FRONT COVER

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CONTENTS

NOVISTRANA

NOVISTRANA

NOVISTRANA: A COUNTRY IN NEED OF CHANGE

The story begins many years earlier, when you are a young man. You witness the violent arrest of your parents at your home by the Secret Police. Incarcerated somewhere deep in the bowels of the Ministry of The Interior, 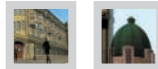you never see or hear from them again. Although just another typical tale of woe against the backdrop of the totalitarian regime in Novistrana, it leaves an indelible mark on you. Your heart burning with anger, you vow never to rest until vengeance is wrought on the man responsible, the then local head of the Secret Police… none other than a youthful Vasily Karasov.

For years you have charted the progress and career of Karasov, looking for the opportunity to strike. Recent years have seen sweeping changes in your country. The end of the Soviet Union and total collapse of communism could not have been predicted, and the subsequent meteoric rise to power of Karasov to the office of President came as a total shock.

Soon after taking power Karasov declared a week of public holidays to celebrate his great victory and to announce to the country that it was a great honour that they, the people of Novistrana, should declare him their 'President-for-life'. Karasov's tyranny would soon become apparent. Karasov began work on his grandiose palace immediately and ensured that billions of Novistranian Roubles, most of the country's meagre reserves, were siphoned off into his offshore bank accounts.

This is in stark contrast to the fortune of the citizens of the country, who are slipping further and further into poverty. Unrest is building, the people are growing increasingly unhappy at the growing gulf between the haves and the have-nots… Criminals have been given a free reign to do as they please,

the hopelessly corrupt and bogged down law enforcement officers are as much involved in organised crime as the gangsters. All the while Trade Union leaders across the country are selling out their members and using their associations to launder money from drug dealing and black market trading.

In the southern city of Eraliev, following increasing ethnic unrest, the President's heavy-handed measures have lead to massive riots and civil disobedience. Dawn raids saw dozens of supposed dissident leaders and alleged subversives arrested. Amongst these included several respected and the highly regarded political figures and journalists. Nothing has been seen or heard of them for many weeks now and growing pockets of dissent are beginning to surface again.

In short, the country is in a downward spiral. All the while Karasov sits on his seat of power in the Capital, Berezina, surrounded by his loyal guards. He seems to care little as long as his own lifestyle remains unaffected and he can maintain an air of calm and control to the outside world. Karasov himself is no slouch, with a shrewd mind for politicking and intrigue sharpened by years spent in the cloak and dagger world of the KGB.

Still, rumours circulate that Karasov has lost his sanity and is ruling like some crazed Emperor of ancient Rome. Furthermore much of this criticism is rumoured to emanate from amongst some of his closest advisors. However, Karasov is certainly not a man to cross lightly, with powerful business connections and influence over the fearsome secret police, whose powers to keep the people in line seem to have no legal or ethical bounds. Any man who takes on Karasov will have to be either extremely brave or very foolhardy – certainly, no one close to Karasov will break ranks. But, for better or for worse that is your calling in life.

Today the Revolution begins…

SETTING UP

INSTALLING REPUBLIC

1. Start your Windows Operating System.

2. Quit all applications and close all windows on your desktop, including virus scanners.

3. Insert the Republic: The Revolution Disk 1 into your CD/DVD-Rom Drive. Upon closing your CD/DVD-ROM drive, the installation menu will appear.

4. If Autorun is disabled, the menu will not appear. To manually access the installation menu follow these simple instructions: Double-click on the 'My Computer' icon on your desktop, and then double-click on the CD-ROM icon that appears in the newly opened window. Finally double-click 'autorun.exe' to open the installation menu.

5. From the Autorun, menu click INSTALL REPUBLIC. If it is greyed out it means that you do not have DirectX installed on your computer and will need to install it (Please see the section on DirectX before continuing).

6. Follow the on screen prompts to complete installation.

UNINSTALLING REPUBLIC

If you need to uninstall Republic, please follow the instructions below:

1. Click on the START button from the Windows Taskbar.

2. Choose PROGRAMS from the pop-up menu.

3. From the menu, select Eidos Interactive – Elixir Studios – Republic.

4. Within this group, click on Uninstall Republic and follow the onscreen prompts.

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DIRECTX

DirectX is a windows API that accesses components of your PC to allow them to run the latest games. DirectX is updated in line with new technologies to make the most out of your hardware. However this means that you have to ensure that both your hardware drivers and your installed version of DirectX are kept up to date. Before installing DirectX please consult your hardware manufacturer to ensure you have the most current drivers.

INSTALLING DIRECTX

We have included DirectX on the CD. To install it just follow these instructions:

1. Start your Windows Operating System

2. Quit all applications and close all windows on your desktop, including virus scanners.

3. Insert the Republic: The Revolution Disk 1 into your CD/DVD-Rom Drive. The Autorun menu will appear. If Autorun is disabled, the menu will not appear. To manually access the installation menu follow these simple instructions: Double-click on the 'My Computer' icon on your desktop, and then double-click on the CD-ROM icon that appears in the newly opened window. Finally double-click 'Autorun.exe' to open the installation menu.

4. From the Autorun menu click Install DirectX.

5. Follow the on screen prompts to complete installation.

GETTING STARTED

7

GETTING STARTED

STARTING THE GAME

You have 3 ways to launch Republic: The Revolution:

1. Ensure that the Game Disk, Republic: The Revolution Disk 1, is in you CD/DVD-Rom Drive and Double Left Click the Shortcut Icon on your desktop.

2. Ensure that the Game Disk, Republic: The Revolution Disk 1, is in you CD/DVD-Rom Drive and Left Click the START button on the Windows Taskbar and select All Programs (or Programs) – Eidos Interactive – Elixir – Republic –Run Republic

3. Insert the Game Disk into your CD/DVD-Rom Drive, wait for the autorun menu to appear. Then click PLAY REPUBLIC.

MAIN MENU

After the initial splash screens and credits cycle, (which can skipped by pressing ESC key or SPACE key on your keyboard) you will be presented with the main menu:

NEW GAME

This menu will lead you through the steps of setting up your Avatar and Faction. The first step is choosing the makeup of your Avatar. (See the section on Character and Faction Creation to start a new game.)

### LOAD GAME

This menu will allow you to continue your revolution from the point at which you have previously saved.

OPTIONS

This menu will allow you to tailor Republic's graphics, audio, and game options to your hardware and preferences (See the section on Appendix 1: Audio, Video, Game Options on Page 49).

QUIT

This option will exit Republic and return you to the Windows Desktop.
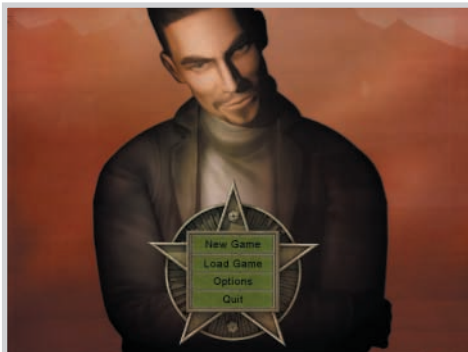
AVATAR AND FACTION CREATION

Republic differs from many games, in that it will ask you a number of multiple choice questions rather than allowing you to tweak numbers and values. The answer you choose for each question will be scientifically analysed and factored into the final Avatar and Faction you will create.

You can choose to answer the questions honestly, in which case your Avatar and Faction will be a direct representation of you and your Ideological outlook within the universe of Republic.

Or instead, you may decide to answer the questions in a completely different way to how you would in real life.

PERSONALITY TEST

Each question will be presented in this manner:

Question number/Questions remaining

Answer Options
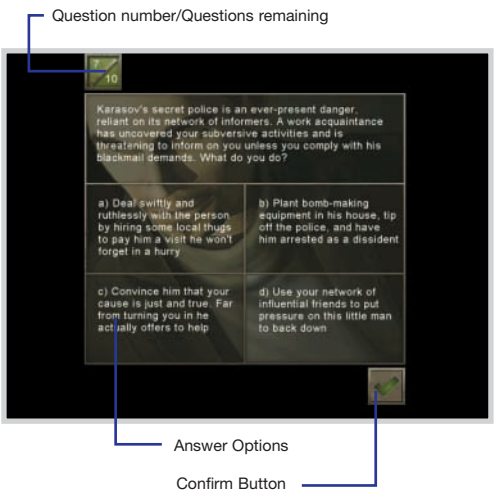
Confirm Button

Click on the answer you wish to give, and then click on the Confirm button that appears in the lower right hand corner of the screen.

Be careful though, once you have answered a question, there is no going back!

The final question requires you to choose a logo to represent your Faction in Novistrana; this choice will also have some bearing on your Ideological make-up.

Once you have answered all ten questions, you will be shown a breakdown of your Avatar and Faction; you will see the Avatar's Attributes, his name, the Faction logo and name, along with the Ideology that is derived from your responses.

See page 32 for details on Ideology.

Avatar name and his Attributes

Your Faction logo and Name

Confirm Button

Cancel and return to Main Menu

Avatar and Faction Ideology
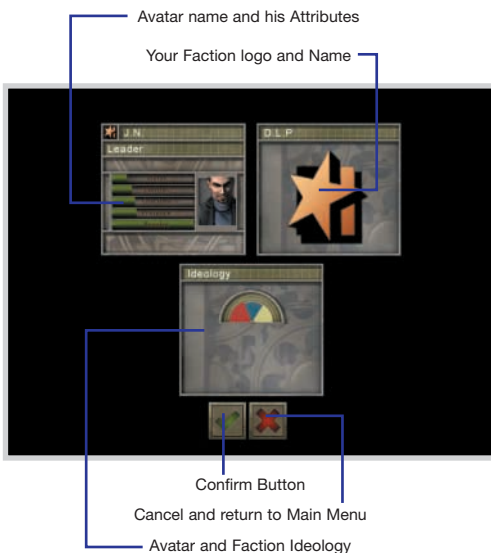
THE ATTRIBUTES YOUR CHARACTER HAS

- Status:
  The standing, wealth and prestige of a character.

- Control:
  Character's intellectual ability in areas of scheming and strategy and skill in manipulation.

- Charisma:
  A measure of a character's intellectual persuasiveness and natural charm.

- Presence:
  The physical prowess of a character and their leadership qualities.

- Resolve:
  A character's commitment to his current way of life, whether he is working for a faction, or a neutral. Your Avatar's Resolve will start at 100%; his faith is unshakable, at first anyway.

Republic is all about running actions; when you recruit more Characters, their Attributes will be used to work out whether or not they have successfully carried out your bidding.

The magnitude of each statistic affects the probability of an action being successful or failing, you will soon get used to which type of actions use which attribute(s). Attributes are highlighted in the game interface each time an action is launched to help you decide if the character has the capabilities to successfully run each action.

Once they have been identified, be sure that you increase the right stat for the right character according to which actions they have. The stats can only be increased in the Promotion Screen. See page 37 for more details.

Once you have decided on your Avatar and Faction, click Confirm to continue.
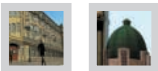
PLAYING THE GAME

A quick run-down of the basic keys you will need to play Republic.

BASIC CONTROLS:

• ARROW KEYS:
Use the right/left/up/down arrow keys to move around the city in Rooftop or Satellite Views.

• ROTATING THE VIEW:
Bring the mouse cursor to the central area of the Rooftop View. Then click and hold down the right mouse button and move the mouse to rotate the view. The Satellite View cannot be rotated.

• SCROLLING THE VIEW:
You can move the camera position in Rooftop view or the Satellite View by positioning your pointer at the edge of the screen, and single clicking the right mouse button. The mouse pointer will change from a star to a four directional arrow device when it is in the right position for this feature to be used.

