

GLOBAL POWER

User manual

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1. INTRODUCTION

Global power is pretty much a world simulator. The data present is the most accurate we could find to depict the world for the starting date of play (January 1st 1997). This means that we did not try to *balance* the world. It is not like with other games where both sides start with about the same resources and the same possibilities. In Global power, we let the player choose the level of difficulty, we do not enforce one. We know that Western European and North American countries are stronger than most African countries. We did not change any of that. Every country start with what they actually have in the real world. It is the player's job to decide what to do with this.

As the player, you are asked to choose a country and a combination of goals to achieve within the specified time limit. Your choice determines the nature of the game. You can start an empire with an expansionist country, or only try to balance resources of a third-world nation.

The setting you choose also determines the game's difficulty level. You could always decide to play Switzerland, and try not to get overrun by rebels in one year. But this would be a very easy game and it would not give you a big score since Switzerland do not have much rebels. But if you decide to conquer other nations, to balance resources on a poor country, or to eliminate rebels in a country plagued by civil war, then the difficulty, complexity and fun of playing Global power is greater.

As a player, you are put into a quasi-God position. You represent the government of the selected country, and your mandate is to achieve the goals you have selected during the time limit specified. Since you do not represent a specific person, you do not have to worry yourself with elections, aging, and stuff like that. Whatever happens, you are at the helm, and your decisions are law.

Unless the rebels create a Coup... Or a foreign power assassinates the leader and put a puppet government in its place... Or maybe...

About the game

Global power is a turn-based world simulator. By playing the game, you take control of one of the 140 countries included in the game and use demographic, political, economic, military and secret services actions to achieve its goal.

The 139 remaining countries are controlled by the computer using the Evolutionary Human Emulator (EHE), a revolutionary artificial intelligence engine taking advantage of reinforcement learning principles.

All EHE-controlled countries are independent from each other and learn from the success or failure of their actions. They adapt themselves to the behavior of the other countries.

An interesting feature of the EHE is that it does not know which country the player is controlling. Therefore, it does not behave differently with the player than with other EHE-controlled countries.

The data used in Global power, such as demographical information or military forces, were gathered from official government publications.

Based on a real-life situation and powered by an artificial intelligence engine emulating human behavior, the game is designed to be as realistic as possible.

Game goal

The goal of the game depends pretty much of the objectives set by the player (see GAME OBJECTIVES on page 23) at the beginning of a game but, generally speaking, Global power puts the player in the place leader of a country's government.

Your role as the leader is to manage your country to its best interests.

You are given a variety of possible actions to do so. Whether you choose diplomacy, military actions or secret services to achieve your goals is up to you.

About this manual

Global power can be very simple to explain: it is a geo-political world simulator game. But with those words come some very complex notions of economics, politics, military science and historical and international knowledge that can represent a daunting task to explain and master.

That is why this manual is not a guide of geo-political know-how. We will not explain the Middle-eastern conflicts, and their roots dating back from the crusades (and beyond). We will use real-world situations to explain the game concepts. It is the player's responsibility to search further for information on conflicts, world history, and other concepts used in the game.

But since Global power was built around very simple yet complex development ideas, we will explain everything that is relevant to play the game. You will learn what the GNP is and how decisions on production and taxes can affect it. But we will not give out macro-economical essays on the role of war on the economy. We tried to include such notions in the game, but they are not necessary to understand the game and play it. They could, however, be very helpful to play the game *well*.

Other concepts for which we will not go in more details than necessary include military technology. Global power comes with the most complete and advanced military database ever assembled for a game. All in all, more than four years of research were necessary to collect all the data including more than 4,000 military designs, hundreds of cities and bases around the world, the current levels of technology for 140 countries, to only name those. Explaining the *whys* and *hows* of our choices would take a book in itself. For more information on the subject, again, look up the different publications and free sites around the Internet.

System requirements

Minimum requirements:

Pentium compatible processor
A 100% Windows® 98/ME/2000/XP compatible computer system
DirectX 8.1
Display adapter able capable of a 800x600 16 bit color screen resolution
64MB RAM
300 MB of hard disk space
CD-ROM drive
100% Microsoft®-compatible mouse and driver
DirectSound compatible sound card

Recommended:

Pentium III processor
128MB RAM

Installing the game

When you insert the Global power CD in your CD drive, launch the setup by running “SETUP.EXE”

Once the InstallShield program has started, a series of screens will guide you through the rest of the installation procedure.

2. GAME CONCEPTS

Time

TIME IN GLOBAL POWER

Time is an important concept in Global power, because different things happen at different time scales. Understanding how these scales work is very helpful to understanding the other concepts of the game.

Most of the game is played in a turn-based scale where a game turn is equivalent to a week. That means that when it is your time to play, you have all the time in the world to look up data, think things through and declare actions. Your turn stops when you hit the END TURN button and you confirm the popup listing your actions.

The other time scale involves every action where you move military units, whether they are conventional units (soldiers, tanks, etc.) or strategic weapons. In the screens controlling these actions, the time flows naturally. You can look at the screen and see your strategies unfold. But you can always decide the speed factor of time. A scale slider appears just above the navigation map, on the lower-right portion of the screen. You can use that scale to make time pass by very quickly, or slower to watch something special occur.

You can also *pause* the time by pressing the PAUSE button. This can give you time to declare new actions or to issue new orders. Once you are ready to continue, simply readjust the time slider to the desired speed factor and events will pick up from where they were left.

DIFFERENCE BETWEEN DECLARING AN ACTION AND PERFORMING THAT ACTION

Global power differs from other turn-based games in a very special way. When you play the game in turn-based mode (all but combat phases), you can decide on many actions. You can order all these actions to be performed, but they are not actually executed at the time you order them.

The actions are actually executed at the end of the turn, when you see the COMPLETING END-TURN SEQUENCE progress bar. At that time, every actions of every country are executed by order of GNP. That mean that the richest nations move first, and the poorest nations move after.

EXAMPLE A:

If you decide to raise the commercial taxes of your home country, these taxes will effectively be raised at the end of the turn. You will start seeing the economic results at the next turn. Not much can prevent you from doing such an action.

EXAMPLE B:

You decide to move troops to an allied country to help them out, but you realize at the Conventional Unit Movement screen that others are coming and you decide then to recall your troops. In this situation, the ally will have seen you send troops, and then recall them. So even if your troops finish the turn at the same place from where they started, this action will trigger some consequences.

EXAMPLE C:

You need iron, and you decide on a trade agreement with France, which has 200 units of iron left. At that time, France is not notified of your interest, so at the end of the turn, a richer country buys France's iron supply. Your action cannot fall through, and you have no more iron for next turn.

The last thing you need to know about that aspect of the game is that since actions are paid for when executing, the game will not try to stop you if you call for too expensive actions. You may declare the construction of 2,000 new Nimitz-class aircraft carriers without problem. But you probably will not have enough money for them at the end of the turn, and you may be forced to cut back. Treat this like if it was electoral promises: you make them without counting how they cost, and then have to find ways to pay for them.

So you see, understanding both time and the relation between decision and action can appear complex, and the consequences can become hard to predict. The best players will be able to manipulate these concepts to obtain the effects they want, and achieve levels of political craftsmanship.

Controlling a country

Many Global power games are likely to be focused on conquering neighbors or the entire world. Know then that there are two ways to control another country: officially or unofficially.

Officially controlling another country is simply conquering it by military force. That country no longer has a government, and is ruled by you alone. Everyone knows it.

Unofficially controlling a nation is subtler. Through the secret action of rigging elections, you can choose the winner in democratic elected countries. That "winner" creates a puppet government you control.

In game terms, the controlled country behaves exactly like an officially controlled country, with only two differences: the population of the controlled country still thinks it is living in a democracy, thus they stay much more productive, and the other nations of the world still think that the country is independent. You can use such puppet countries to make treaties with nations that would otherwise not trade with you.

Of course, if foreign secret services discover that situation, diplomatic relations with many countries may fall dramatically. Be cautious when using this strategy.

The four spheres

Global power is not only a wargame, it is a geo-political world simulator. This is why we added other elements in the game to give the player a more realistic experience. These elements are balanced into four themes that come back often in the game: the *four spheres*.

DEMOGRAPHY

Demography involves your people. It contains approval levels, development factors, and the like. It is the trickiest aspect of the game, because a population that does not like you does not approve your decisions.

If you go at war, and the population does not want to, unrest will grow and rebel groups will form. You would then have to fight on two fronts, and have no more money to finance your campaigns. Molding the population's will, even on non-democratic countries, is both an art and a science that needs to be mastered.

POLITICS

Politics involves your relations with the other countries. These can be your allies, your enemies, or anything in between. These countries have their own agendas and priorities, and may or may not follow you depending on their situation.

ECONOMY

Economy is the financial side of the game. You need money to pay for your actions, and the more money you have, the faster your actions are executed in the end-turn sequence. In a world like today, economy is to be watched closely because it is often the starting point of a country's demise.

MILITARY

When all else fails. This sphere includes military equipment, technology and soldiers, but also the strength balance in the world. Since becoming too strong is viewed by some others as a threat to them, and a sign to prepare for war, both your enemies and your allies will watch you closely.

Global power uses color-coding to quickly show information separated in these four spheres in a couple of places in the game. This color-coding is the following:

- Demography :  (blue)
- Politics :  (yellow)
- Economy :  (green)
- Military :  (red)

Cities and military bases

In Global power, both cities and military bases play a very important role. Both of these can produce military units and do research, but they behave differently on some levels.

CITIES

These are the heart of a country's economy and industry. They are represented as green dots (■) on the main map. They contribute greatly to the GNP and are the only way of gathering natural resources.

They can also host military units, which help defend the city and ensure order in more oppressive government types. However, too much military force may have the opposite effect and make the population wary, especially in democratic government types.

MILITARY BASES

Military bases are represented as red dots (■) on the main map. They do not produce resources or demographic help, but they can build any type of units and research centers. You can pile as much military units as you wish in a base. Also, bases can be top secret, or even underground (to withstand a nuclear strike).

Each city or base has a maintenance cost, which is displayed as buildings fixed expenses in the budget's window. At least one city must be the country's capital.

The Capital

A country's capital city is extremely important in Global power since taking the capital means conquering the country.

Now, that does not mean that you can send massive amounts of troops in Washington for a surprise strike and conquer the United States in a week! If a battle takes place in the capital, the attacked country has the chance to move its capital to another city.

If you invade another country one city at a time, the country continues to exist until the capital has fallen. At that point, whoever controls the capital controls now the country.

A military base cannot become a capital. So always having at least two cities is a good strategy.

Of course, moving the capital to another city creates huge chaos for the country: the government becomes less efficient, the population panics and stability falls... However, it's still better than being conquered.

Resources

There are five different natural resources in Global power: energy (💡), ore (⚙️), cereals (🌾), meat (🥩) and wealth (💰). Each one of them has a special purpose.

A country can acquire resources in two different ways: it can grow them internally, or it can trade them with other countries. In the end, only the total amount is important.

Each resource has an impact on a country, positively if there are enough or more resources than the country needs, and negatively if there is not enough.

However, if your country is lacking a little bit of one resource, it does not mean that everything is falling apart. It may mean that things are not working at their fullest potential. But having nothing in a particular resource type can become dramatic.

ENERGY - affects the country's production. It is vital to the economy and to the population's everyday life. While lacking of it a country is always functioning at less than its full potential.

ORE - also affects the country's production. It is used to construct buildings and military units, and to maintain them.

CEREALS - is the first of two resources used to feed the population.

MEAT - is the second food resource.

Cereals and meat both provide food to the country's population. Therefore, it modifies the population growth, health and satisfaction. The proportion needed for each depends on the country's human development. A more developed country needs more meat than a poorer, rural country.

WEALTH - includes every other luxurious commodities. It affects the country's GNP and the population satisfaction.

3. DIPLOMACY

Government types

CONQUERED

A conquered country has no control over its government. The controlling country takes all national and international decisions.

An EHE-controlled country can still request its independence. If the controlling country accepts, the newly independent country keeps all technological developments and everything that has been built in the country while it was conquered.

The population of a conquered country develops half the speed of those of the controlling country.

ANARCHY

The country is divided in factions battling for power, with no official government leader recognized by the international community.

When a country is in anarchy, it no longer collects taxes and all previous relations and treaties are void.

If a country falls in anarchy, it can still call for an international military intervention if it is attacked.

If the player's country falls in anarchy, all control over the country is lost and the game is over.

MILITARY DICTATORSHIP

This government type is maintained by military power. Its leader can do everything he wants, without considering the population support, but have to maintain a strong military force in the country's cities to ensure order.

The opposing forces are always there to try to bring the leader down.

Some democratic countries may not want to trade or have treaties with a tyranny.

MONARCHY

The leader can still do everything he wants, but in a less oppressive manner than in a tyranny. He generally tries to make decisions to the benefit of its population.

When he acts like that, the population may like its leader, and he may not have to maintain a strong military force in the cities to maintain order.

However, there may still exist a large quantity of rebels.

TOTALITARIAN DEMOCRACY

Technically, this is a democracy, but the only legal political group is the one at the head of the country.

To the eyes of the international community, this is better than a more oppressive government type, while allowing the leader a great control on the country.

However, the country's population develops slower than in a real democracy and diplomatic relations with other democracies are affected.

DEMOCRACY

In a democracy, the population votes to elect the government, which represents the citizens in the decision making process.

This is why the leader needs the population support to make big decisions (such as declaring war).

However, even if the population does not support the leader, it is not likely to revolt. This means it is not necessary to keep a strong military force in cities. Too much military units in cities even makes the population wary.

As the population support plays an important role in this kind of government, it is essential to master the ways to manipulate the public opinion to be able to fully meet your objectives. The population has to be pleased (or tricked!) before a potentially unpopular move.

This government type's administration is heavy and expensive, but it also eases the country growth, makes it more efficient and helps having good diplomatic relations with other countries.

Changing government type

You can only change a government's type of your country or a country you control unofficially, as officially controlled countries are always CONQUERED.

WARNING: Changing a country's government type is a rather radical change and will most likely put the country in deep chaos for a while. It takes a strong government, both militarily and politically, to successfully change its type. You should prepare yourself in all four spheres before attempting such a move.

Still, expect a lot of economic and political waves after the change.

Relations with other countries

Countries with similar government types tend to have better relations than countries with different government types. The bigger the difference is, the more difficult the relations are.

A democracy has better chances of having good relations with another democracy. However, they still can have bad relations for other reasons.

Treaties

POLITICAL AND MILITARY TREATIES

CEASE-FIRE

A cease-fire treaty is an agreement to end the current state of war between the player's country and the selected country.

