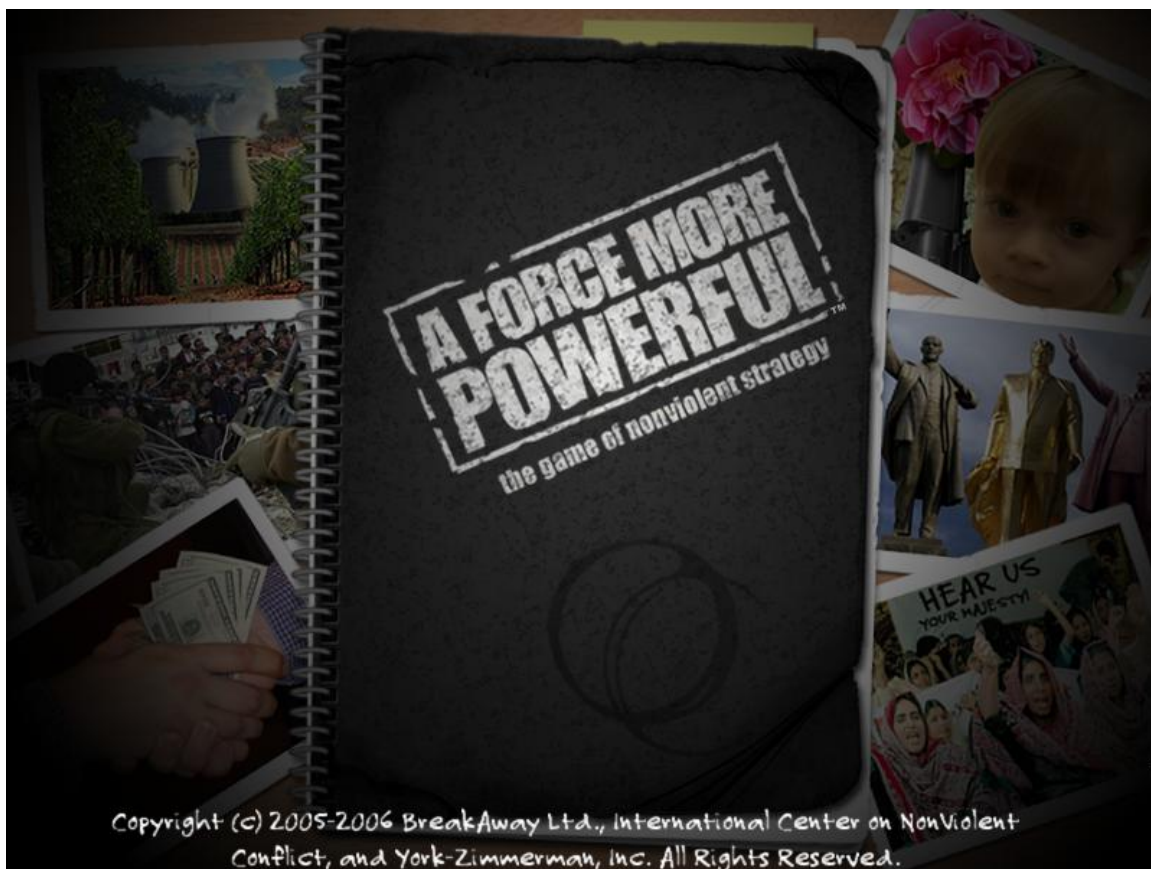


A Force More Powerful™



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Editors Guide

Version 1.0.0.5

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IMPORTANT!!

Although *A Force More Powerful* aims to impart the values and techniques of strategic thinking for individuals participating in (or leading) nonviolent Movements against oppressive opponents, ***it does not guarantee real-world results***. Life is very complicated and circumstances in the real world are difficult (even in the best of times) to anticipate and can change rapidly. Thus, no training tool can simulate these circumstances fully. Please keep this in mind when playing *A Force More Powerful*, and know that the results you receive during play may not be the same results you receive if (and when) you apply these methods to a “real” Movement.

IMPORTANT UNINSTALL NOTE!

When you uninstall the game, you will lose all files and folders *except*:

- The “Save” folder if it contains any saved-game files;
- Any *new* folder under the current “Scenarios” folder;
- Any *new* folder under the current “CityTiles” folder;
- All files in these (only) folders.

Files saved in any folder created when the game was installed will be lost.

TECHNICAL SUPPORT

For technical assistance with *A Force More Powerful*, please go to the technical support forum at www.afmgame.com.

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1. INTRODUCTION

This portion of the Users' Manual for *A Force More Powerful* explains how to use the three editors that accompany the game. They are:

The National Map Editor: This chapter explains how to use the National Map Editor to create national maps for scenarios.

The City Map Editor: This chapter explains how to use the City Map Editor to create city maps for scenarios.

The Scenario Editor: This chapter explains how to use the Scenario Editor to create scenarios.

Before explaining how to use the editing tools, it's important to first explain what files are created, in which order they should be created, and where they should be stored once they are created. As you create your files, follow the steps below:

STEP #1 – Create a Subfolder for your Files

Notice that in the game's "Scenarios" folder, every scenario has its own subfolder. You should create one of these subfolders first for your scenario files, and give the folder an appropriate name such that you remember where the files belong. Typically, you should give the folder the same name as the scenario itself. *As you create the files specified below, place them in this subfolder.*

STEP #2 – Create ONE .LAY File for each City in the Scenario

These files are generated by the City Map Editor.

STEP #3 – OPTIONAL: Create ONE .BMP file for the National Map Background

You don't need to create this file, but using one greatly improves the look of the national map. The name for this file should contain the phrase "National Map Background." This naming scheme will help facilitate future file creation and help better organize your files.

To create a .BMP file for the Nation Map Background, see [Section 2.1.1](#).

For the National Map Editor to be able to load this file, it must be in the scenario directory or the same directory as the editor. For it to be visible during play, it must be in the scenario subfolder (see **Step #1** above).

STEP #4 – Create ONE .NTL File

This file is generated by the National Map Editor.



Important: Steps 3 and 4 can be ignored if you intend on creating a city-only scenario, like *Pain and Suffrage*.

STEP #5 – OPTIONAL: Create ONE TACTICS.CSV File

In general you do not need to include a TACTICS.CSV. There is a standard .CSV file in the game which in most cases should suffice. The only time you need to create your own is if you want to customize the messages that appear when Tactics are executed. To do this, make a copy of the TACTICS.CSV (which is found in the main “Scenarios” folder of the game) and put it in *your* scenario subfolder (see **Step #1**), then edit any columns that have the words “Success” or “Failure” somewhere in the header. Don’t edit the other columns, as that may cause strange behavior. Due to the particular requirements of the game, when editing .CSV files we recommend a tool like *CSVed* (available at <http://home.hccnet.nl/s.j.francke/t2t/text2table.htm>) instead of *Microsoft Excel*®.



Important: Steps 6-8 below deal with LUA scripting. It is possible for you to follow steps 6-8 without prior knowledge of LUA scripting (as the steps recommend that you copy over existing scenario .LUA files and modify them accordingly). However, if you wish to create entirely new .LUA files, you must have knowledge of LUA scripting. See the Scripting Guide, available for download on the *A Force More Powerful* Web site (www.afmpgame.com) for more details on advanced scripting for scenarios.

STEP #6 – Create ONE .SCN File

To make this file, you use the Scenario Editor to create an .SCN file containing the scenario data. *Any time you modify work completed in any of Steps 2-5, you will need to reopen and resave the .SCN file.*

STEP #7 – Create ONE AFMP.LUA File

You should start with the empty AFMP.LUA file that can be found in the “Editors” folder. This file is for everyday events or scenario-specific events such as elections, weather, Tactics bonuses at specific locations, and so forth. If you want these things to apply to your scenario, the best thing to do is to find a scenario where these things do occur, then copy everything from that scenario’s AFMP.LUA file between the part that says “function LuaMain()” and “return err”, and paste it into the same place in your file. You should then do the same for the StartGame() function. Each section of the part you copied will have a comment explaining what the following script lines are for; if you don’t want that part to be in your scenario, delete everything between that comment and the next comment. For more details on how to build this file, see the *A Force More Powerful* Scripting Guide, available on the Web at www.afmpgame.com. You can then copy scripts for particular events into this file.

STEP #8 – Create ONE OR MORE OBJECTIVE.LUA Files

These files should be named OBJECTIVE1.LUA, OBJECTIVE2.LUA, and so forth. The best way to get these working in your scenario is to find an existing scenario with a similar type of Objective, copy its file over, and then change the names in the functions to match the Characters, Groups, Alliances, buildings, etc., that are in your scenario. For example, if you wanted an Objective like the one in *Justice on the Waterfront*, rewarding the player for successfully bringing off a *Strike*, you would copy that file over and replace the “Labor Alliance” with the Movement’s name in your scenario.

The existing scenario “objective” files have comments in them explaining what each objective does.

STEP #9 – Create ONE OR MORE VICTORYCONDITION.LUA Files (the numbering is the same as the Objective scripts)

The same approach applies as with Objectives in **Step #8** above: simply copy over a similar file and change the names to match the ones in your scenario. Once you understand how the scripting system works, you can create your own, more detailed Victory Conditions.

STEP #10 – Create ONE SCENARIOMESSAGES.CSV File

This is a standard .CSV file. You should copy another scenario’s version of it and empty out everything except the headers (the text in the first line).

- The “Name” column is the name of the message; you use this in the script files when you want the message to be displayed.
- The “Broadcast” column lets you specify the type of message: it must be “PUBLIC,” “SECRET,” or “ADVISOR.” If you pick “PUBLIC,” you must also put something in the “Headline” column, so the news article has a proper headline. *The character limit for this column is 25.*
- The “MessageStub” column lets you specify what appears in the messaging system’s left-hand side, as well as on the message history in the Info Screen.
- The “MessageText” column lets you specify the message’s text.

It is best to fill in this file’s data after you have created or copied over all your script files, so you can make a list of the names of the messages you need in the Name column, and write the messages all at once. Alternatively, you can fill in this data as you do the previous two steps, creating each message as it is referenced in the LUA files.

STEP #11 – Create ONE Scenario PICTURE.BMP File

To make this file, find a photo you want. The creation method for the image file is up to you (i.e., digital photo, scanned image, digitally painted image). Once you have generated the image file, resize it using *MS Paint*® or *Photoshop*® to 256×256 pixels, keeping in mind that the viewable area is the upper left 240×180 portion. The file must be named “SCENARIO PICTURE.BMP.” As with the National Map background (see **Step #3**), it may be useful to look at one of the built-in scenarios’ Scenario Picture files to see what goes into the system such that it generates what you see on the Scenario Selection Screen.

STEP #12 – Create ONE NAMES.CSV File

Just copy and paste this from another scenario, then use a CSV editor such as *CSVed* to change it to accommodate your scenario’s cultural setting. *This file is used for random Character generation only; meaning, when circumstances call for a Character to be created in the game, a name is drawn from this file.*

STEP #13 – Test your Scenario

Once you've placed your files in your scenario's subfolder (within the main "Scenarios" folder), launch the game and play. Your created scenario should appear on the Scenario Selection Screen, and its name should be the same as the name of the .SCN file.

2. NATIONAL MAP EDITOR

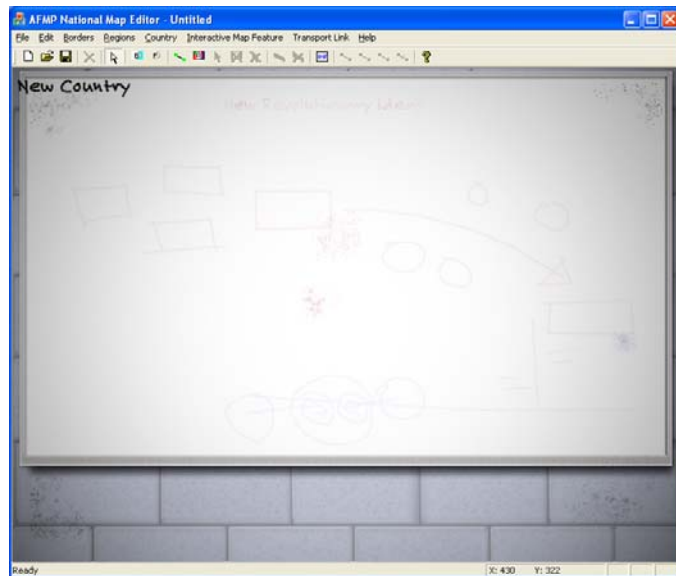
The National Map Editor for *A Force More Powerful* is a powerful tool that can be used along with the other tools to create your own scenarios for use in the game. The National Map Editor's focus is on creating 2D maps at the national level.

The National Map Editor is unlike map editors you may have used before in that it is not tile-based. This allows you very fine control over the appearance and location of borders and map features.

When you launch the National Map Editor, a screen like this appears:

The high-level process for creating a new national map is:

- Create a new country
- Define borders and regions
- Place cities and other interactive map features
- Define a transportation network



We'll go over each of these steps in turn.

2.1 Creating a New Country (Lesson 1)

In this lesson, you'll learn how to:

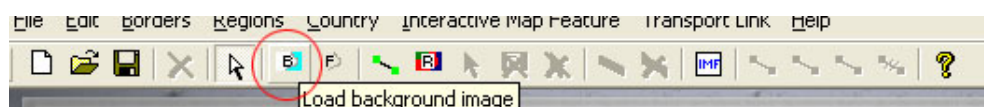
- Load a national background image
- Name your country

2.1.1 Load a National Background Image

This is an optional step. You do not have to create a background image for your national map. If you wish to do so, however, follow the instructions below:

The first step when creating a new national map is to load a background image.

To load an image, choose Edit | Load Background Image from the menu bar. You can also use the Load background image toolbar button:



For the purpose of this tutorial, choose NATIONAL_MAP_BACKGROUND02.BMP and click Open.



Tip: The National Map Editor can load any image as your map background, as long as it meets the following specifications:

- 24-bit Windows bitmap format (.BMP)
- The map area must be exactly 800×600 pixels.
- It must be located in the upper left corner of a 1024×1024 image.

If this seems confusing, try opening one of the sample images in a paint program like MS Paint®.



Image size
1024 x 1024 pixels



Important:

To open in the editor, the background .BMP file must be located in the same folder as VECTORMAPEDITOR.EXE.

To appear in the *game*, the background .BMP file must be copied to your scenario's sub-folder of *A Force More Powerful* Scenarios folder.

Creating A Background Image For A National Map

There are two simple procedures you can use to create a background image for a national map:

1. Scan an image of your choice. Find a picture book, magazine, or map that contains an image of the geographical area upon which you wish to base your national map. Scan that image into your computer system, using the scanning software of your choice. Make sure the image you have scanned is a maximum resolution of 800×490 pixels. Save that image, into the designated *A Force More Powerful* background image directory, as a standard bitmap (or .BMP) file. Your background image *must* be a .BMP file. You would name such a file, for example, MYBACKGROUND.BMP. *If you need to adjust the size of your background image*, it is recommended that you use any of the following free and commercial image manipulation applications: *Paint*®, *ACDSee*®, *GIMP*®, *Adobe Photoshop*®, *Adobe ImageReady*®, or *Corel Draw*®. Once you have completed this procedure, you will be able to begin constructing a National Map using the background image you created.

2. Take a photograph of an image of your choice. Find a picture book, magazine, or map that contains an image of the geographical area upon which you wish to base your national map. Take a photo of that image, using the digital camera of your choice.

Transfer the photo from your digital camera to your computer system. Save that photo, into the designated *A Force More Powerful* background image directory, as a standard .BMP file. Your photo, or “background image,” *must* be a .BMP file. You would name such a file, for example, MYBACKGROUND.BMP. Make sure your image is a maximum resolution of 800×490 pixels. *If you need to adjust the size of your background image*, it is recommended that you use any of the following free and commercial image manipulation applications: *Paint*®, *ACDSee*®, *GIMP*®, *Adobe Photoshop*®, *Adobe ImageReady*®, or *Corel Draw*®. Once you have completed this procedure, and, once you begin to play *A Force More Powerful*, you will be able to begin constructing a national map using the background image you created.

2.1.2 Name Your Country

To name your country, pull down the Country menu and select Country Name. Type in a name for your country (Example: Mylandia) and click **OK**.

Notice that the words “New Country” in the upper left corner of the map have changed to “Mylandia.”



Tip: You can move the name of the country to any spot you want. Just click and drag the country name.

2.1.3 Save Your Work

Now would be a good time to save your work.