• MOUSE WHEEL:
Move the mouse wheel forwards or backwards (if one is present) to toggle between Rooftop and Satellite views.

IN-GAME OPTIONS MENU:

Press ESC key on the keyboard at any time during play to pause the game and access the in-game menu.

The options are as follows:

• BACK TO GAME
Resume the current game.

• SAVE CURRENT GAME
Saves the current game.

• LOAD GAME
Restore a previously saved game.

• OPTIONS
Access the Options menu. See page 50

• QUIT GAME
Select this button and follow the instructions displayed on the screen to end the current game and return to the main menu.

VIEWS OF NOVISTRANA

Novistrana and your status in it are presented to you in a number of ways:

• SATELLITE View

• ROOFTOP View

• ACTION View

• FACTION Screen

These are covered in great detail over the following pages.

USING ACTIONS

As the charismatic leader of your fledging faction, you must execute ACTIONS to make changes in the world. Actions are the only way you can directly influence the game world.

Each character can perform up to two actions a day (or three in the case of your Avatar, who needs no rest segment); try to ensure that your characters are always working toward a common goal.

Your initial aims are to:

1. Increase Your Knowledge
You can only act on things that you know about. Find out about who is where and what the oppositions are up to by performing actions such as Scout and Investigate. Support in a district will also increase your knowledge there.

2. Recruit Another Person
One person does not a revolution make; Recruit more personnel to assist you. Your first employee is important; ensure he has the actions you will need early on. Information gathering and Support Gathering Actions will be of most use to begin with.

3. Gather Support
Every action you carry out costs valuable resources. Support in districts gives you resources of the type denoted. Proles (the people of Novistrana whose political opinions are vital to your success) must be Neutral if you are to win their support; it is futile canvassing for support in a district that has no Neutral Proles.

4. Attack Opposition Support
Attack enemy support strongholds to reduce the amount of resources they are awarded each game week. Successful Support Attacking Actions turn Proles to a Neutral outlook; ready for you to follow up with a Support Gathering Action.

5. Weaken an Enemy Character
The enemy factions are strong. Try to get enemy faction members to leave the faction they work for by weakening their Resolve. Weakening a character will also temporarily affect one or more of their Attributes, making them less capable of doing their duties.

6. Strengthen a Character
Prevent your own characters from leaving your Faction by strengthening their Resolve (Other Attributes are temporarily boosted too, making them more efficient at their tasks). Characters will let you know if they are having an Ideological crisis; ignore their communications at your peril.

7. Spread Misinformation
Prevent the enemy from finding out about what you are doing by spreading false rumours to bury the information. Particularly useful if you wish to keep a character out of the line of fire, or you are using actions that leave traces of Sleaze.

For more information on Sleaze, see

SATELLITE VIEW

Satellite View allows you to get a good overview of how your campaign is progressing within the current city, by viewing your action markers, and those of other factions. You can see how much Information you have in a given district, and you can see where your Faction (and Enemy Factions) enjoys support.

The Satellite View also allows quick and easy navigation around the city; double left click anywhere to be instantly taken to that point in the Rooftop View.

Described in detail over the page.

Clock

Resources

Faction Screen/Diary Screen/Toggle View

Mini-Map

Inner Circle Panel

Action Tracker

Support Levels

Force District

Wealth District

Influence District

Alerts
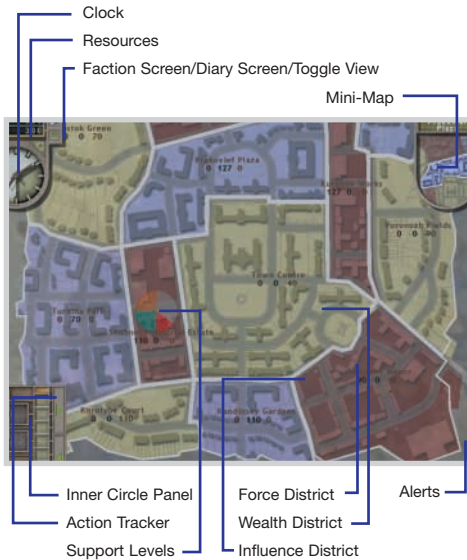
MINI-MAP

This is covered in detail on page 15.

SUPPORT LEVELS

This pie chart shows you the support percentages of active factions in each district. Each faction has a distinctive logo and colour to make them easily identifiable. Your support levels will be represented by the logo chosen in the Personality Test at the beginning of the game.

> ℹ TIP: The grey 'N' portion always represents neutral support; these Proles are ready to be targeted by a Gather Support Action to convince them to support your faction.

INNER CIRCLE PANEL

This portrait at the top represents you, the avatar. As you play the game and recruit additional faction members, their portraits will be displayed below yours. The maximum number of people you can hire is five (six including yourself)

> ℹ TIP: Recruits' portraits are always grouped according to Ideology.

ACTION TRACKER

This is a schedule chart showing the actions that are currently being executed or will be executed in the future by yourself or by members of your faction. You can maximise or minimise the Action Tracker by clicking the RIGHT arrow button on the right vertical bar of the Action Tracker. Once the screen has been maximized, you can minimise the Action Tracker by pressing the LEFT arrow buttons on the right vertical bar of the Action Tracker.

> ℹ TIP: The mouse wheel also allows you to move the Action Tracker forwards and backwards through time.

ALERTS

Alerts appear for a number of reasons; making progress in the game, recruiting or losing characters, warnings from characters, newspaper reports etc.

Mouse over the alerts to learn more about what they contain

Right clicking on some Alerts will delete them.

Some Alerts also spawn an item, such as a memo or newspaper. Once Memos and Newspaper items are clicked, the information they contain is stored away in the Diary section of the Faction Screen. See page 21 for more information on the Diary Screen.

FACTION SCREEN

Click this button to view the Faction Screen. See section on the Faction Screen on page 19.

TOGGLE VIEW

Click this button to toggle between Satellite and Rooftop View.

> ⓘ **TIP: If the mouse pointer is over the game world, use the mouse wheel to quickly change to and from Satellite and Rooftop View.**

DIARY SCREEN

Click this button to view the following:

Objectives
Keeps a record of current and completed game objectives.

Memos
Keeps a record of memos you have received.

Newspapers
Keeps a record of newspaper articles published.

> ⓘ **TIP: Check your objectives often to make sure you are concentrating your efforts in the right area.**

RESOURCES

This indicates the points of resources available to you. When these points are depleted to 0, you will not be able to execute any actions that require that particular type of resource.

The available resources are as follows:

Force =
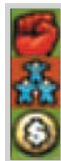
Influence =

Wealth =

At the beginning of the game, you will start with 300 points of each resource. See section on LAUNCHING ACTIONS on page 25.

Faction Screen

Diary Screen

Toggle view

Resources

CLOCK

Shows the current time in NMT (Novistranan Mean Time). Each day lasts 12 minutes of real time, and each day is divided into three segments. Each segment of the day (Morning, Afternoon and Night) each lasts 4 minutes.

If you would like to speed up game time, click on the "+" button located just above the clock. The maximum speed up is +5. Click the "-" button to slow down game time to normal. Game time can only be speeded up in Satellite View.

> ℹ TIP: Try to ensure that each of your characters is doing something productive during each day segment if at all possible.

SATELLITE VIEW AND YOUR ACTIONS

Your own actions will show up as large Icons on the Satellite View if you have the Show/Hide Actions button set to ON (see Mini-Map section). Their position indicates roughly where the action is taking place in the game world, allowing you to form an overall view of your strategy easily and quickly.

You can go directly to the place by double clicking the icon, or by left clicking and choosing the camera icon from the mini menu.

SUCCESSFUL ACTIONS

Once an action has taken place, and if it was successful, its icon will be shaded green.

You can mouse over the icon to discover more information about the action; such as now much support was raised in the case of a Support Gathering Action.

UNSUCCESSFUL ACTIONS

Actions that have failed are shaded in red. You can mouse over them in the same way as successful actions; they will reveal more information if there is any.

SATELLITE VIEW AND ENEMY ACTIONS

Enemy Actions will show up as small diamond markers on the Satellite View if you have the Show/Hide Enemy Actions button set to ON (see Mini-Map section below). Enemy Actions will only show up if they are facts (see the Secrecy Section on Page 42), you will have to actively look for Question Marks in the game world. The position of the diamond markers indicates roughly where the action is, or has, or will take place in the game world, allowing you to form an overall view of enemy activity easily and quickly.

Their position also corresponds to the enemy actions diamond markers shown on the Mini-Map device.

You can double click the diamond markers on the Mini-Map device, or on the Satellite View to go directly to the location where you can find out more about the action that the coloured diamond marker represents.

THE MINI-MAP DEVICE

This is an important tool that will provide you with lots of useful information. It is present for most of the time in the top right hand corner of the screen (In both Satellite and Rooftop Views).

The Mini-Map shows a map of the current City, the view of which is always oriented so that North is at the top of the screen. You can tell which direction you are currently facing in Rooftop View by the semi-transparent arrow that is overlaid on the map. The district under scrutiny (the one you are in) is always highlighted here, on both Satellite and Rooftop View.

★

Show/Hide Characters

Show/Hide Enemy Actions

Show/Hide Player Actions

Current District Name

Field Of View

Map

Town Centre

Show/Hide Support

Toggle District Overview

Information Level

Current District
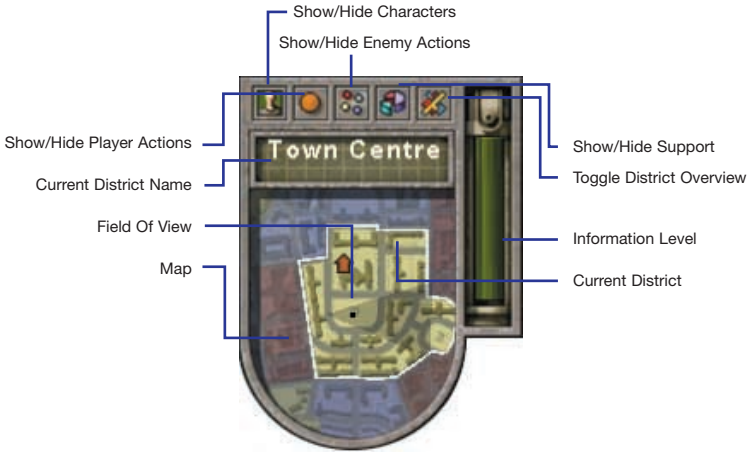
FIELD OF VIEW

The Field Of View is the black triangle that appears on the Mini-Map. This indicates which way you are looking, as well as your position in the city. Your position is indicated by the small black square close to the point of the triangle.

ⓘ TIP: You always face to the North in the Satellite View, where the Field Of View is not displayed. The location of the black square determines which is the Current District (and thus, which district all information on the Mini-Map relates to)

INFORMATION LEVEL

The green bar down the right hand side of the Mini-Map device shows the level of information you have accumulated in the district that your cursor is positioned over in the Satellite View or Rooftop View. The higher the green bar, the more information you have in that district. You can increase the information level by executing such actions as Scout, Investigate and Survey. Information will allow you to see what other factions are up to, discover new characters to recruit or attack, and at its most basic level will reveal locations and support levels within a district. Raising your support levels

in a district also increases your information level (The Proles there act as your eyes and ears on the street).

ⓘ TIP: Information levels decrease over time. You will lose track of what the enemy is up to if you do not maintain a healthy information level. Geographical features such as locations are not forgotten once learned however. The rate of information decay will be faster according to ideological comparisons: faster if your Faction Ideology is different to the District's Ideology.

