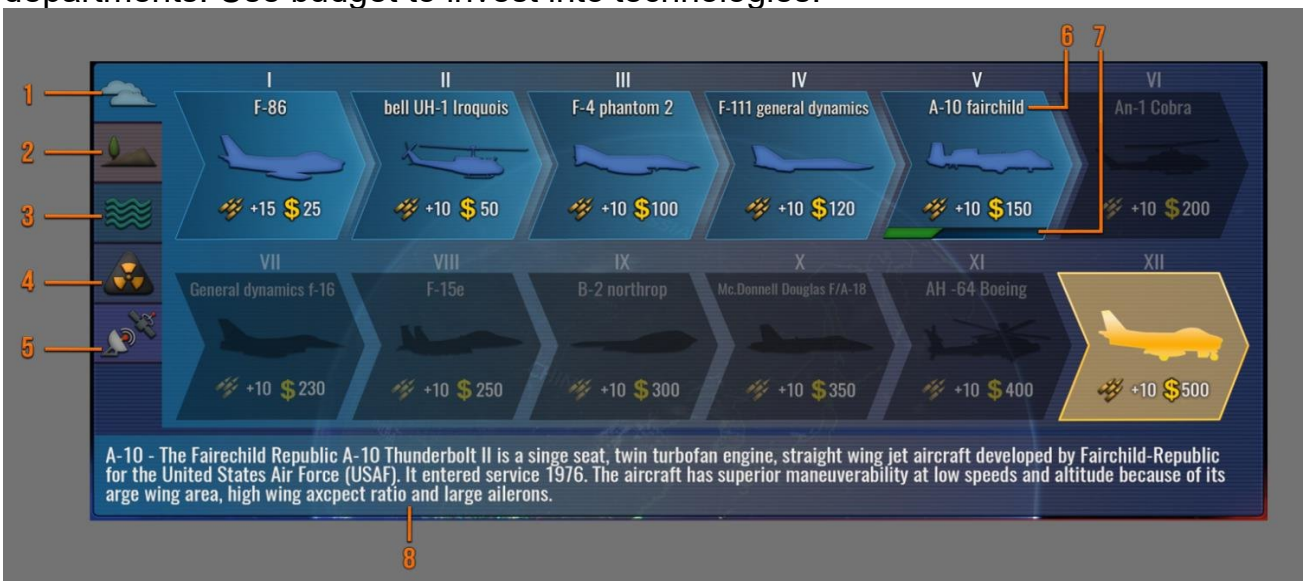
or


If a region has installed a pro-American or pro-Soviet regime and the influence of the regime is greater than 50%, then support will rise monthly in this region. If a region has installed a neutral, pro-American or pro-Soviet regime and the influence of the other regime is greater than 50%, then opposition will rise monthly. This is something to consider if your goal is to overthrow your opponent's control via revolution in any region where your opponent has a high Influence rating.

Military

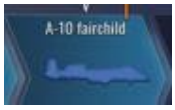
Arms Race II was the race for quality of weapon and quantity of military production. In Arms Race the game you have the power to produce better and more powerful military and arms. There are two mayor factors to be considered about the Military in Arms Race – firepower and geographical indication of region.

Firepower points – it is a level of your military technology. Every researched unit provides 10 firepower points. You increase your research levels in technology departments. Use budget to invest into technologies.



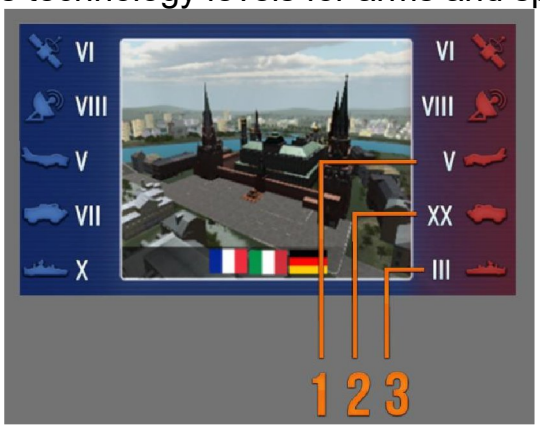
Pic.16 Military window

1 – Air technologies
2 – Land technologies
3 – Sea technologies
4 – Nuclear technologies
5 – Space technologies
6 – Current research
7 – Progress of the current research
8 – Historic description of units

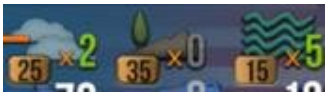
Researched units provide Firepower points for different elements. Air research for Air, Naval for Sea etc. In the picture above, United States is researching A-10 aircraft 

(6) which will provide firepower for Air  (1).