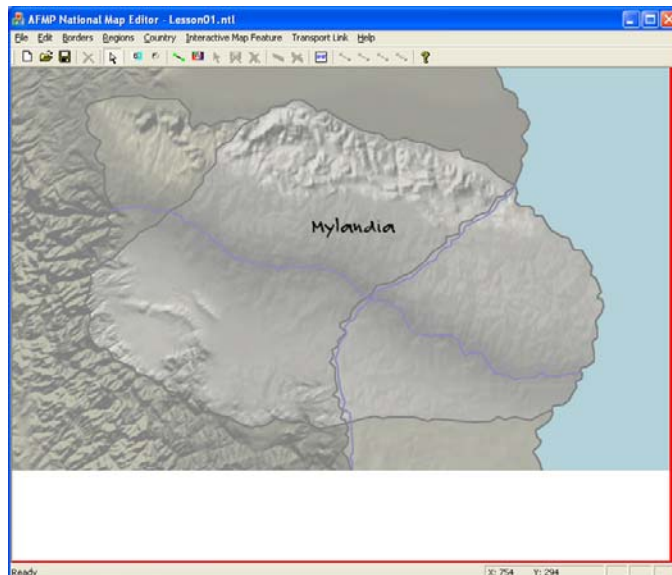
Choose File | Save from the menu bar (or **Ctrl-S**). Type in a name for your new national map (Example: Lesson01) and click **Save**. The correct file extension (.NTL) will be added automatically.

2.2 Borders (Lesson 2)

At the end of Lesson One, your map should look something like this:

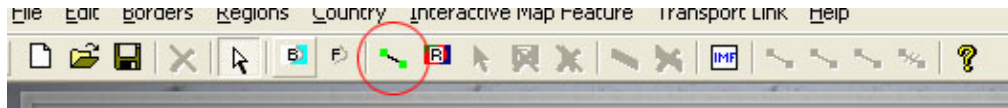
The next step is to define borders for the country and for the regions inside it. In this lesson, you’ll learn how to:

- Draw a National Border
- Create Regions
- Draw Regional Borders
- Tag the National Border
- Tag Regions



2.2.1 Draw a National Border

To start drawing a national border, choose Borders | Add Border from the menu bar. You can also use the **Add Border Anchor** button on the toolbar. This puts the National Map Editor in Border Add mode.

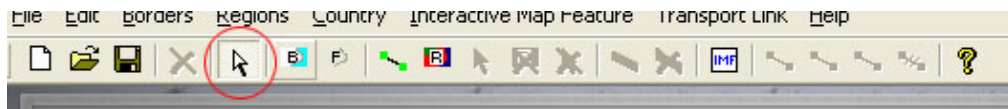


Adding border points: In Border Add mode, simply click on the map to start drawing a few border points along the border of Mylandia.



Notice how the newest added point is always green. This is the active border point. The National Map Editor will always connect a new border point to the previously active point.

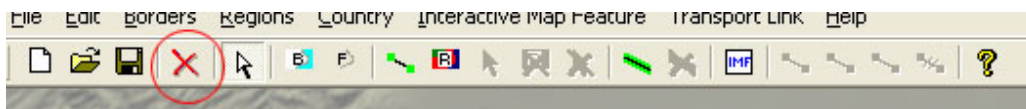
Moving border points: Click the **arrow** button on the toolbar to put the National Map Editor into Select mode:



In this mode, clicking on a border point will select it. Try selecting the third border point.

You can drag the active point to move it around. The lines connecting it to its neighbors will automatically stretch.

Removing border points: Select any border point and notice how the red X button on the toolbar is now active.

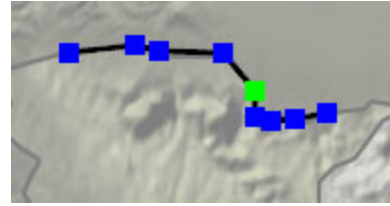


Click it (or press the Delete key) to delete the active border point. The border along Mylandia now has a break in it. At this point, your map should look something like this:

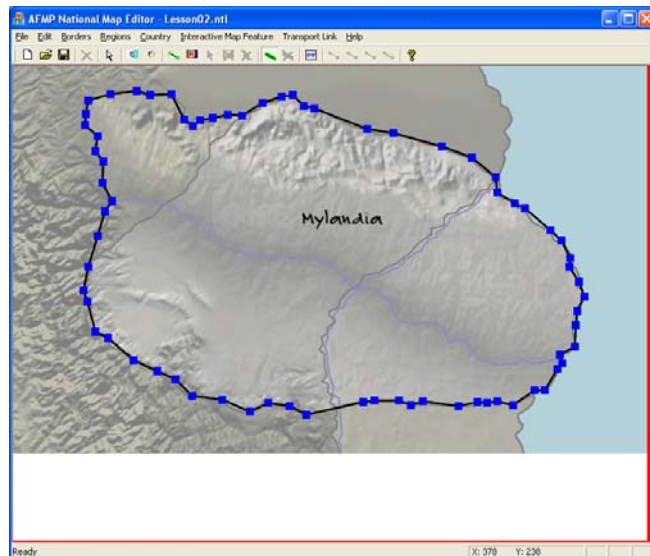


Inserting border points: As noted above, new border points will always connect to the active border point. To repair the break in the border, first put the National Map Editor in Border Add mode (Borders | Add Borders, or ) . Any active border points will turn blue.

Now click one of the border points on the break to make it Active. New border points will now connect to this point. Click the map again to add a couple of border points in the break. Then click the blue border point on the other side of the break to close the gap. Your map should now look something like this:



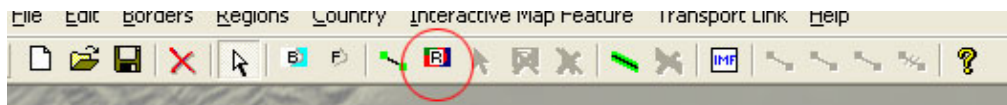
Now select the rightmost border point, and continue adding border points around the outside border of Mylandia. Close the border by clicking on the first border point. At this point, your map should look something like this:



2.2.2 Create Regions

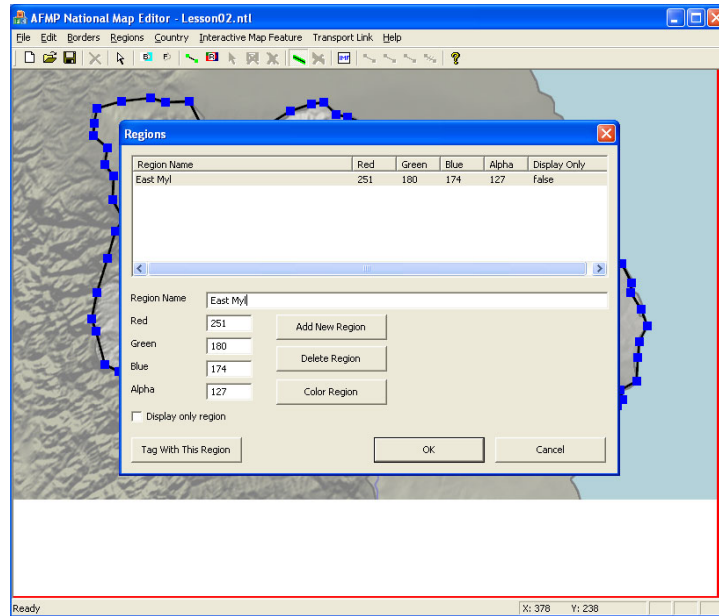
The country of Mylandia has three internal regions that will be important for gameplay: East Mylandia, Central Mylandia, and West Mylandia.

To create these regions choose Regions | Regions... from the menu bar, or click the **Modify Regions** toolbar button.



In the popup Regions window, click **Add New Region**. This adds an entry called “New Region” in the list of regions.

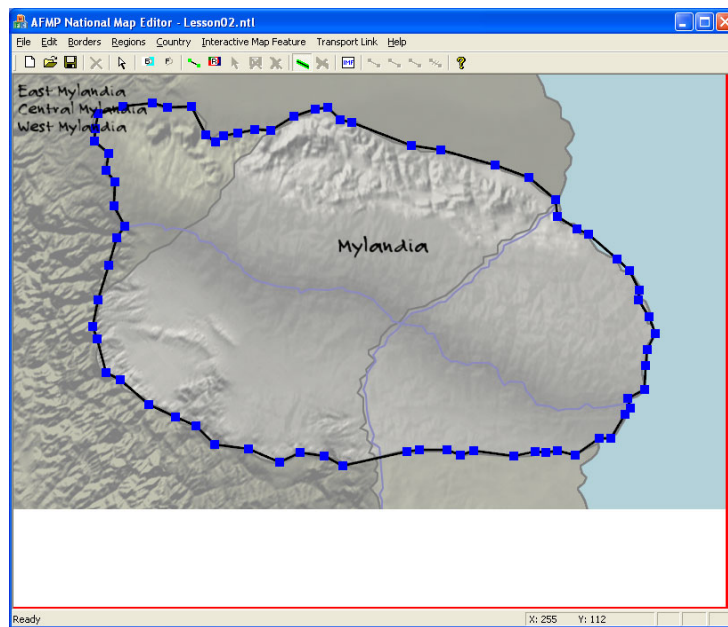
Now select the New Region and type “East Mylandia” as the Region Name.



Tip: You can type any RGB or alpha (transparency) value in the boxes. Or, you can click the Color Region button to bring up a color picker. By default, regions will be given an alpha value of 127. It isn't a good idea to set this value much higher, or you won't be able to see your background image behind the region's color shade.

Repeat these steps for Central Mylandia and West Mylandia. Now click **OK** to close the Regions list.

At this point, your map should look something like this.





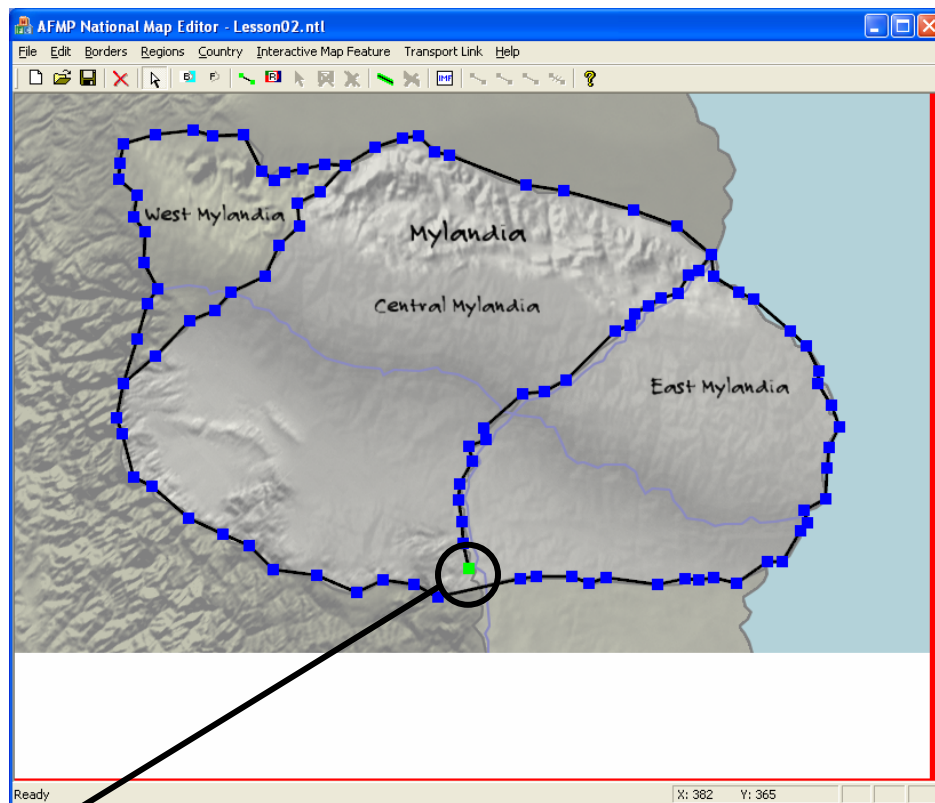
Tip: Notice how the region names are all stacked in the upper left corner of the screen? Just like the country name, you can drag these to any location you want.

2.2.3 Draw Regional Borders

Now it's time to define where these three regions are located on the map. To do this, you'll be connecting existing border points on the national border to new border points inside the country.

Put the National Map Editor in Border Add mode (Borders | Add Borders, or ).

Click one of the national border points that also falls on a regional border. It will turn green. Any new border points you add will be connected to this green border point. As you draw new border points, your map should look something like this:



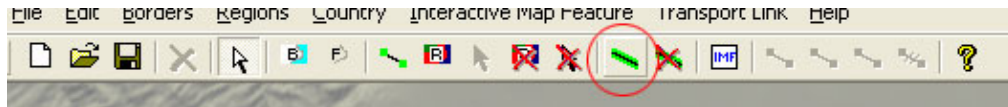
Wait! There's no border point on the line segment where the regional border connects to the national border.

No problem: just click on the black line segment itself, and a new border point will be added in the middle of the line segment.



2.2.4 Tag the National Border

To visually distinguish the national border from regional borders, choose Country | Tag Country Border, or click the **Tag Country Border** button in the toolbar:



When the National Map Editor is in Tag Country Border mode, any black line segment you click will be given a green highlight.

The green highlight actually has no function in the game and is for cosmetic purposes only.

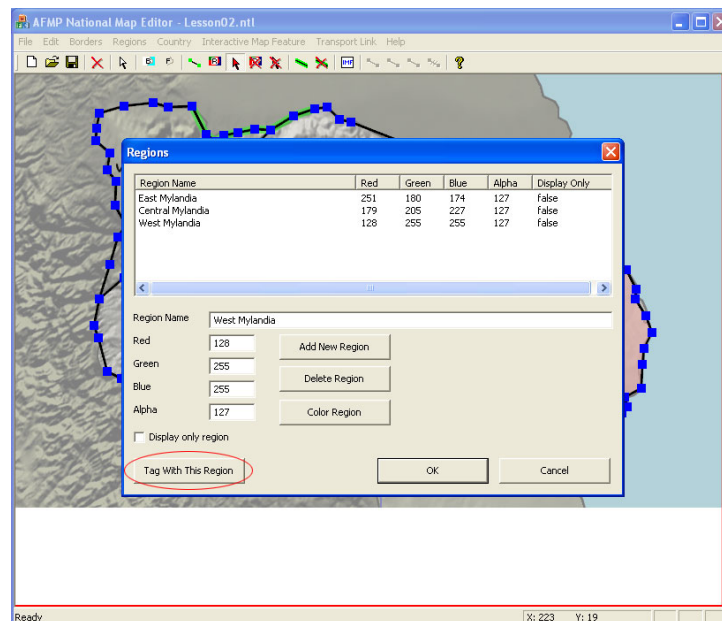


Important: It is not possible to un-highlight a line segment, only to clear an entire Country Border with Country | Clear Country Border. So click carefully!

2.2.5 Tag Regions

Although you defined three regions and created borders for them, the game still does not know where these regions are. To connect a region to an enclosed border, you must Tag the regions.

To do this, open the Regions List, select West Mylandia in the list and click “Tag with this Region.” Then close the Regions list by clicking **OK**.



Your next click on the map will tag the enclosed area as West Mylandia. Click inside the westernmost region and it will change color



Important: Although the editor will let you tag more than one region as West Mylandia, the game will not understand this and may crash. To tag two non-contiguous (not touching) areas as the same region, you will have to define and tag them as different regions, although you may use the same color so they will visually look the same.

To tag the next region, open the Regions list again, select the next region, click **Tag With This Region**, and **OK**. Do this now for both Central Mylandia and East Mylandia.

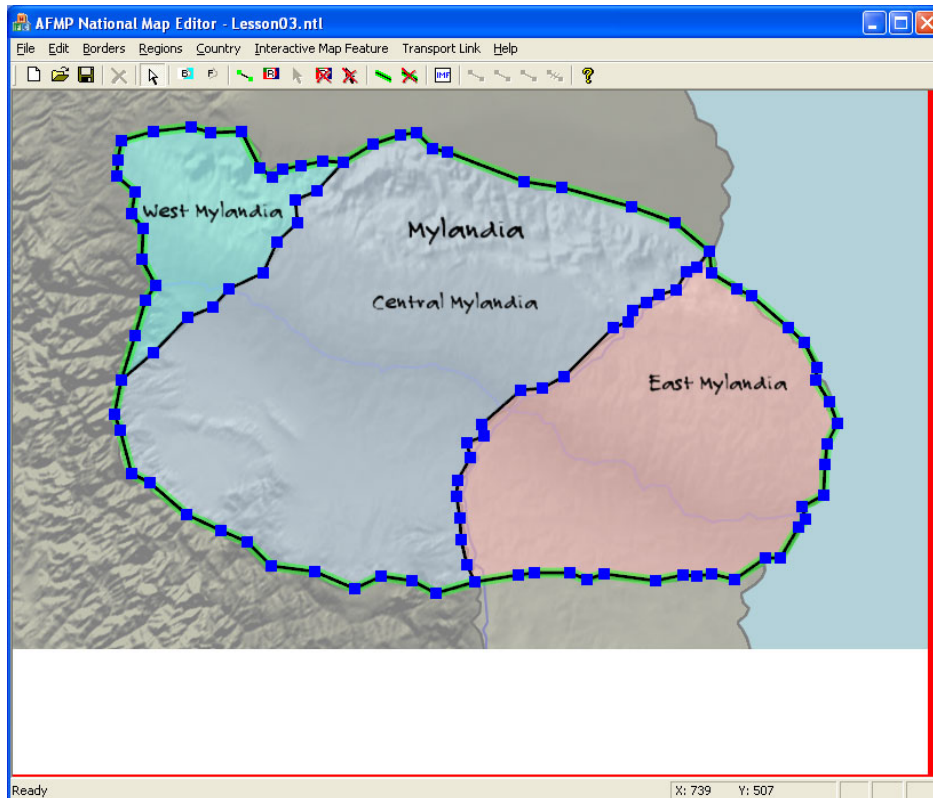


Tip: If you make a mistake, you can clear a tagged region using Regions | Clear Tagged Region on the menu, or the **Clear Tagged Region** toolbar button.