If both countries agree to a cease-fire, they must refrain from performing any act of war against each other as long as the treaty is in force. If either side violates this, the cease-fire is broken and the negative effect on diplomatic relations is severe.

PEACE

This treaty not only ends any fighting between the player's country and the selected country, but also declares a state of peace between them. A peace treaty indicates that there is no conflict between the two nations.

ALLIANCE

An alliance is actually a combination of agreements, treaties, and pacts that signify a robust and long-term partnership between two countries.

An alliance is the strongest treaty between two countries, and the one that causes the most critical diplomatic consequences if broken suddenly.

It is a pledge to come to assist the other country should it require military help. If you sign an alliance, you will be expected to provide military assistance should the other signer be attacked. Failing to do so not only breaks the treaty, but also triggers critical effects on diplomatic relations.

CULTURAL EXCHANGE

A cultural exchange treaty is a pledge of good relations and friendship between two countries. It allows them to learn more from each other's culture, way of living and habits.

GIVE MONEY TO GOVERNMENT

Giving money to another nation's government is a very effective way of helping an under-developed country. It also improves diplomatic relations between the two countries.

This one-time agreement could also be used to pay a tribute to a more powerful country in hope of pleasing it.

GIVE MONEY TO REBELS

Supporting foreign rebels financially is used to increase their power and efficiency. Given the appropriate financing, they are in better position to increase unrest in the target country.

TECHNOLOGICAL PARTNERSHIP

This permanent treaty increases the research potential of the countries involved. Researchers from both countries share basic information, techniques, and data, which improve their capacity to find new technologies.

Although this treaty provides a better research pool and enhances research efficiency, each country researches independently and complete technologies are not shared.

BUY TECHNOLOGY

Buy technology is a one-time agreement allowing to buy a single discovered technology from another country.

The technology cost is fixed and slightly lower than the research cost.

It is only possible to buy a technology one level higher than the currently owned technology level.

SELL TECHNOLOGY

The sell technology treaty is a one-time agreement allowing to sell a single discovered technology to another country.

The technology cost is fixed and slightly lower than the research cost.

TRADE TECHNOLOGY

This one-time agreement allows two countries to exchange a single technology with each other

When initiated by the player, this treaty occurs in two phases. First, the player selects the country to trade with and the desired technology.

At the end of the turn, the foreign country will answer the request, either by refusing it or by proposing a technology it is willing to trade with the player.

GIVE MILITARY UNITS

In an attempt to assist a country and to increase its military strength, military units can be given with this one-time agreement.

Military units are selected from the active units and given to the other nation.

BUY MILITARY UNITS

It is also possible to buy military units from another country. It is an easy way of increasing military strength without having to research technology and to develop the country's production capacity.

However, units bought this way tend to be older designs. They are not the most advanced weapon systems available, but they certainly can help some weakest countries.

This one-time agreement cannot be used to make profit from unit production, as units are sold at a fixed price, slightly under their production cost.

RIGHT TO PARK UNITS ON SELECTED COUNTRY'S TERRITORY

This long-term agreement allows to park military units on the target country's territory. This can be useful to protect it from foreign attacks or to reduce civil disorder.

Units parked on a foreign nation are mostly used as a peacekeeping force or to get closer to other theaters of operations.

RIGHT FOR SELECTED COUNTRY TO PARK UNITS ON YOUR TERRITORY

This long-term agreement allows a foreign nation to park military units on the player's territory. This can be useful to get protection from foreign attacks or, in some cases, to reduce civil disorder.

RIGHT TO BUILT A BASE ON SELECTED COUNTRY'S TERRITORY

This treaty allows the construction of a military base on a foreign nation's territory.

This gives a strong strategic advantage, as the new base allows to keep military units closer to eventual theaters of operations.

RIGHT FOR SELECTED COUNTRY TO BUILD A BASE ON YOUR TERRITORY

This treaty allows a foreign nation to build a military base on the player's country. It gives the same protection advantages than foreign units parked in cities, but without having the negative effect of disturbing the population by being parked in a city.

Note that the agreement does not guarantee that a military base will actually be built. It only allows it if the other country decide to do it.

DECLARE WAR

Declaring war on a foreign nation opens the hostility. It tells all other countries that you are both in a state of war, and to expect strikes. This can be useful to lessen the diplomatic side effects of surprise strikes and guerrilla war.

ECONOMIC TREATIES

Economic treaties consist in the trading of natural resources.

You can buy resources you lack of or sell resources you have in surplus.

This serves multiple purposes, as it provides you with the needed resource or money (depending if you buy or sell), but also helps you to forge relationships with other countries.

Some countries may try to contact you for a trade agreement only for political reasons.

BREAKING A TREATY

Breaking a treaty always triggers negative consequences on diplomatic relations. However, the importance of those consequences is determined by the situation of the country breaking the treaty.

If a country breaks a treaty for no apparent reasons, the impact on diplomatic relations will be strong. On the other hand, if a country breaks a trade agreement because it is lacking resource to supply its own needs, the impact, while still negative, will be much less important.

War

War has considerable consequences over a country, but they depend on the country's situation as well as on the world's situation.

A country population's reaction to a declaration of war depends on the diplomatic relations with the opposing country at the time the war is declared. If relations are good and war seems to be declared for no apparent reason, the population's support to the government will drop.

When war is declared between two countries, either by diplomatic actions or after a surprise attack, all treaties (if any) they share are broken.

Also, diplomatic relations between the two nations drop significantly.

War has consequences on a country's allies as well. If you declare war on a country, its allies measure the implications of helping it. They can either choose defend the opponent or break the alliance and stay neutral. Of course, breaking an alliance in such situation will also have dramatic consequences. But sometimes, this cost is less than the one of defending a country against a too powerful aggressor.

As the attacker, declaring war to a country has little to no direct effect on your allies as the alliance is a defense-oriented treaty. They will only be implicated if your opponent strikes back and you are attacked on your territory.

Depending on the situation, ending a war can be a very difficult process. Of course, all armed conflicts with it must be stopped. Then, you may have to use different actions to try to please it. Only then will you be able to successfully propose a cease-fire and try to improve diplomatic relations with it.

4. MOVING AROUND IN GLOBAL POWER

Using the mouse

Most of Global power is played with the mouse. It is then essential to understand how to use the mouse to have more enjoyable games of Global power.

CONTEXT HELP

If you click on the right button of your mouse, a context help appears where available. This can be very helpful on new parts of the game, or to refresh memory without going to this manual for help. This context help is a brief description, and should not replace reading through the manual at least once, though.

VALUE

Another form of help can be obtained by not moving your mouse for two seconds on a value bar (like the music volume, or a city's buildings). A context help will appear and display the real value of that bar.

CLICKING

There are two kinds of clicking in Global power: single and double clicking of the left mouse button. Most of the time, a single click is enough. Double-clicking has sometime the effect of both selecting and confirming a choice.

TOGGING

These choices are represented with a white square. These toggles can be either "on", where a filled white square appears inside, or "off" without the square.

Using the keyboard

Except for shortcut keys, like the ESC key to close a menu, the use of the keyboard is mainly to enter a specific number or name. In those occasions, a blinking red cursor appears where you are expected to enter a string. Note that at that time, *the mouse no longer responds*. The system waits for the player's input. That input is concluded once the player either hits ENTER to confirm the choice, or ESC to cancel what he entered and go back to the previous entry.

Using the scroll boxes

Since many objects and data in Global power can be undefined in size, scroll boxes are often used throughout the screens. These scroll boxes can list much information: some simple, like the saved games scroll, and others quite complex like the military units list and the strategic missiles status scroll.

To scroll in the boxes you can click on the UP and DOWN arrows to move the scroll one item in that direction. You can also click between the arrows to move the scroll to the desired position, or press PAGE UP or PAGE DOWN keys to move one page up or down. However, when using the keyboard keys, the mouse cursor must be over the scroll list you wish to move.

Lastly, you can use the mouse wheel to scroll by putting the mouse cursor over the scroll list and scrolling the wheel up or down.

You select an item by clicking on it. A selected item has a rounded background. Some scrolls, like the treaties scroll, can only have one selected item, and selecting another simply erases the previously chosen item. Other scrolls, like the military units scroll, can have multiple selections. On that scroll, you can also use shift-click to select multiple units faster.

Opening and closing windows

Much of the game is played on the main screen with *thematic windows* opened. These windows contain information and enable you to make decisions, and are regrouped in different themes, such as politics, economics, cities, etc. The different themes are listed on the bottom of the screen with buttons. Pressing these buttons bring out that theme's windows over the main world map.

All these windows are equipped with access arrows on their edges. If you do not want a specific window to open, you can close it by pressing the arrow. The window slides to the edge of the screen, and remains closed until you press again the access arrow.

Using the map

You can click on the main map to select a country and specific cities, bases or naval navpoints. Clicking on a country automatically selects that country's nearest city or base. On the other hand, clicking in ocean waters activates the display of naval navpoints.

If you are searching for a specific city or base, you can put the mouse cursor over a city or base icon to lighten its name

Note that a country can have a military base stationed in another country, like Ramstein AFT, property of the U.S., but based in Germany. That base only lights up when the U.S. is selected, not Germany. So if you want to click on that base, you have to click on the owner (the U.S.), and then on the base. Be precise, because clicking beside the base selects Germany and its cities, and Ramstein will disappear. You will know your cursor is on the city when the name appears besides it.

5. GAME TURN PHASES

This section provides you with an overview of the different game turn phases that occurs in Global power. This should give you a better understanding of the game phases chronology.

For more detailed information regarding each phase, please see the corresponding sections of the manual.

A game turn is divided in several phases, which always occur in the same order:

Main phase

This is the phase in which most of the game is played. You can navigate from a screen to another, reviewing data, planning and setting up your actions.

As seen earlier, all the actions you decide to perform in this phase are not performed right away. They are kept in memory and are performed at the end-turn sequence, at the same time other countries perform their own actions.

Action confirmation phase

Right after the **END TURN** button is pressed, a popup appears showing all the actions recorded during the turn.

You now have an opportunity to review your actions, to decide not to perform some of them and to set the correct order in which to perform them.

Once confirmed, all the actions are performed and the game turn goes on to the next phase.

Strategic warfare

If a strategic warfare action is performed by an EHE-controlled country or was planned by the player, this phase occurs.

You are brought to the Strategic Warfare screen where you can plan attacks, counter-strikes or simply watch the fireworks.

This phase works in quasi real-time. By using the speed controls of the screen, you can see things happen at the speed you wish, pause the process at any time to react or to perform additional actions and restart the process to enjoy more fireworks.

Conventional troop movements

All troop movements in which you are involved (if there are any) are displayed in this phase.

This is where you see your troops move to their destination, friendly troops coming to assist you and all hostile troop movements.

This phase, like strategic warfare, works in quasi real-time. It means you can adjust the speed and which the time flows and that you can pause the action whenever you want to react or to perform additional actions.

When a combat begins, you are brought into combat phase. If there are multiple battles to occur during the turn, you are brought back to the Conventional troop movements phase after each battle until the last combat is processed.

If there are no troop movements in which you are involved, this phase and the combat phase are skipped and the end-turn procedure goes on to the end-turn summary phase.

Combats

This phase occurs when actual combats in which you are involved take place.

This phase also works in quasi real-time. Use the time scale slider to adjust time acceleration and to pause the action.

If there are no combats in which you are involved, this phase is skipped and the end-turn procedure go on to the end-turn summary phase.

If there are multiple battles to occur during the turn, you are brought back to the Conventional troop movements phase after each battle until the last combat is processed.

End-turn summary

This is the last turn phase of the game. It shows you what happened during the game turn.

The information is displayed using two different methods. They provide you with a global view of all the actions performed in the turn and a summarized view of the important events that took place during the last turn.

This is where you are able to see if your actions performed well.

The computer may ask for your input when EHE-controlled countries perform actions on your country and shows you confirmation popups to display some actions results.

When you are done reviewing the end-turn results, a whole new turn begins, starting back at the main phase.

6. STARTING A NEW GAME

Choosing your country

The selection of your country is a very important aspect of the game. The country you choose (and its initial situation) has a big impact on the game's difficulty level as well as on the remaining of the game.

Your home country is the one you play for the entire game. If your empire grows, you might be called to control more than one country, but your home country is the one to protect and take care of. If you lose a colony, the game continues, but if you lose control of your home country, you lose the game.

There are two ways of selecting a country:

BY DIRECT SELECTION

If you want to play with a specific country, you can directly select it from the country selection list. It opens by clicking the country name at the top-left corner of the bottom toolbar.

You can also select a country directly from the world map.

BY COUNTRY PROFILE

Use this option if you do not have a specific country in mind but have an idea of the kind of game you would like to play.

Simply slide the DESIRED COUNTRY PROFILE bars to select a country according to its strengths and problems ranking in demographical (■), political (■), economic (■) and military (■) spheres compared to the other countries.

For example, if you want a peaceful country that has a strong military force, the military strength bar must be set high and the military problems bar must be set low.

Global power suggests you five countries that match the most closely the profile you set. You can then select a country from the list or set a different profile to get a new list of suggestions.

EXAMPLE A:

You want a game where you have to balance resources of your country. You want a country that has severe economic problems, some political problems, but with a strong military force. You do not really care about demography.

Move the political strength slider halfway between the minimum and the average. Set economic strength a bit lower than that. Both political and economic problems should be set high above average.

Set military strength above average and military problems lower than average.

Both demographical strength and problems could be set to anything you want, but let's set them somewhere around the average.

The closest matches to this profile should be Yemen, Malawi, Syria, Lesotho and Vietnam. However, the list may differ slightly as a small variation in the sliders position may change the results.

EXAMPLE B:

You want to play a challenging military-oriented game. You need a country that is strong militarily, but that has some military problems also.

Drag military strength high above average and military problems a little below average.

You can also put some diplomatic relations problems by raising the political problems a little bit above average. Leave the political strength around the average.

Also set the economic strength above average and economic problems below average to provide you with enough financial resources to withstand a long and costly war.

Demographical problems should be set anywhere near the minimum so the country will be exempt of internal problems. Leave demographical strength around the average.

The closest matches to this profile should be China, Indonesia, Vietnam, Syria, and Turkey.

Game objectives

You can specify the winning conditions for your country. However, this does not affect the behavior of other countries. They all have different goals depending on their own situation.

Of all these goals, only **STAY IN POWER** is mandatory. The others only add challenge to the game.

CONQUER THE WORLD

The game ends when the all the countries are either : a) controlled by the player (officially or unofficially) or b) allied with the player.

You could then win that goal without fighting at all, just by convincing all the world to ally with you or by using a whole lot of secret services actions... but that's a long shot.

