

THE 3RD MILLENNIUM



THE SIMULATION GAME



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Introduction

The 3rd Millennium is a game.

Cryo does not claim to have created a highly accurate or detailed simulation of the world to come. Such a product is not yet possible, and will not be for a while to come, if only because the amount of data corresponding to a precise simulation of reality on a worldwide scale vastly exceeds the processing power of today's personal computers.

Neither is **The 3rd Millennium** not supposed to be entirely neutral and objective in its vision of the future, either. Only an astrologer or a politician would dare embark on such an impossible mission. It is even less likely that this type of projection would be any fun in a game.

Nevertheless, great care has been taken in recreating the major forces and the ensuing reactions that have governed humanity since its origins. Even with their limitations, the range of actions given to the player, the depth of the underlying database and the level of sophistication of the simulation engine used here are far superior to anything ever seen in a simulation game to date.

As such, **The 3rd Millennium** is also a film, for which you must write the screenplay, or a book, the story of which you must invent: The Tale of the Coming Millennium.

A few tips:

In order to move ahead quickly in the next millennium, you will have to call upon all of your research and analytical skills. You are the political leader of the future, and, as is the case for all our planet's managers, your main concern is the well-being of the population that elected you. It is essential that you not lose sight of this objective, even when the lack of political education among the masses, for example, makes them less than content with immediate decisions that are intended for their long-term good. The palette of political strategies ranges from Machiavelli to Gandhi. Listen to your citizens, and take action in the face of ever-changing economic, social and ecological forces. Whether you are a leader that prefers compromise or consensus, you must always consider the pros and the cons. It's up to you to play the game.

Installation and System Requirements

Minimum system configuration / Recommended system configuration

Minimum configuration:

Pentium™ 90
16 Mb RAM
Windows 95™
DirectX™ 5 or later
(included with the game)
SVGA graphics card
5 Mb free space on hard disk
Soundcarte
4x CD-ROM drive

Recommended configuration:

Pentium™ 133
32 Mb RAM
Windows 95™
DirectX™ 5 or later
(included with the game)
SVGA graphics card
55 Mb free space on hard disk
Soundcarte
8x CD-ROM drive

Installation Procedure

When you launch "Setup", a dialogue box appears. Choose the destination disk where the game is to be installed and select the desired type of installation:

- the minimum installation requires 5 Mb of free space (6 Mb recommended)
- the optimum installation requires 55 Mb of free space (60 Mb recommended).

This dialogue box indicates the creation of a backup directory.

Click on OK. The game is installed, and the main menu will appear.

Main Menu

Appears once the game is installed and offers five options :

- **Install DirectX:** DirectX 5 or later must be installed on your computer in order to run this game.
- **Play.**
- **Quit.**
- **Internet:** click to launch your web browser - if you have Internet access, you will be taken directly to CRYO's web site.
- **Technical Assistance:** help for the game (FAQ, DirectX assistance, game play assistance).

The Third Millennium

January 1st, 2001. The dawn of the next millennium.

As a result of technological progress, the world as we know it today has gradually changed. International alliances have led to a new distribution of the geopolitical borders of our planet. The Earth is now divided into a total of 31 States, grouped into five Countries: NewWorld, the African and Middle Eastern States (E.A.M.O.), Europa, United Nations of Asia (U.N.A.) and the Commonwealth of Independent States (C.E.I.).

In spite of all attempts to secure lasting peace, conflict remains a threat to the future of the planet. What will the world be like in the year 2500?

You are in charge of the economy of a State: it is up to you to prove your abilities by balancing out the data and making the State prosper in this area. To succeed in your mission, you must take advantage of the various tools and parameters available. Four levels of zoom provide you with a possibility of observation and a quick and precise scope of intervention on strategic points.

Over the months, you can see the positive and/or negative effects of your economic policy, directly on the map or through video sequences that occur throughout the game.

Exponential growth but also social changes, demands, shortages: such are the trials that await you. Your ability to govern being sometimes approved, sometimes disputed, you have to adapt your program of action according to each situation.

Fortified by your successes, you can submit new programs to the people which will enable you to develop your status as the person in charge of the economy towards that of Governor then President, and to extend your range of action to the whole world. Thus, you will come to manage areas such as the environment, society or science. New responsibilities accompanied by new constraints and fresh problems...

The future of the world is in your hands... It's up to you to play!

The Game

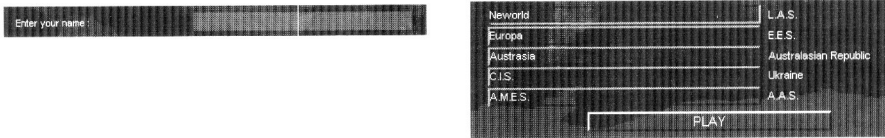
Introduction Screen

The game opens on a page which presents the context of the game. You then have two possibilities:

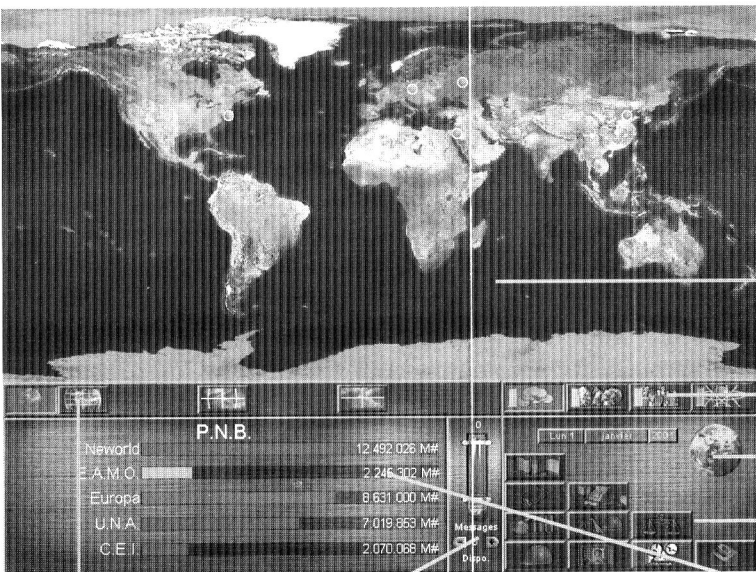
Load a game in progress. Scroll up the names of the games you have saved using the buttons situated at the ends of the bar, or else type directly the name of the game you wish to load. Then click on “Play” to start the game.



Play a new game. First type in your name in the bar and choose the State you wish to control. Then click on «Play» to start the game.