This completes Lesson Two. Don't forget to save your work!

2.3 Interactive Map Features—(Lesson 3)

At the end of Lesson Two, your map should look something like this:



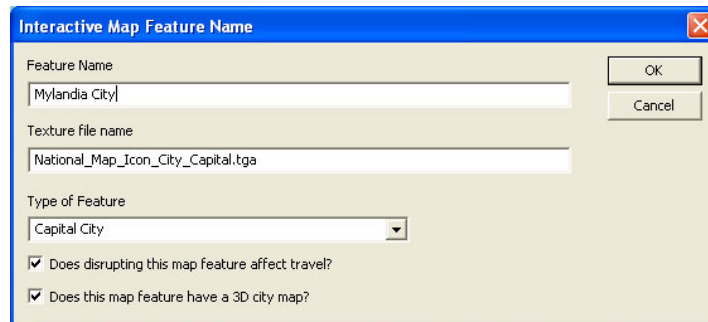
In this lesson, you'll learn how to place Cities and other Interactive Map Features on your new Country map. As stated in **Section 3.4.11** of the *Players' Guide*, Interactive Map Features are icons on the National Map which, when selected, can be Targeted with Tactics.



Important: NEVER give the same name to more than one Group, Character, Alliance, or Map Feature. The game will behave strangely or crash if two game entities, such as a Group and a Building or a Character and an Alliance, have the same name.

2.3.1 Placing Cities

To place the capital of Mylandia, choose Interactive Map Feature | Add City | Capital, and click on a spot near the coast of East Mylandia. Name the city “Mylandia City.”



Interactive Map Feature Name

Feature Name
Mylandia City

Texture file name
National_Map_Icon_City_Capital.tga

Type of Feature
Capital City

☒ Does disrupting this map feature affect travel?

☒ Does this map feature have a 3D city map?

OK
Cancel

Leave “Does disrupting this map feature affect travel” checked for now. We’ll cover this in Lesson Four.

For each city that has “Does this map feature have a 3D city map” checked, you will need to create a city map using the City Editor tool.

Click **OK**. Notice your new capital city on the coast. It is green because it is the currently selected (or Active) Interactive Map Feature. You can press the red X button or the **Delete** key to delete it.

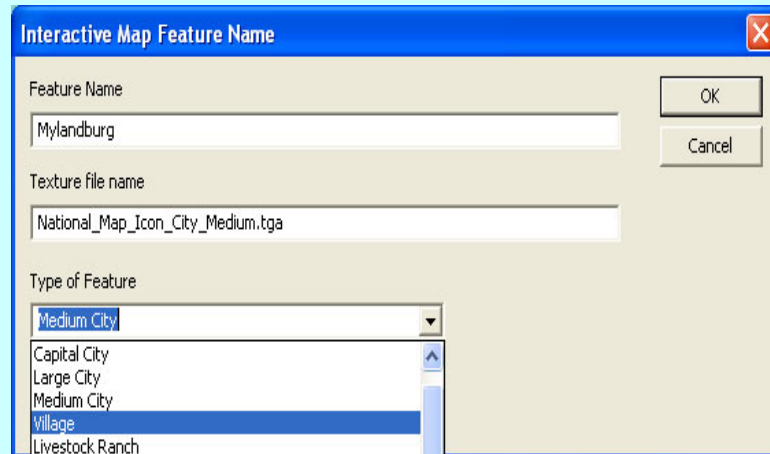
Try placing more cities:

- Place a small fishing village on the southern coast of East Mylandia (Interactive Map Feature | Add City | Village), and
- Two medium cities (Interactive Map Feature | Add City | Medium City), one each in Central and Western Mylandia.



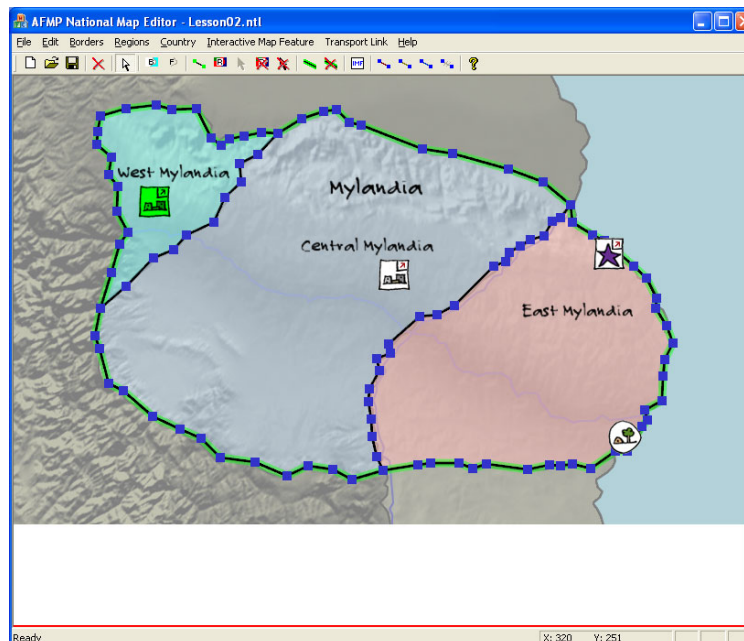
Tip: You can move Interactive Map Features after placing them by clicking on them (turning them green) and dragging them around the map. You can also double-click them to edit their properties.

You can even change an icon from one type to another using the pull-down menu on the property dialog box.



Advanced users can change the Interactive Map Feature's icon on the map by typing in the filename of a custom TARGA bitmap graphic (.TGA) to use for the Texture file name. To show up in the editor, the .TGA file must be located in the same folder as VectorMapEditor.exe. To show up in the *game*, the .TGA file must be copied to the \GUI\Images\ folder of *A Force More Powerful*.

At this point, your map should look something like this:



2.3.2 Placing Other Interactive Map Features

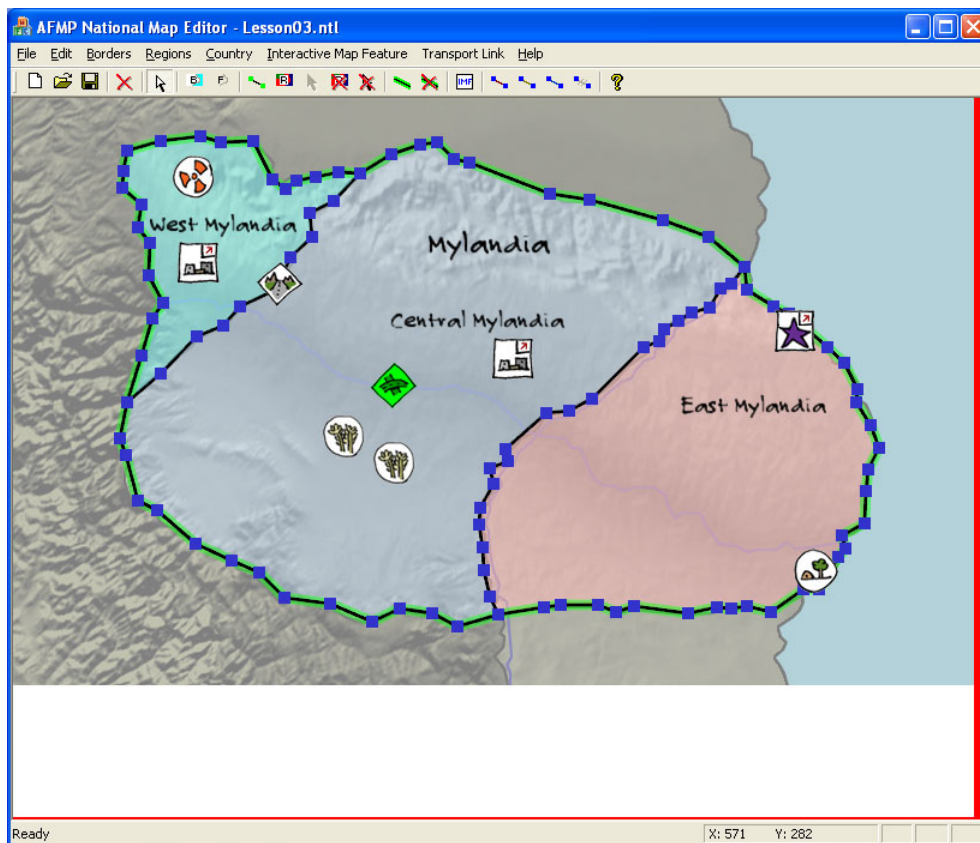
Try experimenting by placing other types of Interactive Map Features. For Lesson Four, you'll need to place at least:

- 2 farms in Central Mylandia (Add Map Feature | Farms | Plowed)
- A nuclear power plant in the wilds of West Mylandia (Add Map Feature | Power Plants | Nuclear)
- A mountain pass between Central Mylandia and West Mylandia (Add Transportation Node | Mountain Pass)
- A bridge over the river in Central Mylandia (Add Transportation Node | Bridge)



Tip: Interactive Map Features can't be located between regions, or in more than one region. In order for the Mountain Pass to show up correctly as a "disruptable" Interactive Map Feature in your scenario, it must be located either in the Central Mylandia region or the West Mylandia region. The Interactive Map Feature is located in the region that contains the center point of the icon.

When you're done, your map should look something like this:



This completes Lesson Three. Don't forget to save your work!

2.4 Transportation Networks (Lesson 4)

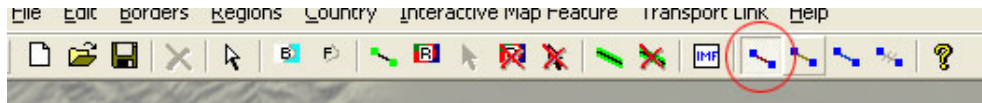
In the last lesson, you placed a number of cities, bridges, and so on, in the country of Mylandia. In this lesson, you'll learn how to create a transportation network by

- Creating Roads,
- Creating Rail Roads, and
- Creating Sea Lanes.

This lesson will finish up with a few tips on good map design.

2.4.1 Creating Roads

Adding Roads: To create a road, choose Transport Link | Add Primary Road (or Add Secondary Road) from the menu, or click the Add Primary Road or Add Secondary Road buttons on the toolbar:

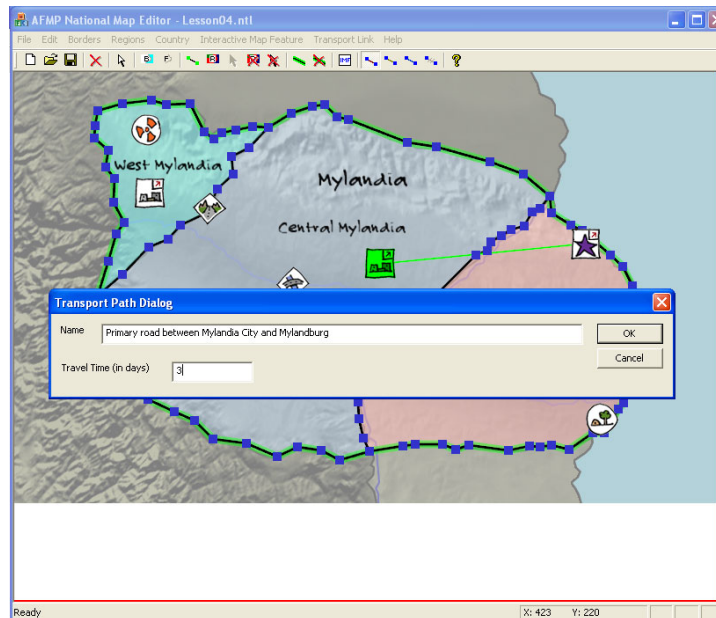


The editor is now in Add Road mode. All roads in the National Map Editor must connect two Interactive Map Features, so clicking any Interactive Map Feature will start building a road from that location.



Tip: There's actually no difference, in terms of gameplay, between a Primary Road and a Secondary Road. Travel time is what counts. Your choice of one over the other should be based on cosmetic reasons alone.

Click the capital city (Mylandia City) and then the medium city in Central Mylandia. You've just completed a road! The Transport Path Dialog will appear:



You can rename the road if you wish (Example: I-95) or simply keep the default name.

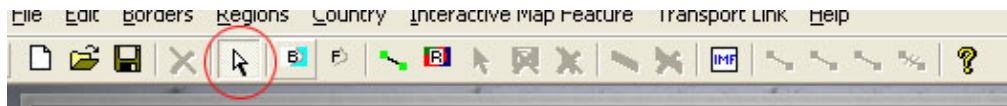


Tip: Don't forget to specify a travel time (in days) before you click OK.

Travel time doesn't have to be a whole number. You can use decimals to specify partial days, like 3.5 (for three and a half days) or 0.125 (for 3 hours).

Click **OK** to close the dialog.

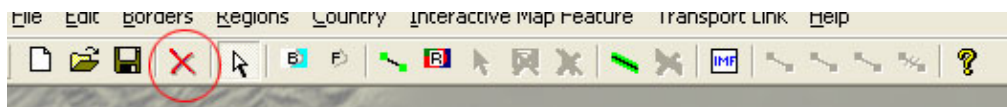
Moving roads: Click the **arrow** button on the toolbar to put the National Map Editor into Select mode:



In this mode, clicking on a road or Interactive Map Feature will select it.

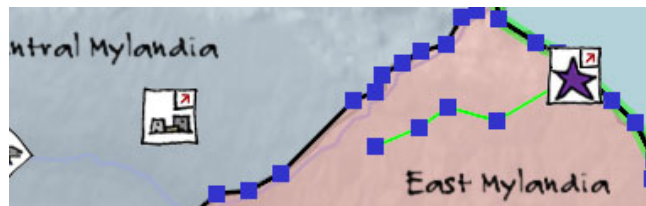
Select Mylandia City and it will turn green to indicate it is selected. You can drag it around and the road will automatically stretch to keep it connected to Mylandburg.

Deleting roads: Now click the actual line connecting the two cities. The road will turn green to indicate it is selected. Notice how the red X button on the toolbar is now active.



Click it (or press the **Delete** key) to delete the road.

Creating curvy roads: The road connecting two Interactive Map Features doesn't have to be a straight line. Click the Add Road button to put the National Map Editor in Add Road mode, and click the capital, Mylandia City, again. This time, click several spots of open terrain before you click the city in Central Mylandia. Your map should look something like this:



Keep adding road nodes until you're happy with the road, then complete the road by clicking the city in Central Mylandia. The Transport Path Dialog will pop up. Add a travel time and click **OK** to complete road creation.

You can cancel road building at any time by pressing the **Delete** key.



Tip: After a road is created, you can drag individual road nodes to change the shape of the road. You can't delete road nodes or insert extra road nodes, though, without deleting the whole road and starting over.

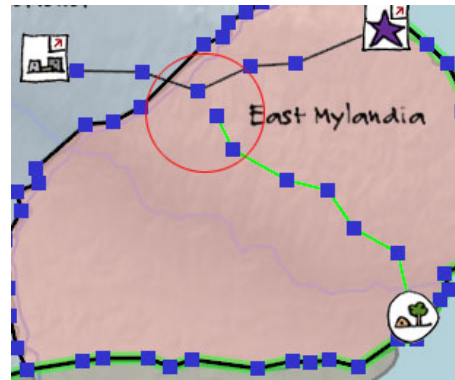
You can also change the name or travel time of the road by double-clicking the road itself. This will bring up its Transport Path Dialog again.

Using Road Junctions: In the screenshot below, the map designer wants to connect two roads to each other:

This is impossible. Remember that a road must connect two Interactive Map Features; so in order to join two roads, you should delete both roads and use a Road Junction Interactive Map Feature. (Interactive Map Feature | Add Transportation Node | Road Junction).