This window below shows technology levels for arms and space race.



1 – Current air technologies
2 – Current land technologies
3 – Current sea technologies

Geographical indication  (9) – it is indication for Air  (5), Land  (6) and Sea  (7) for every region. Each region has unique geographic indication and it can be seen in military window (see picture below). For example, most of Switzerland has high mountains and doesn't have access to an ocean. Ireland, unlike Switzerland, is an island and you need to have a strong navy to be able to reach the land and fight there. Geographical indication for both regions will be absolutely different. Switzerland will have a higher indication for Air which contrasts Irish higher indication for sea. If a SuperPower under your control has a strong navy, it will help you to dominate over the Irish region but it is absolutely useless when fighting in Switzerland.

Firepower points are multitplied by geographical indication points for each of Air  (5), Land  (6) and Sea  (7) and sum up together to get the final Firepower  (8). Let's discuss it with real numbers on the picture below.

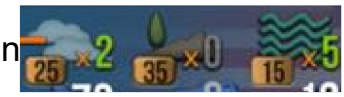


Pic.17 Force of the parties window

1 – Firepower provided by politicians
2 – Firepower provided by leader
3 – Firepower provided by Global Consequences
4 – Firepower provided by global influence advantage
5 – Air technologies multiplier
6 – Land
7 – Sea technologies
8 – Summary firepower
9 – Geographic landscape indication

Firepower for USA is 210, and firepower of USSR is 285. It is 57% in Soviet favour to win the battles.

Let's see how it works:

- Geographical indication  (9) is Air=2, Land=0 and Sea=5.
- Firepower provided by politicians (1) is 10 firepower for United States  and 0 for Soviet Union .
- Firepower provided by leader (2) is 5 for United States  and 5 for Soviet Union .
- Technology Firepower (5) for Air is 25  plus 10 Global Consequences bonus  and multiply by 2 for geographical indication  = (25+10)x2 = 70 for the United States
- Technology Firepower for Air is  15 plus 5 Global Consequences , plus 5 Leader bonus  and multiply by 2 for geographical indication  = (15+5+5)x2 = 50 for the Soviet Union
- Firepower points for Land (6) zero for both factions ( and ).

- Firepower points for Sea (7) (15+10)x5=125 for the United States  and (35+5+5)x5=225 for the Soviet Union .
- Global influence (4) provides 0 for United States  and 10 for Soviet Union 

To sum up Battle Firepower we have to calculate all firepower together for each faction:

USA battle firepower – 70+0+125+10+5+0=210 

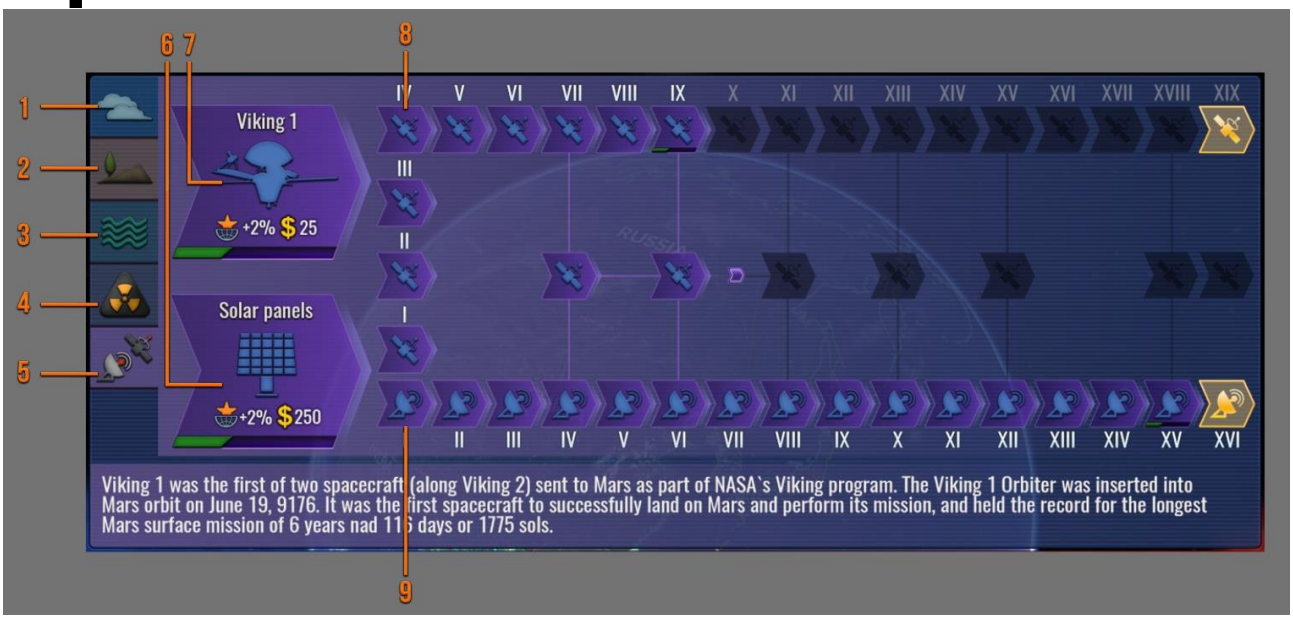
Soviet battle firepower – 50+0+225+0+0+10=285. 