Interface



Zoom

Messages

Atlas

Subjects

Planet Menu

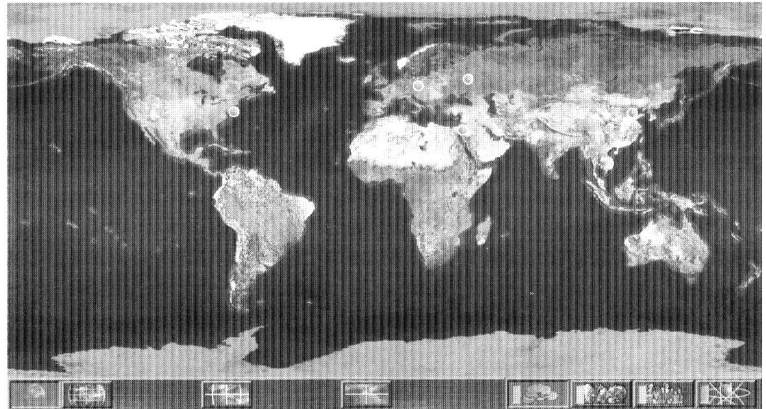
Actions

Information Window

The Atlas

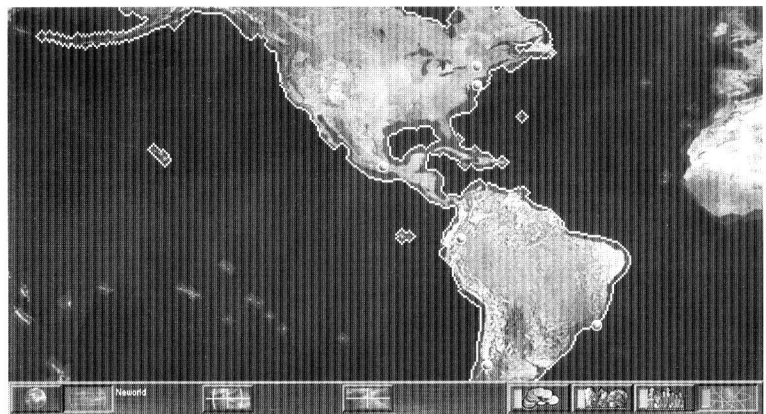
You select from the atlas the geographical zones on which you wish to act. For this, you have four levels of geographical visualization:

World



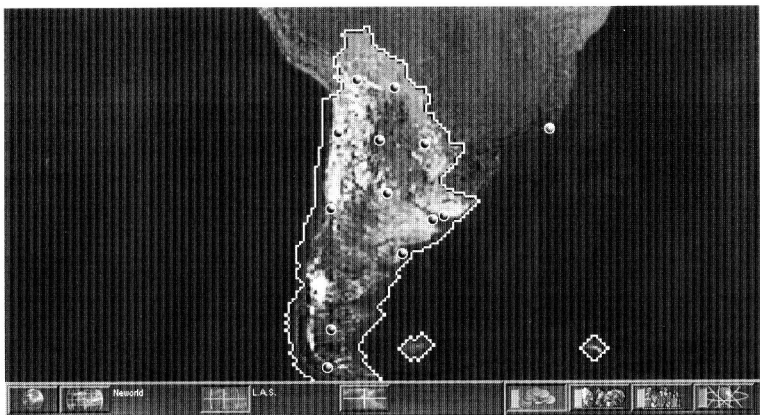
example

Country



example

State



example

Isometric



example

To select a level, just either click successively on the map (use the left hand button of the mouse to zoom and the right hand one to unzoom), or else click on one of the buttons corresponding to the geographical zones, located under the atlas. These buttons have the advantage of memorizing the last place where you were for each State selected. It is therefore very easy to come back to it later.

At Country, State and Isometric levels, you can make the atlas slide North to South and East to West, by moving the cursor of the mouse to the outside edges of the map.
A great number of the changes you make in the action windows have visual repercussions on the atlas (construction, exploration, etc.).

Information Window

The information it supplies comes directly from the geographical selection being made from the atlas and from that of one of the four subjects (Economy, Environment, Society, Science). This information, which is of a general nature, can be displayed on request on the maps of the atlas, in the form of colored or dotted zones. If you have selected a State that you do not control, the message "Information lacking" will be displayed, unless one of your spies has already collected this information.

Actions

The validity of the various action buttons depends on the geographical zone selected on the map and the status of the player at this moment of the game.

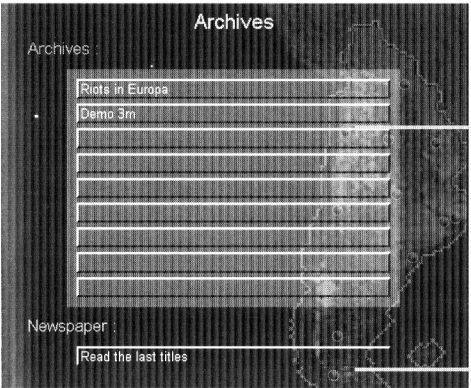
Action button	Button selected	Inaccessible button
	 (Action button covered by a transparent red filter)	 (Action button covered by a transparent black filter)

When you click on one of these buttons, the corresponding action window opens on the atlas. You can then adjust the parameters of the action chosen.

Archives



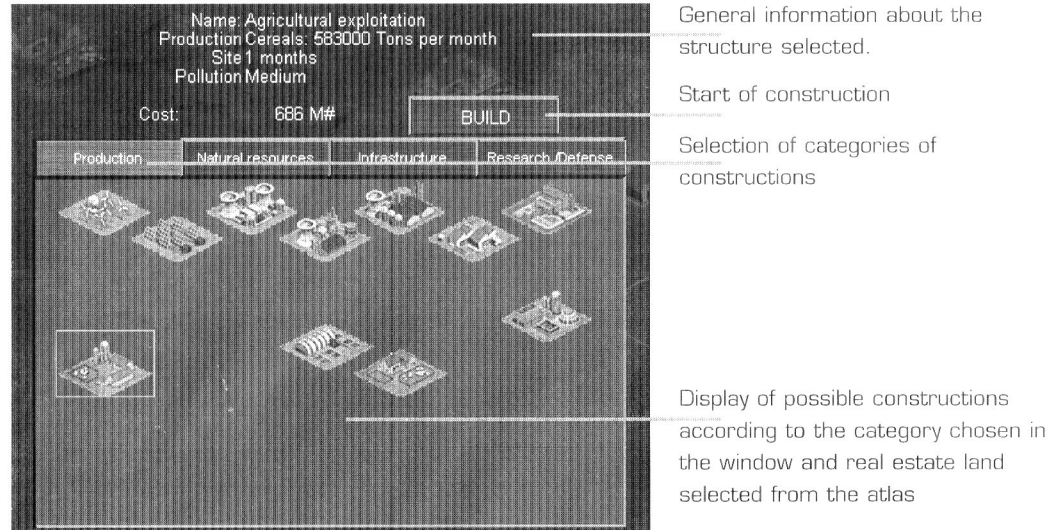
(Accessible as from the beginning of the game)
In this window, you can review the latest video sequences and examine the latest newspaper headlines.



Video sequences

View the latest newspaper headlines

In this window, you can undertake a construction on the piece of real estate selected on the Isometric level on the atlas. A representation of the action accomplished will then be displayed on the real estate selected from the atlas, on the "Isometric" level.



You can consult your status, choose from it the subjects you wish to highlight and build up a campaign for the elections in a State or a Country. There are two kinds of elections. In both cases, you have a single opponent, whose program is published in the newspaper. It is also from the newspaper that you will learn the result of the elections.

These take place in the States that you control. These elections are organized regularly and you must take part in them in order to renew your mandate. You should draw up a program based on the economic, social, environmental and scientific prospects. You can also propose the application of new laws in order to ensure the success of your program if you are elected.