Place a Road Junction and build three roads:

- 1) from Mylandia City to the Road Junction,
- 2) from the village to the Road Junction, and
- 3) from the Road Junction to the city in Central Mylandia.



When you place the Road Junction, make sure the checkbox for “Does disrupting this map feature affect travel?” is checked (the default), if you want players of your scenario to be able to disrupt travel:

Interactive Map Feature Name

Feature Name
Road Junction

Texture file name
National_Map_Icon_Road_Junction.tga

Type of Feature
Road Junction

☒ Does disrupting this map feature affect travel?

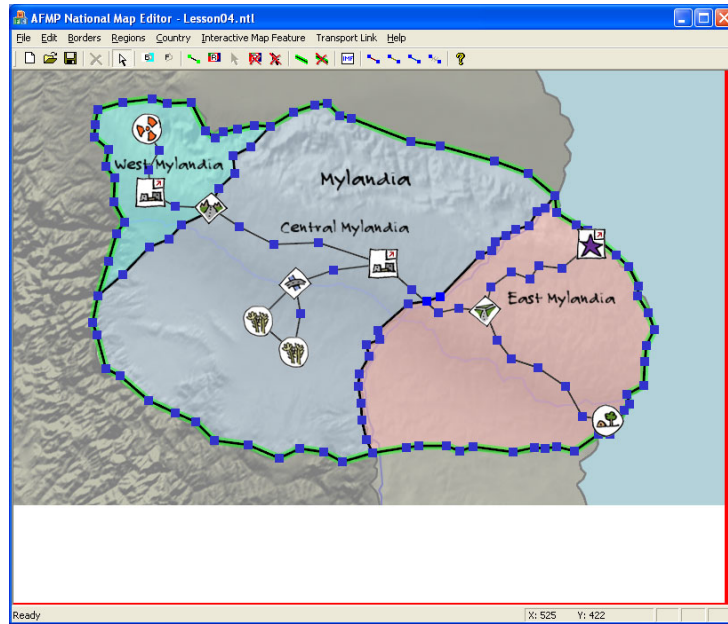
☐ Does this map feature have a 3D city map?

OK
Cancel

Finish connecting Interactive Map Features on the map with roads:

- 1) Between the city in Central Mylandia and the bridge over the river,
- 2) From the bridge to each farm in south central Mylandia,
- 3) Between the two farms,
- 4) From the city in Central Mylandia to the mountain pass,
- 5) From the mountain pass to the city in West Mylandia,
- 6) And from the mountain pass to the nuclear power plant.

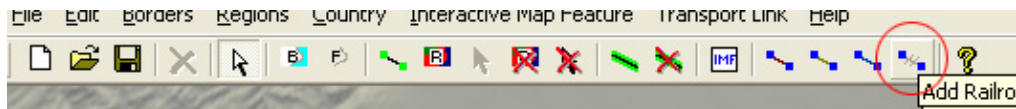
When you're all done, your map should look something like this:



2.4.2 Creating Railroads

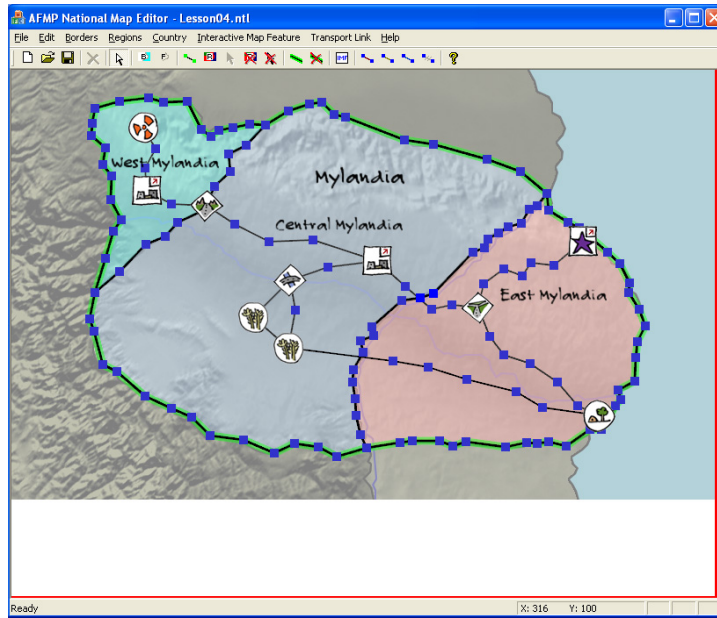
Adding Railroads: The process for creating railroads is identical to creating roads.

To create a railroad, choose Transport Link | Add Railroad from the menu, or click the **Add Railroad** button on the toolbar:



The editor is now in Add Railroad mode.

Follow the same steps described above in Creating Roads to create a railroad from the easternmost farm to the village on the coast. When you're done, your map should look something like this:

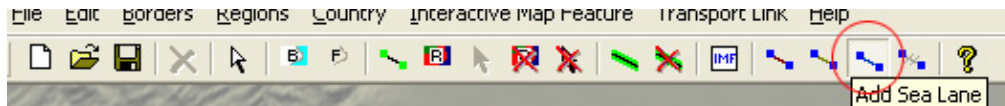


Tip: There's an Interactive Map Feature for a Road/Railroad Crossing that you can use if you want players to be able to disrupt travel where a road crosses a railroad.

2.4.3 Creating Sea Lanes

Adding Sea Lanes: The process for creating sea lanes is identical to creating roads. The only difference is cosmetic.

To create a sea lane, choose Transport Link | Add Sea Lane from the menu, or click the **Add Sea Lane** button on the toolbar:



The editor is now in Add Sea Lane mode.

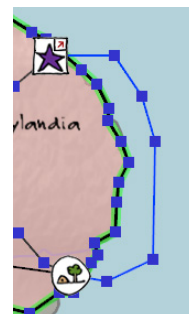


Important: Nothing in the editor prevents you from creating a sea lane that goes over land... or, in fact, from creating a road that goes over water.

Follow the same steps described above in Creating Roads to create a Sea Lane from the capital city to the village on the coast. When you're done, your map should show a Sea Lane between the two Interactive Map Features.



Tip: Don't forget to specify a travel time! If you do forget, you can double click on the Sea Lane to bring up the Transport Path Dialog again, just like you can for Roads and Railroads.



This completes Lesson Four. Don't forget to save your work!

2.4.4 Tips on Good Map Design

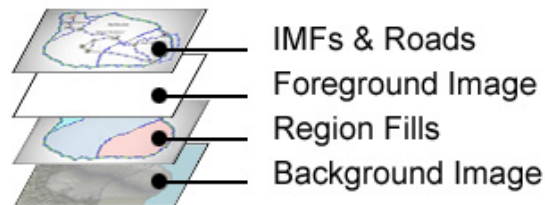


Tip: Choke points in the transportation network create interesting opportunities for the game player. Notice how the mountain pass (see above) is a choke point for both the city and the power plant in west Mylandia. If this choke point is Disrupted, then “indirectly” the nuclear power plant in the region is also cut off from the rest of the country.

2.5 Advanced Map Creation

2.5.1 Foreground Images

If you have access to an image-editing program that can export a 32-bit TARGA bitmap with an alpha channel, you can have a Foreground image overlay on your map. Use Edit | Load Foreground Image to load the image. (Incidentally, background images may also be in TGA format, not just BMP format.)



Important: Like the background images, to show up in the editor, the foreground .TGA file must be located in the same folder as VectorMapEditor.exe.

To show up in the *game*, the foreground .TGA file must be copied to the \Scenario folder of *A Force More Powerful*.

Foreground images are loaded above the Region colors but below the Interactive Map Features and Roads, as shown in the diagram. If you load a Foreground Image that does not have an alpha channel, you won't be able to see your Region colors or background image.

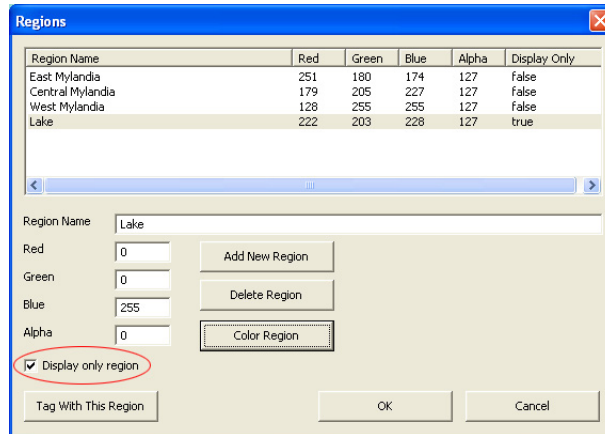


Tip: You might want to use a foreground image to show a national park that spans more than one region but should not be colored with either region's color.

2.5.2 Display-Only Regions

You can create a colored region on the map that is purely cosmetic and does not exist as an entity in the game. For example, you might want to create a big lake in the center of a region.

To do so, create the region normally, but check the “Display-only region” checkbox on the regions list:



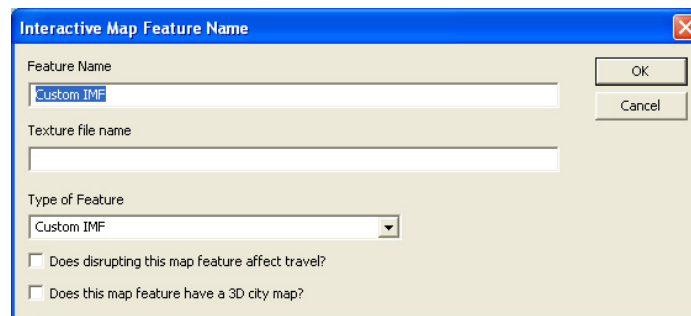
Tip: If you have access to an image-editing program (like *Adobe Photoshop*[®] or *Jasc Paint Shop Pro*[®]), it's probably easier just to create the fill as part of the Background image. However, this functionality is included for those without access to a good paint program.

2.5.3 Custom Interactive Map Features

You can create your own icons on the map for new types of Interactive Map Features.

To place a custom Interactive Map Feature, just choose Interactive Map Feature | Add Custom IMF from the menu (or click the **Interactive Map Features** button on the toolbar). Then click on the map to place your Interactive Map Feature.

The Interactive Map Feature Name dialog box will appear:



You will need to supply the name of a TGA bitmap (with or without an alpha channel) for use as the Texture file name.

Try opening any of the icon TGAs in the National Map Editor's folder to see how to create your own Icons using an image-editing program.

3. CITY MAP EDITOR



Important:

Before you launch the city editor application:

1. Building the city maps in a scenario should be the *last* step. You should already have a complete idea of exactly which Characters, Groups, cultural tags, and victory conditions you want to include in the scenario. The contents of a city, its neighborhood divisions, and the buildings included will be determined by these things (e.g., if you have a factory workers' Group, they will probably be tied to a factory.)
2. Some buildings are prerequisites for certain Tactics; if you want the police to be able to arrest anyone, for example, you will need a Prison somewhere in the scenario, and if you want the Movement to be able to conduct a concert, you will need one of the “public” buildings at which a concert can occur (e.g. public square, park).

You are now ready to start creating a city map for *A Force More Powerful*. To continue, simply launch the “City Map Editor” and follow the next steps.

3.1 Prepping the Editor

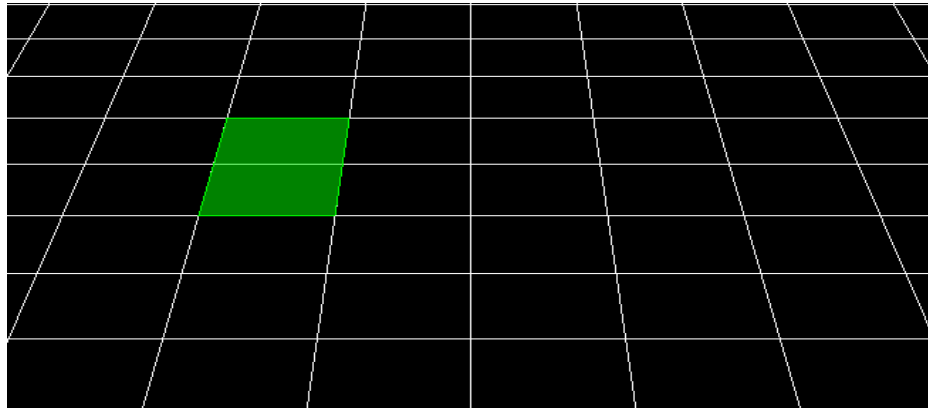
1. **Define the Map Size.** From the “File” menu, select **Properties**, and (if not already selected) click on the **Dimensions** tab. In the **Grid Size** area, input the desired dimensions. Press **OK** when done, and a blank grid for the just-defined map size will be displayed in the main window. Note that the map size you define will still be surrounded by a 3-tile-wide border made of non-enterable tiles. You can still edit the terrain types of these tiles (water, building, etc.), but they cannot be entered during play. Essentially, these non-enterable tiles serve to give your map a realistic edge, or border.
2. **Display Tile Lists.** If the Base Tiles and/or Plug Tiles list are not currently displayed along the left side of the interface, you will need to display them. From the **View** drop-down menu, select **Base Tile Window** and **Plug Tile Window**. You can also turn these displays on or off via these toggle buttons shown here.  *Note that if you hold the mouse cursor over any toolbar button, a “tool tip” title appears displaying the name of that button.* You will also want to make sure the **Building Window** is visible.

3.2 Making a City

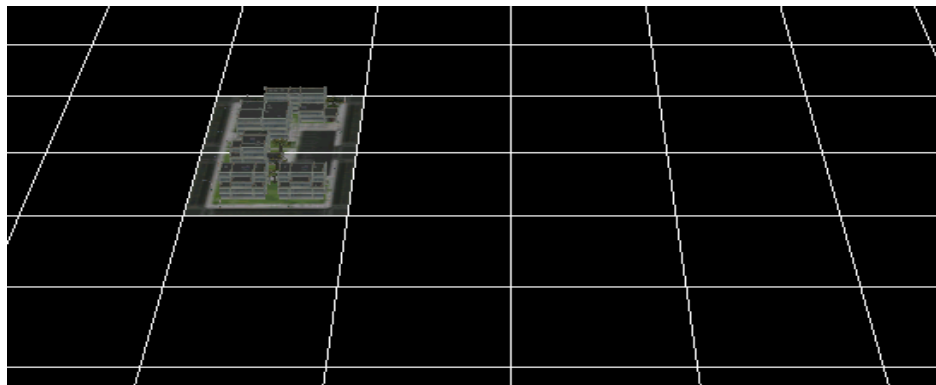
1. **Placement Mode.** To place any building, you must be in “placement mode.” Simply select (i.e., left click on) the **Placement Mode** button  in the tool bar. Buildings can be added to the city map only in Placement Mode.
2. **Place Base Tiles.** Select something from the list of tiles shown in the Base Tiles list (along the left side of the interface).
Important Note about Base Tiles: The blank grid is just that—a blank grid. It *must* first be populated with “base tiles” (from the Base Tiles list) before any structures from the Plug Tiles list can be placed (essentially, buildings

from the Plug Tiles list can only be “plugged into” blank *base* tiles). Note that *most* selections in the Base Tiles list actually are a *Group* of (two) tiles. Some Base Tiles are large and irregular: for example, the large University is T-shaped, and the Stadium is a 2x2 tile area.

3. **Positioning Base Tiles on the Grid.** With a structure from the Base Tiles list selected (and in Placement Mode), move the mouse cursor over the grid. The size, shape and current location of the structure is shown by the **green** tiles (see illustration below). Note that if the color of the Base Tile Group changes to **red**, its current location is illegal, meaning it cannot be placed there. To rectify, simply relocate or rotate (see below) the selection until it is again displayed in green.

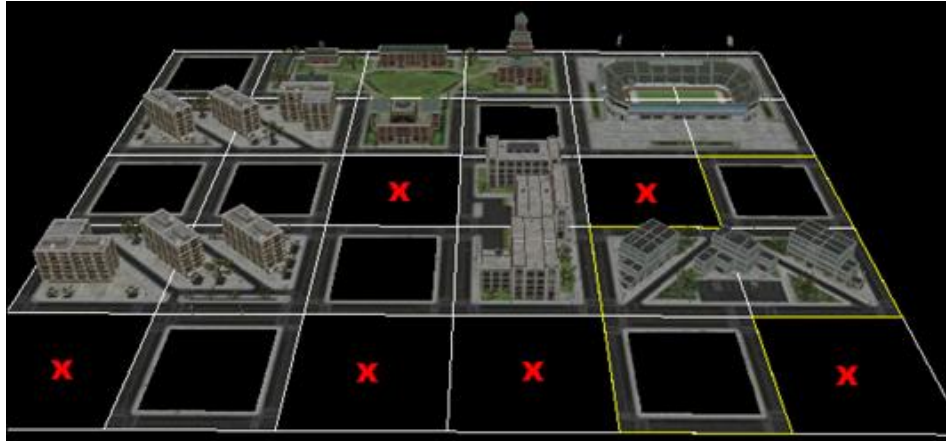


4. **Rotate the Selection.** Use the **right-mouse** button to rotate the current selection clockwise by 90 degrees. The **Rotate Object** tool bar button can also be used to perform this function.
5. **Place the Selection.** Once you are satisfied with the location and rotation of the selected structure, simply left-click on the map grid and the building is positioned as desired, as illustrated below.