*SHOW/HIDE CHARACTERS

All characters that have been discovered in the present district are shown on the Mini-Map whilst in Rooftop View. All characters known about citywide are shown when in the Satellite View.

ⓘ TIP: Moving characters can remove them from other faction's information lists, helping to keep them out of the line of fire (ensure they are moved to a district where you enjoy a lot of support, or know that the enemy has little information)

*SHOW/HIDE PLAYER ACTIONS

Shows or hides markers of Player Actions that have been executed, are being executed or will be executed in the future in the Satellite and Rooftop Views. The player can click on a marker to go directly to the location of the action. If the action is current the player will view the action through the Action View (see Page 22 for more details on the Action View)

> **ⓘ TIP: Turning this on allows you to get a global picture of your strategy; it is far easier to coordinate your overall direction when you can see where and when your actions are taking place.**

*SHOW/HIDE ENEMY ACTIONS

Shows or hides flags of Enemy Actions that have been executed, are being executed, or will be executed in the future in the Satellite View and Mini-Map. Enemy Actions are shown as small diamond markers; their colour denotes which faction is responsible (where known). Mousing over the diamond marker reveals more information. Clicking on the diamond marker takes the player to the scene of the action.

> **ⓘ TIP: Keep close tabs on enemy activity, discovering and using the 'Sleaze' that an action leaves behind can have a great impact on the success levels of some of your actions. See page 42 for more details on Sleaze.**

*SHOW/HIDE SUPPORT LEVEL

Shows or hides the pie charts that illustrate support levels of districts. Pie charts are shown adjacent to the Mini-Map device in Rooftop View, or across the city map in Satellite View.

> **ⓘ TIP: Support levels will not be shown if you have a knowledge level of zero in a district, try to maintain a small amount of knowledge across the city if you are able; keeping tabs on the support levels of enemy factions can be crucial.**

*TOGGLE DISTRICT OVERVIEW

Shows or hides district borderlines, very useful for navigation.

FORCE DISTRICT

Districts that have RED borders in Rooftop View, or are filled in Red on the Mini-Map and Satellite View are FORCE Districts.

INFLUENCE DISTRICT

Districts that have BLUE borders in Rooftop View, or are filled in Blue on the Mini-Map and Satellite View are INFLUENCE Districts.

WEALTH DISTRICT

Districts that have YELLOW borders in Rooftop View, or are filled in Yellow on the Mini-Map and Satellite View are WEALTH Districts.

> **ⓘ TIP: The toggle switch options marked with an asterix* above, can be configured separately for each view.**

E.g. You may elect to have district boundaries displayed in Satellite View, but not in Rooftop View (or vice-versa, or neither, or both).

ROOFTOP VIEW

This is the main view that you will be using to play Republic, it shows the city in great detail, and allows you to watch what other factions are up to at all times.

The Rooftop View allows you to gain insight into all of the goings on in Novistrana. Left clicking most things (e.g. people, street furniture, cars etc) in this view will present the player with a context-sensitive menu that can be used to discover more about an object or person. Experiment to find out more.

18
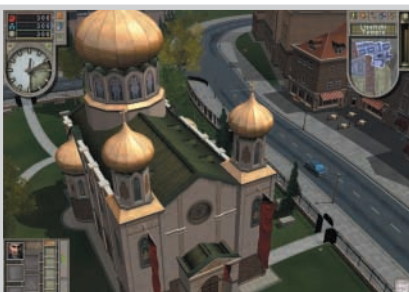
MINI-MENU

Left clicking buildings, people, icons and text in Republic launches a mini-menu that can be used to interact with the object just clicked upon.

The mini-menu is context-sensitive. This means that it only shows you options that are useful for the item you have selected.

The mini-menu will display these options, dependent on what you clicked:

SLEAZE

Launch actions using Sleaze Information of another action. This will make the action's effects stronger; using mistakes of other factions to make your own look better.

The mini-menu can be a very useful shortcut to launching actions. It will remember what you have chosen as the target and fill it in for you automatically.

NOTEPAD

Provide information on the object, or solicit a comment from a Prole. Information relating to an object is always displayed in the information panel in the bottom right hand corner of the game screen.

CAMERA

Takes you directly to that object or Action and focuses the game camera on it. The information panel in the lower right hand corner of the screen will appear to accompany the close up view.

REMINDER NOTES

This is the reminder icon, and can be accessed by left clicking on an action icon in your Action Tracker. Setting this will take you to that action when it takes place (can only be set on actions that have not yet happened). A small yellow reminder is placed on the action in your Action Tracker.

> ℹ **TIP: Only a single action in any slot can have this set. It is always the final one that is marked.**
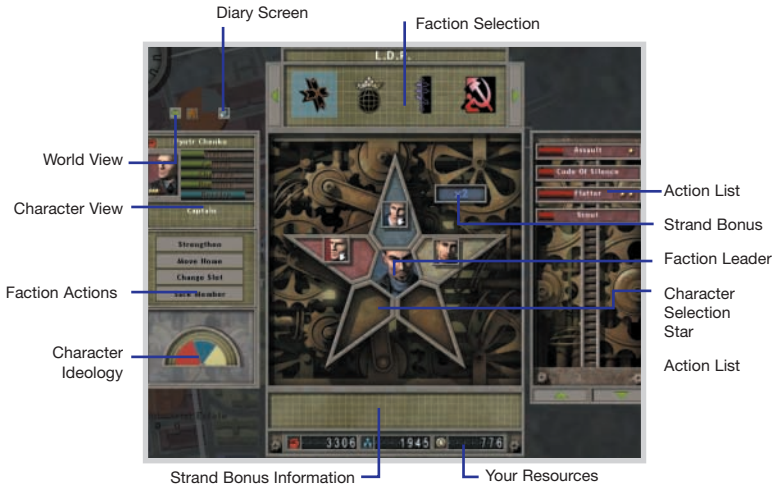
BIN

This is the cancel icon, and can be accessed by left clicking on an action in your Action Tracker. This cancels the action and reimburses you with most of the Resources it cost to schedule the action.

> ℹ **TIP: There is a small administration penalty whenever an action is cancelled, expect to lose around a fifth of the resources indicated in the Action Cost.**

FACTION SCREEN

Diary Screen

Faction Selection

World View

Character View

Action List

Strand Bonus

Faction Leader

Character Selection Star

Action List

Faction Actions

Character Ideology

Strand Bonus Information

Your Resources

The Faction Screen allows you to check information on your faction members as well as members of the opposing factions. Not all the information will be available at the beginning. You must execute actions such as Scout and Investigate (or gather support) in the game world to reveal information on members of other factions.

FACTION SELECTION

Click on faction logos to display everything you currently know about the enemy faction(s) in the current city. Alternatively you can select your own faction and ensure that everything is running as smoothly as you think.

> ✏ Note: The first logo in the list is your faction logo.

CHARACTER SELECTION STAR & STRAND BONUS

The star has the same functionality whether you are inspecting your own, or an enemy faction. Known characters are ranged around the central character; this is always the Faction Leader (for any faction).

The background colour of a character's portrait and star segment shows their Ideology strand (Red for Force, Blue for

Influence, Yellow for Wealth), a bonus multiplier is shown if you have more than a single character from the same Ideological background (including the Avatar), this is factored into any action that you run that shares the same Ideology.

You can have bonuses in more than one strand at any one time if you carefully recruit and administer your Characters.

Another important detail is also displayed on the star: The distance a character is from the Faction Leader (always at the centre of the star) indicates the state of the relationship between that character and their Leader (In the case of your faction, this is you). Characters with greater Ideological disagreements will be further away from their leader.

If a Character is too distant for too long, he will eventually leave your faction due to 'Ideological Differences'.

> ⓘ TIP: Use Strengthen Character Actions to bring distant characters back in to the fold, check on them often. Also, enemy characters that are distant from their leader will be easier to recruit to your faction, especially if they share the same Ideology as your avatar.

★

ACTIONS LIST

This panel lists all actions available to the currently selected character, or in the case of an enemy character, all of the actions performed by that character you have so far spotted occurring in and around the city (from his entire action list).

CHARACTER VIEW

This window displays the currently selected character's Attributes, Ideology and a list of actions that you can carry out on them. Selecting an action from this list will take you through the normal action selection and launching process.

FACTION ACTIONS

Some actions are used to maintain the welfare and interests of your Inner Circle members. They can be launched directly from the Faction Screen, or from the main game interface, whichever you prefer.

STRENGTHEN

Use a Strengthen Character Action on any character you suspect may be thinking of leaving (those most distant from the Avatar at the centre of the star). Even very loyal characters will gain some benefit from a Strengthen Character Action; a Strengthen Character Action temporarily improves some of a character's Attributes in addition to their Resolve.

MOVE HOME

If a character is being attacked by other factions on a regular basis, moving them to a new home may help to hide them from prying eyes. Try to move them to districts where you enjoy plenty of support, or you are sure that the enemy doesn't have much information.

CHANGE SLOT

Changing a character's rest slot will allow you to coordinate your actions better.

SACK MEMBER

If you need to get rid of a bad apple you can do it quickly and easily using this action. Ideal for those times when your faction is full, and you spot a character that provides better alternatives.

CHARACTER IDEOLOGY

This shows the ideology of the selected character, remember that the Avatar's Ideology is the Faction's Ideology too, and that all characters compare their own ideology to this one, to see if they will stay and fight for the cause. See Ideology on page 32.

RESOURCES

Your Faction's present total of Resources. You cannot view the amount of Resources available to other factions.

WORLD VIEW

Clicking this will take you back to where you were in the game world.

DIARY SCREEN

Keep track of your progress, what you need to do next, Memos and more by accessing this screen. More details on page 21.
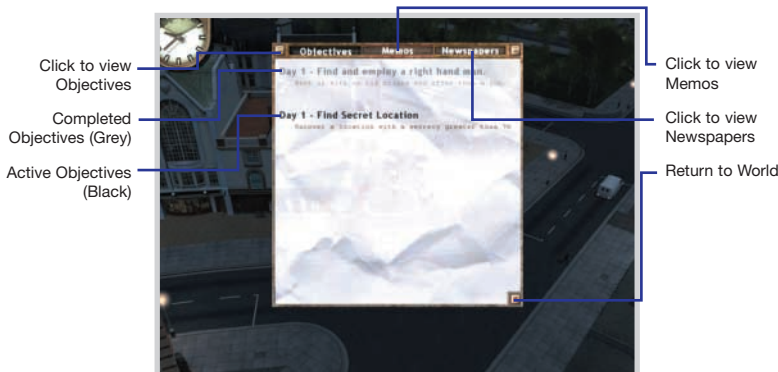
> **ⓘ Note: Move Home, Move HQ and Change Slot incur time penalties when executed. This would mean that once you use these actions, the actions of the character chosen will be locked for 2 days (six time slots). The lock icon shows a character that has his actions locked.**

DIARY SCREEN

The Diary Screen shows you information regarding a very important area of the game: your faction's progress.

Click to view Objectives

Completed Objectives (Grey)

Active Objectives (Black)

Click to view Memos

Click to view Newspapers

Return to World

OBJECTIVES

This screen is shown by default when the Diary Screen is accessed. It shows what your current objectives are, and which of them have so far been fulfilled.

Active Objectives
These are shown in black text

Completed Objectives
Recently completed goals are shown in grey text.

> **ⓘ TIP: You can click on any of your objectives to show related memos or newspaper articles; these will give you more information on the requirements you must fulfill, and possibly some clues on how and where to go about completing them.**

MEMOS

You can review all of the important Memos you have received by clicking here. Memos are deleted when they are no longer useful (usually when you move onto the next city).