If you win, you remain as Head of State. If you lose, a window appears and suggests you carry out a coup d'état. However, for your attempt to have any chance of succeeding, you must have increased the defense budget before the elections. This takeover by force inevitably leads to censorship and forbids free movement of the population and freedom of the press. If you fail, you have to wait for the next elections to run again.

These are called at your request and are held in the States you do not control. However, you may not run in a State whose GDP is twice that of the total of the GDP of the States you do control. Furthermore, you must follow a development plan. Thus, at the beginning of the game, you can aim for a position of Governor only in the State of which you are in charge of the economy. Afterwards, you can run in the other States located on the same continent. Your progress continues with the presidency of your Country, then that of the other continents, to finish by controlling the whole world.

The program that you draw up is based on the same prospects as for the domestic elections. However, if you run for the presidency of a country, you may no longer propose new laws with other Countries, but only treaties. If you fail, you will have to wait for the next elections. It is not possible to attempt a coup d'état following outside elections.

Bilan		Programme		Lois	
Production	502 338 K€	Villes	196 545 K€	0 %	
Ressources naturelles	258 712 K€	Santé	77 404 K€		
Agriculture	83 324 K€	Education	31 907 K€		
Industries	35 107 K€	Culture	3 087 K€		
Energie	125 196 K€	Administration	72 903 K€		
Taxes	1 038 547 K€	Réseaux	11 065 K€		
Pollution	67	Démographie	71 035 298		
Recherche	0 K€	Export/Import	13 255 924 K€		
Défense	38 400 K€	Budget de l'état	234 945 K€		
Salaires	755 754 K€	Dette	10 000 K€		

Orientations législatives

Etat : S.L.A.

Orientations religieuses

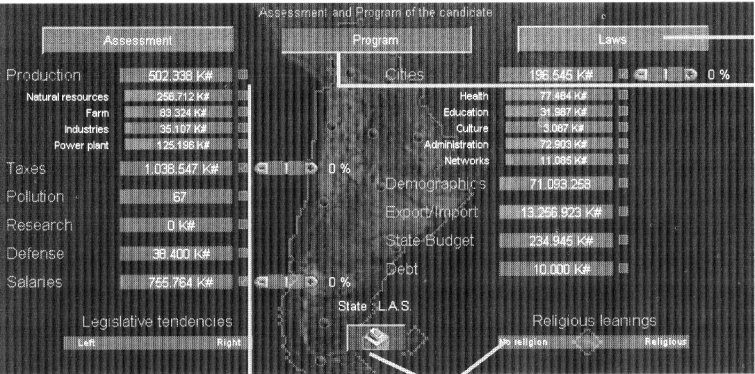
Gauche Droite

Sans religion Religieux Religieuses

Defining the goals to be achieved

Triggering elections

Assessment:

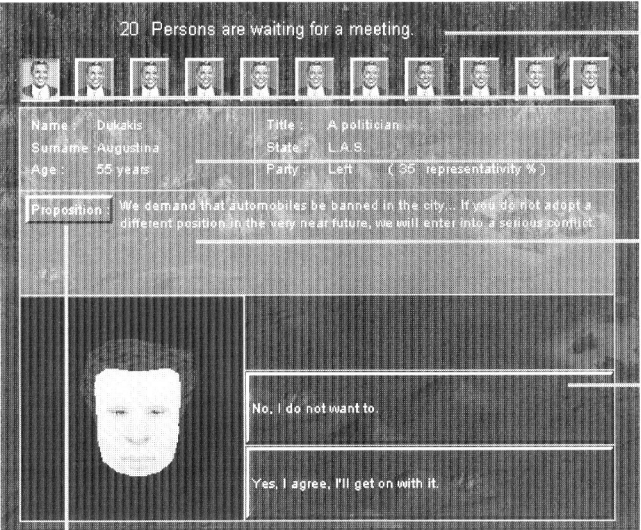


Determining the importance given to a certain subject during the campaign

Intercom



(Accessible from the start of the game.)
In order to speak with the persons waiting to see you, open this dialogue window. These people will share with you their complaints, their point of view and their proposals for change. You can choose to negotiate with the person you are speaking to or ignore the remarks.



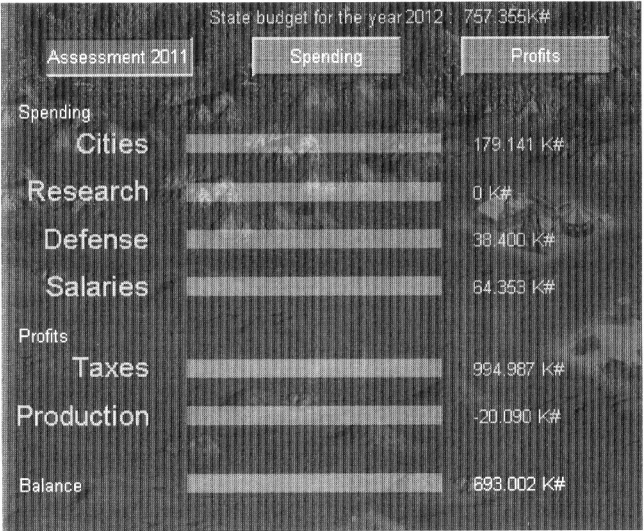
Listen to the proposal

Access to the window of laws
Drawing up an electoral program

Budget

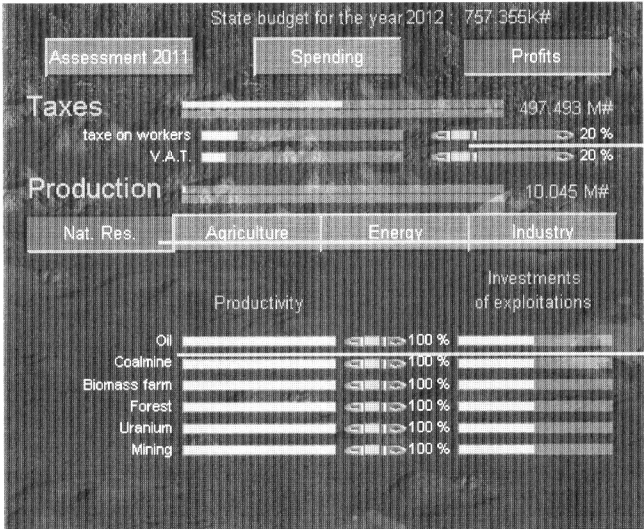


(Accessible as from the beginning of the game, once you are at the State level on the Atlas). You open the window of expenditure and income management of a State. The "Balance Sheet" section allows you to consult the breakdown of income and expenditure of the previous year. The other two sections concern the ongoing year. With regard to expenditure, you can invest in the area(s) of your choice. For income, you may fix the amount of taxes and duties and adjust State productivity in the various economic sectors.