*Please Note: Political points require making changes for increasing or decreasing budget spending for investing into technologies or military production.

There are some global consequence events that provide an increased Firepower by 10. Global consequences can be achieved only once per 10 years. But once you get the consequence of 10 additional Firepower points it stays until the end of the game. There are some Politician or Ministers can increase firepower by 5 or 10%. You choose them during election once per 10 years.

Global influence of country increases Firepower by 5 points, each 5% of the difference starting from 50%.
In other words, you get extra:
- 5 Firepower points if the global influence of your country between 50 and 55%
- 10 Firepower points if the global influence of your country between 55 and 60%
- 15 Firepower points if the global influence of your country between 60 and 65%
Etc …

Space Race



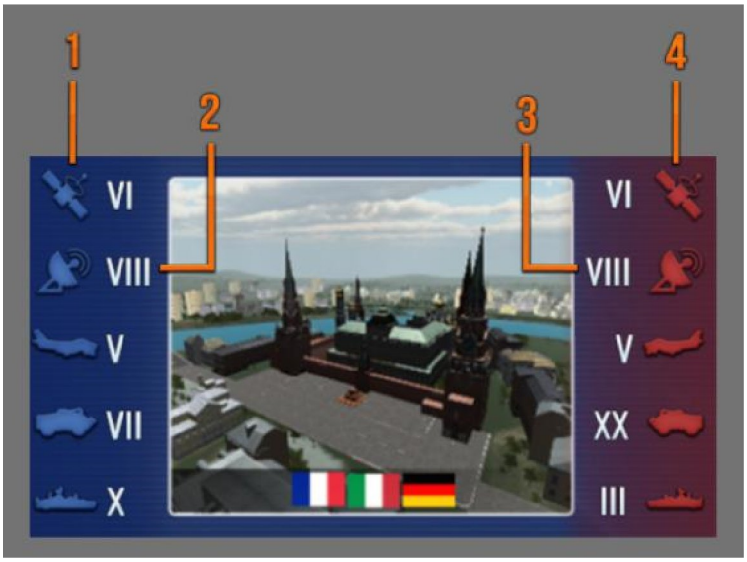
Pic.18 Space race window

1 – Air technologies
2 – Land technologies
3 – Sea technologies
4 – Nuke technologies
5 – Space technologies
6 – Current ground facilities space project
7 – Current launches space project
8 – Launches projects
9 - Ground Facilities projects

There are five key points to consider about participating in the Space Race:
1. It's always best to be first! It increases your influence significant among your alliance and the world.
2. It's always expensive. Planning how you'll spend your Budget and spending are important strategic aspects in Arms and Space Race. It's easy and fun to spend money on the Space Race, but you could easily lose the game if you blow your budget by deciding to launch the Moon space project.
3. There are two technological lines used to participate in the Space Race: the theoretical milestones  (9) and the practical milestones  (8). The theoretical milestone  (9) includes scientific inventions and buildings (ground facilities) that allow your country to develop and fire rockets. Every time you achieve a theoretical milestone you increase your level of Influence in your Allied regions and reduce cost of launches by 1%.