> **ⓘ TIP: Memos that are attached to Objectives are accessible via the Objectives Screen; the Memo screen shows general memos that have nothing to do with plot goals.**

NEWSPAPERS

You can review recent newspaper articles by clicking here. If you launch actions containing sleaze and they are continually exposed in newspaper articles, you can identify them here.

Newspaper articles that you trigger by reporting the bad actions of other factions can also be viewed on this screen.

Additional newspaper articles that detail developments in and around Novistrana will also show up here.

> **ⓘ TIP: If too many of your actions containing secrecy are appearing in the newspapers, it is a safe bet that another faction in the city is exposing your activities to the detriment of your support. Find out who is doing it and Weaken them, or alternatively, make sure that any actions you execute containing Sleaze are carried out in a secretive place, and consider using a Misinformation action in the District where they are taking place.**

ACTION VIEW

You can access the Action View for most of the actions that are run by any member of your faction. When you access the Action View, the screen assumes a letterbox format.

ACCESSING ACTION VIEW

• Double click on any of your action markers in the Satellite or Rooftop View (They must be turned on at the top of the Mini-Map if this option is to be used)

• Set a Reminder in your Action Tracker, but remember, the last action marked to be watched in any slot will be the one you are taken to.

• Left Click an action in the Action Tracker, and select the Camera icon from the mini-menu.

Some actions allow you to directly influence their outcome by use of the Conversation Interface. The example above shows a Headhunt action at the beginning of the Conversation. Not all actions have this interface, but you can view them regardless.

The top border contains the Clock, the name of the action, and the exit button (which takes you back to the last place you were in the City). At the bottom left of the screen you have the standard Inner Circle Panel and Action Tracker (it is hidden, click on the tab to open it), with which you can navigate between currently running actions, tweaking a number simultaneously is possible.

CONVERSATION SYSTEM

ACTIONS: COST AND RESOURCES

ACTIONS COST RESOURCES

To execute actions, you must have sufficient resources available.

When a character is highlighted in the Inner Circle Panel, their list of actions is displayed beneath their profile.

Holding your mouse pointer over any of these actions will show how much of each resource is required to launch it. This is displayed in the Information panel in the lower right hand corner of the screen.
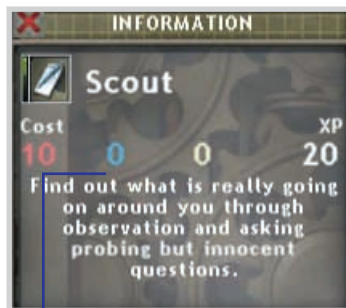
Resource Cost for Action
(One number for each resource)

If you do not have enough resources to launch an action, it will be greyed out in the character's action list.

Resources are awarded every three days, this, and other regular game world occurrences are discussed below.

RESOURCE DISTRIBUTION DAY

Important regular checks and updates are made to the game world every day (three time slots) or every 3 days (9 time slots):

• Resource Distribution - updated every day

• Resolve Checks - checked every three days

• Support Erosion - updated every three days

A reminder is sent at the beginning of each Resource Distribution day in the form of an Alert. Make sure your support is as high as possible at the end of every day, and that all bonds between your Recruits and your Avatar have been strengthened if possible.

RESOURCE DISTRIBUTION

As actions cost resources, you need to make sure that you have enough available resources. At the beginning of a game, you will start with 300 points of FORCE, INFLUENCE, and WEALTH. As you win support from FORCE, INFLUENCE, and WEALTH districts with Support Gathering Actions (See the section on Support Gathering Actions), you will be awarded with resources allocated to each district.

E.g. The central part of Ekaterine; the first city, Town Centre, has 0 FORCE, 0 Influence and 20 WEALTH. You are awarded a fraction of the resource value of each district in accordance with the amount of support your faction enjoys there.

So in this case, if you had 50% support in the district, you would receive 10 WEALTH points each Resource Distribution Day.

RESOLVE CHECKS

All Characters in all Factions check their Ideology against that of their Faction Leader (in the case of your faction, this is your Avatar).

SUPPORT EROSION

The Support Levels in all Districts of the game world are also updated on Resource Distribution day.

The Ideology of the District is compared to the Faction's current Ideology; the larger the difference, the more support is lost in the district.

E.g. Districts that share the same Ideology as a Faction will lose little support, ones with wildly different Ideologies will experience larger swings in support.

Ideological Comparisons and District Support Erosion are worked out on this triangle:

IDEOLOGICAL RELATIONSHIPS

F - FORCE beats the easily ruffled INFLUENCE people. They get queasy at the thought of a bit of violence.

W - WEALTH beats the FORCE people. Anyone who uses testosterone to make their decisions can be won round if the right number of digits is placed into their account.

I - INFLUENCE beats WEALTH. A bit of brains applied in the right places makes the moneymen weak at the knees. After all, it is not what you know but whom you know.
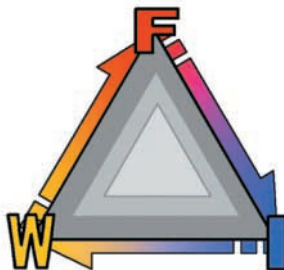
POWER NODES

One final issue that is related to support is Power Nodes. These are important buildings located around the city. If you (or an enemy faction) has enough support in the district, you can effectively 'own' them.

A certain level of support is required before any faction is awarded the ownership of a Power Node. Once you have enough information in a district, look at the information on the building and it will tell you how much support is required to own it, and the bonus it will give to the owning faction.

You should also remember that if your support dips down below the required threshold; you will lose control of the Power Node.

Power Node ownership can mean the difference between success and failure…

BONUSES

The owner of a Power Node is awarded a bonus in keeping with the nature of that node.

Ekaterine Power Nodes and their bonuses:

• Town Hall (W)
  +15 Recruit/Strengthen

• Newspaper HQ (I)
  +15 Increase Support

• Prison (W)
  +15 Weaken/Information

• Casino (F)
  +20 WEALTH income

• Church (I)
  +10 INFLUENCE action

(The letter in brackets indicates which type of district each is in).

Other cities have other Power Nodes with other effects, explore and investigate to find out more.

POWER NODE ICONS

Power Nodes show up on the Mini-Map as icons.

A neutral coloured icon indicates a Power Node that is up for grabs.

A filled icon indicates a Power Node that is currently owned. The colour of the Power Node indicates the owning faction (Typically this will be the faction with the highest support in the district where the Power Node is situated)

Unoccupied/
Neutral

Owned by a
faction

LAUNCHING ACTIONS

Launching actions is a simple process, though there are a few variations on the same theme.

Action Panel
Character Panel
Inner Circle Panel

Action Information
Action Checklist

The next section describes the major steps

Selecting a Character and one of their Actions:

1. Select the Character you wish to run an action from the Inner Circle Panel by left-clicking on their portrait. The Actions available to this character are now listed (on the Action Panel) along with the Character Panel, which displays important detail on a character.

> ✎ Tip: You can cancel the action at any time by clicking the X Button.

2. You can view the important details of an action by holding your mouse pointer over it for a short time. The details appear in the window in the bottom right of the screen (Shown Here). The Attributes that a character will use in the action will be coloured in blue, allowing you to assess his chances before taking the plunge.

> ✎ Note: Greyed out actions are temporarily unavailable as this implies that certain conditions must be met in order to execute these actions.

E.g. For Headhunt, if there are no people to hire or if you have hired the maximum number of people, this action will be greyed out until you find more people to recruit, or free up a character slot. Actions will also be greyed out if you do not have enough information to run them, or not enough resources.
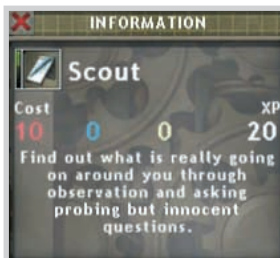
3. Once you have decided which action you want to run, Left click on the action in the Action Panel. Next, select the level of the action you wish to run (if available). The higher the level, the more powerful (and expensive) the action is.

> ✎ Note: If you have a mouse wheel, you can use the wheel to scroll up and down the action list.

> ✎ Note: An action with no stars is basic level, one star is level one, two is level two, and three stars indicates a level three action.

4. The view now automatically changes to the Satellite View. Viable targets are filtered according to the type of action you are trying to instigate. More information on selecting targets can be found over the page.

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NOVISTRANA USING ACTIONS

SELECTING A TARGET CHARACTER

Confirm Button

Set Reminder

Cancel entire action

Target Portrait

Instigator and their actions

Target and their actions (If known)

SELECTING A TARGET CHARACTER

To launch an action, you must first decide and select which character will perform it. Remember, different characters have different actions, pick the best man for the job.

The example below describes selecting a target character, other actions will require other targets; their selection process is very similar.

1. Available Target characters show up as portraits in the Satellite View. Their Ideology is indicated by the colour of their portrait background, their Faction affiliation is denoted by a faction logo and a coloured border (N for Neutral).

2. Holding the mouse cursor over a character portrait on the Satellite Map fills in that character's information and name in the target area (as shown above).

> ⓘ TIP: Compare the blue attribute bars to get a feel for how the Instigator and Target measure up to one another.

3. When you are happy with your choice of target, left click their portrait, then press the Confirm Button to confirm your selection.

> ⓘ TIP: Click the Set Reminder button if you wish to be taken to this action when it begins (only the last action you set this for in each day segment will be remembered)

If necessary, select a location where you want that action to happen (described over the page).

> ⓘ Note: At any point during the launching of an action you go back to a particular step by clicking on this step in the Action Checklist located in the bottom right-hand corner of the screen.

SELECTING DISTRICTS AND LOCATIONS

Viable Locations are filtered according to Action type.

Actions and the types of targets they need:

Here is a list of the types of actions you will encounter whilst playing Republic and a corresponding list of the targets they require.

	Information Action	=	Choose a District
	Misinformation Action	=	Choose a District
	Character Strengthen	=	Choose a Character and Location
	Character Attack	=	Choose a Character and Location
	Support Attack	=	Choose District and Faction (click on the portion of the pie chart)
	Support Gathering	=	Choose a Location
	Recruit Character	=	Choose a Character and Location

DISTRICTS

Some Action types require you to select a district first. You can only select districts that are highlighted on the Satellite View.

Some actions will require a more specific location in addition to a district; that is covered in the next section.

> **ⓘ TIP: To make other districts selectable, raise your information level there. The more information you have, the more secret locations you will discover to run your actions in.**

LOCATIONS

Locations are shown as coloured nodes in the Satellite View; their colour corresponds to the type of district they are in (Red for Force, Blue for Influence, and Yellow for Wealth). Actions of any Ideology can be run in any district, with varying levels of success (according to the Ideological comparison shown in the interface).

In this example, a Location is chosen for a Character Action; other actions will need locations too (Support Gathering/Attacking Actions etc).

A Force location

Districts with no valid locations are dulled

The locations Secrecy level is also indicated; Secrecy plays an important part in any action; (see the section on Information Actions on page 41, and the section describing Secrecy on page 42)

1. When a location node is clicked, the main viewpoint changes to show the location in the game world. An information box appears in the bottom right hand corner of the screen displaying relevant information (Secrecy level and text

description, use the mouse wheel or buttons to scroll through it).

TIP: Use the left and right buttons in the information box to cycle through available locations without returning to the Satellite View.