ELIMINATE ARMED REBELS

You have to bring down rebels to less than 1% of your population and keep your government's stability above 60%.

This can be done using two different mentalities: you can force the number down (by repression and killing) at the risk of stirring up more rebels, or you can win them down by being nice to the population, at the risk of becoming too soft and having the rebels create a Coup d'état.

BALANCE RESOURCES

Some countries do not have the minimum amount of resources to have decent living conditions. Your goal is to supply your country with enough natural resources for your country's needs (either with your own production or by trading) and have enough money to meet all the fixed expenses of your budget.

STAY IN POWER

You must not be overthrown, conquered or assassinated during the specified time limit.

This objective is mandatory. Consider it a friendly reminder.

Game time limit

This option lets you specify how much time you have to attain your goal.

At the end of every turn, the system checks if you met all your goals. If you succeed in less time than the maximum allowed, you get a greater score. If at the end of the time limit you fail to meet one of your goals, you loose.

Each game turn is equivalent to one week.

The available choices are:

Unlimited time	No turn limit
1 year	52 turns
5 years	260 turns
10 years	520 turns

An UNLIMITED TIME game has no time limit. It continues until you meet your goals, or until you no longer control your home country.

Game difficulty factor

There is no preset difficulty level in Global power. The kind of game you decide to play dictates its difficulty factor.

It is calculated using the selected country's initial situation, the objective(s) selected and the game time limit.

Selecting a quiet and peaceful country to stay in power for a year would make a pretty easy game.

On the other hand, selecting the Bhutan to conquer the world would provide much of a challenge, no matter what time limit you set.

After selecting your country, your objective(s) and time limit, you can press the **START GAME** button from the lower-left corner of the screen. You can also press the **TITLE SCREEN** button to go back to the title screen.

7. SCENARIOS

Scenarios in Global power allow you to play games that are different from the ones described in the previous section.

They can include a variety of objectives that are much more specific than those of a normal game. This allows scenarios to be very different from each other and to range from a very short and straightforward game to very complex settings where all the world data and behavior are changed.

They are designed using the scenario editor included with the Global power and are loaded from the game's title screen.

When you begin playing a scenario, you get a briefing providing you information about it. It may contain anything the scenario designer judged useful to include. However, it is usually a good idea to provide the scenario background information as well as detailed scenario objectives. This information can be reviewed from the End-turn screen (see END-TURN SCREEN on page 63).

8. INTERFACE

Top toolbar

The top toolbar contains the system menus, the music control and the END TURN button.

FILES MENU

This menu allows you to save your game or to load previously saved games.

To create a new savegame, select the slot labeled “New savegame” and click the SAVE GAME button.

To save over an old savegame, select it, confirm the savegame name and click the SAVE GAME button. This will overwrite the old one.

IMPORTANT NOTE: The amount of data being saved is huge, taking around 15MB of hard disk space for each savegame. Make sure you do not run out of space.

To load a previously saved game, just select the desired savegame slot and click the LOAD GAME button.

OPTIONS MENU

Through the OPTIONS menu, you can customize Global power’s interface appearance as well as some of features.

CONTEXT HELP

Toggles on/off context sensitive help.

Context help appears when you right-click the mouse.

It gives the player a description or a small amount of information about the element under the cursor.

RANDOM EVENTS

Toggles on/off random events such as natural disasters and stock market crashes.

Enabling random events provides a less predictable and more enjoyable game.

SOUND EFFECTS VOLUME

Sets sounds effects volume.

MP3 VOLUME

Sets MP3 playback volume. Note that the game does not provide any way to adjust CD playback volume.

INTERFACE TEXTURE

Lets you specify the texture to apply on the game interface. Clicking on the box opens a scroll pull-down menu from which you can choose from available textures.

You can add you own textures. Simply put any bitmap image in Global power's textures folder. Valid bitmaps must be at least 20 pixels wide by 20 pixels high.

BUTTONS COLOR

Lets you specify the main toolbar's navigation buttons (see NAVIGATION ICONS on page 30) color. This color can be modified to fit a new texture, or to give a different look to the game.

Clicking on the colored box opens a secondary popup from which you can set the color you wish.

Set the HUE, SATURATION and LIGHTNESS from the slide bars. The resulting color is shown on the button sample on the right side of the secondary popup.

THEMATIC MAP GRADIENT

Lets you specify the thematic map (see THEMATIC MAP POPUP on page 31) gradient starting and ending colors. The legend goes from the left color (lowest) to the right color (highest).

Clicking on the colored boxes on each side of the gradient opens a secondary popup from which you can set the color you wish.

Set the HUE, SATURATION and LIGHTNESS from the slide bars. The resulting color is shown on the button sample on the right side of the secondary popup.

THEMATIC MAP OPACITY

This slide bar sets the thematic map gradient opacity.

It ranges from completely transparent (no color overlay at all) at left, to completely opaque (geographic map no more visible through the thematic map).

QUIT MENU

Lets you end the current game, quit to Global power's title screen or completely quit the game.

AUDIO INTERFACE

In Global power, most of the game's music is your own music. We keep with the customizable elements of the game by offering you the choice of either playing a music CD or a MP3 playlist. Just click on the type of music you wish to play. CD only lights up if an audio CD is present in your CD drive. The sound controls work pretty much the same way as a regular music player.

	CD / MP3 TOGGLE
	Toggles between playing the CD currently in the CD-ROM drive or MP3 files on your hard drive.
	PREVIOUS TRACK
	Skip back to previous song on the CD or in the MP3 folder.
	REWIND
	Move backward within current song.
	PLAY
	Play current song on the CD or in the MP3 folder or resume from pause.
	PAUSE
	Stop playing but hold current position in the current song.
	STOP
	Stop playing current song.
	FAST FORWARD
	Move forward within current song.
	NEXT TRACK
	Skip to next song on the CD or the MP3 folder.
	SONG POSITION BAR
	The bar indicates the position within the current song. Sliding the position indicator allows you to immediately skip ahead or back to a specific point within the song.
	TIME DISPLAY
	Displays the currently playing song elapsed time.
	SONG TITLE
	Displays the currently playing MP3 song title or CD track number

The playlist displays the songs to be played in the order in which they are played.

If you select MP3, click on the name field to bring up the MP3 playlist management popup.

To add items to your playlist, click the **ADD ITEMS** button. This brings a second popup where you can select specific files, entire folders or .M3U and .PLS playlists.

Click on a folder name to select it. Click the **ADD SELECTED ITEMS** to add the entire folder content. Otherwise, double-click the folder name to open it and see the compatible files (MP3 songs as well as .M3U and .PLS playlists) it contains. You can then select multiple items by clicking on them once and click the **ADD SELECTED ITEMS** to add them to the playlist.

To remove songs from the playlist, simply select them and click the **REMOVE ITEMS** button.

Finally, use the **RANDOM** button to shuffle the playlist.

END-TURN BUTTON

Pressing the **END TURN** button initiates the end turn procedure.

This brings up the end-turn confirmation where you have to confirm your actions you declared during the turn as well as the order in which they are to be performed.

Upon confirmation, the current turn ends and you are brought to the **End Turn** screen.

For more details on the End-turn procedure, see **GAME TURN PHASES** on page 20.

Main toolbar

The bottom toolbar contains navigations options and windows controls.

COUNTRY SELECTION POPUP

While closed, it displays the currently selected country's name.

If you click on that name, the popup opens and shows all the countries in the game, listed alphabetically.

Simply click on a country name in the list to select it.

The country list uses color codes to reflect the countries' situation toward you. Your allies are listed in blue, and countries you are openly at war with are listed in red. Countries you control (officially or not) are listed in green.

Press a letter on the keyboard while the list is displayed to go directly to the first country beginning with that letter.

NAVIGATION ICONS

The navigation icons are links to the different themes of Global power.

	Clears all windows and get back to the main screen.
	Links to the DEMOGRAPHY theme.
	Links to the CITY & BASE theme.
	Links to the POLITICS theme.
	Links to the ECONOMY theme.
	Links to the MILITARY theme.
	Links to the SECRET SERVICES theme.
	Links to the TECHNOLOGY screen.
	Links to the UNIT DESIGN screen.

DIPLOMATIC RELATIONS BAR

This colored bar is used to rapidly evaluate the state of diplomatic relations between the selected country and yours.

The closer the white horizontal indicator is to blue, the better the relations are. On the opposite, if the indicator in the red section means bad relations. Neutral or minimal relations usually end up somewhere in between, in the purple section.

Always use this meter to decide which actions to perform on the selected country. For example, your population does not like that you declare war to a country having good relations with you.

You may have to use tricks to deteriorate the relations between your country and another before performing such actions.

Also, other countries often use the level of diplomatic relations to determine how to react to your actions.

COUNTRY COMPARISON CHART

When a foreign country is selected, these comparison graphs help to quickly evaluate the country's strengths and weaknesses in the demographical (■), politics (■), economy (■) and military (■) spheres compared to yours.

The green bar represents the player's country and the red bar represents the selected country.

The country with the highest score has the longest bar, and the other country is measured relatively to that score.

For example, if the military strength bar shows a bar with the green part twice as long as the red part, it means the player's country is twice as powerful militarily than the selected country.

Bars of equal length mean that the two countries are about equal in the related sphere.

NAVIGATION MAP

The navigation map is used to rapidly move around the world.

Clicking the navigation map centers the main map on the equivalent coordinates.

You can also click and drag the mouse on the navigation map to move the main map accordingly.

THEMATIC MAP POPUP

This option paints the map according to the selected attribute to allow you to get a quick glance at the world's situation and to find specific countries matching the given criteria.

The default map is the geographic map showing the relief of the world, but you can select different thematic maps. Just click on the map display mode box to open a popup showing all the available attributes.

When a thematic map is selected, a legend appears on the bottom part of the map. It provides information helping to interpret the map color codes.

The gradient colors and opacity used to paint the map can be customized by going in the OPTION menu on the top toolbar (see THEMATIC MAP GRADIENT and THEMATIC MAP OPACITY on page 27).

The different thematic maps attributes are:

EMPIRE

This display mode shows countries area of influence. This is the only map display mode for which colors cannot be customized.

It shows all the countries the player directly control (your empire) in green. These are the initial player's country, conquered countries and unofficially controlled countries.

The player's allies are shown in blue.

Therefore, countries shown in green and blue could be considered as "your side".

The selected country and is shown in red, along with other countries of the same empire. The selected country's allies are shown in orange.

So, countries shown in red and orange could be considered as “the other side”.

Things get a bit tricky if the selected country is part of your own empire. It is still be shown in red as being the selected country. Allies you share are still be shown in blue but its own allies are shown in orange.

Clicking on different countries will help finding which is linked to which. Another way of finding out is to have a look at the military or political treaties window.

DIPLOMATIC RELATIONS

All counties are colored according to the state of diplomatic relations with your country, from bad to good.

MILITARY STRENGTH

All countries are colored according to their military strength, from weak to strong.

NUCLEAR STRENGTH

Here, countries are divided in 4 color groups:

- Countries armed with nuclear weapons;
- Countries equipped with at least one nuclear research center (meeting all the requirements to build nuclear weapons);
- Countries possessing the nuclear technology (meeting all the requirements to build a nuclear research center);
- Countries with no nuclear power at all.

POPULATION

All countries are colored according to their population.

POPULATION DENSITY

All countries are colored according to their population density (country's population divided by country's surface), from the lowest to the highest.

POPULATION GROWTH

All countries are colored according to their population growth rating, from the lowest to the highest.

HABITABLE LAND RATIO

All countries are colored according to their habitable land ratio (country's habitable surface divided by country's total surface), from the lowest to the highest.

ARABLE LAND RATIO

All countries are colored according to their arable land ratio (country's arable surface divided by country's total surface), from the lowest to the highest.

POPULATION SUPPORT

All countries are colored according to their population support rating, from the lowest to the highest.

GOVERNMENT STABILITY

All countries are colored according to their government's stability, from the lowest to the highest.

GNP

All countries are colored according to their GNP, from the lowest to the highest.

TAXES

All countries are colored according to their taxes level, from the lowest to the highest.

URBANIZATION

All countries are colored according to their urbanization rating, from the lowest to the highest.

TECHNOLOGY

All countries are colored according to their technology level, from the lowest to the highest.

ENERGY

All countries are colored according to their in-house energy supply, from the lowest to the highest. Energy acquired from trade agreements is not considered in the equation

ORE

All countries are colored according to their in-house ore supply, from the lowest to the highest. Ore acquired from trade agreements is not considered in the equation.

CEREALS

All countries are colored according to their in-house cereals supply, from the lowest to the highest. Cereals acquired from trade agreements are not considered in the equation.

MEAT

All countries are colored according to their in-house meat supply, from the lowest to the highest. Meat acquired from trade agreements is not considered in the equation.

WEALTH

All countries are colored according to their in-house wealth supply, from the lowest to the highest. Wealth acquired from trade agreements is not considered in the equation.

Demography theme

COUNTRY CAPITAL WINDOW

This window shows the selected country's capital.

If you control the selected country, an additional button giving you the possibility to move the capital to another city is available.

Be aware, however, that moving a capital is a very serious action resulting in lowered stability and efficiency for some time. You should move your capital only in time of extreme necessity.

See THE CAPITAL on page 10 for more facts about a country's capital.

POPULATION WINDOW

This is an information-only window. You cannot directly interact with anything in this window, but the information it contains is modified by the actions you perform.

First, the window lists the population count and its annual net growth.

Remember that the more population a country has, the greater its production capacity. However, this also mean more needs to fulfill.

Next, the window shows the human development factor. It is a combination of many things (such as health care, education, number of printed books, etc.) showing how healthy and educated the population is. A more developed population results in faster research and construction, a smarter army and smarter political moves.

A more developed country also produces smarter advisors.

The window also displays the country's population distribution between working, not working, and rebels.

WORKING

Working people are the one being taxed and contributing to the country value (GNP). They are the one generating the money needed to perform actions. The less there is, the more economic trouble you have.

NOT WORKING

This part does not contribute to the economic life of the country, but it still need resources and care. Besides the cost, they do not have a negative impact on the country.

REBELS

Rebels do not contribute to the country's economy. They cost you resources and care, but are continually plotting to bring you down. Keep them low or you could get trouble from terrorism, sabotage, and coup.

The last indicator in this window is the urbanization level. It represents the proportion of the country's population living in urban (city) areas.

A country's urbanization increases according to its development level.

The higher that percentage, the richer and more educated your population should be. It also means more efficient industries, requiring more ore and energy.

Urban population also tends to be more peaceful, and less likely to join rebels.