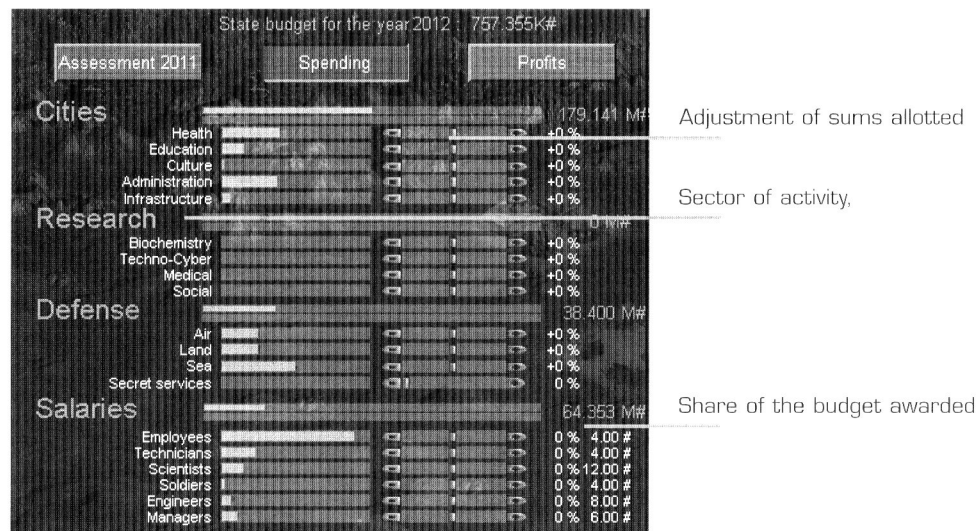
Act with care: all adjustments with the exception of those concerning taxes, are the objectives for the coming year. Their impact is thus not immediate.

Assesment



Increase and reduction of tax revenue
Selection of the sector of activity
Increase and reduction of productivity according to the economic sector selected

Expenditure

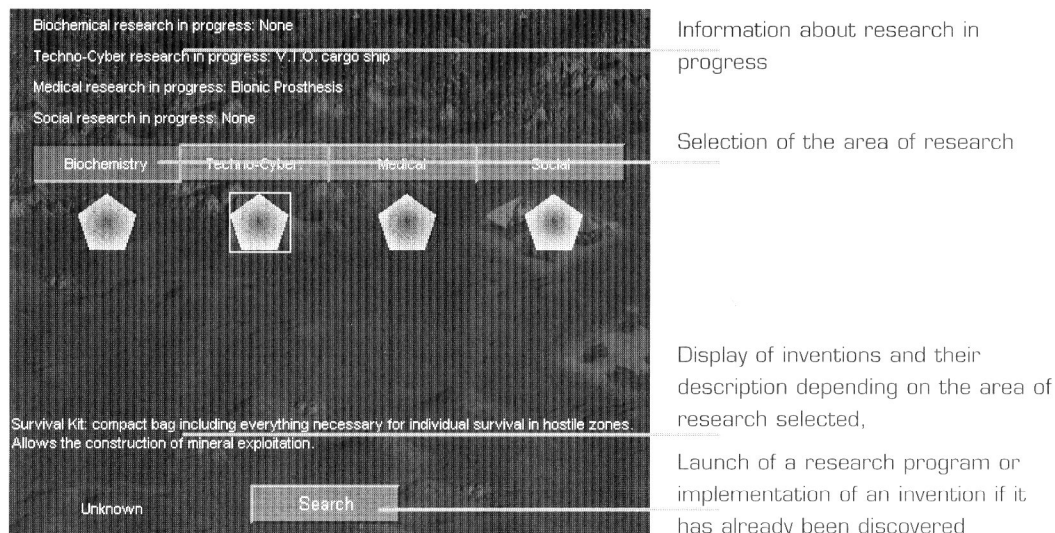


Scientific Research



(Accessible once you have constructed a Research Center and when you are on a State level on the atlas).

This window shows a balance sheet of research in progress or completed. You can launch a research program or implement an invention. Most inventions lead to fresh possibilities of research.

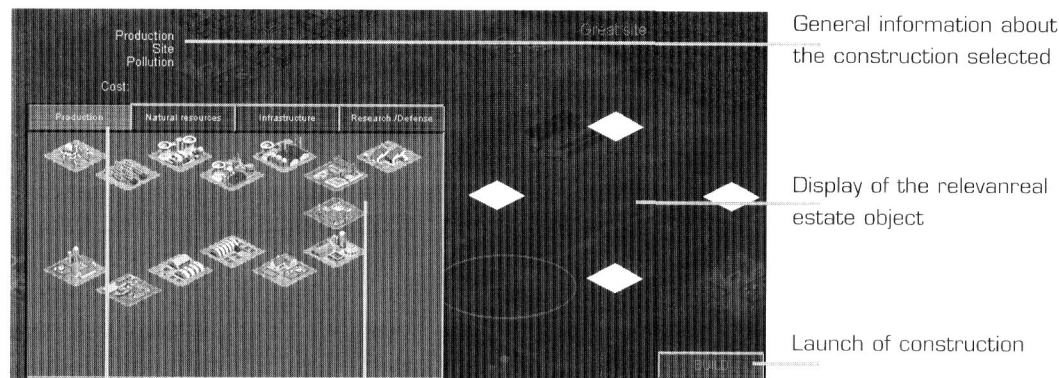


Major Works



(Accessible once you are a Governor)

This window offers you the possibility of constructing a pole consisting of several different businesses in the region selected.



Selection of the categories of construction

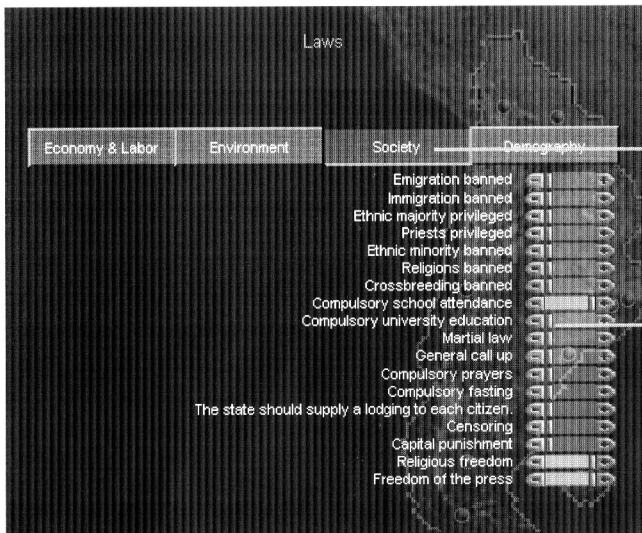
Display of the possible constructions depending on the category chosen in the window and the piece of real estate chosen from the atlas

Laws



(Accessible once you are a Governor and when you are at State level on the atlas).

You may modify the legislation of a State (remove, apply a law...)

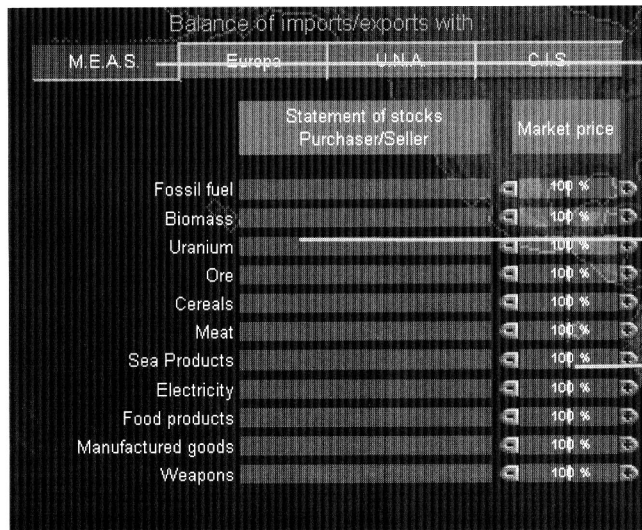


International Trade



(Accessible once you are President and when you are at the Country level on the atlas).

