



Mini Manual

*How will YOU build the most impressive country
the world has ever seen?*

It's always helpful to start out with a plan, but know your plan must evolve organically as events in the sim unfold. You'll have to pivot to react to the other teams as well as sim events. That's what keeps it exciting!

HOW IT WORKS

This is a light overview to help you understand the basics. Complete details in the manual.

Performance Indicators

- **Goals, Points & Score**

You're playing to achieve the highest score possible at the end of the game. You'll be working towards a few different goals: both collective goals for the entire world to achieve and competitive goals and awards that your country can win individually. Each goal you achieve adds points to your final score.

- **Quality of Life (QOL)**

This is an indicator of how awesome it is for your citizens to live in your country. The calculation will refresh after each turn and you can improve it by enacting domestic and international programs, researching technologies and building QOL structures. It will also go down if you're neglecting your citizen's wellbeing.



Your Country: Domestic Factors

- **Your Citizens**

Within every country are domestic factions, like environmentalists or socialists, who have opinions about how the country should be run and what they do and don't like. They'll give you **approval ratings** each turn that directly affect your political capital. If they get really upset, they'll riot and you'll have to deal with a mess that may equate to potential losses in resources.

- **Sim Currency**

Every turn you'll generate both **Political Capital** and **Resources** which can be invested in country growth and maintenance as well as big moves towards your strategy. If you're low on a resource you can trade with other countries. You can increase your PC and Resources by building structures and enacting programs.

- **Technology & Research**

By researching technologies you'll gain new knowledge that allows you to build structures and enact programs that will directly affect your QOL and resource production.

The World: International Factors

Everything might be just peachy in your country, but don't forget you're part of a world where a lot of other things are happening!

- **Terrorism**

Yup, you just got attacked by pirates. Now what? You're going to have to figure out how to defend your citizens and prevent future attacks. Should you just wipe them off the map? Is it possible to do this?

- **Global issues**

You'll have to confront issues that affect the whole world like global warming causing a world flood. Will you be the country that tackles this big issue? Is that fair? Maybe another country should do it. You might have to negotiate in the UN.

- **Other Countries**

Every other country is also playing to maximize their points! Watch them closely. You have no idea what they're up to. Should you be friendly or suspicious? Are they trying to hide out and hoard points leaving you to deal with all the major world issues? Are they building up an army to attack you?

Making Moves: Major Actions You Can Take in the Sim

- **Invest in Structures, Domestic & International Programs**

In order to affect your resource, political capital, citizen well being and QOL scores you can do a few things. You can build structures in your cities, like hospitals or schools, that make your citizens happier and increase resource or political capital production. You can also invest in programs both at home and abroad. Domestic Programs are things like creating a minimum wage that will improve

- **Win & Build Big Projects**

These projects are usually game changers in the sim and they require specific research plus a major resource + political capital investment. They'll dramatically affect your advantages in the sim with new abilities such as exponential resource production, for example. They're competitive too: countries will bid to build them and only one country can win.

- **Trading Resources and Technology**

Since technology and resources are distributed unevenly throughout the world, you will need to trade for those you have in short supply. For example, if your country is rich in gold but doesn't have much food, you might give another country 200 gold in exchange for 200 food.

- **Build Military Units to Defend and Attack**

If you're getting attacked by terrorists you really need to do something! And if you want to go for a military domination strategy you'll need armies to make that happen. You can build up army units to defend and attack but terrorists and other countries.

- **Diplomacy, Spying and Covert Operations**

In order to gain intelligence about the other countries in the world you can trade diplomats with them or run spy missions. They'll be doing the same to you.

- **International Organizations and Treaties**

You can use international organizations as a tool to work together as a world on major issues. If you come to an agreement you'll be able to use a treaty to make it an official, binding pact. Just like in the real world, participation is optional and it's tough to enforce treaties.



STRATEGY

You may want a basic template to a strategy you can pursue in the simulation. While we recommend you constantly update and tailor your strategy to the events of your world, here is a guide to help you get started. No matter what strategy you choose, the country with the most accurate information and understanding of the political dynamics of their world has the greater advantage.

1. Heavy Industrialization:

Put everything into resource enhancing structures and technology early, then use the resources to improve your QOL later in the sim.

Benefits: Your country will gain significant trading power and you'll gain the most advanced structures earlier than anyone else.

Problems: This strategy can often leave you vulnerable to military conquest (you now have resource structures other countries want). Also keep in mind that competitive QOL awards are based on an average over the entire simulation, so you may be gambling that your large number of resources will make up for your low QOL scores on earlier turns, particularly the damage you are likely to do to your environment.

2. QOL Build Up:

Aggressively build up QOL technology and structures that fit best with your strongest factions.

Benefits: This approach can often lead to major points in the simulation, particularly because of the increased PC you gain from making your factions happy. If you are good at diplomacy and have key trading partners you can also maintain a good economy while having high QOL ratings.

Problems: This can often make your country vulnerable to attack as you are more focused on QOL while other countries may be building up their military capabilities. Monitor other countries closely! Also, you may fall significantly behind in your resource production if you don't forge strong trade agreements early on in the simulation.

3. Military Conquest:

Put everything into your military to gain advantages through intimidation and potential conquest



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Benefits: You'll have low vulnerability to military attack and the potential to gain geographic resource areas like sapphire island. You can also leverage military power to intimidate or offer protection to weak countries to gain technology and resources.

Problems: A target forms on you when you begin to threaten countries with military power. Oftentimes your country will be counterbalanced by a coalition, possibly conquered by the coalition and eliminated completely from the simulation as you are seen as too great of a threat. In addition, you will fall significantly behind on your QOL ratings and resource production particularly with the high maintenance costs to maintain your military.

4. Morph Strategy to Current Circumstances and Events:

Morph to fit the current environment of each turn in your simulation. This takes significant work to maintain up to date intelligence information on the actions and strategies of other countries in your simulation along with major global events.

Benefits: Your country can often set the pace in the simulation. You'll be 3 steps ahead of other countries and will often be able to take advantage of major opportunities without needing to be to compromise your country's security, economy, approval ratings, or QOL

Problems: This strategy is very difficult to maintain and countries may begin to figure out your approach and will want to undermine you as they realize that they are simply pawns in your masterful chess game. You also run the risk of having no strategy at all - instead of being balanced and taking advantage of major opportunities you are simply poor at everything in the simulation.

Your strategy may be completely unique or may draw on a few aspects each of the above approaches. Remember that no strategy is right or wrong, it is all based on what happens in your world. Some of the above strategies have been tremendously successful in one world while creating crushing failures in another.