COUNTRY LAND WINDOW

This window is also an information-only window.

It shows the country's area (in square kilometers) and its land use.

HABITABLE

Habitable land represents the land the population can live on. If you run out of habitable space, your citizens may grow angry.

ARABLE

Arable land provides your country with cereals and meat to feed your population or to trade with other countries.

NOT USED

This land is unsuitable for neither for farming or to live on it. You can still build cities anywhere on the map, though.

To increase the amount of habitable or arable land, you have to invest in COUNTRY GROWTH research in the Technology screen (see COUNTRY GROWTH on page 55).

HISTORY GRAPH WINDOW

The history graph displays up to 80 weeks of history data for every country. It shows the relative evolution of nine key information types. While there are no absolute values, it is very useful to see modifications over time.

It can be used to rapidly check which country statistics is falling or rising, to find a country becoming unstable or one with a booming economy.

The history graph is also useful for understanding the countries you control. A population on the brink of revolution is the sign of a problem somewhere. Use the graph to find which statistic is falling.

Simply select the data to show by pressing the related button on the bottom of the graph.

Note that a delay of three game turns is required for the graph to start logging information.

PROBLEMS EVOLUTION GRAPH AND ADVISOR WINDOW

This windows actually appears in the four spheres themes: demography, politics, economy, and military. They all do the same; the only difference is the nature of the problems displayed. With this, you have a general view of that country's situation in each sphere.

This graph shows the importance of the selected country's demographical problems over time.

Each vertical bar refers to a week, from left to right. High bars mean big demographical problems.

This is useful to have a quick glance at a country's situation and evolution.

To get advices regarding your problems, click the **ADVISOR** button. It brings your demographical advisor, which shows you your most urgent problems and suggest you actions to help reducing them.

For more information on advisors, see **ADVISORS** on page 78.

City & Base theme

CITY AND BASE LIST WINDOW

This window contains a scroll list of the selected country's cities and bases.

The **DISPLAY CITIES** and **DISPLAY BASES** buttons located at the bottom of the scroll switch between the display of cities and bases.

Selecting a city centers the map on it to let you know where it is located in the world.

Note that you can also click on the map while the windows are open to select a city.

When you control the selected country, two buttons appear at the bottom of the window.

The **ABANDON BASE** button (only available when a military base is selected) can be used to stop using a base. This could be useful to lower the maintenance costs of your buildings, or to willfully reduce your military strength (if you become too powerful militarily, even friendly countries may begin see you as a threat and diplomatic relations with them may deteriorate).

When a base is abandoned, military units it contains are sent to the country's capital.

Clicking on the **NEW CITY/NEW BASE** button opens the **BUILD NEW CITY** or the **BUILD NEW BASE** window (see **BUILD NEW CITY / BUILD NEW BASE WINDOW** on page 39), depending on the type currently displayed.

SPECIAL FEATURES WINDOW

This window lists the selected city or base special features. These features enhance your cities and bases and give them special advantages.

When a feature is written with its toggle box off, it means that it is not present, but that it can be built by clicking on it. When its toggle box is on, the feature is present and active.

Features that are not written at all are features that are not possible to build in the selected city or base (like if you try to build a naval yard in a city with no access to water).

The available features are:

AIRPORT

Boosts the commercial value of a city, and allows the creation of aerial units.

NAVAL YARD

Boosts the industrial value of a city, and allows the creation of naval units.

NUCLEAR RESEARCH CENTER - only available in military bases

It allows production and storage of strategic missiles. Strategic missile warheads technology must be possessed in order to be able to build a nuclear research center.

If your country does not possess this technology, research it or try to get it from another country prior to build this feature.

UNDERGROUND - only available in military bases

An underground military base is a special type of structure built entirely underground to increase its chances of resisting attacks. It is much more expensive than a standard military base but provides some interesting advantages.

This option must be chosen at the base's creation.

It is immune to strategic attacks. Also, combining this feature with TOP SECRET reduces the base's chances of being discovered by foreign secret services.

However, underground bases have limitations: land units, strategic missiles and satellites may be produced and stored in these bases. Aerial and naval units cannot be produced or stored in underground bases.

TOP SECRET - only available in military bases

It means that other countries do not know the existence of the base.

As for the UNDERGROUND feature, this option must be chosen at the base's creation. It is impossible to hide a military base that is already known.

Secret military bases can be used to build and store new units that are best kept hidden from spies. No secret services actions can be ordered on a secret base.

Espionage performed by foreign secret services on a country may result in the discovery of an existing top secret military base. If this happens, the base then loses its secret status.

BUILDINGS WINDOW

The Buildings window indicates the city activity level in four general sectors.

RESOURCE GATHERING - only available in cities

Indicates the city's dedication for producing natural resources.

PRODUCTION

Indicates the production capacity, used when producing military units and special features. The higher the bar, the faster the city builds.

RESEARCH

Indicates the city or base's contribution to the country's research pool.

DEMOGRAPHY - only available in cities

This field is related to schools, hospitals and all other buildings dedicated to improve citizens' life and development.

You have no direct control over the amount of buildings of a type a city has, but you can set the guidelines and objectives for it to grow according to your plan.

Click and drag a bar to modify the activity level up or down. The modification is spread out on a couple of weeks, as new buildings begin to appear or disappear.

The higher the bars, the more efficient this city/base becomes in that field, but the more expensive it becomes to maintain it.

CONSTRUCTION YARD WINDOW

These five slots display the current production of the selected city or military base. It can build up to five different military projects at once.

When military units or special features are under production, it also displays the time remaining, or the number of these units built each week when the production is more than one unit by week.

To build military units, simply click on an empty slot then select the unit design type, the unit design and the quantity to produce.

You can also redirect a city or base's production (or part of it) to another city or base. Simply click an empty slot and select redirect production instead of a design type. However, due to distance and infrastructure needed to transfer production, some production loss occurs.

The city or base always produces at its maximum capacity. If there are multiple different productions under way, the production is divided evenly between them.

Note that you can only build designs that you researched and understand. Some countries buy their military equipment from other countries. In some cases, even if you possess units, the technological levels of your country are not high enough to build others like them. In those cases, the designs are simply not listed.

If you want to build a special city feature, you have to click on the feature slot.

You can also click on a slot to stop its production.

Since a project can consist of many units, a city can build hundreds, or even thousands of small units each week.

Be aware, though, that buildings units may be great for war, but they have two major drawbacks: they cost money to upkeep, and they may upset the population. So consider the situation well before building up your military.

RESOURCES WINDOW

This graph displays a city's relative importance in the country's resources production (see RESOURCES on page 11).

The blue bar shows the amount of each resource produced by the entire country. The green bar indicates the proportion of each resource generated by the selected city.

This graph may be useful to find a city's economic importance in its country or to select which city to attack or sabotage to impair the production of a specific resource.

BUILD NEW CITY / BUILD NEW BASE WINDOW

This window is used to build a new city or base. It appears when the **NEW CITY** or the **NEW BASE** button is clicked.

Either choose from the suggested cities or bases or type in the desired name in the city and bases scroll list and click the **CONFIRM** button.

Next, set or adjust the location by clicking on the map. If the new city or base is near a open waterway (needed to built a naval yard), the **NEAR WATERWAY** indicator is turned on. The location can be changed until the **CONFIRM** button is clicked.

Finally, the construction cost is displayed for a last confirmation.

Politics theme

GOVERNMENT TYPE WINDOW

This box describes the government type of the currently selected country (see **GOVERNMENT TYPES** on page 12).

If the country is controlled by somebody else (and you know it), the name of the controlling country is displayed. If you control the country, a **CHANGE** button appears to let you change the government type of the country. Note that you cannot change the government type of a conquered country.

You can release control of a country if you no longer want it in your empire. The newly freed country keeps technological advances and other country knowledge it acquired during its occupancy.

GOVERNMENT STATUS WINDOW

In that information-only window, you get to know different relations between the government and the population, and between the government and foreign governments.

SUPPORT

The population support rating is one of the most important factors in the game (especially in a democracy).

It has a direct impact on a government's stability, on the number of rebels and on what a country can and cannot do. When a population does not support its government, it does not approve its decisions.

The population support rating moves in a pretty straightforward manner: when a government pleases its population, the population supports it. When doing the opposite, the population grows angry, may stop working, and even join the rebels. The trick is to know which actions please, and which do not.

Some actions' impacts are obvious and some others are more complex. This is where the advisors come handy (see **ADVISORS** on page 78).

When the support rating rises, a government has more room for experimenting. It can make unpopular actions without compromising its stability.

In extreme cases, unsatisfied population may cause strikes, insurrections and coup d'État. It also increases the chances of success of INCITE REVOLT and COUP D'ÉTAT attempted by foreign secret services.

GOVERNMENT STABILITY

A government's stability takes the population support, foreign pressure and political actions into account. It reflects how stable a government is and how easily it could be overthrown.

FOREIGN PRESSURE

Foreign pressure is the amount of political pressure (see PRESSURE WINDOW below) the selected country receives from all countries.

PRESSURE WINDOW

Political pressure consists in all forms of indirect acts a government uses to destabilize another. It can be press propaganda, influencing unions to strike, luring graduates, etc. It is less efficient than direct military or paramilitary actions, but can be quite effective.

However, be very careful on how you use it. Political pressure is not very subtle. If you are aggressive on an already shaky government, it can view the pressure as an act of war. Political pressure also lowers the relations between you, the target country and its allies.

TREATIES WINDOW

It shows political and military treaties between the player's home country and the currently selected country. If the currently selected country is the home country, then it prints all the treaties the country have with every other nations in that sphere (see POLITICAL AND MILITARY TREATIES on page 13).

You can see all the treaties of a selected nation by pressing the SHOW ALL button.

To negotiate a new treaty, select a country and click on the NEW button.

On the NEW TREATY popup, select the appropriate agreement, set the parameters and click the CONFIRM button.

At the end of the turn, the other country will answer the proposition.

Finally, if you want to break a treaty, select it and click the BREAK button.

It is always a good thing to break all political ties with a country before attacking it. Otherwise, you may be seen as a traitor and your allies could lose confidence in you.

PROBLEMS EVOLUTION GRAPH AND ADVISOR WINDOW

This window is similar to the demographical problems evolution graph and advisor window (see PROBLEMS EVOLUTION GRAPH AND ADVISOR WINDOW on page 35), except that it analyses political problems.

To get advices regarding your problems, click the ADVISOR button. It brings your political advisor, which shows you your most urgent problems and suggest you actions to help reducing them.

For more information on advisors, see ADVISORS on page 78.

Economy theme

GNP AND TAXES WINDOW

The GNP refers to the total amount of money generated by your country's industry and commerce.

A country with a big GNP has a definite diplomatic advantage over others, as they are generally more powerful and have bigger administrative teams.

It can be increased by stimulating the country's production (see BUILDINGS WINDOW on page 37) and by lowering taxes.

The GNP is not the government's income. To get money to perform various actions, the GNP has to be taxed using the taxes sliders. They are used to set taxation levels in personal, commercial and industrial sectors.

PERSONAL

These are personal income taxes. They provide a lot of money to the government but render the population angry if they are set too high.

COMMERCIAL

Commercial taxes provide less money than personal taxes and tend to slow down the economy and lower the GNP.

INDUSTRIAL

This sector provides even less money. However, low industrial taxes mean growth in this sector, which has a direct influence on unemployment level.

If you increase taxes in a specific sector, it gives you more money, but also slows down its growth. It has a direct impact on the country's GNP.

To modify a level, just click and drag its bar or click on the numerical description on the left of the bar and type in the exact value you want.

Keep in mind that level of taxation has a significant effect on the level of population support. Drastic changes may have catastrophic effects, so be subtle in your changes.

BUDGET WINDOW

This window let you manage the budget. It is here you see how much money you have, and where you spend it.

If you do not control the currently selected country, you are not able to see the available money, but you can still see the budget repartition.

AVAILABLE FUNDS

The available funds are the amount of money you currently have at hand. It is the government's direct weekly income, resulting from the GNP being taxed.

This is what you can use to perform various actions.

If you do not use all the available funds during a turn, it is added to the next turn's allowance.

The budget's scale can be adjusted to allow easy fine-tuning of the distribution. Right below under the last budget bar are two gray boxes, one says "0%" and the other "25%". That means that the maximum length of a budget bar is actually 25% of the total country budget. Clicking on the  or the  zooms in and out of the budget.

There are two ways to raise and lower funding in a category. The simplest way is to click and drag the bar. You can also click on the numerical description on the left of the bar to type in the value you want.

Raising funding in a sector lowers the others sectors proportionally. In the same fashion, if you lower one entry, the others will raise. So moving around a budget can disturb the funding of other category you may not want to move.

Clicking on the lock icon beside a bar prevents this by freezing the bar at its current value. This way, you can control where to take the money from and where it goes.

If you click the **DISPLAY UPKEEP** button, the budget distribution is replaced by the upkeep display. The upkeep represents the minimum amount each sector needs in order to maintain its current efficiency level. The default value is 100% for all of them, except for research, which does not have an upkeep fee.

Funding for 100% of each sector's upkeep is a good thing, while not mandatory. Some poor countries do not even have enough money to pay for all their minimum expenses. Paying for less than that produces deterioration in the sector over time, but provides more surplus money to perform actions with.

If you want to cut in government's expenses, simply go to the upkeep display and lower the bar to the desired level.

Now, lets get back to the budget distribution. The budget bars are separated in two colors: a fixed green color, and a moving blue. The green part represents the upkeep fee, as set in the upkeep display. The blue bar represents over-financing or surplus. If you spend lower than that amount, the needed funds are displayed as a red bar on the budget window.

Over-financing a sector does not do any good. It only provides surplus money, which is all put together to perform actions.

Depending on the category, under-financing can have serious consequences.

EXAMPLE:

A third-world nation cannot pay for their minimum expenses, so there is never any money left for new actions. It can deliberately set all their upkeep tabs at "50%". That means that it'll spend only 50% of the minimum amount necessary willingly. The rest of the money is accounted for as surplus, and used for new actions.

The budget sectors are the following:

ADMINISTRATION

These general government expenses. They are higher as you get close to a democratic government type since the government's infrastructure is bigger. Under-financing results in a loss of efficiency in things like tax collecting, maintaining order and executing government actions.

DEMOGRAPHY

Health care, schools, and other community-related spending. As a direct link to the approval rate of the population.

COMMERCE

Money needed to pay for the trade resources treaties in place. Underfinancing causes treaties to break at random.

BUILDINGS

This is where you pay for the cities. The more you have, and the more production and buildings they contain, the more they cost. Underfinancing means closing of buildings and, in some extreme cases, the loss of cities special features.