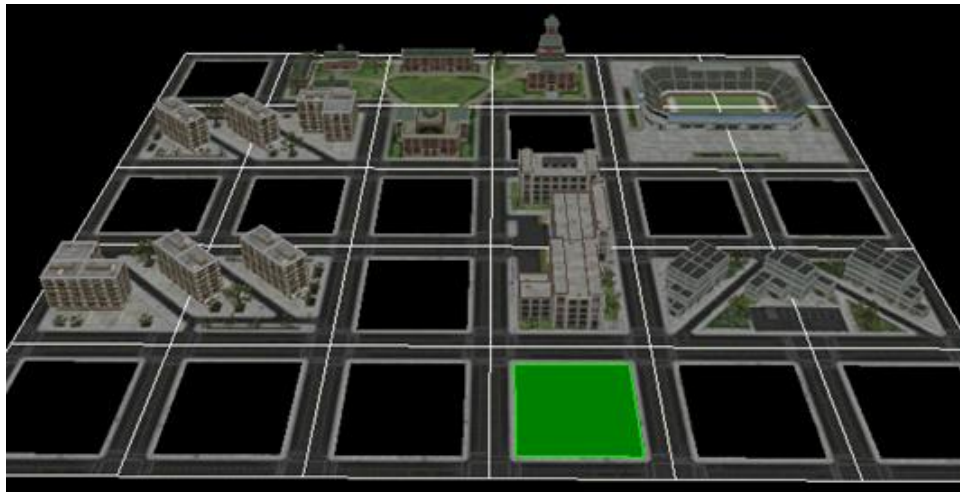
6. **View Controls.** You can quickly change your viewing perspective with the following toolbar buttons:

-  **Zoom Mode:** Use this to quickly zoom in and out. With the mouse cursor in the map area, hold down the left-mouse button and drag the cursor back and forth. If your mouse has a wheel, that can also be used to zoom in and out.
 -  **Rotate Mode:** Use this to quickly “spin” your current view of the map. With the mouse cursor in the map area, hold down the left-mouse button and drag the cursor around (up, down and/or sideways) to change your angle of view. Your keyboard’s **up/down** and **right/left** arrow keys can also be used to tilt and rotate the perspective.
 -  **Translate Mode:** Use this to shift the current view from side to side or back and forth. With the mouse cursor in the map area, hold down the left-mouse button and drag the cursor around (up, down and/or sideways) to adjust the area being viewed.
7. **Selecting & Deleting an Item.** During the course of your map editing you may wish to delete a placed item. You must first select the item using the Selection tool (**Object Selection Mode** button).
-  **Object Selection Mode:** Use this tool to select a placed object. Roam the mouse cursor over the map area. When the tiles of desired object are yellow-shaded simply left-click to select that object. A yellow outline surrounds the base tile(s) of the selected object. Note that the name of the selected object is displayed below the map in the Status Bar, which can be toggled off or on by selecting **Status Bar** from the **View** drop-down menu.
 -  **Remove Object:** Use this tool to delete the selected object. When the object you want to remove is selected (i.e., outlined in yellow), select this toolbar button (or press the **Delete** key) to remove that object.
8. **IMPORTANT—Road Tiles.** One type of Base Tile, called the “Road” tile, is very important, because Plug Tiles (special models) can only be put in Road tiles. Therefore, when building your city, make sure you put in enough Road tiles to accommodate as many Plug Tiles as you want to put in. Since most Base Tiles are composed of a Group of tiles, the more of these “macros” your map uses, the more the grid-like nature of the map is broken up. Once you have placed as many Base Tile objects as you desire, you will most likely still have completely blank tiles still in need of a base tile. In the below illustration, such tiles are marked by an **X**. You should use Road tiles to fill in these gaps as well.



Note: Some Base Tiles do not have sidewalks or roads on them. These tiles are *non-traversable*; the people and vehicles in the game will avoid them and never use them. Once all map tiles have a base tile, you can begin “plugging in” tiles from the Plug Tile list. Additionally, every tile you place outside the Dimensions you set in the Properties menu earlier is non-traversable (so the people and cars in your city won’t leave!).

9. **Plugging in a Plug Tile.** Plug Tiles are used to “fill in” portions of the map still containing blank Base Tiles. Each Plug Tile is a single tile, and can be “plugged into” any empty base tile. Review the Plug Tile list and select the desired structure. To place that building on the map, ensure you are in Placement Mode, and roam the mouse cursor over the map. A green-shaded tile indicates a legal placement location for that Plug Tile (see below illustration). Simply left-click on the green-shaded tile to place that structure. **NOTE:** You should generally place important buildings that will play a role in your scenario *inside* the city, rather than on the edge.





Important: Some of the animated vignettes depicting crowd scenes in *A Force More Powerful* are restricted to certain types of buildings. If you want a city to be able to show these vignettes, it will need to include at least one allowed venue for that particular Tactic's vignette (and be labeled in **step 14** below). A chart listing these "allowed venues" appears below:

Tactic with Restricted Vignette	Allowed Venue(s)
<i>Mass Protest (Rally)</i>	Courthouse, University (Base), University (Plug), Embassy
<i>Mass Protest (Vigil)</i>	Prison
<i>Mass Execution</i>	Stadium (need not be labeled), Town Square
<i>Organize Concert</i>	Town Square

10. **Rotating a Plug Tile.** As before, you can rotate the structure (*before* it is placed) using the right mouse button. Once placed, a structure cannot be rotated. Instead, you have to select the placed object you wish to rotate (ensure it is outlined in yellow), remove it (Remove Object tool or Delete key), re-select the object from the Plug Tile list, right-click to rotate the object (or press Rotate Object button), and then re "plug-in" the selected Plug Tile (must be in Placement Mode).
11. **Fill in the Blanks.** Continue to place Plug Tiles until each blank Base Tile has been filled. While placing structures, don't forget to consult your list of structures needed by your scenario. Your finished map should have all empty Base Tiles filled in, similar to the following illustration.



12. **Toggle the Grid Display.** Press the **G** hotkey to toggle the grid off or on. Toggling the grid off shows a better representation of how the map will look during play, but also prevents the selected tile(s) from being displayed with the yellow outline. The grid lines can also be toggled via the **Display** tab (**File | Properties**).
13. **Designating Neighborhoods.** Some scenarios may require a city map to be sectioned into two or more "neighborhoods" (by default, a map is always a single neighborhood). To define an additional neighborhood, you must:

- **Define Neighborhood Color:** Open the **Properties** display (**File | Properties**) and click on the **Neighborhood** tab. Press the **Add** button and an additional neighborhood is added. Press the **Choose Color** button and then select a new color, to define the color for that new neighborhood, and press **OK**. You can give each neighborhood a unique name by selecting that neighborhood, then retyping the name in the window to the *left* of the **Add** button. Press the **Properties OK** button when finished.
- **Show Neighborhood Borders:** Press the **N** hotkey and the map shows a border around each neighborhood. By default a map has but one, red-outlined neighborhood. If the map grid is on, you might want to turn it off by pressing **G**, and also turn off the paths by pressing **P**. The neighborhood borders can also be toggled via the **Display** tab (**File | Properties**).
-  **Select Neighborhood to Define:** Press the “down” arrow to the left of the neighborhood “color swatch” to display the names of the defined neighborhoods, then select the desired neighborhood. The color swatch changes to show the color of the newly-selected neighborhood.
-  **Neighborhood Mode:** Select this toolbar button to define the selected neighborhood, and then roam the mouse cursor over the portion of the map you wish to redefine as the selected neighborhood. As the cursor moves over the map, the program shades the current Base Tile. Simply left-click on the shaded Base Tile(s) and its neighborhood changes to the selected one, and the shade color changes to a color similar to that neighborhood’s color, as per below illustration.



Continue to define portions of the map as different neighborhoods as necessary. When finished, a map with three neighborhoods might look something like this:



Important: In cities with no defined neighborhood, you must still have at least one neighborhood named. In essence, the entire city is one big neighborhood. This so-called “phantom” neighborhood must have a separate name from the city itself. This is necessary so the editor can accurately record building placement and know where buildings are located on the map.

Show Road Network: You can also view the road network in your city with the Show Road Network menu choice in the View menu (hotkey: **R**). This will show you where ambient vehicle traffic will appear in-game.

14. **Labeling Important Structures:** Each structure critical to play of a scenario (as per your initial list of buildings) should be given a label so that the player can easily locate the building during play.



- **Display Building List:** First open the Building list by selecting the **Buildings Window** button in the View menu (if you didn’t do this in step one). With this depressed, the Building list is displayed to the right of the map window.
- **Locate Building to Label:** Clicking on any building in the Building list highlights that building in light blue on the map. You can quickly move up and down the list via the **up/down arrow** keys. Note: If you have multiple instances of the same building model in a city, but only one is labeled and you want to remove or change the placement of the buildings, scroll through the Building list and look at the city map in the center. As you scroll, the building models will be highlighted in blue. This will help you figure out which buildings on the map correspond with which Building List entries. Also, when new building models are added, they always appear at the *end* of the current list.
- **Input Building Label:** Once the desired building is highlighted, input the building name in the Building list. Click once in the “Label” column (left of the “Tile ID” column) and you will be able to type in a name for the selected structure. Note that no two buildings can be given the same name, and that only buildings with labels will be functional during play. *Exception:* The stadium will still be used in the Mass Execution vignette even if left unlabeled.



15. **Save your File:** As you design your city map, be sure to save and save often. The file should be saved in your scenario's sub-folder in the game's "Scenario" folder (see step-by-step instructions in [Chapter 1](#) for details).

4. SCENARIO EDITOR

This editor allows you to create a new scenario or edit an existing one.



Important: Data entered in this editor is saved as part of the scenario file (i.e., is written to your hard drive) *only* when you select **Save** in the menu bar or tool bar. Clicking on an **OK** button does *not* save the data to the file.

4.1 Creating a New Scenario



Tips: When creating a new scenario, you should first build all the maps using the map editors (see **Chapters 2 and 3** above). It is not necessary to do this, but it simplifies the process.

Once you've created a city and national map, select **Start | Programs| A Force More Powerful | Editors | Scenario Editor**. When the editor opens, you will see this:

To create a new scenario, select **File | New** or click on the equivalent icon in the toolbar.

4.2 Title, Dates & Description

Enter the title you want to give the scenario, its start and end dates, and the description that will appear when the scenario is selected in the Scenario Selection screen (see 3.2 in the *Players' Guide*). The description should be kept short and to the point, so that as players scan the list of scenarios they can read the descriptions quickly to get an idea of what each one is about.

4.3 National Map

If you wish to have a national map in the scenario, click on the “...” button and select the desired file (it will be of the .NTL type). If the scenario will have no national map, click in the “City-only” box instead to place a check mark in it.

4.4 City Map(s)

Once you have done either of the actions mentioned above, the **City Maps** button will become enabled. Click on it, and this screen will appear:

	City Name	City Filename	Notes
1:	TheCity	...	
2:		...	
3:		...	
4:		...	
5:		...	
6:		...	
7:		...	
8:		...	
9:		...	
10:		...	
11:		...	
12:		...	

OK Cancel

Under **City Name**, enter the name of the city as you wish it to appear in the game.

Click on the enabled (white) “...” button to select each desired city-map file (it will be of the .LAY type). Note that if the **City-only** box was checked, you will be able to select only one city map. If you have selected a national map, the names of the cities in that map will appear under **City Name**, and you will need to select the proper city file for each one.

Use the **Notes** box to enter any miscellaneous text you may wish the player to see in the Demographics section of the Strategic Estimate for this city.



Important: To have more than one city in a scenario, you need to have a national map.

Once a map file has been linked to a scenario by selecting it as explained above, it may still be altered in the appropriate editor as long as neither its name nor the location of the file itself is changed. The edited map will still be properly linked to the scenario, though the edits may generate warning messages (see “Worklist / Warnings” below).

4.5 Inflation

Set this slider to the level of inflation that you wish the scenario to have. This level will apply to the entire area depicted in the scenario, and will not change during play. High inflation limits the Regime’s effectiveness, making its Tactics more expensive.

4.6 Worklist / Warnings

This box displays various messages that tell you about tasks you need to do before the scenario can be considered complete. In many cases the scenario will not work properly until these issues have been resolved. Double-clicking on a line in this box will open the appropriate screen for this purpose.

4.7 Background & Goals

Clicking on this button displays the following screen:

Background & Goals

To the degree required by the user for proper decision-making in the scenario, background text should include information on the following topics [checkboxes are provided so you can check off topics as you complete them]:

- ☐ Topography
- ☐ Climate & Weather
- ☐ Transportation
- ☐ Political Situation/Climate
- ☐ Security Forces
- ☐ Regime's/Dictator's Rise to Power
- ☐ Regime's/Dictator's Sources of Legitimacy
- ☐ Decision-Making Realities within the Regime
- ☐ Relevant Historical Information
- ☐ Foreign Influences/Issues
- ☐ Economy
- ☐ Class/Caste Issues
- ☐ Religious Issues
- ☐ Ethnic Issues
- ☐ Public Mood

Background

[enter background text]

Goals

Write the goals that the player will use to create and guide his/her strategy.

[enter goals text]

OK Cancel

Background: Here you enter the background story for the scenario. This should cover all the intangibles as well as provide extra detail and color for the player—but most importantly it should provide information that the player will find useful for planning purposes. A check-off list on the left side provides topics that ought to be addressed in the Background to the degree to which each is relevant to the scenario.

Goals: The goals should be a succinct list of what the player is ultimately aiming to accomplish in the scenario. Clarity and simplicity are important. The player’s overall strategy should seek to fulfill these goals.

4.8 Cultural Attitudes

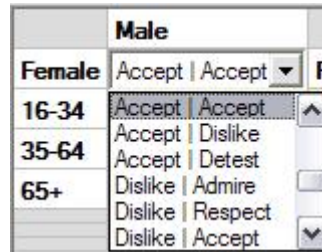
Clicking on this button displays the following screen:

Here you may add the names of one or more religions and ethnicities, which will later be assigned to Groups, Characters, neighborhoods and regions. Enter a name for a religion and/or ethnicity, and click **Apply**; then repeat the procedure for each one you wish to add. Each time you click Apply, the new name(s) will be added to the table where all mutual attitudes will be set.

The genders “Male,” “Female,” and the age Groups “16-34,” “35-64” and “65+” are always present.

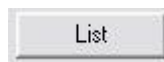
There are also “Miscellaneous” fields that you may use for non- religious/ethnic names if you wish.

Once all the names have been entered into the table, double-click on the dropdown where a line and column meet to set the *mutual* cultural attitudes between the two. For example, opening the dropdown where the line “Female” and the column “Male” intersect would present you with this:

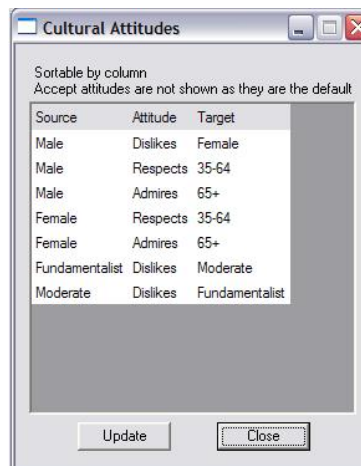


If you then select “Dislike | Respect,” in the game all Groups, Characters, neighborhoods and regions tagged as Female will *dislike* all those tagged as Male, while all Male Groups, Characters, neighborhoods and regions will *respect* those tagged as Female.

Note that all mutual attitudes default to “Accept | Accept,” so these need not be changed if satisfactory for the scenario. (They also have a yellow background to indicate their default status.)