2. When a location is selected, The Action Tracker extends to show when the action will take place in relation to the current day segment. The segment in question will pulse slowly to indicate this.
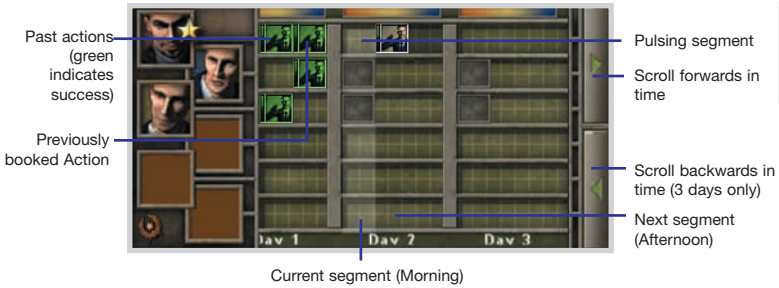

Shows location

Location info. Bar is Secrecy level

Pulsing day segment

3. If you cannot see the day segment in which the action is scheduled to take place, use the arrow buttons in the lower right of the Action Tracker to scroll

forwards and backwards through time (alternatively, place your mouse pointer over the Action Tracker and use the mouse wheel).

Past actions (green indicates success)

Previously booked Action

Pulsing segment

Scroll forwards in time

Scroll backwards in time (3 days only)

Next segment (Afternoon)

Current segment (Morning)

4. When you are happy with the location and it's Secrecy level click the Confirm button.

TIP: You can left-click any Action icon in the Action Tracker to open a Mini-Menu (Page 18). This is useful to set reminders, cancel actions, or look at information of past, future or present actions.

RESCHEDULING ACTIONS

You can also reschedule actions if this is beneficial to your cause.

E.g. To make sure that a Support Gathering Action occurs after a Support Attacking Action.

Click and hold down the left mouse button, then drag and drop the action icon into a new segment.

You cannot drag it into the past (left of the current segment marker), nor can you drag it into the schedule of another character.

INFLUENCING THE OUTCOME OF ACTIONS: CONVERSATION SYSTEM

Some actions allow you to interact with them in real time; these are typically actions that target another character:

FLATTER:
Strengthens a Character's Resolve

GIFT:
Strengthens a Character's Resolve

FAVOUR:
Strengthens a Character's Resolve

BLOOD BROTHERS:
Strengthens a Character's Resolve

PERSUADE:
Recruit a Character

CHARM:
Recruit a Character

HEADHUNT:
Recruit a Character

BRIBE:
Recruit a Character

BRAINWASH:
Recruit a Character

INTIMIDATE:
Recruit a Character

BLACKMAIL:
Recruit a Character

Using the correct member of your faction at the correct time is crucial to ensure you have the best chance of success. There are numerous factors that go into success or failure of actions including; Ideology, Secrecy of the location you choose, Character Attributes and local support (as shown under Character Actions later in the manual)

During some actions, (mainly one-on-one dealings between characters) you can have a direct effect on the outcome by choosing when to argue your point and when to back off and let them think it through on their own. This is achieved using the Conversation System interface as shown below:

POINT ALLOCATION SCREEN

Here you must allocate the points available to you into four icons. One can be a zero if you wish, but you must use all of your points, and no two icons can be the same value.

The amount of points available to you and your opponent are governed by a comparison of character attributes and Ideology, along with other factors like the level of the protagonists, and the action being used.

- Resolve of the target character (higher = higher threshold)

- Level of the target character (higher = higher threshold)

- The type and level of the action (higher = lower threshold)

- Ideology difference between target character and instigating faction (larger = higher threshold).

You have only thirty seconds to allocate your points to your Argument icons, if you have not completed it within this time the computer will do it for you.

To allocate points amongst your four Arguments, click on the Icons:

    Left click adds points to an Argument

    Right click subtracts points from an Argument

CONVERSATION SCREEN

Once points are allocated, you will be moved on to the conversation proper. Each conversation is comprised of eight interchanges, with the Instigator and the Target playing a single Argument Icon in each round.

You have six seconds to think about and play your next Argument, if it isn't done within this time the computer will choose an Argument for you.

> 🖉 Note: You may also elect not to view or play a Conversation Action; in this case the computer will play on your behalf, though its' results are not guaranteed.

Help On/Off
Time remaining to allocate
Confirm button
Threshold to beat

Your Argument Icons
Instigator Details
Remaining points
Target Details

THE FIRST FOUR ROUNDS

The Target's Icons remain a mystery for the first four rounds, so think about the amount of points you want to put in to each Argument Icon, and the order in which you play them.

The points up for grabs increase over the first four rounds, varying from five to twenty points.

THE LAST FOUR ROUNDS

In the next four rounds you will be aware of what the target has assigned to each of their Icons; you have sounded out their Ideology

a little at this point. You still do not know which order the Icons will be played in however. Try to play your Icons in such a way to maximise your point total; perhaps saving your biggest argument for the final exchange (and the most points), or trying to snatch away a few vital points at the beginning by bringing out the big guns?

WHO WINS A ROUND?

Whoever has the strongest argument in a round wins, and in the case of tie, the target will always win.

Help On/Off

Green points indicate victory in a round

Points up for grabs in each round

Yellow points indicate a lost round

Time remaining to play

Your Points won/Points needed

Defender Points won/Points needed

ADDITIONAL DETAIL

For some actions, the mechanics may stipulate that the margin of victory/defeat will have a bonus affect on the outcome if it exceeds the standard success/failure thresholds by a large margin.

For instance: if it was a Recruit Action, then beating the threshold by more than 10%

might result in a +20% bonus to the recruited character's Resolve upon joining your faction (useful to avoid early Ideology crises). Alternatively, if the attacker failed by more than 10% then the attacker may suffer a -20% degradation in their Resolve to reflect their demotivation after such a frank and open political discussion.
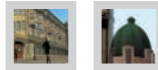
IDEOLOGY

Ideology plays a vital role in the world of Republic, all characters, districts and actions have an Ideological rating. Ideologies remain static for the duration of the game, with one notable exception; Your Faction Ideology. This was determined at the beginning of the game, but that was merely a starting point, your ideology will change according to the actions carried out by you and members of your Inner Circle.

WHAT IS AN IDEOLOGY?

In the political world of Republic: The Revolution, the ethical characteristics of most things have a great impact on day-to-day life. People, Actions, Factions and Districts are all rated on their standpoint on the spectrum of political outlook. They can be of Force, Influence or Wealth (whichever is dominant), or more typically a mixture of all three.

HOW ARE THEY USED?

By comparing Ideologies the outcome of Actions will be influenced, it is a good idea to take note of combinations that work, and those that do not. This can all seem a little daunting at first, but you will soon get used to it.

WHAT HAS AN IDEOLOGY?

• People: A static Ideology, compared to the Faction Ideology every three days to determine a Character's resolve. If the gulf is too wide the Character's Resolve will slip; if this becomes a problem he will let you know by sending a Memo to you. A more exact Personal Ideology can be viewed during a Character affecting Action launch.

• Actions: The Ideological rating of an Action shows which of the ideological strands that make up your Faction Ideology will increase when you or a member of your Inner Circle run it. More powerful actions have a larger effect on your Faction Ideology. An Action's

Ideology can be told by the colour of the bar representing it in the game interface, while a more specific Action Ideology can be viewed during an Action launch sequence (excluding Recruit actions).

• Districts: District Ideology represents an average of all of its residents' political leanings. It also determines which type of resource the district yields when you enjoy some support there. District Ideologies are denoted by the colour of the district or its borders when viewed in the game world. A more exact District Ideology can be viewed during a district-affecting Action launch.

• Factions: This is the only Ideology in the game that changes over time. It dictates how easily characters can be recruited, and how motivated they are to remain in the employ of your faction. Your Faction/Avatar Ideology is shown at the top of your Inner Circle Panel at the bottom left hand corner of the screen

IDEOLOGY REPRESENTATION

Every Ideology in the game is represented as a multicoloured hemisphere. It will always read FORCE, INFLUENCE, WEALTH from left to right, irrespective of which is the dominant segment.

A FORCE Ideology

Ideologies will appear above the segments of the interface they represent during the action launch process.

Here is a diagram depicting the placement of various Ideologies in the game interface:

Your Faction   Target Character   Action Ideology   Target District Ideology
Ideology   Ideology

> **Note: While your Faction Ideology is always on screen, the others will only appear when they are relevant.**

IDEOLOGICAL COMPARISONS

As mentioned above, Republic uses the Ideologies of various things to determine the success levels of actions (amongst other things).

Comparison type and Modifier

Action   Target

During each Action launch, you will see ideology hemispheres and icons as shown above. The icon tells which type of comparison is currently taking place; either 'Same' or 'Different', while the number denotes the modifier awarded.

'Same' comparisons are typically used for friendly actions (Recruit, Strengthen Character, Gather Support etc), while 'Different' comparisons are used for unfriendly actions (Weaken character, Attack Support etc).

These are the icons used in the game interface to denote each comparison type:

 Looking for same Ideologies, the player's ideology is always on the left (represents either an Action or Faction). The sphere on the right represents the most desirable Ideology type (Target Ideology; represents either a Character or District); in this case an identical colour (for a Same comparison).

 Looking for different Ideologies, the player's ideology is always on the left (representing an Action or Faction). The sphere on the right represents the most desirable Ideology type (Target Ideology; represents either a Character or District), which will yield the largest modifier. In this case it is Wealth (always clockwise around the Ideology triangle for the best difference). The number above the Icon indicates the magnitude of the modifier (which can be positive or negative).

COMPARISON PRESENTATION

When Ideologies are being compared, the player's (Action or Faction) always occupies the OUTSIDE ring of each node.

E.g.
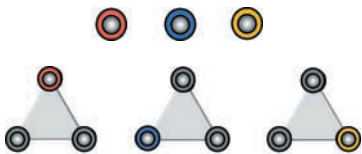
Left to right: Player Ideologies, Force, Influence and Wealth.

The Target's (Character or District) Ideology always fills the INSIDE of nodes.

E.g.

Action / Faction   Target / District

The ideologies being factored into the action are shown like this: a line of the dominant ideological strand (Force, Influence or Wealth) links them to the comparison icon (same or different) while the overall modifier is displayed above.

Mousing over the comparison icon will expand the comparison to allow you to better see how the result was reached.

An expanded Ideological Comparison is illustrated below.

In this example a modifier of zero is awarded because a 'Different' Ideology was required.

Action / Faction   Target / District

If the Target Ideology had been INFLUENCE (always clockwise around the triangle for the best difference), the Action would have received a positive modifier.

FACTION IDEOLOGY

This is the ideology of both your Avatar and your Faction. As mentioned previously, unlike all other Ideologies in Republic, this one can change over time.

E.g. Your Ideology was INFLUENCE (Blue) after completing the Personality Test at the beginning of the game. You recruit a couple of FORCE characters, a Policeman and a Hood, both of them low level. By running a number of FORCE actions (Like Vandalize, Graffiti, etc) your Faction Ideology will slowly migrate toward a FORCE ideology. This would also be true if you had started with a WEALTH ideology.

Generally, the higher level the action is, the more impact it will have on your Faction's Ideology. Each time you launch an action, look at the figures floating next to your Faction Ideology; they are the number of points that are added or subtracted to each of the three sectors.

The diagram illustrates a rise in FORCE, while INFLUENCE and WEALTH decrease.

It is vitally important that you keep a close watch on the direction of your Faction's Ideology. If it is wildly different to that of the characters in your employ, they will let you know that they are questioning your ethics by sending you a memo (It will appear as an Alert on the right hand side of the screen).