4. Practical Space Race milestones, or launches  (8), are the actual rockets and space crafts your country produces and launches into space. Each practical milestone you achieve increases your Influence across the world; even in regions not allied with you.
5. The first player to achieve a milestone gets the biggest Influence percentage increase that milestone can provide. Reaching that milestone second will earn fewer Influence points. For example, if your country is the first to land on the moon you earn a 6% increase in Global Influence. If your rival achieves this milestone first but you still land on the moon, you will only gain a 3% increase in Global Influence. That's why it's best to be first!

There are some Launches that require you to have ground facilities to be constructed first. Also, you can turn off Landing on the Moon launch. It is useful if you decide to save funds and time and to do a boost in other space explorations.



1 – United States current launches space project
2 – United States current ground facilities space project
3 – Soviet Union ccurrent ground facilities space project
4 – Soviet Union current launches space project

*Please Note: The icons 1 and 4 represent launches and 2 and 3 ground projects in the Space Race milestones. Political points require making changes for increasing or decreasing budget spending for Launches or Ground Facilities production.

Global Consequences

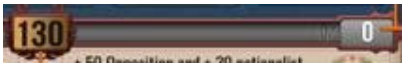


Pic. 19 Global Consequences window

1 – Decades
2 – Global consequences names
3 – United States progress
4 – United States reward bonus
5 – Points to complete GC
6 – Soviet Union reward bonus
7 – Soviet Union progress
8 – GC invest button
9 - Progress bar

Global consequences may have a deep impact on regions. During the Cold War there were many unpredictable consequences that happened because of external reasons not linked to the actual event and it changed history significantly. And people who enjoy alternative history always ask the question “what if”. Our Global Consequences game feature is history based events with possible alternative history solutions!

Global consequences events happen when GCP (global consequence points) reach either American 

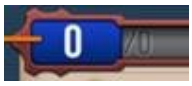
or Soviet 

limit. Each consequence has a different limit to reach within one decade 

(1). If the limit is not reached within 10 in game years the GCP for this event stops and

new events for the new decade appear. You can always click on the decade buttons with small icons on the top of the GC menu to see list of events for each decade. To see how many points need to be completed for GC click on any card 

(2), Points to complete GC 

(5) will indicate it 

and 

(3 and 7).

GCP 

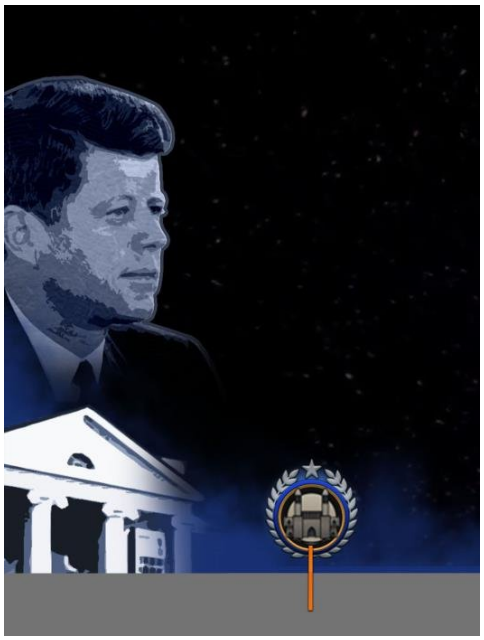
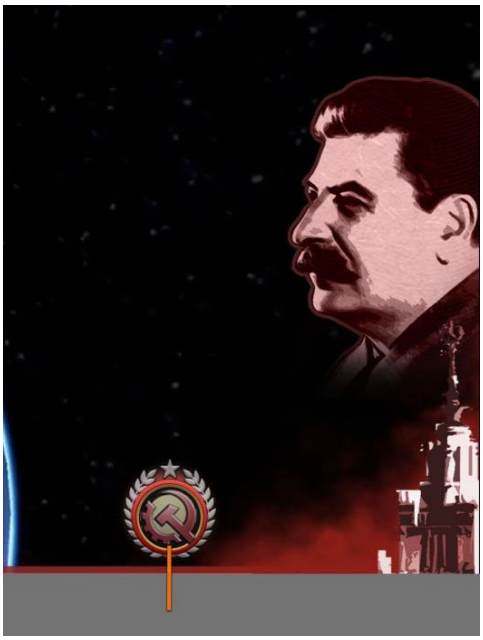
(global consequence points) adds to Global Consequences cards +1 to any side 

and 

(3 and 7) when war starts anywhere on the globe. Even if it wasn't you who started the war, of which the action has a consequence of +1 to you or your foe's side. Once an event happens (

and 

) its circle icon appears on the left or right side.


or


If an event is pro-American it appears on the left side and if an event is pro-Soviet it appears on the right. When the new decade starts these icons disappear to provide space for new icon events of the new current decade.