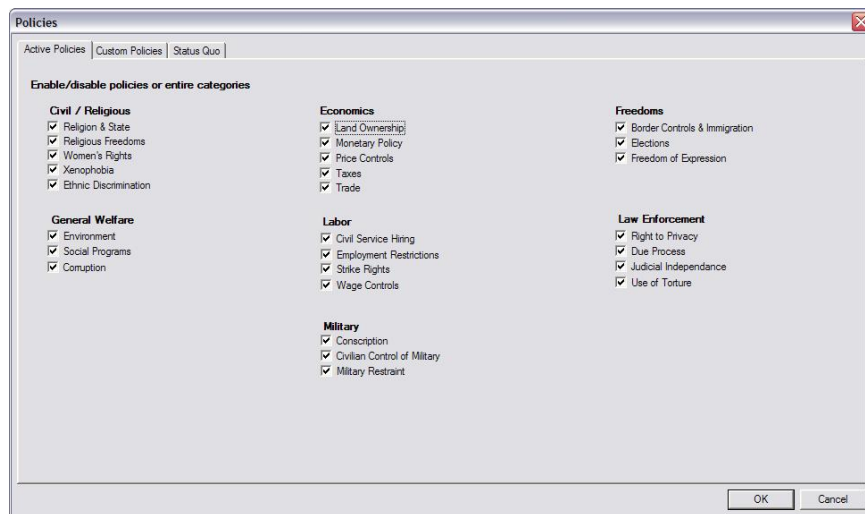
The **List** button provides a handy display of all settings *other than* “Accept | Accept,” for ease of reference:



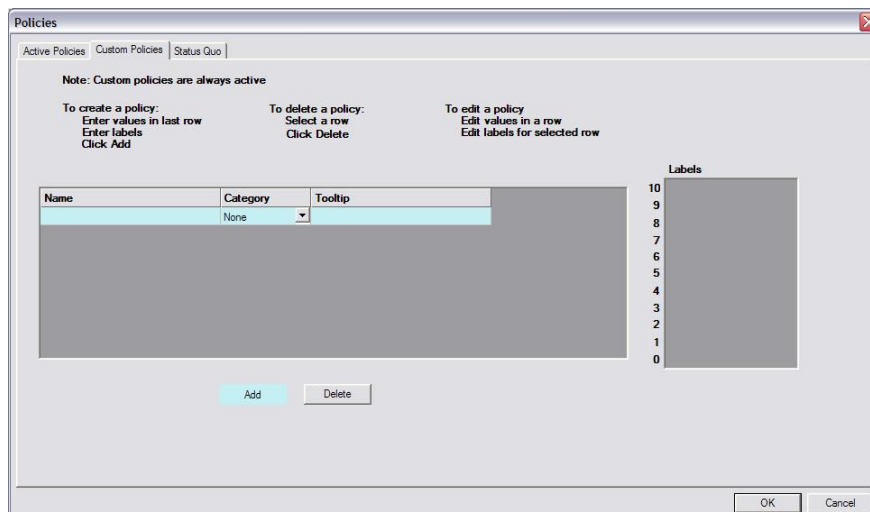
4.9 Policies

Clicking on this button displays a screen with three tabs:

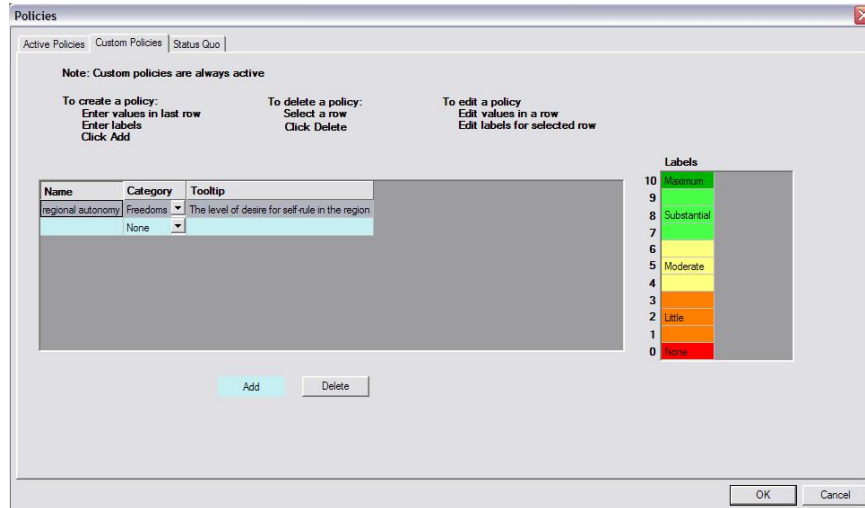
Active Policies: Here you choose the policies that will or will not be used in the scenario. All those with a check mark will be used. Clicking in a box to remove the check mark will omit that policy from the political calculations in the game. However, certain Policies (***Border Controls, Freedom of Expression, Due Process, Right to Privacy, Strike Rights, Use of Torture, and Corruption***) will still be “looked up” by the game engine to determine what the Regime may and may not do, and other political and economic effects the system requires. In other words, un-checking a box here only leaves the Policy out of the political field, but not out of the entire game model (and you will still need to set Status Quo values for those Policies, but not Policy Preferences for Groups and Characters or Manifesto values for Alliances).



Custom Policies: Here you may create one or more policies that will appear only in this scenario.



To create a custom policy, click in the box beneath **Name**, and type in the name you wish your new policy to have. Then select its **Category**, and write a short piece of descriptive text which will appear in the game as the **Tooltip** for this policy. Lastly, click on each of the **Labels** and edit their names as desired, to show the player what each color (see below: Maximum, Substantial, Moderate, Little, and None) will represent.



Important: The 0-10 labels *must* follow the best-to-worst order indicated by the default terms, in order for the custom policy to function properly in the game

Status-Quo Policies: Here you set, in terms of policies, the realities of life at the start of the scenario. There are seven policy categories, each with its own set of policies whose values you must choose (or leave set to their defaults). Remember that these are the settings that the game will look up when determining, for example, whether a particular Tactic is illegal. See **Section 4.3.4** in the *Players' Guide* for more details on the Status Quo as it is used in the game.



4.10 Demographics

Clicking on this button displays the following screen:

Demographics

Select a Neighborhood or Region to enter data for:

- ☒ Ulmar
- ☐ Mountain Region
- ☐ Ulmar City
- ☐ Oil Region

NOTES

The demographics for a CITY equal the sum of all demographics entered for the Neighborhoods in that City.

The demographics for a REGION equal the sum of all demographics entered for that Region (excluding the Cities in that Region).

The demographics for a NATION equal the sum of all demographics entered for all Regions and Cities in that Nation.

Choose the desired settings for the selected Neighborhood or Region:

Game Name:

Notes:

Percent of Population:

Health:

Fear:

Enthusiasm:

Literacy:

Economic Well-Being:

Unemployment Rate:

Choose the Religion and Ethnicity that comprise the majority of the population in this selected Neighborhood or Region:

Religion:

Ethnicity:

Choose the Gender that comprises at least 75% of the population of the selected Neighborhood or Region:

Choose the Age Group that comprises the majority of the population of the selected Neighborhood or Region:

Legitimacy Support:

Movement:

Alliance 3:

Alliance 4:

OK Cancel

Here is where you enter the demographic data for the regions and neighborhoods in the scenario. Start by selecting the name of one in the tree view box in the upper-left-hand corner:



Tip: In the treeview, a checkbox can be selected only if it is next to a green square. A gray square indicates that it cannot be selected.



Important: In the game, the demographics for a CITY equal the sum of all demographics entered for the Neighborhoods in that City.

In the game, the demographics for a REGION equal the sum of all demographics entered for that Region, *excluding* the demographics of all Cities in that Region.

In the game, the demographics for a NATION equal the sum of all demographics entered for all Regions and Cities in that Nation.

Demographics

Select a Neighborhood or Region to enter data for:

- Ulmur
 - Mountain Region
 - Ulmur City
 - Oil Region

Choose the desired settings for the selected Neighborhood or Region:

Game Name: Mountain Region

Health: Very Good, Good, Moderate, Poor, Very Poor

Fear: Maximum, Substantial, Moderate, Little, None

Enthusiasm: Very High, High, Moderate, Low, Very Low

Literacy: Very High, High, Moderate, Little, Minimum

Economic Well-Being: Very High, High, Moderate, Little, Minimum

Unemployment Rate: Very Low, Low, Moderate, High, Very High

Legitimacy Support:

Regime: Maximum, Substantial, Moderate, Little, None

Movement: Maximum, Substantial, Moderate, Little, None

Alliance 3: Maximum, Substantial, Moderate, Little, None

Alliance 4: Maximum, Substantial, Moderate, Little, None

NOTES:

The demographics for a CITY equal the sum of all demographics entered for the Neighborhoods in that City.

The demographics for a REGION equal the sum of all demographics entered for that Region (excluding the Cities in that Region).

The demographics for a NATION equal the sum of all demographics entered for all Regions and Cities in that Nation.

Choose the Religion and Ethnicity that comprise the majority of the population in this selected Neighborhood or Region:

Religion: None

Ethnicity: None

Choose the Gender that comprises at least 75% of the population of the selected Neighborhood or Region:

None

Choose the Age Group that comprises the majority of the population of the selected Neighborhood or Region:

None

Percent of Population: 0

OK Cancel

After selecting a neighborhood or region:

- Enter the Name it will use in the game (or leave it as is);
- Set the values for its levels of Health, Fear, etc. (six sliders);
- Set its level of Legitimacy Support for each Alliance (if you have not yet created a particular Alliance you will be reminded in the “Worklist / Warnings” box to come back and set it once that Alliance exists);
- Select a Religion, Ethnicity, Age Group and/or Miscellaneous tag that comprises a majority of its population (if you wish any of them to *not* be a majority, leave “None” as its selection);
- Select the Gender that comprises at least 75% of its population (or leave “None” as the selection);
- Set its percentage of the *total population in the scenario*.
- Add any Notes that you wish to provide to the player—you may type in anything that you think he or she may find useful.



Important: The data entered for one region or neighborhood is saved to memory when you select another region or neighborhood; however, it is not saved as part of the scenario *file* until you click **OK**.

4.11 Map Features

Clicking on this button displays the following screen:



Important: Map feature names cannot be selected in other areas of the editor until these data have been entered here.

One or more existing Groups may be associated with a map feature here by selecting the Group, then clicking on the → button.

First select a map feature whose data you wish to add or edit.



Tip: In the treeview, a map feature can be selected only if it is next to a green square. A gray square indicates that it cannot be selected.

Once you have selected a map feature, enter the following:

- The full Name of the map feature;
- A Short Name for the map feature (16 characters/spaces maximum, to be used wherever the full name won't fit);
- The Economic Significance of the map feature;
- The Category of the map feature



Important: The category of Map Features has an important effect on what Tactics can be done there as well as enabling some Tactics in the first place. For example, if you want your Regime to be able to carry out arrests and imprisonments, you will need Map Features somewhere in the scenario with the “Courthouse” and “Prison” categories. Even if your city map has a Town Square model in it, you will still need to label that map feature as “Public Square” in this dialog. See below for a chart explaining the labels and what they are useful for.

- The File Name of the image that will appear on the *national* map for the feature. All of the game's base images appear in the Game\GUI\Images folder in you're a *Force More Powerful* directory.
- The Resilience of the map feature (which determines its ability to withstand destruction due to violence—with a 10 meaning it cannot be destroyed). Note that many buildings in *Force More Powerful* do not have destroyed-state models (e.g., the Embassy, Dockyard, and others). If you set Resilience for one of these buildings to less than 10, the building will be able to be destroyed in the game, but there will be no visual cue.
- Any Notes that you wish to provide to the player—you may type in anything that you think he or she may find useful.

GAME EFFECTS OF MAP FEATURE CATEGORIES

<i>Map Feature</i>	<i>Game Effect</i>
Media	Media buildings generate media coverage and media ripple effects on their surrounding areas, based on the Public Influence of the Groups located there.
University	No special effects
Court	The Regime needs at least one Court in the scenario in order to make arrests.
Government	The Regime needs at least one Government-category building to change the status quo Policy settings during the game.
Police	The Regime needs at least one Police Station in the scenario to make arrests and detentions, and to respond to Movement activities such as Protests.
Jail	The Regime needs at least one Jail-category building to hold people in prison.
Public Square	Concerts must be held in Public Square-category buildings.
Shop	No special effects

4.12 Alliances

Clicking on this button displays the following screen:

The screenshot shows the 'Alliances' window with the following sections:

- Build each desired Alliance by selecting it below and entering its data:**
 - Regime: Movement, Alliance 3, Alliance 4
 - MEMBERSHIP (Read Only): Leader
 - Groups & Their Characters:
 - Characters in Alliance
- Attributes & Resources:**
 - Note: These are determined by the Alliance's member Groups, and cannot be edited here.
 - Public Influence: None
 - Domestic Opinion Sensitivity: None
 - Foreign Opinion Sensitivity: None
 - Violence Intolerance: None
 - Violence Unwillingness: None
 - Money: 0, People: 0, Regime Base Points: 0
- Description Tab:**
 - Name: Regime
 - Short Name:
 - Acronym:
 - Decision Making Style: Automatic
 - Leader:
 - Notes:
 - Collapse Threshold: (Base Points) 0
- COMMUNICATIONS:**
 - Efficiency: None, Very High, High, Moderate, Low
 - Security: None, Very High, High, Moderate, Low
 - Regime's Posture Towards this Alliance: Apprehensive, Conciliatory, Balanced, Repressive, Severely Repressive
 - Regime's Initial Focus on this Alliance:
- SYMBOL:**
 - Click on the desired icon:
 - Selection:

Here you set the characteristics of each Alliance. (See **Section 4.3.4** in the *Players' Guide* for more details on the Alliance-related terms used here).



Important: NEVER give the same name to more than one Group, Character, Alliance, or Map Feature. The game will behave strangely or crash if two game entities, such as a Group and a Building or a Character and an Alliance, have the same name.

Groups and Characters join an Alliance based on their Support. As they are assigned Support levels and join an Alliance, they will be shown in the Membership section of this screen for your convenience.

No more than four Alliances are allowed per scenario.

The Alliance's Attributes and Resources are determined by those of its member Groups. As members are added to the Alliance, the current values will be shown in the Membership section of this screen for your convenience.

Start by selecting the Alliance you want to enter data for. Once you have selected an Alliance, enter the following under the **Description** tab:

- The full Name of the Alliance;
- A Short Name for the Alliance (16 characters/spaces maximum, to be used wherever the full name won't fit);
- An Acronym (6 characters/spaces maximum) for the Alliance;
- The Decision-Making Style of the Alliance. See the Resistopedia for more information about the differences between the Decision-Making Styles;
- The Leader of the Alliance (one or more Groups with members must be in the Alliance before this selection can be made). Keep in mind that the Regime leader cannot change throughout the scenario;

- The levels of Communication Efficiency and Security for the Alliance;
- A Symbol for the Alliance;
- If this Alliance is the Regime, set its Collapse Threshold. At this point, any number will do; you will want to set this number carefully once the Groups have been created. This number is the minimum number of Base Points the Regime must have in order to stay intact.
- Any Notes that you wish to provide to the player—you may type in anything that you think he or she may find useful;
- If this Alliance is *not* the Regime, set the Regime's initial Posture towards it. This setting determines the nature of how the Regime will get this Alliance to stop putting pressure on it, and ranges between Appeasement and Severely Repressive. At Appeasement, the Regime will try to make conciliatory gestures and generally give the Alliance what it wants in terms of the Status Quo being changed to reflect the Alliance's Manifesto, releasing imprisoned Alliance members, and so forth. At the other end, the Regime will take a much firmer hand towards this Alliance.
- If this Alliance is *not* the Regime, set the Regime's initial Focus on it. This reflects how often the Regime will take actions of the sort prescribed by its Posture (above).

The Alliance's Manifesto is also set at this time. Click on the **Manifesto** tab and the following will appear:

Set all the policies as you wish them to be in the scenario. Make sure you set them in all the tabs for the various categories.



Tip: Groups and Characters whose policy preferences are close to an Alliance's manifesto are more likely to join it during the game. If you find them changing Alliances at the very start of play, you should adjust their policy preferences—especially the key ones—to more closely match those of the Alliance.

4.13 Regime Collapse



Important: Set the Regime's Collapse Threshold only after all Groups have been added to it.

The Regime's Collapse Threshold must always be set to less than its Base Points (which equal the sum of the Base Points of all its member Groups).



Important: In the game, the scenario ends whenever the Regime's Base Points are less than its Collapse Threshold number. (The Regime has collapsed.)

4.14 Groups

Clicking on the **Groups** button displays the following screen:

Here you create Groups and set their characteristics. Start by giving the new Group its name. Then click the **Add** button, and enter the following under the **Description** tab:

- Its Category;
- An Acronym (6 characters/spaces maximum) for the Group;
- The Gender that comprises at least 75% of the Group (or leave it as “None”);
- The Religion that comprises at least 50% of the Group (or leave it as “None”);
- The Ethnicity that comprises at least 50% of the Group (or leave it as “None”);
- The Age Group that comprises at least 50% of the Group (or leave it as “None”);
- A Miscellaneous tag that applies to the Group (or leave it as “None”);
- The levels of Enthusiasm and Fear for the Group;
- The Money and People it contributes to the Alliance it is a member of;

- The Regime Base Points it contributes to the Regime (if it is a member of that Alliance);
- Any Notes that you wish to provide to the player—you may type in anything that you think he or she may find useful
- Also, if the Group is ‘foreign’ (i.e., not native to the country or city the scenario is set in), click the Foreign checkbox.
- If the Group is ‘foreign’ (not native to the country or city the scenario is set in), click the **Foreign** checkbox and fill in an adjective describing the nationality (e.g. “British”, “Russian”, etc.). Also, if you want this foreign Group to never change its at-start Alliance membership, click the **Lock Allegiance** checkbox.