In this window, you can consult the import/export balance of payments of your Country with your main partners and settle your purchase and sale prices for each of them.

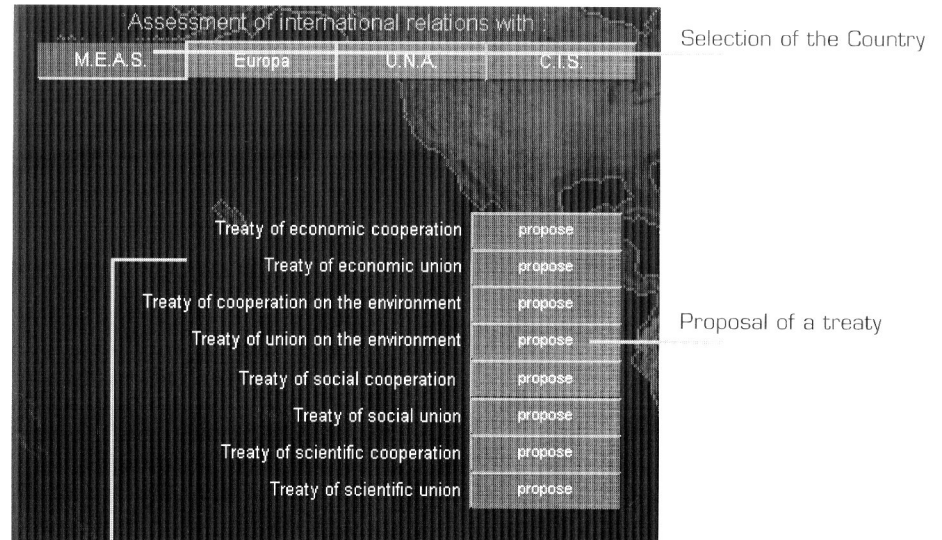


International Relations



(Accessible once you are President and when you are at the Country level on the atlas).

This window allows you to consult the list of treaties signed between the Country of the player and others, and to propose fresh ones. The characters of the game may themselves suggest you sign a treaty: regularly consult their proposals.

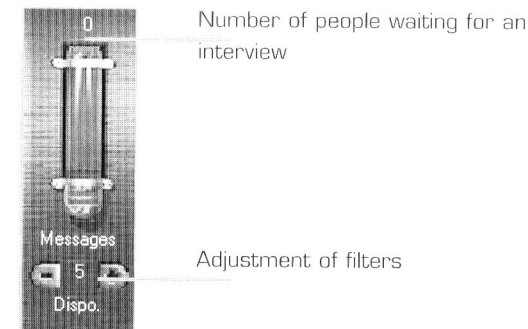


List of the treaties

Hot Keys

Hot keys	Features
Active throughout the game	
F1	Help
F5	Zoom to World map
F6	Zoom to Country map
F7	Zoom to State map
F8	Zoom to Isometric map
F9	Economy
F10	Environment
F11	Society
F12	Science
Page up and Page down	Next musical track, previous musical track
S	Show score
J	View newspapers
Introductory screen	
Arrows	Select the starting state
Tab	Moves the cursors to the identification box
Enter	Start the game if you have entered your name
Enter	If you have not entered your name, loads the last several game
Isometric level upon selection of land parcel	
U	Start urbanisation
E	Start exploration
Insert	Start construction of the last selection made in "Construction site" or "Major works"
In the action windows	
Enter*	Confirm the choices made in an action window
* Not applicable for "Elections". Also takes you out of the "Major works" window.	

Messages

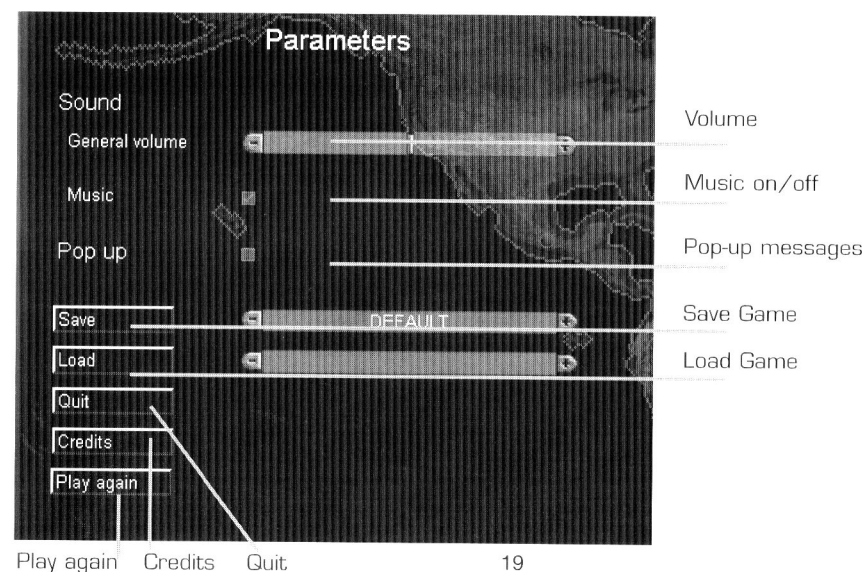


Accesses a window showing the number of people waiting for an interview to be visualized. The "available" adjustment allows the possibility of filtering the messages according to their importance. There are several filters, the first being the strongest and the tenth the weakest

Planet Menu



By clicking on the Planet, you have access to the window for the adjustment of the sound, music and pop-ups, and to the "Save", "Load", "Quit", "Credits", "Play again" menus.



Newspaper

Appears regularly throughout the game and informs the player about the news in the State selected on the atlas. If censorship is in force and freedom of the press is forbidden in a State, the headlines of its newspapers will probably not be objective.

Flip the pages/Close the paper

Date of publication

State or Country concerned by the information

News content

World Herald

L.A.S.

Friday
2
February
2001

Down with weapons !

The foreign gun merchants don't want to have anything to do with our country. The army is getting worried.



The constructions

They are checked in the windows "Construction Site and "Major Works". Each of them has a lead time and a variable cost expressed in "units of construction ". A unit of construction varies according to several parameters: the availability or otherwise of the various categories of employees, the presence or absence of raw materials and sources of energy required for construction, etc. This document indicates the theoretical lead times and costs according to a scale of relatives values.