Characters will compare their own (static) Ideology with the Faction's every three days.
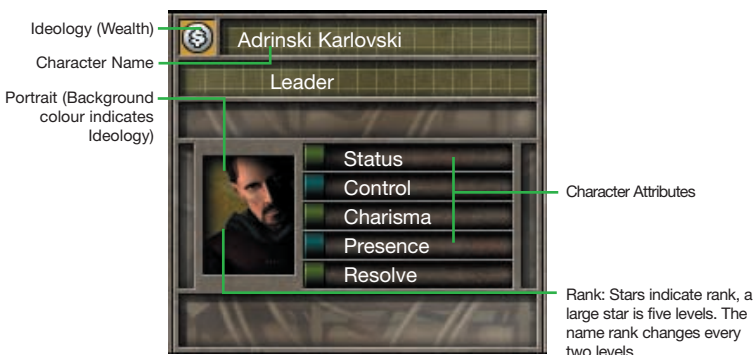
CHARACTERS AND ABILITIES 35

CHARACTERS & ABILITIES

Characters in Republic come from all walks of life, potentially they are all as useful as one another. You will quickly learn the types of characters that best suit your style of play.

Remember that even the lowliest of street thugs can become a crime lord with the right guidance. You are that guidance.

CHARACTER ATTRIBUTES

Characters are represented by 5 key attributes. They are Status, Control, Charisma, Presence and Resolve.

Ideology (Wealth)

Character Name

Portrait (Background colour indicates Ideology)

Adrinski Karlovski

Leader

Status
Control
Charisma
Presence
Resolve

Character Attributes

Rank: Stars indicate rank, a large star is five levels. The name rank changes every two levels.

Status
The standing, wealth and prestige of a character.

Control
A character's intellectual ability in areas of scheming and strategy and skill in manipulation.

Charisma
A measure of a character's intellectual persuasiveness and natural charm.

Presence
The physical prowess of a character and their leadership qualities.

Resolve
A character's commitment to his current way of life, whether he is working for a faction, or a neutral. Your Avatar's Resolve will start at 100%; his faith is unshakable, at first anyway.

The fifth attribute that all characters possess is Resolve: This is their general motivation, their belief in the cause to which they have aligned themselves (This could be your faction, an Enemy Faction, or a life of Neutrality). Their Resolve must be overcome to recruit them in the first place.

Resolve fluctuates during play; either by result of an action carried out on the character (Weaken or Strengthen Character), or due to Ideological differences in the Faction they are working for.

> Note: The Avatar has 100% Resolve at the beginning of the game as he is 100% loyal to his cause. However, the Avatar's Resolve will decrease if his actions fail during play. (For instance, a failed recruit action will reduce it slightly; reflecting the Avatar's disappointment). The Avatar will regain Resolve when game objectives are achieved.

CHARACTER PROFESSIONS AND PROMOTION

There are ten types of Profession in Republic, each has it's own unique promotion ladder, allowing a choice of new actions at each Level Promotion.

Force
• Police
• Criminal
• Union
• Military

Influence
• Political
• Religious
• Academic

Wealth
• Media
• Celebrity
• Business

Each profession has twenty opportunities/promotions to increase stats and/or Actions. Each character gains additional Attribute Points at each new level (ten points to be spent amongst the four improvable Attributes).

This means it is possible for two characters to be of the same rank and profession, but to have a different selection of actions to run (because different Actions were chosen for each character at each promotion).

E.g. Two Political characters Ivan and Simyon are at Level one.They are both able to run Investigate (Information Gathering) and Canvass (Gather Support). At the next level they get a boost to their Attribute scores and an extra level for an action of their choice. Ivan gets level two Investigate, making him a valuable scout, while Simyon gets an increase in his Canvassing ability, meaning at this early stage he is something of a support specialist. At the next level, not only do they both get the standard increase in Attributes (10 points per level), but they also have the choice of increasing Investigate or Canvass, or buying a new action entirely (Discredit or Charm).

Regardless of exact career choice, each character belongs to one of ten broad career strands, which can be further filtered into the three ideological strands of FORCE, INFLUENCE or WEALTH:

Each time a character performs an action; they gain Experience Points (XP). When enough points accumulate, they will be promoted along their career path. Each rank attained will reward the character with a new title, increased ability scores, and access to new or more powerful actions.

When a character has gained enough experience to be promoted, a large gold star appears on their portrait in the Inner Circle Panel. To receive your promotion, move the cursor over the star and left mouse click. The Promotion Screen is now displayed.

THE PROMOTION SCREEN

When you click on the gold star on a character's portrait you will be taken to this screen. You will be able to upgrade the character's Attributes and Actions.

Upgradeable Actions
Character Attributes
Action Description
Attribute Sliders
Confirm
Cancel

In the Promotion Screen, choose one Action you would like your character to receive or upgrade. Click on the Action to highlight it.

Use the sliders to enhance your character's Attributes. You can add points to an Attribute, but you cannot reduce it beyond its initial value when you came to the Promotion Screen.

① TIP: Mouse over an action you are thinking of upgrading. This shows which Attribute it will use to determine its effects. Upgrade the relevant Attribute for the Actions your character has the most of if possible.

✎ Note: Use up all available Attribute points and click the Confirm button to continue.

Pressing the cancel button allows you to upgrade at another time.

More powerful actions
• Cost more resources to run

• Have a higher Secrecy (in general)

• Create more Sleaze (In general)

• Have a greater impact on your Faction Ideology

• Have greater effects in the game world (e.g. Support Gathering Actions will trigger a larger swing in support then their lower level equivalents)

CHARACTER ACTIONS

You are measured wholly by what you do in Novistrana, which means the actions you carry out are the lifeblood of your campaign. Below are the broad categories into which all actions fall. There are many actions in each of these and you need to keep your eyes open for characters able to carry out new actions. You also get access to new actions as your characters progress along their chosen career paths.

RECRUIT ACTIONS

Recruit actions are used when you wish to attempt to add a character to your Inner Circle. Characters may be neutral, or they may work for another faction. Either way, here are things to look out for:

• Resolve: The higher a character's Resolve, the harder they will be to recruit.

• Character Levels: The wider the gulf between Instigator and Target levels, the harder it will be for the Instigator to triumph (assuming the Instigator has the lower rank)

• Ideology: The Target's Ideology is compared with that of the Faction that is trying to employ him. The more similarity in the two Ideologies, the more likely it is for the character to join.

Examples of Recruit Actions
Headhunt, Persuade, Blackmail.

✎ Note: You can never have more than 5 people in the Inner Circle Panel (Excluding Avatar)

STRENGTHEN CHARACTER ACTIONS

These actions are used to increase a Character's Resolve; they have an additional side effect of temporarily increasing some of the character's other Attributes. Strengthen Character Actions can only be used on characters in your Inner Circle.

These actions can also be used to counteract the negative effects of Attack Character Actions performed on your characters by enemy factions.

A character cannot be strengthened indefinitely; no more than two actions of this type can stack on a single character at any one time (over the course of 48 hours from the first).

A Happy Theatre Mask is shown on the character's portrait when a character is strengthened successfully. Attributes (one or two) are also temporarily boosted; an additional section added to the relevant Attribute bar indicates these increases. The temporary boosts in a character's Attributes lasts for a couple of days on average, before reverting to normal.

The major factors governing the outcome of Strengthen Character Actions are:

• Ideology: Target Characters with the same Ideological strand as the Instigating Character can be strengthened more easily.

• Action Strength: The level of the action is also important.

• Attributes: The Attributes for both Instigator and Target are highlighted in the game interface. Take notice of these when increasing Attributes during the promotion of a Character.

> **ⓘ TIP: Remember, Strengthened Characters can still be targeted by Weaken Character Actions.**

Examples of Strengthen Actions:
Flatter, Favour, Gift

ATTACK CHARACTER ACTIONS

These actions are used to permanently lower the Resolve of Characters; they have an additional side effect of temporarily reducing some of the target Character's other Attributes.

These Actions are best used to soften up a character before employing them, or to make problem characters less effective at their actions.

A Sad Theatre Mask is shown on the Character's portrait when they have been successfully attacked. Attributes (one or two) are also temporarily decreased; an additional section added to the relevant Attribute bar indicates these increases. The temporary boosts in a character's Attributes lasts for a couple of days on average, before reverting to normal.

A character cannot be weakened indefinitely; no more than two actions of this type can stack on a single character at any one time (over the course of 48 hours from the first). The following are major factors in governing the outcome of the action:

• Ideology: Attacking characters with opposing Ideologies will be most fruitful.

• Secrecy: Attacking characters will get you into trouble if the news gets out, try to do them in high Secrecy locations or use Misinformation Actions to disguise your activities.

• Attributes: The Attributes used in the action for both Instigator and Target are highlighted in the game interface. You should also take notice of these when increasing Attributes during the promotion of a Character.

> **ⓘ TIP: Remember, Weakened Characters can still be targeted by Strengthen Character Actions to counteract the negative effects of the former.**

Examples of Attack Character Actions:

Assault, Honey Trap, Discredit

KILL/REMOVE CHARACTER ACTIONS

These actions do not fail once instigated, but they require full and in-depth knowledge of the target character, a large number of resources and a large lead up time. They can if discovered however and be countered by protecting the target agent with a Safe House or similar action (Protect Character Actions, see below).

Examples of Kill/Remove Character Actions:
Hitman, Alpha Squad, Exile

PROTECT CHARACTER ACTIONS

These are the only actions that can stop a Kill Character Action; if you discover one that is scheduled to take place on one of your characters, react as quickly as possible by running a Protect Character Action.

The Character will be protected for three days, but will also be unable to perform any actions themselves during this time.

> **ⓘ TIP: Characters will let you know when they are being targeted, be sure to investigate.**

> **ⓘ TIP: If you successfully protect one of your characters from an attempt to remove them from their positioning in Novistrana, it might be wise to relocate them (Using the Move Character Action) to keep them out of the firing line for a little while. You may also want to target the culprit with Character Weakening Actions of your own!**

Examples of Protect Character Actions:

Safe House, Disguise, Immunity

SUPPORT ACTIONS

A key aspect of the game; the player must keep Support Levels high in their preferred districts for a couple of reasons:

• Resources: FORCE, INFLUENCE and WEALTH points are allocated according to Support Levels and District Ideology. Be sure to keep an eye on all three, or on the ones that your faction is most reliant on.

• Knowledge: Support in a district also boosts your Knowledge level there; think of it as the eyes and ears of your loyal supporters in the area.

District Support Levels will erode according to ideological comparisons (Faction Vs District), similarly aligned districts will erode slower than those with differing Ideologies. Support in neighbouring districts and the ownership of Power Nodes will also slow down support erosion.

SUPPORT GATHERING ACTIONS

Use these Actions to increase Support Levels in a district (and at higher strengths, neighbouring districts too).

• Ideology: Use an action with a similar Ideology to the target district for a better response; FORCE districts will be more impressed with FORCE actions, INFLUENCE with INFLUENCE actions, and so on.

• Action Strength: The higher the strength of the action, the larger the magnitude of the support swings.

• Secrecy: Keep the location of the action as public as possible, so that more Proles hear about your action. Support Gathering Actions need to be visible to be effective. Be careful though, some actions shouldn't be too public!

• Nearby Support: Districts that share borders with the target district, and already have support for your faction will have a small beneficial effect on the outcome of any Support Gathering Actions run in the target district.

• Attributes: Instigator Attributes used in the action are highlighted in the main interface, keep an eye on them, and increase them when your character receives a promotion.

> **ⓘ Note: Repeatedly performing the same Action in the same district will cause it to be less and less effective, Proles like variety. Regular checks of what the Proles have to say will provide valuable clues about how your actions are being received, and may provide clues as to what other Factions are up to.**

Examples of Support Gathering Actions:

Rally, Leafleting, Music Festival

SUPPORT ATTACKING ACTIONS

Use these Actions to decrease Support Levels in a district (and at higher strengths, neighbouring districts too).