The **Allegiance To** box displays the name of the Alliance that this Group is currently a member of.



Tip: If the **Allegiance To** box is empty when you click the **Lock Allegiance** checkbox, the Group will remain unaligned for the duration of the scenario..



Important: NEVER give the same name to more than one Group, Character, Alliance, or Map Feature. The game will behave strangely or crash if two game entities, such as a Group and a Building or a Character and an Alliance, have the same name.

Important: Groups join an Alliance based on their Support for it.

The Group’s **Affiliated Map Features** are also set at this time. Click on that tab and the following will appear:

The screenshot shows the 'Groups' dialog box with the following sections:

- Top Bar:** Tabs for Description, Affiliated Map Features (selected), Attributes, Training, Policy Preferences, and Support.
- Left Pane:**
 - Text: "To create a new Group, enter its name here, click Add, then enter its data over on the right."
 - Text: "To delete an existing Group, select its name above and click on the button below."
 - Text: "MEMBERSHIP: NOTE: This is determined by assigning Characters to the Group, and cannot be edited here."
 - Buttons: Add, Delete.
 - Text: "List of existing Groups:" followed by a list containing "General Public".
 - Text: "Leader:" followed by a text input field.
- Right Pane:**
 - Text: "To select each feature, click in its checkbox."
 - Tree view of map features:
 - Ulmir
 - Mountain Region
 - Gold Mine (IMF)
 - Radovan (IMF)
 - Road/Railroad Crossing (IMF)
 - Ulmir City (City)
 - Bank
 - Cemetery
 - Cemetery2
 - Church
 - Church2
 - Courthouse
 - Embassy
 - Factory
 - Hospital
 - Market
 - Newspaper
 - Palace
 - Police
 - Prison
 - Radio
 - Shops
 - SoupKitchen
 - Square
 - Stadium
 - Sweatshop

At the bottom right, the 'Allegiance To:' box is set to 'Regime'. At the bottom center are 'OK' and 'Cancel' buttons.

Choose one or more map features to associate with the selected Group by clicking to place a checkmark next to their names. All map-feature names you select here will be associated with the Group (and all Characters belonging to it) in the game.



Important: Map-feature names are disabled here until their data has been entered in the Map Features screen



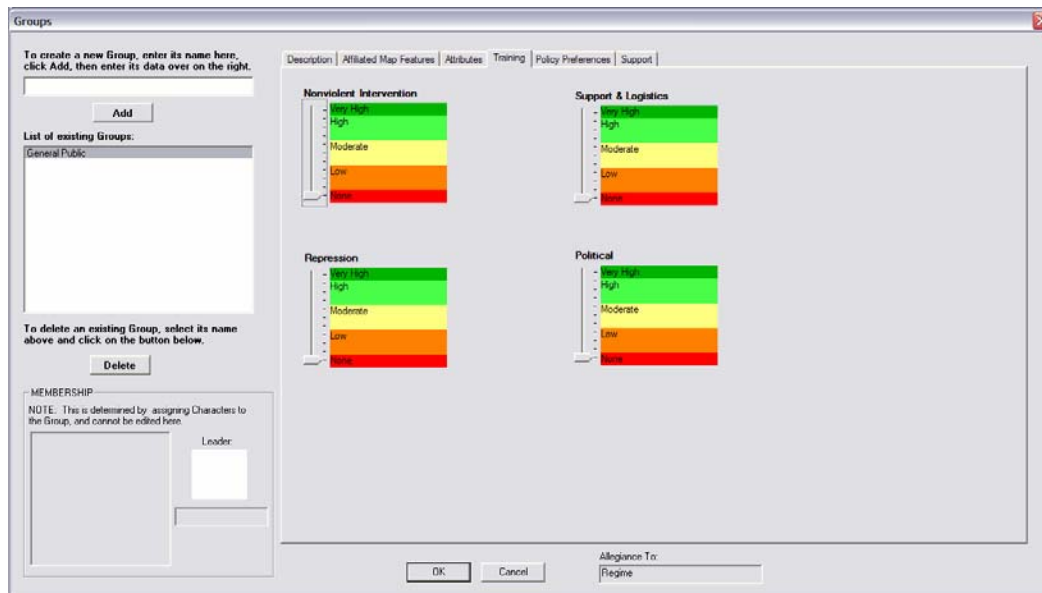
Tip: In the treeview, a checkbox can be selected only if it is next to a green square. A gray square indicates that it cannot be selected.

The Group's **Attributes** are also set at this time. Click on that tab and the following will appear:

The screenshot shows the 'Groups' window with the 'Attributes' tab selected. On the left, there is a 'List of existing Groups:' section with a search bar and an 'Add' button. Below it, the 'General Public' group is listed. At the bottom left, there is a 'MEMBERSHIP' section with a 'Leader:' field and a 'Delete' button. The main area of the window displays five attribute categories, each with a vertical stack of five colored squares (green, yellow, orange, red, gray) representing different levels. The attributes are: Economic Well-Being, Sense of Civic Duty, Violence Intolerance, Violence Unwillingness, and Public Influence. The 'General Public' group is selected, and its attributes are being set. The 'Allegiance To:' field is set to 'Regime'.

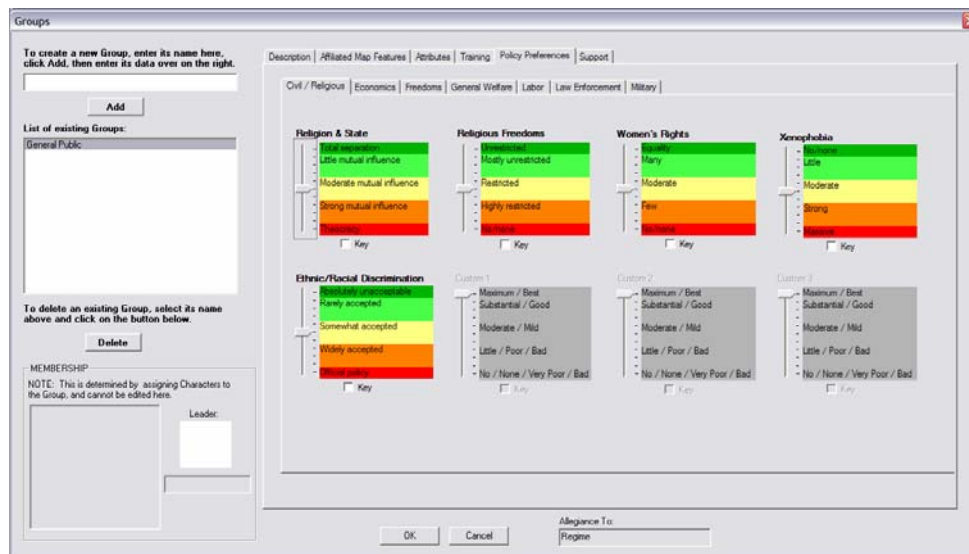
Set the desired level for each of these attributes.

The Group's **Training** levels are also set at this time. Click on the Training tab and the following will appear:



Set the desired level for each.

The Group's **Policy Preferences** are also set at this time. Click on the Policy Preferences tab and the following will appear:



Set all the policies as you wish them to be in the scenario. Make sure you set them in all the tabs for the various categories. Also remember to mark the Group's key policies by clicking in the appropriate boxes to put checkmarks in them. Policies that are grayed out are either unused Custom policy slots or policies that have been shut off in the Policies dialog.



Tip: Although the scenario editor does not limit the number of key policies a Group can be assigned, it's recommended that you limit the number to a maximum of three.



Tip: Groups and Characters whose policy preferences are close to an Alliance's manifesto are more likely to join it during the game. If you find them changing Alliances at the very start of play, you should adjust their policy preferences—especially the key ones—to more closely match those of the Alliance you want them to be a member of.

The Group's **Support** levels for the various Alliances are also set at this time. Click on the Support tab and the following will appear:

Set the Group's support levels for each existing Alliance as you desire.



Tips: A Group or Character's Support Levels determine which Alliance, if any, it joins. Support Levels exist separately for each Alliance; therefore, if a scenario has two Alliances, each Group and Character will have two sets of Support Levels.

A set of Support Levels consists of three different types: Legitimacy, Ideology, and Financial Gain. The highest of the three is considered to be its *Overall* Support Level for that Alliance. To join any Alliance other than the Regime, the Group or Character must have an Overall Support Level for that Alliance which is "Substantial" or "Maximum", *and* an Overall Support Level for the Regime which is no higher than "Moderate". To join the Regime, a Group or Character must have an Overall Support Level for the Regime which is "Moderate" or higher, *and not* have an Overall Support Level for any other Alliance which is "Substantial" or higher. (Hence it is easier for the Regime to attract members.) If a Group or Character does not have Support Levels that meet either of these conditions, it is considered Unaligned.

Only Legitimacy and Financial Gain can be directly set in the editor. The third Support Level type, Ideology, is calculated from the level of agreement between the Group or Character's preferred policies and the Manifestoes of the different Alliances (or the Status Quo, when determining Ideology Support for the Regime). The greater the agreement, the higher Ideology Support will be for a given Group or Character and a given Alliance. A Group or Character's Key Policies are especially important in generating its Ideology Support levels, since those are the issues the Character or Group feels especially strongly about.

If you want a Group or Character to start out as a member of the Movement, you should set at least one of its Support Level types (Legitimacy or Financial Gain) for the Movement at "Substantial" or "Maximum", and make sure that none of its Support Level types for the Regime exceed that one. You should also set its preferred policies in a way such that few, if any, disagreements exist between it and the Movement (note that a policy disagreement exists wherever the two preferences are different colors).

Similarly, if you want a Group or Character to start out as a member of the Regime, you should set at least one of its Support Level types for the Regime at "Moderate" or higher, and make sure that *all* of its Support Level types for other Alliances are *lower* than that setting. You should also set its preferred policies such that it has few, if any, disagreements with the Regime's manifesto settings.

Finally, if you want a Group to remain Unaligned at the start of the game, you should set its Support Level types at "Moderate" or *lower* for the Regime, and "Substantial" or *lower* for all the other Alliances, and it should have policy disagreements with all of the Alliances to some extent.



Tip: If you find Groups changing Alliances at the very start of play, you should adjust their support levels as above to better favor the Alliance you want them to be a member of.

4.15 Characters

Clicking on this button displays the following screen:

The screenshot shows the 'Characters' window with the following details:

- Tabs:** Description (selected), Location & Membership, Attributes, Competencies, Policy Preferences, Support.
- Left Panel:**
 - Text: "To create a new Character, enter his/her name here, click Add, then enter his/her data over on the right."
 - Button: Add
 - List of Existing Characters:
 - Aleksandar Lazarevic
 - Budimir Belic
 - Dragomir Apostolovic
 - Jovan Kicoberec
 - Milena Alekic
 - Milo Dardovic
 - Oliver Zvojnovic
 - Stojan Knezevic
 - Tonia Dzelebdic
 - Tomislav Davidovic
 - Verica Drukovic
 - Zorana Cmilovic
 - Button: Delete
 - Affiliated Map Feature(s):
 - NOTE: This is determined by the Group the Character is assigned to and cannot be edited here.
 - Royal Civil Service HQ
- Main Panel:**
 - Category: Bureaucracy
 - Name: Aleksandar Lazarevic
 - Title: King
 - Gender: Male
 - Religion: Moderate
 - Ethnicity: None
 - Age Group: 65+
 - Leadership Style: Ideologue
 - Public Profile: Slider (Invisible to Prominent)
 - Enthusiasm: Slider (Very Low to Very High)
 - Fear: Slider (None to Substantial)
 - Notes: Text area
 - Portrait: Selection of character portraits
 - Domestic/Foreign: Foreign checkbox
 - Country Name: Text field
 - Lock Allegiance: Checkbox
- Bottom:** OK, Cancel buttons; Allegiance To: field.

This is where you create Characters and assign them to Groups. Start by giving the new Character its name. Then click the **Add** button, and enter the following under the **Description** tab:

- Its Category;
- A Title (Police Chief, Minister of Defense, etc.) for the Character (or leave it blank if desired);
- The Gender of the Character;
- The Religion of the Character (or leave it as “None”);
- The Ethnicity of the Character (or leave it as “None”);
- The Age Group of the Character;
- A Miscellaneous tag that applies to the Character (or leave it as “None”);
- A Leadership Style for the Character
- The Public Profile of the Character;
- The levels of Enthusiasm and Fear for the Character;
- The Portrait the game will use for the Character;
- Any Notes that you wish to provide to the player—you may type in anything that you think he or she may find useful;
- If the Character is ‘foreign’ (not native to the country or city the scenario is set in), click the **Foreign** checkbox. Also, if you want this foreign Character to never change his/her at-start Alliance membership, click the **Lock Allegiance** checkbox.

The **Allegiance To** box displays the name of the Alliance that this Character is currently a member of.



Tip: If the **Allegiance To** box is empty when you click the **Lock Allegiance** checkbox, the Character will remain unaligned for the duration of the scenario..



Important: NEVER give the same name to more than one Group, Character, Alliance, or Map Feature. The game will behave strangely or crash if two game entities, such as a Group and a Building or a Character and an Alliance, have the same name.

Important: Characters join an Alliance based on their Support for it.

The Character's **Location & Membership** are also set at this time. Click on that tab and the following will appear:

The screenshot shows the 'Characters' dialog box with the 'Location & Membership' tab selected. The dialog has a title bar 'Characters' and a close button. It contains several sections: 'To create a new Character, enter his/her name here, click Add, then enter his/her data over on the right.' with an 'Add' button; 'List of Existing Characters:' with an empty list box; 'To delete an existing Character, select the name above and click on the button below.' with a 'Delete' button; 'Affiliated Map Feature(s):' with a note and an empty list box; 'Starting Location:' with radio buttons for 'Available', 'Starts in Jail', 'Starts in Exile', 'Starts under House Arrest', and 'Starts Missing', and a checkbox for 'Appears only via an Event'; 'Choose the Character's starting location by checking the location's checkbox:' with a large empty map area and a note 'IMFs and buildings with no values defined are disabled here. Go to Map Features.'; 'Leader/Member of:' with a checkbox for 'Chosen Group's Leader'; 'Choose the Character's Group by checking the group's checkbox:' with checkboxes for 'Regime' and 'Movement'; and 'Allegiance To:' with an empty text box. At the bottom are 'OK' and 'Cancel' buttons.

Choose the selected Character's starting location by first selecting his/her at-start status (usually this will be **Available**). Then click to place a checkmark next to a map-feature name.

If the Character will enter the game via a special event rather than at the start, click to place a checkmark next to **Appears only via an Event**.

Every Character must start as a member of a Group, so click to place a checkmark next to the name of the desired Group. If the Character is also to be that Group's leader, click to place a checkmark next to **Chosen Group's Leader** as well.



Important: Map-feature names are disabled here until their data has been entered in the Map Features screen



Tip: In the treeview, a checkbox can be selected only if it is next to a green square. A gray square indicates that it cannot be selected.

The Character's **Attributes** are also set at this time. Click on the Attributes tab and the following will appear:

Characters

To create a new Character, enter his/her name here, click Add, then enter his/her data over on the right.

Add

List of Existing Characters:

To delete an existing Character, select the name above and click on the button below.

Delete

Affiliated Map Feature(s):
NOTE: This is determined by the Group the Character is assigned to and cannot be edited here.

Attributes

Economic Well Being

- Very High
- High
- Moderate
- Little
- Minimum

Sense of Civic Duty

- Utmost
- Substantial
- Moderate
- Little
- None

Violence Intolerance

- Very High
- Substantial
- Moderate
- Little
- None

Violence Unwillingness

- Very High
- Substantial
- Moderate
- Little
- None

Public Influence

- Very Strong
- Substantial
- Moderate
- Little
- None

Domestic Opinion Sensitivity

- Utmost
- Substantial
- Moderate
- Little
- None

Foreign Opinion Sensitivity

- Utmost
- Substantial
- Moderate
- Little
- None

Ambition

- Very Strong
- Strong
- Moderate
- Little
- None

Will

- Very Strong
- Strong
- Moderate
- Weak
- Very Weak

OK Cancel Allegiance To:

Set the desired level for each of these attributes.

The Character's **Competencies** are also set at this time. Click on that tab and the following will appear:

Characters

To create a new Character, enter his/her name here, click Add, then enter his/her data over on the right.