RESEARCH

Money used for technological research. There is no minimum, but the more you fund it, the faster you discover new technologies.

MILITARY

This includes the upkeep fee for constructed military units, which is about $\frac{1}{4}$ of the construction cost annually, represented by the minimum amount.

SECRET SERVICES

This sectors has a direct impact over secret services efficiency.

RESOURCES WINDOW

This chart represents the state of the five types of natural resources: energy (💡), ore (🪨), cereals (🌾), meat (🥩) and wealth (💰) (see RESOURCES on page 11).

It is divided in two portions:

The left part (green) tells how many resources a country currently has and uses, combining its own production with the resources it acquires by trade.

The right part (either blue or red) gives complementary information.

If it is blue, it means that the selected country is generating more than it needs, and that it can sell the surplus.

If red, the selected country is lacking that resource and would need to buy some to meet its needs.

Clicking on the blue or red part of the bar brings the related trade resource popup, in which you can try to arrange resources trade agreements with the selected country or other nations (see TREATIES WINDOW below for details about negotiating a new economic treaty).

INTERNATIONAL FUNDING WINDOW

This represents the International Monetary Fund, which was created to financially help under-developed countries.

Rich countries can contribute to the fund by giving a small part of their income. While not mandatory, contributing to the International fund enhances diplomatic relations and provides a good international image.

Failing to contribute while being able to do so can harm international diplomatic relations.

Poor countries can request help from the International fund. If they meet the requirements, they receive financial help. This can be done by clicking the REQUEST HELP button.

TREATIES WINDOW

This window works pretty much the same as the Politics theme treaty window (see TREATIES WINDOW on page 40) except that this one displays economic treaties.

To negotiate a new treaty, select a country and click on the NEW button.

From there, simply confirm the type of agreement and then the amount you wish to trade and the country you wish to trade with. You can select from the list of suggested countries.

If you wish to trade with a specific country, have it selected before you making the TRADE RESOURCES popup appear.

The other country answers the proposition at the end of the turn.

Finally, if you want to break a treaty, select it and click the BREAK button.

Don't forget that it's always a good thing to break all political ties with a country before attacking it.

PROBLEMS EVOLUTION GRAPH AND ADVISOR WINDOW

This window is similar to the demographical problems evolution graph and advisor window (see PROBLEMS EVOLUTION GRAPH AND ADVISOR WINDOW on page 35), except that it analyses economic problems.

To get advices regarding your problems, click the ADVISOR button. It brings your economic advisor, which shows you your most urgent problems and suggest you actions to help reducing them.

For more information on advisors, see ADVISORS on page 78.

Military theme

UNITS WINDOW

First, this window displays the currently selected city or base name.

Right beside is the **ZOOM AREA** button. Clicking it opens a popup showing the city or base surrounding area. The brightest part of the area represents the zone in which an eventual combat in the selected city or base would take place. This can give important strategic information regarding the kind of units to use to attack or defend a specific place.

Next is the unit summary. It gives an abstract of the military forces parked in the selected city or base. It is divided into soldiers, land (vehicles only), air and naval units and only gives the amount of units. It does not take the relative power of each unit into account.

This is followed by the parked units list. It contains all the military units currently parked in the selected city or base.

If foreign military units are parked in the selected city or base, the owner's country flag appears over the scroll list. Click on a flag to get a list of the related military units.

TASKFORCES

A taskforce consists in military units grouped in a single entity. It trains as a group, moves as a group and engages in battles as a group. Units included in a taskforce are used to work together and gain some experience over time as they train together.

After a battle, units in a taskforce gain experience, which makes them more efficient. However, experience is only given to units in a taskforce. Individual units do not have this advantage.

When units are added to a taskforce, the experience pool is redistributed equally to all the units it contains. When units are removed from a taskforce, the taskforce loses experience in the same proportion.

Units grouped into taskforces are listed together. Clicking on the  or the  expands or collapses the taskforces.

To group units, select multiple unit types and click the **GROUP** button. You are then prompted for the taskforce's name. Type in the name you want and press **ENTER** to continue.

To remove unit types from a taskforce, select the unit types to remove in the expanded taskforce content and click the **REMOVE** button.

To completely ungroup a taskforce, select the main taskforce box (the one with the taskforce's name in it) and click the **UNGROUP** button.

To split similar units listed together in two groups, select a unit type, click the **SPLIT** button and type in the number of units of the first group. The remaining units form the second group.

To merge back similar units together so they are listed as a single group, select both groups and click the **MERGE** button.

If you select another city or base or if you move to different screen, all the similar unit types are merged back together.

MOVING UNITS

Moving military units from a city or base to another can be done by selecting units to move and then clicking on the **MOVE UNITS** button.

To only move some units from a larger group, first split the group in two and then move the smaller group you want to move.

Once the **MOVE UNITS** button is clicked, a popup window appears. You are prompted for the destination country and the destination city or base. Simply select them by clicking on the map. Use the same method to move units between your own cities or bases.

If only naval units are selected, you have the possibility to move them in international waters. To do so, instead of clicking a country to select it, click in the water. The naval navpoints light up and can then be selected like cities or bases.

These navpoints are owned by whoever is there first and stays there. Attacking foreign ships in a navpoint is considered an aggression against the government.

These navpoints can be very useful to spread your fleet, and to approach foreign lands without having to park on anyone's territory.

You then have to choose from the following intentions:

FRIENDLY

Moving units with friendly intentions is used when moving units to your own cities or bases, to park troops in foreign cities or bases or to send out reinforcements to attacked cities or bases.

ATTACK REBELS

When everything else has failed, attacking rebels, while bloody, can be an effective way of reducing their number.

It sends the selected troops to their camp to annihilate them the hard way.

You can choose to attack your own rebels or to assist a foreign country by attacking its own rebels.

At the end of the current turn, the Conventional troop movements phase begins, leading you to the battle.

Attacking rebels occurs the same way as attacking foreign forces. Their equipment is set according to their efficiency rating.

HOSTILE

Sending troops with hostile intention is the most common way of attacking an enemy. It is considered an act of war and triggers all the consequences of this kind of action.

Units sent this way attack the target city or base upon their arrival.

COVERT STRIKE

The covert strike is used to send a small commando for on a hit and run covert mission.

If successful, the attacked country does not know who attacked. It appears to be a rebel attack.

It is primarily used to harass an opponent and reduce its defenses without declaring an open war .

To be successful, the units rely on their country's Secret services efficiency. Sending small groups of units provides greater chances of succeeding than sending large, bulky units, which leave a lot of hints leading to the attacker's origin.

If all moved units have the stealth ability, a message appears under the SPECIAL label.

Moving troops using their stealth ability is very useful to sneak up on an enemy to perform surprise attack, or simply to move around the world without everybody knowing about it.

This has to be used wisely, though. As you can use this ability to get where you should not be going, it can trigger undesirable consequences.

As long as your units succeed at staying stealth to foreign sensors, there is no problem. But once discovered, the units are seen as inbound hostile units. They still can retreat and trigger minor consequences, or continue for a standard attack.

Discovered units are not allowed to park at their destination if it is already occupied by foreign units.

STRATEGIC WARFARE

If you want to perform a strategic warfare action (like to launching strategic missiles), click the STRATEGIC WARFARE button. Once activated, it turns gray; you will be brought to the Strategic Warfare screen at the end of the turn.

TREATIES WINDOW

This window works pretty much the same way and displays the same information as the Politics theme treaty window (see TREATIES WINDOW on page 40).

The only difference is the addition of the REQUEST MILITARY HELP button. It can be used to call for military assistance from the international community.

Note that this has nothing to do with your alliances. When you request military help this way, anyone can answer the call.

The response depends on many factors: the state of your country, which country is attacking, the relations between your country, the attacking country and all the others, etc.

If some countries decide to help you, they will send military units to fight back the attacking force on the next turn.

PROBLEMS EVOLUTION GRAPH AND ADVISOR

This window is similar to the demographical problems evolution graph and advisor window (see PROBLEMS EVOLUTION GRAPH AND ADVISOR WINDOW on page 35), except that it analyses military problems.

To get advices regarding your problems, click the ADVISOR button. It brings your military advisor, which shows you your most urgent problems and suggest you actions to help reducing them.

For more information on advisors, see ADVISORS on page 78.

Secret Services theme

Secret services allow you to perform a variety of actions, usually without letting others know about it.

SECRET SERVICES EFFICIENCY WINDOW

The Secret services efficiency is the country's ability to perform Secret services actions successfully, without being noticed, as well as the ability to prevent foreign Secret services actions to be performed against it.

Each time a Secret services action is performed, the Secret services efficiency of the performing country is compared with the Secret services efficiency of the target country. If it has a better rating than the target country, it stands better chances of performing the action successfully. Otherwise, the target country has better chances of detecting and countering the action.

The Secret services efficiency rating can be raised by financing Secret services through the BUDGET DISTRIBUTION of the Economy theme (see SECRET SERVICES on page 43) and by researching new Secret services technologies in the Technology screen (see SECRET SERVICES on page 54).

ACTIONS WINDOW

This window lists ongoing secret services missions around the world. If your home country is selected, it lists all active actions. Otherwise, only the actions targeted at the selected country are shown.

Clicking the NEW ACTION button opens the NEW ACTION window.

You can also cancel currently active mission by selecting it and pressing the CANCEL ACTION button.

NEW ACTION WINDOW

This window allows you order new secret services missions.

Creating new actions does not mean that it happens right away. You simply sent agents to do their jobs.

Some actions, like terrorism, can materialize very quickly, while others, like rigging elections, take many turns to come true (if at all).

Here are the different actions that can be performed:

INCITE REVOLT

The action of inciting revolt in a country is a long-term action focused on increasing unrest in a country's population. It decreases the population's support to the country's government and increases the number of rebels.

In the long run, it could plunge the country in real chaos, leading it toward anarchy.

This action goes on until stopped by the player.

ESPIONAGE

This action is used to spy on the target country in hope of discovering things it prefers to keep for itself.

Spying on a country may reveal technological advancements, secret military bases or even the fact that the target country has rigged elections and is controlling another country unofficially.

This action goes on until stopped by the player.

SABOTAGE

Sabotage is used to damage or destroy the target country's installations or equipment to impair its operations.

Depending on the targeted sector and the level of success, a large military unit in production could be destroyed just before completion, or a nuclear research center could be destroyed, preventing the target from producing nuclear weapons.

Performing this action may take some time, but it stops once completed (successfully or not).

ASSASSINATION

Assassination is used to kill one of the target country's leading figures to impair the country's operations.

Performing this action may take some time, but it stops once completed (successfully or not).

If a foreign country succeeds at assassinating the player's country government leader, the country instantly falls in anarchy and the game is over.

COUP D'ÉTAT

Performing a Coup d'État on a country replaces its government leaders with new ones who are more inclined to have good relations with the originating country.

A successful Coup d'État do not provide the originating country with control over the target country. It only improves relations between the two countries.

Performing this action may take some time, but it stops once completed (successfully or not).

If a foreign country succeeds at performing a Coup d'État on the player's country, the game is over.

TERRORIST ACTION

Terrorist actions are meant to destabilize the target country's government and manipulate public opinion.

As it can only be performed on civil installations, it directly aims the target country's population. It is a shameful and bloody way of attaining a goal.

Performing this action may take some time, but it stops once completed (successfully or not).

RIG ELECTIONS

Rigging election is a long-term action consisting in manipulating votes and tricking a country's population to elect fake government leaders.

The new government seems legitimate but the originating country gain total control over the target country, without anybody knowing about it.

This unofficial control of the country lasts until foreign Secret services discover it and reveal it to the world. If this happens, the target country immediately regains its independence, suffering from this sudden and drastic change. The other country suffers a sudden drop in international diplomatic relations.

Performing this action may take some time, but it stops once completed (successfully or not).

If a foreign country succeeds at rigging elections on the player's country, the game is over.

All those actions are very powerful and can seriously destabilize the target country, but they also have their tradeoff. They are very expensive and being caught performing them can seriously impair relations with the target country. The resulting consequences can be very perilous.

In order to perform the action, there are a couple of parameters to set.

First, you must select the kind of actions to from the actions described above. Click on the desired one to select it.

Next, you must select the target country. The default is the currently selected country, but you can select a different one by clicking on the country name in the current window.

Some actions can even be performed by the player on his own country. This may be useful in certain situations. The player must be careful though. If discovered while doing this, the country might suffer from a decrease in its stability and population support, as well as an increase in the number of rebels.

You can then decide to frame a third country for the action. This can be a very useful option as it makes the target country think the action was perform by another. This way, a country can be tricked and lead to think another is the bad guy, not you.

While powerful, this option makes an action more expensive and difficult to perform. Being discovered while doing this kind of action not only seriously impairs diplomatic relation between the player's country and the target country, but also with framed country.

Finally, you get to select the sector to target and the target's importance. It sets the kind of target on which to perform the current action.

Some actions are sector-specific, this is why some sectors may not be available to some actions.

The available sectors are:

CIVIL

Includes education, health care, public installations and the population itself.

POLITICS

Includes elections, politicians and government infrastructure.

ECONOMICS

Includes natural resources, economic professionals and stock markets.

MILITARY

Includes military personnel, equipment or installations.

The target importance can be set to low, moderate, high or extreme. A more important target will produce a bigger impact, but will also increase difficulty of performing the action.

EXAMPLE A:

You want to impair your enemy's military units production, but you does not have very efficient secret services. You could then perform a sabotage action in the military sector, using low or moderate target importance to lessen the chances of failure.

EXAMPLE B:

You want to hit real hard on your enemy. You decide to assassinate the government leader and frame someone else for it. Select ASSASSINATION, the target country, the country you wish to frame and set the action to POLITIC with an EXTREME importance.

EXAMPLE C:

You want to go at war with a country but fear you population will not support your decision. How about performing TERRORISM on your own country while framing the country you wish to attack. Target the CIVIL sector and set the importance according to the amount of damage you want do to. If successful, this action makes the framed country look like a bad guy and you stand better chances of getting the population's support for the upcoming war.

Technology screen

This screen details your current level of technology, and the research and financing for new technologies. These technologies are then be used in military unit designs.

For all fields, blue dots represent the technology level you currently possess, white dots are the focus of researches, and gray dots are undiscovered technology levels.

The global research financing is set in the BUDGET DISTRIBUTION of the Economy screen. This global amount is then divided among technology types.

You research all fields listed on the left simultaneously. The research efforts in each field are proportional to the financing distribution. It can be adjusted by using the yellow located right under each technology type box. An enlarged version is displayed for the currently selected technology type. Both can be used to adjust the financing.