If your leader has a special ability to influence Global Consequences you will see it down left side of the menu «Politics-Overview» 

. You will be able to see how many times you can influence events within one decade.



Pic. 21 Politician view window

If you can influence on it once you move your mouse over plus button and click for action.

USSR and USA receives one GSP every year. Leaders and politicians can bring Additional GSPs which will help to dominate in Global Consequences race.

*Please Note: Stagnation during election will generate two random GCP for your foe.

Nuclear Race



Pic. 22 Nuclear Race window

World nuclear dominance is achieved by developing nuclear technologies. Each technology increases the nuclear firepower, by 10 in the early technologies and 20 or 30 in the later and more advanced technologies.

A nuclear destruction strike  can be done when there is a combination of two options - leading in the world nuclear dominance and leading in the game score . Only this combination can deal an irreparable blow to your opponent.

Turn tumblers  and  and press red button 

The world nuclear dominance percentage is shown in the top menu. Different percentages of nuclear dominance is required to win the game at different difficulty levels:

- Easy: 70% for player and 80% for AI .
- Medium: 75% for both .
- Hard: 80% for player and 70% for AI .

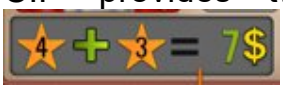
Industrialisation



Pic. 23 Industrialisation window

1 – Alliance region
2 – Available for construction region
3 – Completed contracts
4 – Selected region from Alliance
5 – Selected region from the globe
6 – Monthly construction cost
7 – Type of CIP/production
8 – Construction time
9 – Construction Progress
10 - Amount of turns before construction is complete

Cooperative Industrialization Project (CIP)  (3) can be constructed between two regions. The first (host) region  (1) must be part of your alliance and another (partner) region  (2) can be either part of your alliance or neutral. You can't construct CIP with an alliance of your foe or between two neutral countries. One country can participate in one CIP only. You can't build multiply CIPs in the same country.

CIP provides two major bonuses. The first bonus adds score points 

(6) by one for each country in the project 

and 

. And the second bonus is extra free production 

(7) for your government pool yearly – military, spy or diplomats (can be chosen upon construction and can't be changed later in the game). Host region can be chosen on the left side 

(4) of Industrialisation menu and its partner on the right 

(5).

It takes three years 

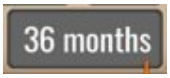
(8) to construct CIP (if additional bonuses not applied). The cost of construction is the sum of two scores per turn/month.

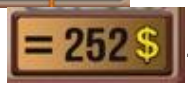
For example:

If you want to build CIP between Canada 

(4) and Japan 

(5) it will be 4 (score)+3 (score) =7$ 

per turn/month during 36 turns/months 

(8) = 252$ in total 

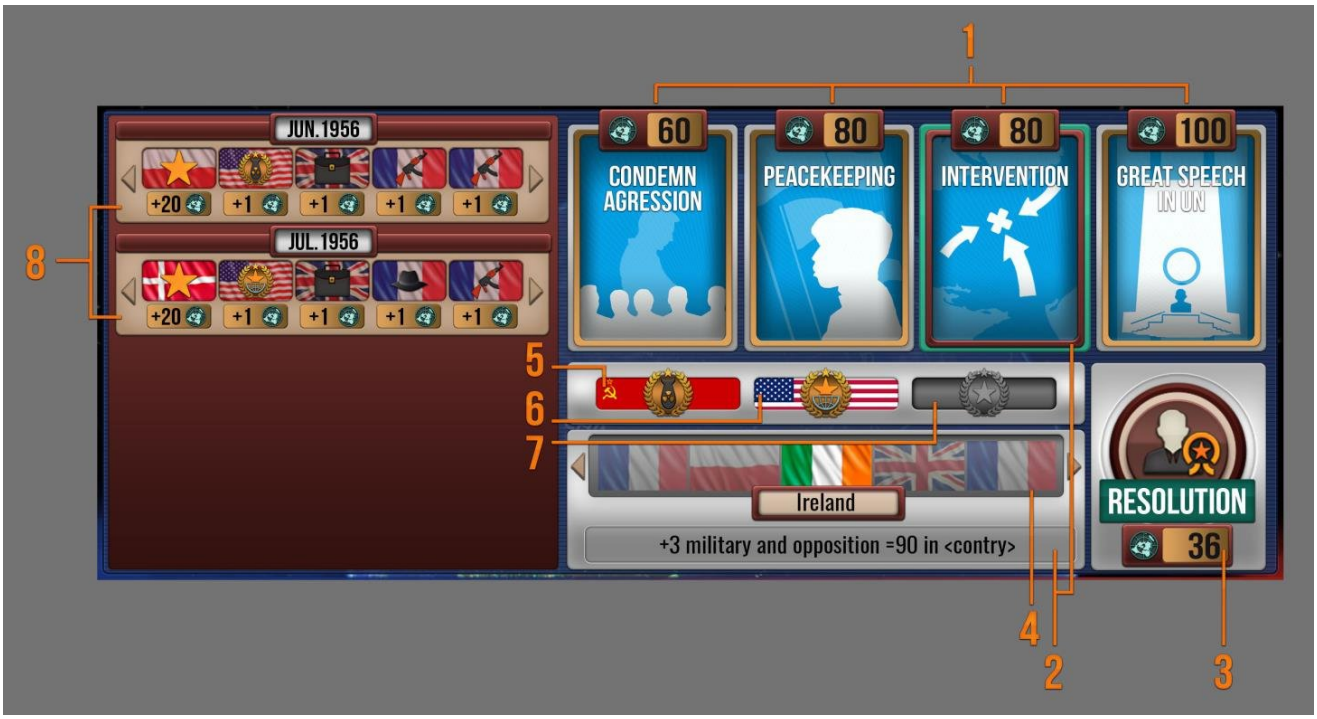
. Think twice before you launch construction because CIP can be costly for the balance of your budget and you can't stop it once it has started!

*Please Note: Industrialisation expenditure is shown in Budget department when project is launched

If any party in CIP joins your foe alliance CIP dismantles automatically (therefore extra production) but the score value stays 

. Crisis of the Elites event does not affect CIP production.
It cost one political point to start construction. Economic regime for leaders provide 20% discount for CIP construction.

United Nations

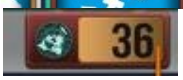


Pic. 24 UN window

1 – Resolutions
2 – Selected Resolution
3 – Current Political prestige
4 – Available region to resolution
5 – Leading in global score
6 – Dominate the % in nuclear race
7 – Leading in global influence
8 – Information about receiving UN points

United Nations assigns two elements to the game - political prestige and the status of the Aggressor. The Soviet Union or the United States become Aggressors when they start a war in any country for any reason.

Political prestige is required to submit resolutions 

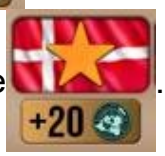
(1). Each resolution has it's own amount of prestige points 

(3) to be submitted. Political prestige points can be earned monthly and occasionally. Each Super Power earns monthly points when they are leading in global score  (7) (has the strongest alliance in the world), - leading in global influence  (6) (has the biggest influence on other regions) - dominate the % in a nuclear race  (5).

One point monthly for each domination (+3 monthly if the Super Power leads in all three dominations).

Occasional prestige points are earned when an enemy spy 

or military unit 

is liquidated by your side anywhere globally or when any country joins your alliance 

. +1 for enemy spy and military liquidation and +20 for a new member of the alliance. Monthly and occasional prestige points counts can be seen in the left side 

(8) of UN menu window.

When the necessary amount of political prestige is earned you can submit resolutions.

1. Condemn Aggression.
   This resolution helps you to decrease global influence of your foe by one. Your foe must have the status of Aggressor while in action. In another words, you can submit it if another Super Power attacks the country currently in that war. When the war is over you can't submit this resolution for post action.
2. Peacekeeping.
   If you feel you can't support another country with your military to counter fight its enemies you can do it diplomatically! This resolution helps you finish any war on the globe. It changes support/opposition in the chosen country to 50/50 and your foe can't invade anymore. The rest of the enemy army should be destroyed.
3. Intervention.
   This resolution can help you to intervene in any neutral country on the globe by avoiding the status of Aggressor, which is the easiest way to get the biggest slice without being punished by another Super Power. Only countries with a higher influence level of your foe are selected for this action.
4. Great Speech in UN.
   This resolution helps you to obtain one global influence point just because your representative in the Security Council, says the right words and inspires other people by the glory of your Super Power!

*Please Note: When AI submits resolution it comes into the effect at the same turn. When human player submits resolution it comes into the effect next turn!