Add

List of Existing Characters:

To delete an existing Character, select the name above and click on the button below.

Delete

Affiliated Map Feature(s):
NOTE: This is determined by the Group the Character is assigned to and cannot be edited here.

Competencies

Skills

Communications

- ☐ Public Speaking
- ☐ Negotiation
- ☐ Writing

Business/Professional

- ☐ Fundraising
- ☐ Finance Security
- ☐ Law

Leadership

- ☐ Training
- ☐ Organizing
- ☐ Crisis Management

Miscellaneous

- ☐ Construction
- ☐ Weapons Usage
- ☐ Interrogation
- ☐ Intimidology

Personal Qualities

- ☐ Charisma
- ☐ Empathy
- ☐ Intelligence
- ☐ Vision
- ☐ Creativity
- ☐ Street Smarts

OK **Cancel** **Allegiance To:**

Select one or more (or no) desired competencies. See the Players' Guide for a list of which Tactics and other game effects are affected by which Competencies.

The Character's **Policy Preferences** are also set at this time. Click on this tab and the following will appear:

Characters

To create a new Character, enter his/her name here, click Add, then enter his/her data over on the right.

Add

List of Existing Characters:

To delete an existing Character, select the name above and click on the button below.

Delete

Affiliated Map Feature(s):
NOTE: This is determined by the Group the Character is assigned to and cannot be edited here.

Policy Preferences

Civil / Religious | Economics | Freedoms | General Welfare | Labor | Law Enforcement | Military

Religion & State

- Total separation
- Little mutual influence
- Moderate mutual influence
- Strong mutual influence
- Theocracy

☐ Key

Religious Freedoms

- Unrestricted
- Mostly unrestricted
- Restricted
- Highly restricted
- No/none

☐ Key

Women's Rights

- Equality
- Many
- Moderate
- Few
- No/none

☐ Key

Xenophobia

- None/none
- Little
- Moderate
- Strong
- Massive

☐ Key

Ethnic/Racial Discrimination

- Absolutely unacceptable
- Rarely accepted
- Somewhat accepted
- Widely accepted
- Official policy

☐ Key

Custom 1

- Maximum / Best
- Substantial / Good
- Moderate / Mild
- Little / Poor / Bad
- No / None / Very Poor / Bad

☐ Key

Custom 2

- Maximum / Best
- Substantial / Good
- Moderate / Mild
- Little / Poor / Bad
- No / None / Very Poor / Bad

☐ Key

Custom 3

- Maximum / Best
- Substantial / Good
- Moderate / Mild
- Little / Poor / Bad
- No / None / Very Poor / Bad

☐ Key

OK **Cancel** **Allegiance To:**

Set all the policies as you wish them to be in the scenario. Make sure you set them in all the tabs for the various categories. Also remember to mark the Character's key policies by clicking in the appropriate boxes to put checkmarks in them.



Tip: Groups and Characters whose policy preferences are close to an Alliance's manifesto are more likely to join it during the game. If you find them changing Alliances at the very start of play, you should adjust their policy preferences—especially the key ones—to more closely match those of the Alliance you want them to be a member of.

The Character's **Support** levels for the various Alliances are also set at this time. Click on this tab and the following will appear:

The screenshot shows the 'Characters' window with the 'Support' tab selected. The window title is 'Characters'. On the left, there's a section for adding or deleting characters. The main area is titled 'Set the selected Character's Support levels for each Alliance:'. It contains four panels: 'Regime', 'Movement', 'ALLIANCE 3', and 'ALLIANCE 4'. Each panel has two vertical sliders for 'Legitimacy' and 'Financial Gain', with levels ranging from 'None' to 'Maximum'. Below each panel is an 'Ideology' input field. At the bottom, there are 'OK' and 'Cancel' buttons, and an 'Alliance To:' dropdown menu.

Set the Character's support levels for each existing Alliance as you desire.

The **Ideology** display shows the unit's Ideology support level based on its current policy settings. (Changing the latter is the only way to change a Character's Ideology support for an Alliance; see below.)



Tips: A Group or Character's Support Levels determine which Alliance, if any, it joins. Support Levels exist separately for each Alliance; therefore, if a scenario has two Alliances, each Group and Character will have two sets of Support Levels.

A set of Support Levels consists of three different types: Legitimacy, Ideology, and Financial Gain. The highest of the three is considered to be its *Overall* Support Level for that Alliance. To join any Alliance other than the Regime, the Group or Character must have an Overall Support Level for that Alliance which is "Substantial" or "Maximum", *and* an Overall Support Level for the Regime which is no higher than "Moderate". To join the Regime, a Group or Character must have an Overall Support Level for the Regime which is "Moderate" or higher, *and not* have an Overall Support Level for any other Alliance which is "Substantial" or higher. (Hence it is easier for the Regime to attract members.) If a Group or Character does not have Support Levels that meet either of these conditions, it is considered Unaligned.

Only Legitimacy and Financial Gain can be directly set in the editor. The third Support Level type, Ideology, is calculated from the level of agreement between the Group or Character's preferred policies and the Manifestoes of the different Alliances (or the Status Quo, when determining Ideology Support for the Regime). The greater the agreement, the higher Ideology Support will be for a given Group or Character and a given Alliance. A Group or Character's Key Policies are especially important in generating its Ideology Support levels, since those are the issues the Character or Group feels especially strongly about.

If you want a Group or Character to start out as a member of the Movement, you should set at least one of its Support Level types (Legitimacy or Financial Gain) for the Movement at "Substantial" or "Maximum", and make sure that none of its Support Level types for the Regime exceed that one. You should also set its preferred policies in a way such that few, if any, disagreements exist between it and the Movement (note that a policy disagreement exists wherever the two preferences are different colors).

Similarly, if you want a Group or Character to start out as a member of the Regime, you should set at least one of its Support Level types for the Regime at "Moderate" or higher, and make sure that *all* of its Support Level types for other Alliances are *lower* than that setting. You should also set its preferred policies such that it has few, if any, disagreements with the Regime's manifesto settings.

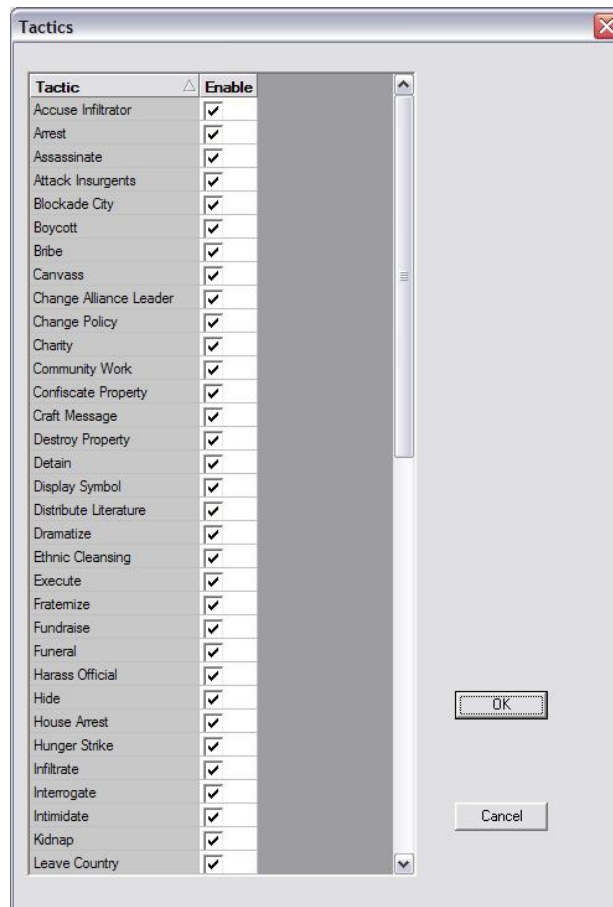
Finally, if you want a Group to remain Unaligned at the start of the game, you should set its Support Level types at "Moderate" or *lower* for the Regime, and "Substantial" or *lower* for all the other Alliances, and it should have policy disagreements with all of the Alliances to some extent.



Tips: If you find Characters changing Alliances at the very start of play, you should adjust their support levels (as above) to better favor the Alliance you want them to be a member of.

4.16 Tactics

Clicking on this button displays the following screen:



Here you can ‘turn off’ Tactics that you do not want to be available in the scenario. To make a Tactic unavailable, click to *uncheck* the box beside its name. Unchecked Tactics will not even show up in the Tactics controls for the player, and will be unusable by the A/I.

4.16.1 Objectives

Clicking on this button displays the following screen:

Here you create the objectives (and victory conditions) that the player can use for planning in the Strategic Estimate. You must create at least one objective; however, the more you offer to the player, the wider his/her choices will be.



Important: Not all objectives need to be achievable in the scenario. Indeed, in order to make the player examine the objectives more critically, you may add some that cannot be attained in the available time.

Of the objectives you create, you must designate at least one as a Victory Condition.

First you should enter the name of the Objective in the “Objective Description” field. Then, check (or don’t check) the “Objective is a Victory Condition” box. Do this for each Objective you want in the scenario.

After that, for each Objective that is a Victory Condition, write the Success Text, Failure Text, and Achievement Text.

Success Text: This appears in the Evaluation Screen if the Victory Condition has been achieved at the end of the game.

Failure Text: This appears in the Evaluation Screen if the Victory Condition has *not* been achieved at the end of the game.

Achievement Text: This appears in the *in-game message* generated when the Victory Condition is achieved.

You must then put the Victory Conditions in a priority order, showing how relatively important you think they are. (You are allowed to designate Victory Conditions as “No Priority.”) The player will get to put his/her own order in at the start of playing the scenario; in the Evaluation Screen, the differences between the two priority sets will be shown to the player.

Finally, each Objective (including the Victory Conditions) must be assigned a Lua script file, containing the logic for evaluating their success and failure. See the **Scripting Guide** (available on the *Force More Powerful* website) for more details about Lua and the functions allowed by the *Force More Powerful* game engine. In general, a good way to get started with this process is to copy over Lua files from the scenarios included with *Force More Powerful* and change the names and numbers in them to match the ones in your own scenarios. *Force More Powerful* contains a robust error-checking engine which will alert you to Lua errors in the scripts for your scenarios.

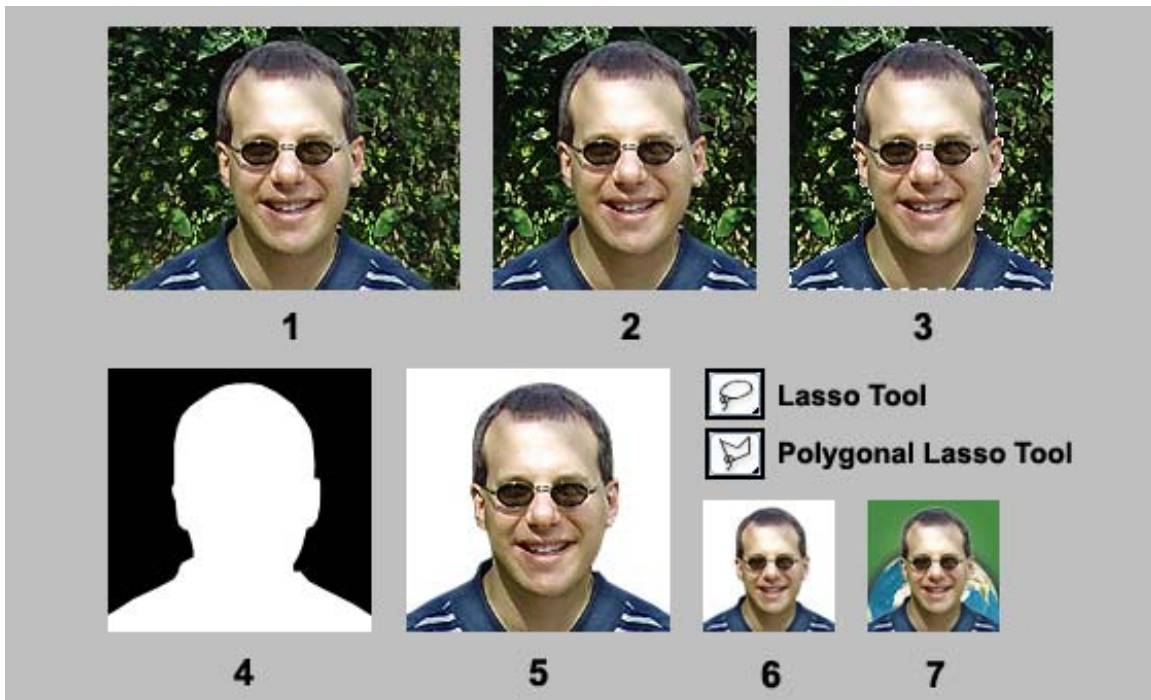
4.17 APPENDIX: Custom Character Portraits

AFMP supports custom character portraits. A custom character portrait *must* have the following attributes:

- It must be exactly 64 by 64 pixels;
- It must be in Targa (.TGA) format;
- It must be in 32 bit color.

If any of these three attributes are missing or altered, the AFMP engine will not know how to load and display the portrait.

Also, for the character portrait to function properly in the game, it requires an “alpha channel” which can be created using Adobe Photoshop. The game features that color-code the background region of a character portrait, based on support levels, will not work if that portrait does not contain an alpha channel. Follow the instructions below to properly create a custom character portrait.



1. Take a digital photo of the face you wish to use and import it, or scan a photo of it, into your computer system.
2. Launch Adobe Photoshop, go to the **File** menu, and choose **Open**. Search for your image file and open that file. Use the **Canvas Size** function (located under the **Image** menu) to crop your image to a perfectly square size. The standard digital photo size, for example, is at least 1024 pixels × 768 pixels. Such an image must be cropped down to 768 pixels × 768 pixels.

3. Use either of the freeform selection tools (**Lasso** or **Polygonal Lasso**) to create a selection of the head. Note: the Lasso offers freehand control and the Polygonal Lasso offers more refined way-point control.
4. Go to the **Select** menu and click on **Save Selection**. The Save Selection menu will pop up, and you simply need to click OK. You have now saved your “alpha channel”—where the black is treated as transparent and white is treated as opaque.
5. Go to the **Select** menu and click on **Inverse**. Hit the **Delete** key on your keyboard while your *inversed* alpha channel selection remains active, and now you have removed the background details from your character portrait. This step is *only* necessary if you wish to be certain that you have isolated your portrait on a blank background. Note: If you wish to view your alpha channel, you must go to the **Window** menu and click on **Channels**. You now see the “Channels Palette” where your alpha channel is displayed as “Alpha 1” at the bottom of a vertical list of images that read as “RGB, Red, Green, Blue, Alpha 1”. Click on “Alpha 1” and your image file will change to display your black-and-white alpha channel.
6. Use **Image Size**, located under the **Image** menu, to reduce the size of your image to 64 pixels × 64 pixels.
7. Your completed image file is now ready to rename and save. You will save it to the directory “AFMP\GUI\Images” (e.g., based on a default installation the complete path would be “C:\Program Files\AFMP\GUI\Images”). However, before you save it, the file *must be named correctly*:

For the scenario editor to recognize the existence of a custom portrait, so that it appears in the selection box and can be assigned to a Character, a portrait must observe the proper naming convention—for example:

UI_CHP_JUDICIARY_M_YNG_05.TGA

Replace the word “JUDICIARY” with a category name, which will always be one of the following (note that these are not quite the same as the category labels in the scenario editor):

- | | |
|---------------|----------------|
| • ACADEMIC | • MEDIA |
| • AGRICULTURE | • MILITARY |
| • BUSINESS | • NGO |
| • CRIMINAL | • PARAMILITARY |
| • JUDICIARY | • POLICE |
| • LABOR | • POLITICAL |
| • LEGISLATIVE | • RELIGIOUS |

Replace the letter “M” (for Male) with an “F” (for Female) if the portrait is of a woman, or leave it as an “M” if it is of a man.

Replace the letters “YNG” with “M-A” if the portrait is of a middle-aged person, “OLD” if the portrait is of an older person, or leave them as “YNG” if the portrait is of a young person.

To complete the name, replace the number “05” with a number one higher than the highest number of a portrait whose name is otherwise the same as what you already have. So, if after going through the above three steps to name your portrait, the name is UI_CHP_MILITARY_M_M-A_05.TGA, you would change the 05 to 06, because there is already a portrait with that name. You should leave the file extension (“.TGA”) alone.

Finally, save the image. Note that whenever you attempt to save a .TGA file, containing an alpha channel, in Photoshop, you are always met with a **Targa Options** pop-up window that displays a predetermined resolution of “32 bits/pixel”. This default setting *is* correct, and you simply need to click **OK**.

Quit out of Photoshop. If you launch the Scenario Editor you should see it in the scrollable display of portraits in the Character dialog.

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