When the proper distribution is set, the bars can be locked by clicking on the lock icon left to the enlarged yellow bar or the green dot next to the small bars.

To change the research focus, click on the desired technology in a specific field. The selected technology is marked by a light gray box. Click on the CONFIRM button to confirm your choice. The new research then turns white.

As research progress, blue bars appear right of the field. The closer the bars get from each other, the closer you are of discovering the new tech.

The main window also provides details about the estimate time until a discovery is made.

Technology fields you can research in are the following:

GENERATION

A Generation advancement is a leap forward in all aspect of construction. It encompasses building material, worker training, automation, electronics, etc. It is usually very hard to advance a generation.

In Global power, a unit built under the 3rd generation is better in all respects than a 2nd generation unit built with the same technology ratings.

Once you achieve a higher generation, you cannot come back. New designs you create are always of the current generation and therefore, are more expensive to build. You can still build units using older designs, though.

UNIT SPECIFIC TECHNOLOGY

Unit ratings represent their abilities. The higher the rating, the stronger the ability.

To illustrate the ratings category, the following sections are based on existing technology. However, ratings are not restricted to these technologies Just keep in mind that the current real world technology level was set between 1 and 5. Unit ratings above that represent future technology

Also, although described here in a general way, ratings do not have the same effect from a unit type to another. For example, a tank with a conventional armor rating of 4 has a stronger armor plating than an infantry vehicle or aircraft with an equal rating.

SENSORS - CONVENTIONAL

Conventional sensors represent sensors able to detect ground and air units. Radar and thermal sensors are good example of this technology.

To provide good results, sensors must be paired with a good communication rating as any knowledge acquired through the sensors must be transmitted to other units in order to be useful.

SENSORS - ASW

These sensors are used in Anti-Submarine Warfare to detect underwater military units. In Global power, these sensors are used against submarines.

COMMUNICATIONS

The communication rating is used to share information on the battlefield.

When a unit detects a enemy unit with its sensors, it must establish a successful link with central command in order to share the information with everybody.

If the link is unsuccessful, the enemy unit's stays undetected to the player and to the player's other units.

The communication rating is also used to determine if a satellite successfully provides sensors bonuses to the units in combat.

ARMOR - CONVENTIONAL

This type of armor protects from conventional warheads and artillery damage.

ARMOR - NBC

NBC protection helps to prevent damage from nuclear fallouts and biochemical agents.

ENGINE - SPEED

This rating determines how fast the unit moves in theater warfare.

ENGINE - MANEUVERABILITY

With this rating, the unit can dodge attacks and stand better chances of evading incoming missiles.

WEAPON - DAMAGE

This represents the amount of damage a unit can do with it is conventional weapon.

WEAPON - AREA

A higher blast area hits many targets within the same group of units, much like an cluster bombs, while a low rating hits only one target.

Note that does not increase a weapon's overall power. It only spreads the damage over more targets. It means that with a high blast area rating, more targets are hit but they receive less damage than a single unit getting all the damage from a low blast area rating weapon.

WEAPON - RANGE

Determines the maximum range of the conventional weapon of the unit in theater combat.

WEAPON - PRECISION

Increases the chances to hit an opponent.

STEALTH

The stealth rating symbolizes the unit's ability to hide itself from others.

On soldiers, it represents the ability to use natural or artificial camouflage in order to conceal themselves from other units. It can consist in using vegetation or materials that are native to the given area or more elaborate means to hide themselves from enemy's sight and sensors.

On mechanized units, it represents the capacity to conceal themselves from enemy's sensors. It can be done by using radar absorbent materials, destructive interference, special structure geometry, or the use of the surrounding environment (like a submarine using thermal layers to hide itself from enemy sonars).

When two units come within detection range, the first unit is stealth rating is opposed to the second unit is sensors rating to check if detection occurred.

COUNTERMEASURES

Countermeasures consist of all the methods of reducing the effectiveness of an enemy's weapon systems. It includes chaff, flares, electronic and acoustic countermeasures.

A unit equipped with countermeasures uses this ability to try to evade incoming missiles. Countermeasures must be combined with good sensors, as a unit cannot try to evade an incoming missile if it is not even aware of.

SECRET SERVICES

Secret services efficiency in specific activities can be enhanced by improving the equipment they use. This can be done by researching secret services technology.

It is divided into three sectors, each with its own effect on your agents' effectiveness.

Researching explosives enhances your effectiveness in sabotage and terrorist actions.

Surveillance gives you better results when performing espionage and general intelligence gathering.

Special weapons help the accomplishment of terrorist actions and assassination missions.

Efficiency in other types of mission can still be increased by financing Secret services through the BUDGET DISTRIBUTION of the Economy theme (see SECRET SERVICES on page 43) and by researching new Secret services technologies in the Technology screen (see SECRET SERVICES above).

COUNTRY GROWTH

Select this technology field to finance country growth-related technologies. These technologies help the country's development in various sectors.

No specific technology is discovered by financing this technology type. It only has a positive effect on the related sector as long as the financing is maintained.

Unit Design screen

This screen lists all the player's country available designs. A design is like the blueprint for a military unit. In Global power, even soldiers have designs.

Units are sorted by category, like the category present in the military summary window and the Combat screen. To review designs, simply click on the category, and then the desired type. All designs of that type are printed in the scroll underneath.

Some unit types can carry other units. They then become a complex unit. For instance, a plane can carry missiles, which are themselves independent designs. Some units, like the aircraft carrier, can carry planes, which carry missiles, becoming even larger units.

It is possible that a country lists some designs that it cannot build. This is because a country can buy units from a foreign nation. By doing that, they also "buy" the blueprint of the design for reference. But if the country does not possess the technology ratings required by the design, it cannot understand the complex technology present inside the unit. Therefore, it is not able to build it.

BUILDING AND UPGRADING DESIGNS

It is possible to create a new unit design by pressing the NEW button on the bottom of the screen.

After entering the new design's name, select the different technology ratings you want to include in the design.

Keep in mind that the more technology ratings you include, the more expensive the design gets. It may be a good strategy to design units for specific roles. This helps lower unit production cost while providing you with specialized units.

It is also possible to upgrade an existing design to equip it with newly discovered technology. This is especially helpful to keep very expensive units up to date.

When upgrading a design, you follow the same steps as when creating a new design. You can even lower a tech rating, or take out carried units. Do not forget, however, that when you confirm the upgrade, you have to pay to upgrade all units built with that design.

DESIGN DESCRIPTION

GENERATIONS

Displays the current generation rating. It is not possible to change a design's generation rating once the design is confirmed, even if research advance to a higher rating.

UNIT TRAINING

Sets the amount of training the design gets once it is built. A unit with a high training rating not only cost more, but also takes more time to build. However, more trained units are more effective in all respects.

UNIT RATINGS

Unit ratings represent their abilities. The higher the rating, the stronger the ability.

Gray dots represent technology ratings already discovered (and available for the current design) but not selected for the current unit design.

Blue dots represent technology ratings included in the current unit design.

CARRIED UNITS

These slots allow the player to equip units with other units to create complex units as described above. Click on a box to open a scroll list of available designs. Select the desired design and use the  and the  to set the desired quantity.

Some unit types, while being able to carry different kind of units, can only carry one kind at once. For instance, a mobile launcher as the possibility to be loaded with anti-air missiles, surface-to-surface missiles or strategic missiles, but only one type at once.

UNIT TYPES

These are the different unit types available in Global power:

SOLDIER

Soldiers are the cheapest and most common military units. They are armed with variety of weapons.

They are primarily used in poor countries and are not particularly deadly on the modern armored battlefield.

They are very slow and depend on armored personnel carriers and transport helicopters to travel long distances on the battlefield.

INFANTRY VEHICLE

The infantry vehicle is a lightly armored, lightly armed, fast ground transport vehicle for soldiers.

It moves in shallow water, but at a slower movement rate.

Its machine gun is useful for taking out troops or other lightly armored vehicles, but has little effect on tanks.

It can be very effective to move troops on the battlefield while providing them some protection. However, if an infantry vehicle is lost in combat, all carried personnel are killed.

TANK

The tank is a heavily armored vehicle armed with a very powerful conventional projectile weapon designed to destroy other armored vehicles. They are mounted on a fast track system for all-terrain mobility.

With their big firepower and armor, they often represent the first line of ground offense. However, they can only fire at surface targets, which render them defenseless against aerial units.

MOBILE LAUNCHER

The mobile launcher is a mobile missile platform. It has accurate firing and can move quickly over terrain.

As it is lightly armored, it has to stay away from enemy units and needs to be protected by other unit types.

It can be loaded with anti-air or surface-to-surface missiles, which makes it a very deadly unit if used wisely.

They can also be loaded with a single strategic missile. However, it cannot be used in conventional combat. It only allows you to move the missile from a city or base to another, which you cannot do otherwise.

HOWITZER

The howitzer fires ballistic charges over long distances. Invaluable at destroying heavily armored units from a safe distance.

This unit requires protection on the battlefield as it is very lightly armored.

ANTI-AIRCRAFT GUN

This artillery unit is designed for rapid fire, high elevation, and speedy adjustment enabling it to shoot upward at aircraft.

The guns are either aimed visually or electronically so that the aircraft flies into the fired rounds.

Although much less effective than anti-air guided missiles, they can pose a serious threat to attack helicopters and low flying aircraft.

As it is lightly armored, it has to stay away from enemy units and needs to be protected by other unit types.

ATTACK HELICOPTER

The helicopter is an armored air unit lifted and propelled by rotating blades, which allow it to take off and land vertically, hover, and fly horizontally in any direction. Its ability to stand still makes it a very good air support unit.

It can be equipped with anti-air and air-to-surface missiles, as well as ASW sensors and torpedoes. This is why it is a very deadly ground and surface attack unit as well as a very good submarine hunter-killer.

Its ability to takeoff and land vertically allows it to be operated from frigates, destroyers and aircraft carriers.

TRANSPORT HELICOPTER

The transport helicopter is similar to the attack helicopter. However, it is unarmed and is only used to carry soldiers to and on the battlefield. It has a lighter armor and flies slightly slower. Its ability to take off and land vertically allows it to be operated from frigates, destroyers and aircraft carriers.

AIRCRAFT

The aircraft is the fastest unit of the battlefield. It can be loaded up with anti-air and air-to-surface missiles.

It can be used as a fighter, designed to intercept and destroy enemy aircrafts, or as an attack aircraft designed to engage ground targets.

They are lightly armored. They rely more on their speed, maneuverability, stealth and countermeasures to slip through enemy air defenses and destroy their targets.

Aircrafts are expensive, but they can be very deadly and effective during a battle.

They can be based on aircraft carriers to be operated far away from owned military bases.

PATROL CRAFT

This small and agile ship is typically used for coastal defense. Normal armament includes guns, torpedoes and surface-to-surface missiles.

This boat has a shallow draft and can move on rivers. However, it is not equipped for navigating in open seas. It is not be able to park on ocean navpoints, since they are too far away from the coast.

Patrol crafts have a great deal of firepower considering their low cost.

CORVETTE

The corvette is a fast, light escort ship. It is equipped with torpedo tubes, surface-to-surface missiles and anti-aircraft missiles.

Most naval task forces rely on corvettes for anti-aircraft defense.

Normal armament includes guns, anti-air missile, torpedoes, surface-to-surface missiles, along with conventional and ASW sensors.

FRIGATE

Warship designed to operate independently, or with strike, antisubmarine warfare, or amphibious forces against submarine and surface threats.

The frigate has an helicopter pad and may operate up to two helicopters, typically for antisubmarine warfare.

The frigate is smaller than the destroyer and much more maneuverable.

Normal armament includes guns, torpedoes, surface-to-surface missiles, along with conventional and ASW sensors.

DESTROYER

This powerful general-purpose escort ship is useful for surface and antisubmarine combat.

The destroyer is larger than the frigate, less maneuverable, but equipped with more powerful cannons able to perform shore bombardment.

Like the frigate, the destroyer has an helicopter pad and may operate up to two helicopters, typically for antisubmarine warfare.

Normal armament includes cannons, torpedoes, surface-to-surface missiles, along with conventional and ASW sensors.

SUBMARINE

The submarine may be the most powerful vessel at sea, as long as it remains undetected. Their stealth capabilities enable them to sneak through heavily defended places and to deliver surprise attacks to enemy surface ships without adequate ASW escort. Submarine typically ambush their targets, and quickly evade any defending units. For this reason submarines should avoid shallow and restricted waters.

Its main weapon is the torpedo. However, submarines can also be equipped with surface-to-surface missiles and strategic missiles.

With the adequate equipment and used with caution, a submarine can become a very powerful and mobile undersea missile platform.

AIRCRAFT CARRIER

Aircraft carriers are basically aircraft and helicopter launch platform.

It is a very large vessel with no defense system. It is very vulnerable if not properly escorted. However, when used in conjunction with a group of escort ships, it can become the most powerful war unit.

With an aircraft carrier, a country can place military units close to another country, while keeping them in the relative safety of international waters. When an attack is launched, the units get to their destination much faster than if they were launched from a home city or military base. This advantage can take an opponent by surprise, allowing the attacking forces to win a battle before defending units can be sent.

The role of the aircraft carrier is determined by the type of units it carries.

It can be loaded with attack and air superiority aircrafts, ASW helicopters, ground attack helicopters, as well as transport helicopters loaded with soldiers ready for battle.

The type of units it carries determines the role of the aircraft carrier. It can be loaded with attack and air superiority aircrafts, ASW helicopters, ground attack helicopters, as well as transport helicopters loaded with soldiers ready for battle.

MISSILES

Missiles are self-propelled projectile weapon. Aside from the strategic missile, they cannot be used on their own. They are all used as carried weapons by other units.

Given the appropriate unit ratings, they can become deadly fire-and-forget weapons.

There are five types of missiles available in Global power. Each serves a different purpose.

AIR-TO-SURFACE

Air-to-surface missiles are air-launched missiles that target surface or ground units. They are used as anti-ship missiles or for ground strikes.

Air-to-surface missiles can be equipped with conventional, biochemical and incendiary warheads.

ANTI-AIR

Either launched from ground, sea or air units, these missiles are design to destroy air units. They carry a rather small payload compared to other missile types.

Anti-air missiles can only be equipped with conventional warheads.

SURFACE-TO-SURFACE

Surface-to-surface missiles are very powerful weapons launched from mobile launchers, surface ships or submarines against surface targets. It includes self-propelled unguided rockets, anti-ship missiles and ground attack missiles.

They carry a larger payload than their air-to-surface counterpart and can be equipped with conventional, biochemical and incendiary warheads.