The constructions are broken down into four areas and may have several levels of generation:

Natural Resources



Forest Exploitation

Cost of construction: low
Construction lead times: short
Product : wood
Generation 1



Forest Center

Cost of construction: low
Construction lead times: short
Product: wood
Generation 3



Wood Exploitation

Cost of construction: low
Construction lead times: short
Product: wood
Generation 2



Forest Collector

Cost of construction: low
Construction lead times: short
Product: wood
Generation 4



Biomass Farm

Cost of construction: low
Construction lead times: long
Product: biomass
Generation 1



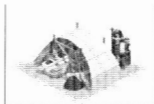
Biogenerator

Cost of construction: low
Construction lead times: long
Product: biomass
Generation 3



Carbon Resources

Cost of construction: medium
Construction lead times: long
Product: fossil fuels
Generation 2



Carbon Collector

Cost of construction: medium
Construction lead times: long
Product: fossil fuels
Generation 4



Nuclear Resources

Cost of construction: medium
Construction lead times: long
Product: uranium
Generation 2



Biothermal Plant

Cost of construction: low
Construction lead times: long
Product: biomass
Generation 2



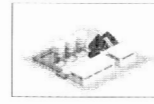
Extraction of Coal

Cost of construction: medium
Construction lead times: long
Product: fossil fuels
Generation 1



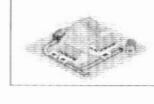
Carbon Resources Center

Cost of construction: medium
Construction lead times: long
Product: fossil fuels
Generation 3



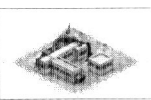
Uranium Mine

Cost of construction: medium
Construction lead times: long
Product: uranium
Generation 1



Mine

Cost of construction: medium
Construction lead times: long
Product: ore
Generation 1



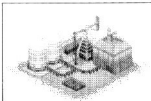
Mineral Exploitation

Cost of construction: medium
 Construction lead times: long
 Product: ore
 Generation 2



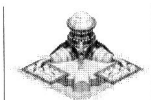
Mineral Collector

Cost of construction: medium
 Construction lead times: long
 Product: ore
 Generation 4



Hydrocarbon Resources

Cost of construction: medium
 Construction lead times: medium
 Product: fossil fuels
 Generation 2



Hydrocarbon Collector

Cost of construction: medium
 Construction lead times: medium
 Product: fossil fuels
 Generation 4



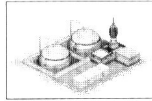
Mining Extraction

Cost of construction: medium
 Construction lead times : long
 Product: ore
 Generation 3



Extraction of Oil/Gas

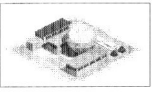
Cost of construction: medium
 Construction lead times: medium
 Product: fossil fuels
 Generation 1



Hydrocarbon Resource

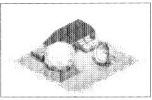
Cost of construction: medium
 Construction lead times: medium
 Product: fossil fuels
 Generation 3

Research and Defense



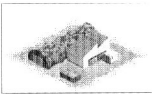
Research Unit

Cost of construction: low
 Construction lead times: long
 Activity: scientific research
 Generation 1



Research Center

Cost of construction: low
 Construction lead times: long
 Activity: scientific research
 Generation 3



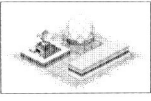
Armory

Cost of construction: high
 Construction lead times: short
 Product: weapons
 Generation 1



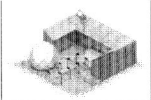
Weapons Facility

Cost of construction: high
 Construction lead times: short
 Product: weapons
 Generation 3



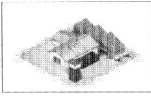
Research Laboratory

Cost of construction: low
 Construction lead times: long
 Activity: scientific research
 Generation 2



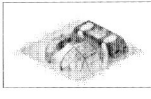
Research University

Cost of construction: low
 Construction lead times: long
 Activity: scientific research
 Generation 4



Manufacture of Weapons

Cost of construction: high
 Construction lead times: short
 Product: weapons
 Generation 2



Spatial Armament

Cost of construction: high
 Délais de construction: short
 Product: weapons
 Generation 4



Company of Infantry

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 1



Infantry Unit

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 3



Company of Marines

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 1



Marine Unit

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 3



Aviation

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 1



Infantry Regiment

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 2



Infantry Army

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 4



Regiment of Marines

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 2



Marine

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 4



Aviation Regiment

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 2



Aerospace Unit

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 3



Aerospace

Cost of construction: high
Construction lead times: short
Activity: defense
Generation 4

Production



Fishing Port

Cost of construction: low
Construction lead times: long
Product: sea products
Generation 1



Neo-latifundia

Cost of construction: low
Construction lead times: long
Product: meat
Generation 2



Aquaculture Farm

Cost of construction: low
Construction lead times: long
Product: sea products
Generation 1



Livestock Raising

Cost of construction: low
Construction lead times: long
Product: meat
Generation 1



Livestock Raising Center

Cost of construction: low
Construction lead times: long
Product: meat
Generation 3



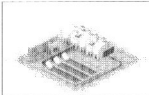
Aquaculture Center

Cost of construction: low
Construction lead times: long
Product: sea products
Generation 2



Aquaculture Exploitation

Cost of construction: low
Construction lead times: long
Product: sea products
Generation 3



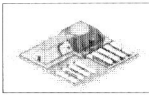
Pisciculture Farm

Cost of construction: low
Construction lead times: long
Product: sea products
Generation 2



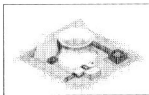
Agricultural Exploitation

Cost of construction: low
Construction lead times: medium
Product: agricultural products
Generation 1



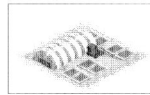
Biocenter

Cost of construction: low
Construction lead times: medium
Product: agricultural products
Generation 3



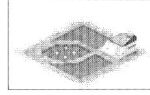
Tokamak reactor

Cost of construction: high
Construction lead times: short
Product: electricity
Generation 2



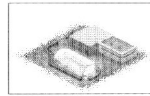
Fish Farm

Cost of construction: low
Construction lead times: long
Product: sea products
Generation 1



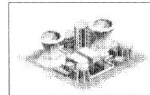
Fish Farm Exploitation

Cost of construction: low
Construction lead times: long
Product: sea products
Generation 3



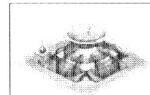
Bioproduction Center

Cost of construction: low
Construction lead times: medium
Product: agricultural products
Generation 2



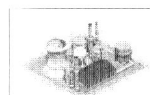
Nuclear Power Station

Cost of construction: high
Construction lead times: short
Product: electricity
Generation 1



Fusion generator

Cost of construction: high
Construction lead times: short
Product: electricity
Generation 3



Thermal power station

Cost of construction: medium
Construction lead times: long
Product: electricity
Generation 1



Biomass power station

Cost of construction: medium
Construction lead times: long
Product: electricity
Generation 1



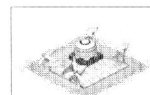
Biogenerator

Cost of construction: medium
Construction lead times: medium
Product: electricity
Generation 3



Tide operated plant

Cost of construction: medium
Construction lead times: medium
Product: electricity
Generation 2



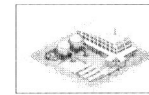
Wind turbine center

Cost of construction: low
Construction lead times: long
Product: electricity
Generation 2



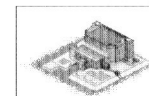
Thermo-carbonic plant

Cost of construction: medium
Construction lead times: long
Product: electricity
Generation 2



Biothermal plant

Cost of construction: medium
Construction lead times: long
Product: electricity
Generation 2



Hydroelectric power station

Cost of construction: medium
Construction lead times: medium
Product: electricity
Generation 1



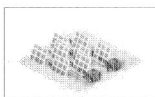
Windmills

Cost of construction: low
Construction lead times: medium
Product: electricity
Generation 1



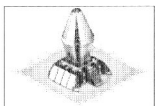
Aero-generator

Cost of construction: low
Construction lead times: long
Product: electricity
Generation 3