• Ideology: Use an action with a different Ideology to the target district for a better response; FORCE districts will be more swayed by WEALTH actions.

• Action Strength: The higher the strength of the action, the more support will change

• Secrecy: Keep the location of the action as public as possible, so that more Proles hear about your action. Be careful though, some actions shouldn't be too public!

• Nearby Support: Districts that share borders with the target district, and already have support for enemy factions will have a detrimental effect.

• Attributes: Instigator Attributes are highlighted in the main interface, keep an

eye on them, and increase them when your character receives a promotion.

Examples of Support Attacking Actions
Defame, Vandalise, Crime Wave

INFORMATION ACTIONS

Information plays a vital role in Republic. The more you know about your environment, and what the opposition are up to in it, the better off you will be.

Without information you will not be able to:

• Discover highly secret locations, or use them for your actions (or in the worst case, ruin the most basic actions)

• Discover and use Sleaze left by other factions in the game world

• Find the residences of other characters that you might want to attack or recruit

You can raise or lower Information levels around the city, either on a broad scale or on one specific place. Knowing when to do this could mean the difference between success and failure.

INFORMATION GATHERING ACTIONS

Use these actions to increase Knowledge levels in a given district. Knowledge in neighbouring districts will also increase slightly.

• Ideology: Using Information actions of the same Ideology as the target district will deliver the best returns.

• Action Strength: The higher the strength of the action, the more your Knowledge in the district (and neighbouring districts) is increased

• Attributes: Relevant Instigator Attributes are highlighted in the main interface when launching actions, keep an eye on them, and increase them when your character receives a promotion.

Examples of Information Gathering Actions:
Scout, Investigate, Survey

> ⓘ TIP: You can elect to have your character "Dig Deeper" when using Information Gathering actions by clicking on the Location Information window or on the Question Mark. Scroll down the window to find the hidden information. The availability of the Dig Deeper Action is signified by a character portrait in the information box. Click on the character portrait to perform the Dig Deeper Action. You will gain a lot more knowledge on the Question Mark or building selected, at the expense of a smaller knowledge increase in the target district and surrounding districts. REMEMBER: You must have an Information Gathering action already in progress in the district (or neighbouring) to use this facility. Higher-level Information Gathering Actions will allow you to use this method more than once, though each one will reduce the overall effectiveness of your Information Gathering Action.

MISINFORMATION ACTIONS

Use these Actions to keep your plans veiled from prying eyes, they affect the Secrecy of all of your actions in the target district.

• Ideology: More confusion is caused by using Actions that share the same Ideology as the target district.

• Action Strength: The higher the strength of the action, the more deeply knowledge is buried.

• Attributes: Relevant Instigator Attributes are highlighted in the main interface when launching actions, keep an eye on them, and increase them when your character receives a promotion.

Examples of Misinformation Actions
Code of Silence, Pay Off, Cover Up

PLOT ACTIONS

Throughout the duration of Republic you will regularly be given Objectives to complete in the form of memos from other

members of your Inner Circle, and via your Avatar's Diary.

At vital junctures in these objectives you will notice that you have been awarded a Plot Action. Typically these can only be used in very special circumstances; read the memos and newspaper items to find clues, and scour the game world for likely locations and targets.

SECRECY AND ACTIONS

Secrecy plays a key part in Republic, keeping your actions hidden from the prying eyes of enemy factions is a must, especially if you are using underhand tactics (Actions that contain Sleaze)

AN ACTION'S SECRECY

An Action's Secrecy is an average of the Action's Secrecy rating, and the Secrecy of the location where it takes place in the city. You can see the action's Secrecy before you launch it by looking at the Action Panel in the main interface.

Some actions demand high Secrecy levels, others demand low Secrecy levels.

HIGH SECRECY ACTIONS

These actions benefit from a high Secrecy; you don't want anyone else to find out about them, or the bad methods used in the action could be broadcast to the population and your support levels will suffer.

If you detect an enemy action that contains Sleaze, it is a good idea to use the Sleaze against the responsible Faction.

Recruit
Try to keep your employment attempts secret or you may attract unwanted attention from other factions.

Attack Character
Attacking another individual is bound to go down badly with the population; they have seen far too much of it over the years. If enemy factions discover that you are weakening their characters, you could be in a lot of trouble.

Any Sleaze Action
Sleaze can be broadcast by other factions, try

to keep any of your actions that leave it in the game world as hush-hush as possible by using Misinformation Actions and performing them in secretive locations.

Add Secrecy to your own actions to keep them under wraps, if news gets out about your tactics, your support could begin to slide rapidly.

LOW SECRECY ACTIONS

These Actions benefit from a low Secrecy, in general the higher their profile the more success they will meet with. Support Gathering Actions cannot work if nobody is aware that they have taken place can they?

Support Gathering Actions
By performing Support Gathering Actions in less secretive places, more Proles will be aware that they are happening.

Support Attacking Actions
By performing Support Attacking Actions in less secretive places, more Proles will be aware that they are happening. Be careful though, some of these actions contain Sleaze, calculated risks may have to be taken from time to time.

SLEAZE

Some actions are less savoury than others. If you find out that an action containing Sleaze has taken place in the game world you can use this knowledge to help your Faction, or to attack other factions or characters.

ACTIONS AND THEIR REPRESENTATION

Every important action that is performed in the game world will leave behind a trace that it has occurred. Think of it as general rumours among the populace, or finding a clue left behind.

This trace will only last for a finite time, you must discover it, and use it before it disappears.

QUESTION MARKS
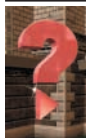
If you do not have enough information in the current district to exceed the Secrecy of the action (an average of the Action's Secrecy and the Location where it took place) then you will see a

Question Mark floating and rotating in the game world.

The size of the Question Mark indicates the shortfall between your Information level and the Secrecy of the Action it represents: The smaller the Question Mark, the more information you have to gather in the district where the fact is.

> 🖊 **TIP: An indication that you are very close to breaking a Question Mark's Secrecy level is the presence of colour in it. Question Marks are small, and of a neutral colour when you have little information; they will begin to take on the hue of the faction responsible for running them when your Information Level is close to exceeding the Secrecy Level of the Question Mark.**

Left click on a Question Mark to see a little information concerning it:

Its Secrecy level (so you can make an educated guess about how much support or scouting activity you need to do)

The number of day segments it will remain in the world (including current one)

Whether it contains Sleaze (when you are within a few points of exceeding its Secrecy)

> ℹ **TIP: If you have an Information Gathering Action running in the district (or adjoining district at higher levels), you can elect to 'Dig Deeper' on a specific fact. This option will be presented along with the above data when you look at the information of a Question Mark.**

Digging Deeper will make the overall Information Gathering action less effective, but will raise your information level on the Question Mark, possibly breaking it into the bargain.

The higher the level of Information Gathering action, the more Dig Deeper opportunities it will allow the player, use them wisely.

Facts:

Once you have exceeded a Question Marks' Secrecy level it will transform into a Fact; this means that you know all about the event that transpired in the game world.

You can now use any Sleaze that the fact contains against the faction or person responsible for it.

Facts are Question Marks whose Secrecy level you have exceeded. Left click on a fact to trigger the mini-menu, and then select the Information option to see what it contains.

Depending on what else you know you can learn which faction was responsible for the action, what effect it had (if it has already taken place), which character was responsible (if you have discovered his residence in the city).

If the character field of a fact is blank, it means that you have not yet discovered the home of the character responsible. Once this has been achieved (by raising Secrecy levels in District, or Digging Deeper on a specific house that you suspect contains an enemy character) you will be able to target him specifically (Using Weaken character Actions etc).

> ℹ **TIP: Even before you know the character responsible, you can use any Sleaze that the action contains against the faction responsible: If you throw enough mud, some of it is bound to stick?**

Use the Sleaze Icon from the Mini-Menu or the Information Panel to launch an action that one of your characters has that is capable of broadcasting the Sleaze to the Population of the city.

E.g. Leafleting can be used to spread the bad deeds of other factions. The Sleaze of

the first action is used as a positive modifier in the action that spreads it, meaning more Proles will be affected by it.

A valid tactic is to target the character responsible for these actions, and to either weaken them, or to recruit them.

Ultimately, you may have to resort to killing very problematic characters; this option is only available late in the game.

The arrows underneath both Question Marks and Facts indicate when it happened. Either in the past, right now, or in the future.

Arrow pointing left =
The action happened in the past

Arrow pointing down =
The action is taking place in the current day segment.

Arrow pointing right =
The Action will happen in the future.

Fact containing Sleaze

ⓘ TIP: You can quickly identify which districts have the most enemy activity by turning on the 'Show Enemy Actions' filter on the Mini-Map. Small diamond markers indicate where enemy actions have taken place; their colour corresponds to the faction responsible for them. These diamond markers show the presence of Facts only, not Question Marks.

It is important to remember that Question Marks do not show up on the Mini-Map, instead, you have to scrutinize the game world closely to discover their presence.

See the Mini-Map section on Page 15 for more information.

ACTIONS THAT CAN USE SLEAZE

These actions can use the Sleaze left behind in the game world by other actions, and broadcast it to the population of the current city. The Sleaze rating of an action will be used as a positive modifier when plugged in to another action.

Defame:	Attack Support
Discredit:	Attack Character
Frame:	Attack Character
Graffiti:	Gather Support
Honey Trap:	Attack Character
Hostile Press:	Attack Support
Leafleting:	Attack Support
Legendary Speech:	Gather Support
Passive Protest:	Attack Support
Poster Campaign:	Gather Support
Propaganda:	Gather Support
Public Criticism:	Attack Support
Revelation:	Attack Support
Terrorise:	Attack Character

KEY CHARACTERS

Some of the most important movers and shakers in Novistrana.

IVAN ALEXASHENKO

Ivan Alexashenko is a very powerful man, and dangerous with it. A decorated Afghan war veteran; he has used his position in the military to cement himself a formidable seat of power. While many army units have suffered terribly from bad funding since the break up of the Soviet Union, units loyal to Alexashenko seemed to be thriving. As well as using his units to engage in lucrative mercenary activities, Alexashenko also runs a series of major criminal activities from the importation of black market goods, sale of weapons, as well as plain and simple protection rackets. All this means that Alexashenko's Army stands on its own two feet, rather than relying on the pitiful trickle of resources from the Government.

DR. JOSEF KISLOV

Josef Kislov is very religious man and a staunch conservative. He believes greatly in family values and high moral upbringing. Only through decent moral standards, education, healthcare and tackling poverty can Novistrana become truly great. He has branded the current regime a group of godless gangsters and criminals. His outspokenness is legendary, while it is rumoured that there are two separate contracts out on his life, only his great popularity and very public profile has prevented him from reaching a sticky demise. Originally an Orthodox Priest, he studied Psychology and Sociology in Berezina. It was here, in the nation capital where he saw people walking the streets, side-by-side with corrupt politicians and gangsters driving around in expensive cars that he became politically motivated. Since then he has become a powerhouse in Novistranan politics, and everyday citizens who are tired of the crime and corruption that dominates their daily lives are flocking to his cause. Dr. Kislov no longer works for the church, which he views as part of the problem.

ARKADY ILYUSHIN

Ilyushin is one of the new breeds of gangster, totally uncompromising, ruthless and utterly insane. He rose to be the Godfather of the Novistranan branch of the Russian Mafia in a bloody night of violence that saw he and his gang murder all of his rivals. This turned out to be a somewhat retrograde step for Red Mafiya, which in its weakened state was easy prey for the authorities and other factions like Alexashenko's Army. Arkady knows that he has his work cut out for him. His bosses have granted him a bit of slack, but he has to restore the Mafiya to its former position of power otherwise it'll be he that finds himself gunned down and dumped unceremoniously in an unmarked grave.