TORPEDO

The torpedo is a self-propelled guided projectile operating underwater and designed to detonate on contact or in proximity to a target. It can only be used by naval units and helicopters against surface ships and submarines.

Torpedoes can only be equipped with conventional warheads.

STRATEGIC

Strategic missiles are very powerful and devastating missiles. Since they are very large, they can only be used from military bases, specially equipped submarines and mobile launchers.

Note that, even if mobile launchers and submarines can carry strategic missiles, they cannot use them in conventional combat theater. The only purpose of carrying strategic missiles is that it enables you to move the missile from a city or base to another, which you cannot do with individual strategic missiles.

They can be equipped with conventional and biochemical warheads and are the only missile type able to carry a nuclear warhead.

Strategic missiles cannot be used during conventional battles. They are launched from the Strategic Warfare screen (see STRATEGIC WARFARE SCREEN on page 64).

The launch of strategic missiles is considered an extreme measure and can incite neutral countries to retaliate in an escalating process leading to Armageddon. Use with caution.

Missiles can also be fitted with four different warheads:

CONVENTIONAL WARHEAD

Conventional warheads are the most commonly used warhead type. They basically use high explosives to produce damage.

When a high explosive detonates, it is converted almost instantly into a gas at very high pressure and temperature. The pressure of the gases thus generated is then used in blast or fragmentation effects to damage enemy units.

BIOCHEMICAL WARHEAD

Biochemical warheads use chemical or bacteriological (biological) agents to cause direct toxic effects on target troops. These agents of mass destruction can create harmful effects to units without adequate NBC protection over a vast area. However, biochemical agents are only effective on human units, or human units in other unprotected units.

International laws prohibit the development, production, stockpiling and use of biochemical weapons. It can still be done secretly but, if discovered, the dissident country may experience severe political consequences.

INCENDIARY WARHEAD

These warheads are used to burn the area surrounding the point of impact. This can be an effective way to damage lightly armored vehicles as well as kill troops.

The incendiary warhead usually contains thick, viscous and highly flammable substance that clings to surfaces when thrown to deal large amounts of flame damage to troops and units over a wide area.

The simplest incendiary material is a mixture of conventional fuel combined with a thickener that creates a highly flammable gel. NAPALM is such a mixture.

As for biochemical weapons, development, production, stockpiling and use of incendiary weapons are prohibited by international laws. It can still be done secretly but, if discovered, the dissident country may experience severe political consequences.

NUCLEAR WARHEAD

Nuclear warheads wreak far greater damage than conventional explosives. They owe their greater destructive power to immediate blast, heat, and radiation, and to the lingering effects of radioactive fallout. A single warhead can eliminate a small city, and most likely kill the majority of the inhabitants of a large city.

Although the aftermath of an all-out nuclear war among major nuclear powers cannot be described with certainty, it would surely be the greatest catastrophe in recorded history. In any involved country, it may kill half the population, destroy industrial and military capabilities, and contaminate land. Such a war might also cause a breakdown of national and international economic systems.

Due to their immense destructive power, nuclear warheads cannot be used in conventional battles. They can only be used from military bases. Specially equipped submarines and mobile launchers can be used to move the missiles from a base to another or to cities, which is otherwise impossible.

SATELLITES

Satellites in Global power can have any of the following two functions:

SURVEILLANCE

Satellite reconnaissance is a modern method for intelligence collection. From space, high overhead, the satellite can peer down with cameras and sensors and analyze data with incredible precision.

Surveillance satellites improve the secret services efficiency rating, providing a country greater chance of discovering valuable information. The efficiency rating increase according to the number of satellites a country possesses.

Ratings in sensors and communications also provide the satellite with the ability to assist military units in combat.

A satellite's sensors increase the efficiency of ground troops' sensors, as long as both the satellite and the ground units have a communication rating high enough to establish a successful link.

STRATEGIC MISSILE LAUNCH PLATFORM

Satellites can be used to put strategic missiles on orbit. Launched from space, the missiles hit their target much faster than is launched from their originating country. Therefore, the target country has less time to retaliate, which might provide a good advantage when using strategic weapons while trying to avoid the counterstrike.

End-turn screen

NEWSPAPER

The right part of the screen displays newspaper headlines telling the most important events that occurred during the turn. The newspaper is divided in 6 sections: demography (■), politics (■), economy (■) and military news (■), a production report (■) and a secret services report (■).

COUNTRIES' ACTIONS

The left part of the screen displays a printout of all the actions performed during the turn. It lists all countries in alphabetical order, along with all the actions for each of the 4 spheres of action.

Just above the countries' action list is a popup listing either the game objectives or the scenario title depending on the type of game you are playing. If you are playing a scenario, click on the objectives button to review the scenario briefing.

When you are finished reviewing what happened during the turn, just press the NEXT TURN button located in the upper-right corner of the screen to continue to the next turn.

9. COMBATS

Every military movement is executed at the end of the turn, even if ordered during the turn, and they all occur in the same order: strategic missiles and satellites strikes occur first, followed by conventional units.

As seen earlier, the combat screens allow you can to adjust the speed factor of time. You can use the scale slider (just above the navigation map) to make accelerate, slow-down or pause the action.

Strategic warfare screen

This screen appears at the end of the turn if you press the STRATEGIC WARFARE button of the Military theme (see STRATEGIC WARFARE on page 47) or if someone launches a nuclear strike, even if you are not the target.

Using that screen is pretty simple, but the consequences of pressing the LAUNCH button can be disastrous for yourself, your allies, and especially your enemies. Use with caution.

Going into the Strategic Warfare screen does not necessarily force you to launch a strike. You are even encouraged to go at least once to get the general feel of the interface. This way, you will know what to do if a nuclear war occurs.

Also, strategic missiles can be pre-targeted. In a polarized world where you know your enemies, it is simpler to pre-target the missiles in advance, so you do not have to find them during launch preparation.

However, even if you are attacked while you are not well prepared, remember that you can always pause the action to set up counterstrikes properly.

To access the missile control window, click the slide arrows located right under the music interface.

TARGETING MISSILES

Strategic weapons are regrouped by type and by location. These can be expanded or collapsed using the  and  symbols.

When you expand to individual missiles, you see their status. At the beginning of the game, every missile is set to “No target”.

Click on a missile’s status to select its target. The missile control window is then partly lifted and you are prompted to select a country and city as the target. Do so by clicking directly on the map.

You can remove the target on a pre-targeted missile by clicking on its target box. It is then reset to “No target”. Just click the CONFIRM button and the selected missile will not be targeted anymore.

LAUNCHING A MISSILE

First, the missile needs to be ready for launch. This is achieved by pressing the toggle on the left side of the missile’s name.

Once the missile is toggled on, its status changes to “Ready to launch”. You can ready as much missiles as you wish.

When you are ready to launch, press the LAUNCH button once to open the protective security glass, and then press it again to confirm the launch.

Once given the launch confirmation, all the missiles that have been toggled for launch automatically go through the pre-launch procedure and are fired on their target.

You can always go back to the missile control window to ready more missiles and launch as many salvo as you wish.

Once missiles are inbound to their targets, you cannot leave the Strategic Warfare screen. You have to wait for every missile to hit since launching a missile can trigger a counter-strike.

When all missiles have hit their targets, click the exit button to resume the end-turn procedure. If conventional units are on the move, you will be sent to the Conventional Troop Movements screen.

Conventional Troop Movements screen

When conventional units move, you are taken to the Conventional Troop Movements screen. It is played over the empire thematic map. It displays all troop movements in which you are involved as well as all known troop movements involving two countries. The only movements that are not shown are the one you are not aware of (like undetected stealth units) and internal troops movements between cities or military bases of the same country.

You can navigate through the movement lines by clicking on the left and right arrow on the bottom-left of the screen. There is also a NEXT button to select the troop movement that is the closest to its destination.

When a movement line is selected, the movement window provides you with the units' origin, destination, intentions and a summary of attacking and defending forces.

Be aware that these movement lines only represent the known units. Some units can be stealth, rebels can strike, etc. Movement lines may appear out of nowhere once detected. So if you are brought to the Conventional Troop Movements screen and you do not see anything moving, be wary...

Lastly, know that you cannot order new units movements once you arrive at that screen. The only exception is to send units to defend an attacked city or base, but you cannot initiate a new combat.

Actions can be performed on troop movements, some while in movement, others upon arrival at destination. Depending on the units' current situation, some actions are valid and others are not. Invalid actions are represented as shaded buttons.

When troops arrive at their destination, the action pauses until you select the action you want to perform. You are not able to resume the action until you resolve the pending movement. Also, if the destination city was conquered by someone else before your units arrived, your units are automatically placed in "hostile" mode until you decide on what to do with them.

The possible actions are the following:

ACCEPT OR DENY ASSISTANCE

When units are sent with friendly intentions or to attack rebels, the destination country can accept or deny the units the right to come to assist.

If you represent the destination country, click the ACCEPT or the DENY button when prompted.

When you represent the origin country, you are only given the destination country's decision.

When denied the right to assist, units do not move.

RECALL UNITS

If you change your mind after sending troops abroad, you can recall them while they are in movement.

This can be used if you send troops to attack a country but it gets too much assistance from foreign nations.

Units turn around and go back to their origin. Keep in mind that the farther the units were able to get before being recalled, the longer it takes to get back to their origin.

PARK UNITS

If units were sent with friendly intentions or in country internal troop movements, you have the choice to park them once they arrive at their destination.

You can also park stealth units sent with hostile intentions, provided they are still undetected. Every turn afterwards, these units are checked to decide if they stay covert or if they are discovered.

Note that if they are detected, it will be considered an act of aggression against the destination country.

ENGAGE BATTLE

Upon arrival of hostile units at their destination, you can engage battle.

The Combat screen (see COMBAT SCREEN on page 67) appears and the battle takes place.

Once the combat is finished, you are brought back to the Conventional Troop Movements screen to continue the other troops movements, if there are any. Otherwise, the turn ends.

QUICK RESOLVE

Same as engage battle, but the EHE manages the combat for you.

Use it when the combat result is obvious or if you do not want to control the battle yourself.

RETREAT

This option is only available when units arrive at their destination and allow you to prevent unit from getting involved in a combat.

Retreating units are sent to their owner's capital city.

SEND REINFORCEMENTS

You can decide to defend an attacked city or base by sending reinforcements from other cities or bases.

You then have to select an origin country and city or base by clicking on the map.

Next, select all the units you wish to send and click the **CONFIRM** button.

If possible, try to move units that can get to the destination before the attacker does. This way, all the defending units are piled up against the attacker in a single combat.

On the other hand, if the reinforcements arrive at the destination after the attacker, two different combats will occur: the first with the units already in the city or base, the second with the reinforcements. If you sent reinforcements from multiple origins to a single destination, they will wait each other at the destination to attack in a single, coordinated force.

SURRENDER

If you see you are overwhelmed by incoming hostile units, you can decide to surrender the attacked city or base to the attacker without engaging the battle. Defensive units are then sent to the country's capital.

This can be a good way to avoid losing units in a battle that is lost in advance. You can then spare the units to prepare a massive counter-strike to reclaim the city.

Note that if you surrender your last city, you automatically lose control over the country and the game is over.

Once all troop movements are resolved, the end-turn procedure resumes.

Combat screen

The Combat screen is where conventional combat takes place.

The landscape used for these battles is the world real landscape, so we cannot control the environment like in other wargames. Because there are an almost unlimited number of theater settings, some game elements of conventional combat are particular for Global power.

The first thing to know is the philosophy of combat. In Global power, you do not play individual units or even groups like in other wargames or RTS. You play the role of the general, and your job is to design the battle strategy.

As the general, your job consists of positioning the troops before the combat begins and giving them orders for the battle.

Once you are done doing this, drag the time scale slider to let the combat begin.

Most of the time, you only have to sit back and watch as your plan unfolds.

If something goes wrong or you need to adjust your strategy according to your opponent's actions, use the time scale slider located above the navigation map to pause the action. You then have all the time you want to issue new orders.

However, remember that units with a poor communication rating may not be able to receive your new orders.

COMBAT BALANCE WINDOW

It indicates how the battle develops. The green bars represent your forces. Your opponent is represented in red.

The combat balance displays the relative importance of your forces compared to those of your opponent in four categories. This helps to detail how the combat turns out. The OVERALL category gives you a more general look at the two opposing forces.

If the combat balance shifts in your favor and you do not wish to manage the battle to the end, you can click the QUICK RESOLVE button and let the EHE manage the rest of the combat for you.

On the other hand, if you are losing the battle and want to spare your remaining units from annihilation, you can click the RETREAT or the SURRENDER button, depending if you are the attacker or the defender.

Retreating units are sent back to their origin, while surrendering units are sent to their country's capital.

Surrendering can be a good way of avoiding to lose units in a battle that is lost in advance. You can then spare the units to prepare a massive counter-strike to reclaim the city. But remember that if you surrender your last city, you automatically lose control over the country and the game is over.

DEPLOYING TROOPS

At the very beginning of the combat, you have to deploy your troops.

This is achieved by pressing the DEPLOY UNITS button located at the top of the bottom window. In some circumstances, it may be impossible to place every unit you send to battle at the beginning of the combat. If the DEPLOY UNITS button is shaded, there are no more units to deploy.

Also, packs of similar units can be of any size in number. The game suggests a number if a pack may be split, but you can decide to use a huge number of small pack or a big unique pack. It depends if you want to micro-manage the combat or not.

At the beginning of the battle, the defender occupies the center of the battle map and the attacker comes in from the edges. When deploying troops, the map is colored according to these control zones.

Units that cannot be deployed because the control zones do not contain any compatible terrain (like when sending soldiers to attack an island) are not available during the battle but will be parked in the city or military base if the combat is won. So they do not participate in the battle itself but are used as an occupation force if the combat is won.

All undeployed units will be unavailable for the remaining of the battle and will retreat to the country's capital if the battle is lost.

After the units are deployed, you are expected to give them orders. A unit can be given up to a six-step battle plan, and every unit pack can have a different plan. These steps include two things: an order and a location to perform that order on the map. This location is called a navpoint.

As the map is not tile-based, the navpoint location is precise on a per-pixel resolution. Some actions, like attacking a specific target, have dynamic locations. You select the target, and the location moves with the target, as long as the target is reachable.

Depending on your units' sensors and your satellites efficiency, you may have to perform some reconnaissance to locate enemy units. They will only be visible once they are detected by your units' sensors and the information is successfully shared among your units.

The different orders that can be given to your units are the following:

SELF-DIRECTED

Self-directed units are controlled by Global power's artificial intelligence and will act on their own.

This way, you can decide to manage only a small group of units and let the other be controlled by the computer to ease the combat management in battles involving a large number of units.