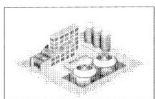
Solar antenna

Cost of construction: low
 Construction lead times: long
 Product: electricity
 Generation 1



Heliogenerator

Cost of construction: low
 Construction lead times: long
 Product: electricity
 Generation 3



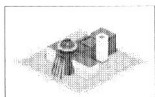
Nutriconditioning

Cost of construction: high
 Construction lead times: medium
 Product: food products
 Generation 2



Manufactured industry

Cost of construction: high
 Construction lead times: medium
 Product: manufactured products
 Generation 1



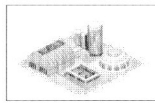
Spatial-manufacture

Cost of construction: high
 Construction lead times: medium
 Product: manufactured products
 Generation 2



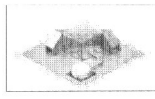
Solar center

Cost of construction: low
 Construction lead times: long
 Product: electricity
 Generation 2



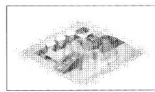
Food industry

Cost of construction: medium
 Construction lead times: medium
 Product: food products
 Generation 1



Nutricenter

Cost of construction: high
 Construction lead times: medium
 Product: food products
 Generation 3



Nutrigenerator

Cost of construction: high
 Construction lead times: medium
 Product: food products
 Generation 4



Astroport

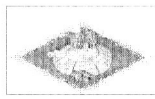
Cost of construction: high
 Construction lead times: short
 Product: manufactured products
 Generation 3



Spatioport (Astroport 2)

Cost of construction: high
 Construction lead times : short
 Product: manufactured products
 Generation 4

Infrastructure



Leisure center

Cost of construction: medium
 Construction lead times: medium
 Activity: leisure
 Generation 1



City Nomadis

Cost of construction: medium
 Construction lead times: medium
 Activity: leisure
 Generation 3



Theme park

Cost of construction: high
 Construction lead times: medium
 Activity: leisure
 Generation 2



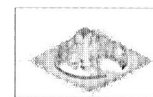
Ideal city

Cost of construction: medium
 Construction lead times: medium
 Activity: leisure
 Generation 2



City Nomadis

Cost of construction: medium
 Construction lead times: medium
 Activity: leisure
 Generation 3



Artificial island

Cost of construction: high
 Construction lead times: medium
 Activity: leisure
 Generation 3



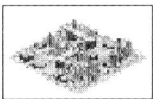
Biorecycling center

Cost of construction: medium
Construction lead times: long
Activity: waste recycling
Generation 2



Neorecycling center

Cost of construction: medium
Construction lead times: long
Activity: waste recycling
Generation 4



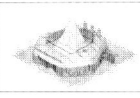
Urban area

Cost of construction: low
Construction lead times: short
Activity: urbanizes the land and allows the preparation of a difficult piece of real estate for the construction of business concerns.



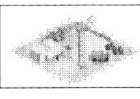
Garbage dump

Cost of construction: medium
Construction lead times: long
Activity: waste recycling
Generation 1



Repackaging

Cost of construction: medium
Construction lead times: long
Activity: waste recycling
Generation 3

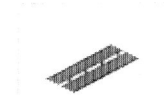


Exploration site

Cost of construction: low
Délais de construction: short
Activity: exploring the land looking for a possible deposit.

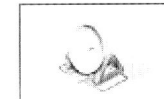
Town Infrastructure

In the "Construction site" window, the button titled "Apply to the entire State" starts construction simultaneously throughout all cities in the state in order to secure the same ratio of infrastructure to inhabitant.



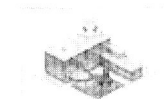
Road network

Cost of construction: low
Construction lead times : short
Effects : increases the fluidity of movement of people and goods.



Information network

Cost of construction: low
Construction lead times: short
Effects : increases the speed of distribution of information of all kinds.



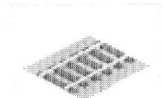
Sports facility

Cost of construction: low
Construction lead times: short
Effects: if there is not enough, people will be less happy and will work less.



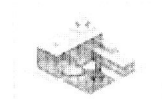
Libraries

Cost of construction: low
Construction lead times: short
Effects: encourages the development of society.



Rail network

Cost of construction: low
Construction lead times: short
Effects: increases the fluidity of movement of people and goods.



Hospital

Cost of construction: low
Construction lead times: short
Effects: reduces illnesses and increases people's production capacity.



Theatres

Cost of construction: low
Construction lead times: short
Effects: encourages the discovery of artistic genius.



Primary school

Cost of construction: low
Construction lead times: short
Characteristics: a school for children up to 15 years of age. Basic schooling producing students but also unskilled employees.



Technical school

Cost of construction: low
 Construction lead times: short
 Characteristics: produces technicians and manual workers.



Military academies

Cost of construction: low
 Construction lead times: short
 Characteristics: produces soldiers and policemen.



Industrial colleges

Cost of construction: low
 Construction lead times: short
 Characteristics: produces engineers, executives and marketing men.



Police station

Cost of construction: low
 Construction lead times: short
 Effects: reduces insecurity.



Science school

Cost of construction: low
 Construction lead times: short
 Characteristics: produces scientists, scholars and doctors.



Administrative school

Cost of construction: low
 Construction lead times: short
 Characteristic: produces managers, administrators and teachers.



Courthouse

Cost of construction: low
 Construction lead times: short
 Effects: reduces corruption.



State departement

Cost of construction: low
 Construction lead times: short
 Effects: reinforces the power of the State.

Inventions

Inventions are verified in the "Scientific research" window. They can have three aspects, depending on whether they are able to be discovered, are currently being researched or have already been discovered.

As soon as an invention is discovered, you can apply it in one or more States; the effects of this application become apparent after the elapsing of a certain amount of time.

Biochemistry



Bacteria and antipollution fungi

Generation 1
 Bacteria and fungi that fight against pollution.



Artificial ozone

Generation 1
 Biochemical generator which allows the creation and atmospheric diffusion of ozone molecules.



Project SETO

Generation 2
 Space missions to various supposedly inhabitable planets are carried out research reasons. The cost of the project is exorbitant.



Survival kit

Generation 1
 Compact bag including everything necessary for individual survival in hostile zones.



Tokamak reactor

Generation 1
 First fusion reactor. It increases energy production but remains highly polluting and dangerous.



Neo-animals

Generation 2
 Manipulation of animal genes which allows the creation of new hybrid species or the specialization and improvement of existing races.



Sound projector

Generation 2

Application of the technologies stemming from sonic arms to the manipulation of the molecular structure.



Projector of mental images

Generation 3

This appliance linked to progress in neurology and computer science allows the real time images or sounds on which the subject is concentrating to be visualized in 3D.



Dream maker

Generation 3

An interface between the brain and the computer records sounds and mental images in real time and allows dreams to be visualized and modeled in a virtual universe.



Cold fusion

Generation 2

Cold fusion allows the creation of energy without risk from the fusion of hydrogen nucleuses present in water.



The intelligence of the water

Generation 3

Use of the molecular structure of water which allows storage of an almost infinite quantity of information.



New materials

Generation 3

The new materials may be supple, extremely resistant, malleable and recyclable. Development of space conquest and weapons.