ALEXEI KONSTANTINO

Alexei began his business empire at an early age. Renovating old buildings while still studying at University, he found that the government agencies that he was competing with for lucrative contracts were easy to beat and the money soon began rolling in. Before long he was buying the buildings that he was renovating and within a few years had built up a huge property empire. Not all of this ran smoothly, most notably the old communists who felt he was stealing their wealth and acting in an unpatriotic manner and the Russian Mafiya (whom he detests) were very upset with his methods. There have been several attempts on his life, including a crazed gunman who burst into his office, gunning down several of his staff, before being gunned down by his own security personnel. Somehow, Konstantino escaped death, despite taking a bullet himself. Since then he has become something of a recluse, using his Status and influence to set up a powerful cartel of similarly minded people. He hopes that the Cartel will turn Novistrana into an economic powerhouse; he has great plans, including setting up a Space Program and being the first Novistranan to go into space.

DMITRI BARKAN

In recent years, the Pugachev University of Technology has become a hot bed of socialist and anti-capitalist activism. Buoyed up by the recent explosion of anti-establishment activity across the globe a very active and powerful cell has sprung up around this thriving young academic institution. They are led by the enigmatic and highly secretive young radical Dmitri, who used to be a student at the University. However, he was expelled before completing his first year after being caught on International TV, participating with an extremely violent group of Anti-capitalist demonstrators at an Economic Summit in Brussels. Since then he has disappeared into the Novistrana's underground and cemented himself an almost mythical status among Novistrana's cynical younger generation. He has many supporters in and around academic institutions across Novistrana and keeps his campaign going through his website, frequent and often violent demonstrations and now infamous illegal rave parties.

There are those who would dismiss Dmitri and his band as group of violent thugs, hell-bent on disruption and destruction of property. However, his socialist leanings have recently attracted support from the more leftist elements of Novistranan Politics who now see Dmitri's extreme methods as the only way of overcoming the existing regime.

ROBERT TARASOV

A relative newcomer to politics and power in Novistrana, Robert Tarasov, a local Ekaterine Town Councillor has nevertheless rapidly made up for lost time with a sweeping media campaign across the whole of the country. An extremely charismatic man, he has quickly assembled himself a dedicated and loyal team that have seen poster campaigns, leaflet drops and radio and TV broadcasts spreading his pro-democracy message to the people of Novistrana. Tarasov's message is simply, he is calling for the President to step down and compete for his position in a just and fair election. There

are some that regard Tarasov's campaign as a lot of pointless rabble rousing that is likely to end in his arrest and disappearance for good.

VIKTOR KOVAK

Viktor Kovak is not a popular man in his hometown of Ekaterine. However, despite this, his ruthless reputation means, he still commands a great deal of Resolve and respect from his followers. Kovak has set up the Union of Socialist Workers. With most of the police force signed up it is nothing more than a front for his nefarious criminal activities, the bulk of which is using the Union funds to launder money for criminal organisations. Kovak is unlikely to amount to anything great. He is too lazy and sloppy to play with the big boys, but he will not hesitate to protect what he has carved out – as the many unmarked graves in the forests around Ekaterine will attest to.

ROMAN LEONOV

Roman is a real slime, a notorious scumbag in the criminal fraternity of Pugachev. He is most often to be found at his strip club – the Roman Bar. The interior is decked out to look like the inside of Caesar's Palace. It is a tacky and tasteless den of inequity, replete with the usual pole dancing and topless waitresses that are the de rigueur for places such as this. Roman also offers his special gold card membership which is nothing but a front for his high-class prostitution enterprise. Roman is a weasel of a character, never directly involved in anything; he always makes sure that he is never far from his burly security guards, just in case any dirty work needs doing.

MIKHAIL KORELEV

Mikhail owns what may be Ekaterine's biggest business asset – The Casino. Situated in the far away town of Ekaterine, Korelev realises that expansion of his business lies in attracting gamblers and gamers from the neighbouring cities. A shrewd man, he is looking for likely investors to help him implement the extensive overhaul and promotional plans that he has.
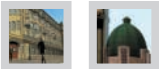
HINTS AND TIPS

1. MY IDEOLOGY HAS CHANGED!

Your ideology changes according to the actions you run by all of your employed characters. Your Avatar and Faction Ideology are exactly the same throughout the game; If you run a lot of FORCE actions and you are an INFLUENCE faction then you will slowly turn into a FORCE faction.

This is because your faction's ideology is what people see you as being. You may not have chosen to be a FORCE leader, but if the world sees you as a bully, you might as well be. Be careful as this may cause some of your faction members to leave.

1A. IDEOLOGICAL COMPARISONS

This section describes how actions use Ideologies.

Actions marked 'same' will be more effective if you have a similar Ideology to your target (be it a district or character).

Actions marked 'Diff' are compared on the normal Ideological comparison triangle. Ideologies beat the Ideology immediately clockwise from themselves when this comparison is made; larger bonuses to action success are awarded accordingly.

Strengthen Character:
Action Vs Target Character Ideology (Same)

Weaken Character:
Action Vs Target Character Ideology (Diff)

Recruit:
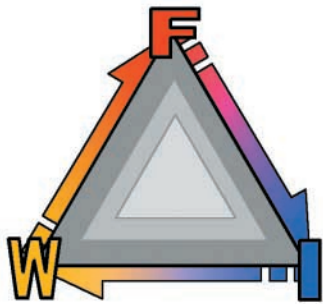Faction Vs Target Character Ideology (Same)

Support Gathering:
Action Vs District Ideology (Same)

Attack Support:
Action Vs District Ideology (Diff)

Info Gathering:
Action Vs District Ideology (Diff)

Misinform:
Action Vs District Ideology (Same)

Difference Comparison:

FORCE beats the easily ruffled INFLUENCE people. They get queasy at the thought of a bit of violen.

WEALTH beats the FORCE people. Anyone who uses testosterone to make their decisions can be won round if the right number of digits is placed into their account.

INFLUENCE beats WEALTH. A bit of brains applied in the right places makes the moneymen weak at the knees. After all, it is not what you know but whom you know.

2. MY SURVEY, INVESTIGATION, SCOUT ACTIONS DID NOTHING.

All actions, locations and people have a SECRECY level. An Information Gathering Action gives a brief boost to your Knowledge in the district it is run in and the surrounding ones to a lesser extent.

Some things will mean that a Survey, Investigation, or Scout won't help you much:

Your support level there is too low:

Support for your faction in any district means you have many more loyal eyes and ears there, your Information level is raised accordingly. If you have no support in a district a Survey, Investigation, or Scout might not be enough to show any more information. Get some support, or perform more information gathering actions.

Your opponent has run Misinformation actions

This will increase the Secrecy of their actions in that district and it'll be harder for you to uncover them.

The action was very secret

Some actions are very low impact and don't draw attention to themselves, making it less likely that someone will have seen it. Higher level actions will have greater Secrecy levels, and there will be more secretive locations to perform actions in when you reach some of the later cities.

The location of the action was very secret

Actions done in very secret locations are hard to uncover as they are off the beaten track and it is likely that no one will have seen them happen.

APPENDIX 1:

Cirinda

Partisansk

Karagav Forest

Prevarev

PALLASOVKA

Temnikov

rsc

NOVISTRANA

CHEV

BEREZINA

Soraca

G

Ekaterine

Kostromo

Burukan

Zronimir

AUDIO, VIDEO, GAME OPTIONS

AUDIO SETTINGS

Master Volume (Slide Control)
Controls the overall volume of the game without effecting the mix of the music/sfx/voice levels

SFX Level (Slide Control)
Controls the volume of the in game sound effects allowing you to balance them against the music and voice.

Music Level (Slide Control)
Controls the volume of the in game music allowing you to balance them against the sound effects and voice.

Voice Level (Slide Control)
Controls the volume of the in game voices allowing you to balance them against the sound effects and music.

Audio Quality (Slide Control)
Setting this to Low (22.05Khz, Radio quality) will improve performance on low specification machines. High is 44.1Khz CD quality.

VIDEO OPTIONS

Resolution (800x600 to 1152x864)
Alters the resolution of the game, a higher resolution will give a crisper look to the game but a cost of framerate as more is drawn.

Colour Depth (16bit-32bit)
Setting this to 32-bit will increase the colour pallete available meaning you get a subtler shading on textures.

Detail Level (Very Low – Very High)
This governs how many polygons the game attempts to draw at any one time, setting it above your autodetected level will cause your framerate to suffer.

Brightness (Slide Control)
Alters the gamma setting of the game.

Ground View (On / Off)
Turns on the first-person perspective view. While in Rooftop View, use the mouse wheel to access the Ground View.

VIDEO OPTIONS (ADVANCED)

Push « Advanced » button from Video Options screen :

Particles (On / Off)
Turns the particle system on and off – if you are experiencing a low framerate disable them at the cost of a lower quality visual world.

Material Quality (High/Medium/Low)
Alters the maximum number of texture passes, trading detail textures for performance.

Reflections (On / Off)
Disable reflections for an increase in performance.

Shadow Distance (Off – Very Far)
Alter the distance that shadows can be seen at – the further out they can be seen the more impact on performance.

Lighting Distance (Off – Very Far)
Alter the distance that Lights can be seen at – the further out they can be seen the more impact on performance.

Texture Quality (Low/High)
Lower the resolution of the textures for machines with low memory.

Terrain Detail (High/Medium/Low)
Lower this option to decrease the detail on terrain as well as lighting effects to improve performance on low specification machines.

Building Variety (High/Medium/Low)
Reduce the variety of buildings (fewer building texture variants) in the game to improve performance on machines with low memory or low graphic card memory.

People Variety (High/Medium/Low)
Reduce the variety of people in the game to improve performance on machines with low memory or low graphic card memory.

Furniture (On / Off)
Eliminate furniture from the game to improve performance on machines with low memory.

ⓘ **Note: For the changes of the following options to take effect, please restart the game.**

- **Building Variety**

- **People Variety**

- **Terrain Detail**

GAME OPTIONS

Mouse Sensitivity (Slide Control)
Adjust the sensivity of the mouse.

Watch Actions by default (On / Off)
Turn this to ON, and all actions will automatically be watched in the Action View.

Mouse Help (On / Off)
Turn this to OFF if you do not want Mouse Help.

Difficulty
Change the difficulty setting to make enemy factions more or less agressive.

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NOVISTRANA AUDIO, VIDEO, GAME OPTIONS

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God's everlasting grace

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SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

• Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.

• Preferably play the video game on a small screen.

• Avoid playing if you are tired or have not had much sleep.

• Make sure that the room in which you playing is well lit.

• Rest for at least 10 to 15 minutes per hour while playing a video game.

[WARNING: AVOID DAMAGE TO YOUR TELEVISION]

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

[PRECAUTIONS]

When inserting this disc in the PC always place it with the required playback side facing down. When handling the disc, do not touch the surface. Hold it by the edge. Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use a cracked, warped or irregularly shaped disc, or one that has been repaired with adhesives, as it could lead to malfunction or damage to your PC.

NEED SOME HELP?

WEB SUPPORT AT
WWW.EIDOS.COM
GAME INFORMATION AT
WWW.REPUBLICTHEREVOLUTION.COM
TECHNICAL HELPLINE:
0870 9000 222

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact Customer Services at the address below:

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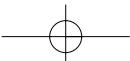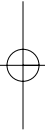1 Hartfield Road,
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BACK COVER