Units can be ordered back to self-directed at anytime during a battle.

SPLIT AND JOIN

This is used to split a pack of units into two distinct packs or to merge two packs of similar units in a single pack.

When joining with another pack, the two concerned packs will move toward each other, and are not able to do anything else than defending themselves until they are joined.

UNLOAD CARRIED UNITS

Unloading carried units is used when a unit wishes to unload the other units it carries, namely soldiers, helicopters or planes.

For example, giving an aircraft carrier the order to unload carried units will make it launch all the aircraft and helicopters it carries.

You can also give this order on transport helicopters or infantry vehicles so they disembark the soldiers they are carrying.

However, it cannot be used to unload missiles on the battlefield.

ATTACK SPECIFIC TARGET

If given this order, a unit will follow its target and try to destroy it. It still returns fire on attacking units while on its way to the target, but it always aims for the target if in range.

ATTACK UNIT TYPE

More general than attacking specific packs, you let the unit decide the target of the given type based on proximity and importance.

For example, you can give a pack of airplane the order to attack mobile launchers. This way, it returns fire on attacking units while on its way to the nearest mobile launcher pack.

RECON

Units given the order to recon use their sensors to locate and identify enemy units on the battlefield.

They move in patterns around the set navpoint and try to inform you of enemy positions they detect using their communication rating.

DEFEND POSITION

The unit pack to which you give this order will hold ground and defend against any incoming hostile unit that comes within weapon range.

SUPPORT UNIT

This order allows you to make a unit assist another in its mission. The supporting unit follows the supported unit whenever it is possible and defends it against incoming enemy attacks.

PROCEED TO NEXT NAVPOINT

That navpoint is simply part of a trajectory, and does not contain a specific action. It can be useful to make units go round obstacles or use a specific route to their destination instead of going straight to it.

Use strategy and imagination to elaborate complex navpoints and orders combinations.

MORALE

This indicator shows the selected unit's moral rating. It is determined by the units' training and the combat balance.

If morale falls too low, some units may stop following your orders and begin to act on their own in an uncoordinated way. In the end, they may flee, ignore dangerous orders or even surrender the whole battle.

Carefully keep an eye on this indicator, and consider what you are asking the unit before sending it to a sure death.

ENDING BATTLE

Combats that end in the utter destruction of the opponent are rare. Most of the time, an outnumbered and overwhelmed side will surrender the battle.

When a combat finishes, the winning side keeps its remaining units in the city or base, while the other either flees to its capital or go back to its origin city or base.

However, if the combat occurs in a country's last city. It is likely that the defending units will fight to death since loosing mean loosing the control over the country.

10. GAME ENDING

There are three different ways a game can end: either you meet all your objectives, the time limit expires or you manually end the game using the QUIT menu's END CURRENT GAME button.

At the end of the turn during which this happens, you are then taken to the End Game screen. It lists your objectives and tells whether they were met or not.

This screen allows you to show the same strengths and problems sliders as the New Game screen, which now allow you to compare your starting and ending situation.

The history graph can be used to review the relative evolution of the nine key information types for the last 80 game turns.

Finally, you can also use the thematic maps (see THEMATIC MAP POPUP on page 31) to get a quick glance at the world's final situation.

11. ACTIONS

Here is a list of some of the actions you can perform along with their consequences. You can use it as a reference to know which action may help to solve a particular problem.

Use this list only as an indicator. The importance of the consequences varies depending of the action.

Economic action

RAISING PERSONAL TAXES

- ↑ available money
- ↓ population support
- ↓ government stability

LOWERING PERSONAL TAXES

- ↓ available money
- ↑ population support
- ↑ government stability
- ↑ country development level
- ↓ rebels

RAISING COMMERCIAL TAXES

- ↑ available money
- ↓ population support
- ↓ production capacity

LOWERING COMMERCIAL TAXES

- ↓ available money
- ↑ population support
- ↑ government stability
- ↑ production capacity
- ↑ country development level
- ↓ rebels

RAISING INDUSTRIAL TAXES

- ↑ available money
- ↓ production capacity
- ↓ resources
- ↓ urbanization
- ↓ population support

LOWERING INDUSTRIAL TAXES

- ↓ available money
- ↑ production capacity
- ↑ resources
- ↑ urbanization
- ↑ population support

BUYING ENERGY

- ↓ available money
- ↑ energy
- ↑ population support
- ↑ country development level
- ↑ relations with country
- resource is bought from

SELLING ENERGY

- ↑ available money
- ↓ energy
- ↑ relations with country
- resource is sold to

BUYING ORE

- ↓ available money
- ↑ ore
- ↑ country production
- ↑ population support
- ↑ government stability
- ↑ urbanization
- ↑ relations with country
- resource is bought from

SELLING ORE

- ↑ available money
- ↓ ore
- ↓ country production
- ↓ urbanization
- ↑ relations with country
- resource is sold to

BUYING CEREALS

- ↓ available money
- ↑ cereals
- ↑ population support
- ↑ government stability
- ↑ relations with country
resource is bought from

SELLING CEREALS

- ↑ available money
- ↓ cereals
- ↑ relations with country
resource is sold to

BUYING MEAT

- ↓ available money
- ↑ meat
- ↑ population support
- ↑ government stability
- ↑ relations with country
resource is bought from

SELLING MEAT

- ↑ available money
- ↓ meat
- ↑ relations with country
resource is sold to

BUYING WEALTH

- ↓ available money
- ↑ wealth
- ↑ population support
- ↑ government stability
- ↑ country development level
- ↓ rebels
- ↑ relations with country
resource is bought from

SELLING WEALTH

- ↑ available money
- ↓ wealth
- ↑ relations with country
resource is sold to

RAISING CONTRIBUTION TO THE INTERNATIONAL FUND

- ↓ available money
- ↑ population support
- ↑ government stability
- ↑ relations with all countries

LOWERING CONTRIBUTION TO THE INTERNATIONAL FUND

- ↑ available money
- ↓ population support
- ↓ relations with all countries

REQUESTING HELP FROM THE INTERNATIONAL FUND

- ↑ available money
- ↑ government stability

Political actions

MOVE CAPITAL

- ↓ available money
- ↓ government stability
- ↓ population support
- ↓ production capacity
- ↓ urbanization

RAISING POLITICAL STATUS
(SIGNING CEASE FIRE OR PEACE TREATY)
↑ relations with target country
↑ relations with other countries
↑ government stability
↑ population support
↓ rebels

UPGRADING GOVERNMENT TYPE
↑ population support
↓ government stability
↑ relations with all countries
↑ production capacity
↓ rebels
↑ country development level
↑ urbanization

SIGNING A STRATEGIC ALLIANCE TREATY
↑ relations with target country
↑ relations with other countries
↑ military strength
↓ chances of being attacked
↑ population support
↑ government stability
↑ urbanization
↓ rebels

SIGNING A TECHNOLOGICAL PARTNERSHIP
↑ relations with target country
↑ research capacity
↑ population support
↑ government stability
↑ country development level
↑ urbanization

GIVING MONEY TO FOREIGN GOVERNMENT
↑ relations with target country
↓ available money

BUYING MILITARY UNITS
↑ military strength
↑ relations with target country
↓ available money

LOWERING POLITICAL STATUS
(BREAKING CEASE FIRE OR PEACE TREATY)
↓ relations with target country
↓ relations with other countries

DOWNGRADING GOVERNMENT TYPE
↑ military effectiveness in preventing unrest
↑ country's freedom of action
↓ population support
↓ government stability
↓ relations with all countries
↑ rebels
↓ production capacity
↓ resources
↓ urbanization
↓ available money

SIGNING A CULTURAL EXCHANGE TREATY
↑ relations with target country
↑ population support
↑ government stability

GRANTING INDEPENDENCE TO A COUNTRY
↑ relations with target country
↑ relations with other countries
↓ habitable and arable land
↓ resources
↓ population support
↓ government stability
↑ rebels

GIVING MONEY TO FOREIGN REBELS
↑ target country's rebels
↓ available money

GIVING MILITARY UNIT TO A FOREIGN GOVERNMENT
↑ relations with target country
↓ relations with other countries
↓ military strength
↓ government stability

DECLARING WAR TO A COUNTRY

- ↓ relations with target country
- ↓ relations with other countries
- ↑ government stability
- ↓ population support
- ↑ production capacity
- ↓ energy
- ↑ rebels

BREAKING A POLITICAL TREATY

- ↓ relations with target country
- ↓ relations with other countries
- ↓ population support
- ↓ government stability

BREAKING A MILITARY TREATY

- ↓ relations with target country
- ↓ relations with other countries
- ↓ government stability

APPLYING POLITICAL PRESSURE ON A COUNTRY

- ↓ target country's government stability
- ↓ relations with target country
- ↓ relations with other countries

BREAKING A ECONOMIC TREATY

- ↓ relations with target country
- ↓ resources

City and military bases management**BUILDING AN AIRPORT**

- ↓ available money
- ↑ production capacity
- ↑ urbanization
- ↑ country development level
- ↑ population support
- ↑ government stability

BUILDING AN NAVAL YARD

- ↓ available money
- ↑ production capacity
- ↑ resources
- ↑ urbanization
- ↑ population support
- ↑ government stability

BUILDING A NUCLEAR RESEARCH CENTER

- ↓ available money
- ↑ research capacity
- ↓ relations with all countries
- ↓ population support

BUILDING A NEW CITY

- ↓ available money
- ↑ urbanization
- ↑ country development level
- ↑ resources
- ↑ habitable space
- ↑ research capacity
- ↑ production capacity
- ↑ population support
- ↑ government stability

BUILD A NEW MILITARY BASE

- ↓ available money
- ↑ military strength
- ↓ relations with all countries
- ↑ rebels
- ↑ production capacity
- ↑ research capacity
- ↓ population support
- ↑ government stability

ABANDONING A MILITARY BASE

- ↑ available money
- ↓ military strength
- ↑ rebels
- ↓ research capacity
- ↓ production capacity

INCREASING RESOURCE GATHERING BUILDINGS

- ↓ available money
- ↑ resources
- ↑ production capacity

INCREASING RESEARCH BUILDINGS

- ↓ available money
- ↑ research capacity

INCREASING PRODUCTION BUILDINGS

- ↓ available money
- ↑ production capacity
- ↑ military strength

INCREASING DEMOGRAPHY BUILDINGS

- ↓ available money
- ↑ population support
- ↑ government stability
- ↑ country development level
- ↓ rebels

Military actions

BUILDING MILITARY UNITS

- ↓ available money
- ↑ military strength
- ↓ relations with all countries
- ↑ government stability
- ↓ population support
- ↑ rebels

BUILD NUCLEAR MISSILES

- ↓ available money
- ↑ military strength
- ↓ relations with all countries
- ↑ government stability
- ↓ population support
- ↑ rebels

ATTACK DOMESTIC REBELS

- ↓ rebels
- ↑ government stability
- ↑ population support

ATTACK FOREIGN REBELS

- ↓ target country's rebels
- ↑ relations with target country
- ↑ government stability
- ↓ population support
- ↑ rebels

ATTACKING A FOREIGN COUNTRY

- ↓ relations with target country
- ↓ relations with other countries
- ↓ government stability
- ↓ population support

CONQUER A COUNTRY

- ↓ relations with target country
- ↑ habitable and arable land
- ↑ resources
- ↑ research capacity
- ↑ population support
- ↑ government stability

LAUNCH NUCLEAR STRIKE

- ↓ relations with target country
- ↓ relations with other countries
- ↓ government stability
- ↓ population support
- ↑ rebels

REQUESTING MILITARY HELP

- ↑ military strength
- ↓ government stability
- ↑ population support
- ↑ rebels

Technology

BUYING TECHNOLOGY

- ↓ available money
- ↑ technology
- ↑ urbanization
- ↑ relations with country

TRADING TECHNOLOGY

- ↑ technology
- ↑ urbanization
- ↑ relations with country
- technology is traded with

SELLING TECHNOLOGY

- ↑ available money
- ↑ relations with country
- technology is sold from

COUNTRY GROWTH RESEARCH

- ↑ government stability
- ↑ population support
- ↑ country development level
- ↑ urbanization
- ↓ rebels

12. ADVISORS

In Global power, you have the possibility to call for advice by pressing the “advisor” button in the demographic, politic, economic or military themes Problems evolution graph and advisor window. This will bring a popup listing the main problems of that sphere, and suggestions on fixing them.

Remember that the advisors are entities of the EHE, so they are not perfect. They actually learn by playing *with* you.

Advisors analyze your actions and evaluate the results. If you play poorly and make bad decisions, that will be what the advisors learn, and they might start suggesting those bad actions to you.

13. EHE MANAGER

The EHE manager screen is a custom learning tool for Global power's artificial intelligence of that comes with the game. It can be launched from the command line prompt, or using the Run Dialog from the from Microsoft Windows' start menu.

The command format is:

```
Global power -Gen_EHE [turns] [passes]
```

where:

TURNS sets the number of turns.

PASSES sets the number of passes.

A turn is a complete learning run of the EHE for the 140 countries. At the beginning of each pass, the EHE manager restores the original data and start over for the number of turns specified in the command line. This way, the EHE is learning from accurate data instead of data it just modified. So, the total number of runs of the EHE is the number of turns multiplied by the number of passes.

For example, to start the EHE manager with 100 passes of 100 turns, use the following command line:

```
Global power -Gen_EHE 100 100
```

These are the settings that were used to generate Global power's base intelligence.

During every run, the EHE is testing strategies and solution, and you can watch the progress on screen. The bar goes higher as the EHE becomes more and more intelligent.

Players who want to create super versions of the EHE can train it further and longer. The manager creates a file called COUNTRY.SAV2, which can be used to replace the COUNTRY.SAV file located in Global power's root folder.

WARNING: Create alternate EHE base files at your own risks.

There is no way to predict how the game will play if you train the EHE not enough (or even too much). You should only do such actions if you know the game inside and out, or if you are loading alternate scenarios that did not come with a trained EHE.

DO NOT FORGET TO DO BACKUP COPIES OF THE FILES BEFORE OVERWRITING THEM.

14. TROUBLESHOOTING

We did every possible effort to make Global power run on all machines running with the minimum system requirements.

However, since the world of computer hardware is vast and it is impossible to test everything, some hardware issues can occur. If these exist, they should be spotted at bootup when the different systems initialize.

If Global power does not run on your system, hangs, boots you out, or something like that, an error message should be printed either on screen or on a FATAL ERROR.TXT file that will be created in Global power's root folder.

Contact Global power publisher's customer support and provide them with the error message content, or reach us at www.golemlabs.com.

15. CREDITS

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