Techno-Cyber



Orbital factory

Generation 1

Robot-operated factory constructed in the orbit of the earth.



Supra conductors

Generation 1

Molecular assembly which offers very low resistance to the circulation of electricity and avoids overheating due to massive circulation of energy.



Artificial island

Generation 2

The artificial islands are huge platforms fixed to the bottom of the sea.



Astroport 1

Generation 2

The progress in the space industry allows the construction of an ultra-perfected space base, a true assembly and launch center of space vessels.



V.T.O. transporter

Generation 1

Unit of high capacity air transport, the transporter with vertical take-off.



Netwatchers

Generation 1

Surveillance police of the worldwide computer networks which prevents pirating, detects and eliminates terrorism and spying from the networks.



Orbital solar captor

Generation 2

Gigantic satellite whose panels reflect and concentrate the sun's rays towards land-based centers in the form of microwaves.



Automatic house

Generation 2

The progress in domestic automation makes the manufacturing of computer runned and maintained premises possible.



Astroport 2

Generation 3

Improvement of all the astroports henceforth likely to become true coach stations for regular shuttles towards the other planets of the solar system.



Androids

Generation 3

The advances in neurology, computer science and robotics allow the design of cyborgs in human form composed of new ultra resistant materials.



Celestial tower

Generation 3

Gigantic building of over a kilometer in height, the celestial towers have been designed and built for gigantic institutions such as governments or the army.



Artificial intelligence

Generation 3

Installation of a virtual drone which spreads throughout the world networks and specializes in maintenance, exploration and surveillance of defective zones and the fight against viruses.

Medical



Biosynthetic bone prosthesis

Generation 1

Design from a biological synthetic material which manufactures or regenerates bone tissues and structures.



Bionic prosthesis

Generation 1

The progress achieved in electronics and biology allows artificial organs to be grafted which replace, and in some cases improve, human organs.



Under-skin armor

Generation 2

Controlled bacterial colonies weave a mesh of organic, carbon and metallic materials under the skin which make the skin resistant to bullets and reinforce the muscular and bone structure.



Virtual surgery

Generation 1

Installation of totally computer-assisted surgery.



Interferon viral partiel 1

Generation 1

This invention increases the immunity defenses of the white cells in the human body.



Radical vaccine

Generation 2

Unique synthetic vaccine which protects against most known viral and infectious diseases.



Autoregeneration of living tissues

Generation 2

Demultiplication by cloning of a genetic model of living tissues.



Surgical robot

Generation 2

Machines linked up with digital diagnosis and subcutaneous detection appliances which carry out the most delicate operations with microscopic accuracy.



Mental bomb

Generation 3

Dissuasive weapon which allows certain categories of persons connected by neural interface to be selected and lobotomized.



Empathy

Generation 3

Research into neural faculties have given rise to new methods of apprenticeship and education.



Baby à la carte

Generation 3

Availability and sale of embryos with no genetic faults via eugenic banks.



Extraterrestrial virus vaccine

Generation 3

The mutations linked to space travel and the prolonged exposure to cosmic rays which have caused the appearance of new viruses.

Social



Psycho-chemistry

Generation 1

The advances in pharmacology and neurology allow the production of drugs which modify human behavior by acting directly on the emotion transmission centers.



Program of worldwide consultation

Generation 1

Establishment of a system of joint management and planetary surveillance of the Network.



Real time translator

Generation 2

Allows a simultaneous translation of all the languages spoken (or read) on earth.



Nature school

Generation 2

Gradual establishment of schools teaching ecological and apprenticeship in environmentalist behavior.



Project SETI

Generation 1

Mobilization and construction of a certain number of radio-observatories and satellites in the context of a research program for extraterrestrial intelligence.



Psychoanalysis of work

Generation 1

Practical application of the psycho-analytical theories to improve efficiency in work.



Transcontinental city

Generation 2

Constitution of modern megalopolises of gigantic dimensions straddled across the great straits of the world (Bering, Gibraltar, Honsu-Hokkaido...).



Hyper-reading

Generation 2

Method of almost hypnotic reading which allows a text to be read, understood and memorized at a single glance.



Martian town

Generation 3

The development of space conquest has allowed the colonization of the red planet, an ancient fantasy of humanity.



Communication with animals

Generation 3

Acquiring the rudiments of a language with the higher animals (chiefly dogs, apes, cetaceans) in order to exchange basic information with them.



Astro tourism

Generation 3

To make space travel safe and comfortable, so that seeing the earth and walking on Mars is no longer a luxury reserved just for colonizers and scientists but a dream within the grasp of everyone.



Anti violence therapy

Generation 3

The application of new forms of apprenticeship and hypnotic conditioning as well as the knowledge of pharmaceutical substances should allow the potential aggressiveness of certain individuals to be eliminated.

The characters

They are shown in the "Intercom" action window.



Spies

The spies work for you. They regularly give you strategic information about your Country or State or about the other territories. They can advise you but always ask for your authorization before acting.



Governors

These are the people governing other States or a State belonging to the Country of which you are the President. They inform you about economic and social problems occurring in their State.



Presidents

These are the people governing other Countries. They appear to propose that you ratify a treaty of union or cooperation in a precise area (economy, society, environment, science) or to resolve any other problem of international relations.



Bosses

These are the company heads. They therefore inform you of problems concerning companies, production and the work environment in general.



Representatives

These are the leaders of various movements. They can be minority or majority, influential or not. Their demands are varied but often concern the legislation applicable in the State.

Credits

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Rémi Herbulot
Philippe Ulrich

Head of

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Stéphanie Lorenzi
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Original archives

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Andrea Schiffer
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Vivienne Vermes
Bernard Allouf
Marc Brunet
Nicholas Calderbank
Pierre Alain de Garrigues
Christian Erickson
Ian Marshall
Hansjörg Schnass
Peter Semmler
Peter Wollasch

Recording, mixing and sound effects

Studio MacLeay

Original

soundtracks: «Cooling off»
«The long Walk»
«Playing games»
«Family»
«Breathing»

All songs © Scott MacLeay 1997

performed by Private Circus

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Christophe Monnerot
Vuong Cuong

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Warning

To be read before any use of a video game by yourself or your child

Certain people are likely to have epileptic fits or lose consciousness when looking at certain types of flashing lights or frequently seen elements in our daily life. Such persons run the risk of fits whenever they watch certain television pictures or when they play certain video games. These phenomena may occur even when the person concerned has no previous medical history or has never been confronted with an epileptic fit.

If you or a member of your family has already shown symptoms linked to epilepsy (fits or loss of consciousness) in the presence of light stimulations, please consult your doctor before any use.

We advise parents to be attentive to their children when they play video games. If you or your child shows one of the following symptoms: vertigo, problems of vision, contraction of the eyes or muscles, loss of consciousness, problems of direction, involuntary movement or convulsion, please immediately stop playing and consult your doctor.

PRECAUTIONS TO BE TAKEN IN ALL CASES FOR THE USE OF A VIDEO GAME

Do not sit too close to the screen . Play at a good distance from the television and as far as the extension cord allows. Preferably use video games on a small size screen. Avoid playing if you are tired or short of sleep. Make sure you are playing in a well lit room. During use, take breaks of ten to fifteen minutes every hour.



Cryo Interactive Entertainment