

Realpolitiks II - Strategic Guide

Game description: Lead your people to glory and write a new chapter of history in Realpolitiks II, a real-time grand strategy game where you lead any contemporary nation in an attempt to secure world dominance.

Introduction:

As soon as you select the country and the advisor, you will be able to start your journey towards world domination. Before we let you go, however, we would like to give you a few tips on how certain mechanics function and where you can find all the information you will need in order to conquer the world.

Map Overview

What you see here is the main map of the game, just after we've selected our country and advisor:



The game window consists of a **Top Bar** (1), **Notifications** (2), **Map** modes (3), **Management** (4), and **Tasks** (5)

The **Top Bar** (1) provides important information such as the nation you are currently playing as, the available resources you have at your disposal (or lack of), the game speed ranging from Pause-Normal-Fast, the current date, and a menu button.

The **Notifications** (2) in the upper right corner will tell you valuable information such as when you finish the construction of a building, a project, or when new units have been recruited. It may also provide you with messages from other nations.

In the lower right corner you will see the **Map** modes (3) which will provide you with valuable information concerning the type of terrain, economy, religion etc. as well as turning on/off the visibility of your units/spies/buildings on the map. It also shows a couple of handy modes for resource information.

To the left you have the **Management** window (4) which enables you to manage your nation's research, government, military, politics, diplomacy and others. It also enables you to take a look at the foreign affairs as well as the economy.

Finally, the **Tasks** (5) will remind you of your current mission that you can undergo. By clicking on the little "+" you can expand the window where you will be able to see more information about the current task as well as the option to cancel the mission if you so desire. Remember that the ones in gold are tasks from the main mission and not all of them can be cancelled.

For more information in regards to icons and their meaning please see each section's overview placed at the end of the Strategic Guide.

How Actions Work

A vital part of your world domination plan is to take care of your provinces as well as performing actions on provinces that are claimed by your opponents. To open the **Actions Menu** you have to **right click** on a province and a small menu will appear.



Here you can choose between **Regional Actions** and **Province Actions**. As the name suggests Regional Actions are actions that you can perform on the entire region while Province Actions will be performed only on a selected province. Remember that those actions are available when you interact with your own provinces, interacting with provinces and territories that are owned by a neutral country, your ally, or enemy have all different actions.

Just to clarify, when you select a province you will notice that it becomes highlighted. This means that if you would use any Province Action, it will only impact the highlighted area (in this example Indiana).

If you would use the Regional Actions, notice that apart from the highlighted province, a couple of more of them are now showcased in a darker color. This means the Regional Action will impact all 5 states (in this example Wisconsin, Illinois, Indiana, Ohio, Michigan). Be sure to keep this in mind when planning the development of your country.



When selecting an action, you will notice that on the right side of the icon you will have a percentage. This means the likelihood of that action being implemented successfully on a province, or region.



Upon confirming that we would like to use this action we will get a summary window or what that action means, its costs, time needed to implement it, the upkeep to maintain it after completion, its effects after completion, the political approval needed to implement it, and of course the success chance at the bottom. You can always hover over an icon to see its description. Remember that your parliament has a say in what you are doing, the **Political Approval** is something you must consider when performing an action as some political parties will not approve of the decision you are about to make.

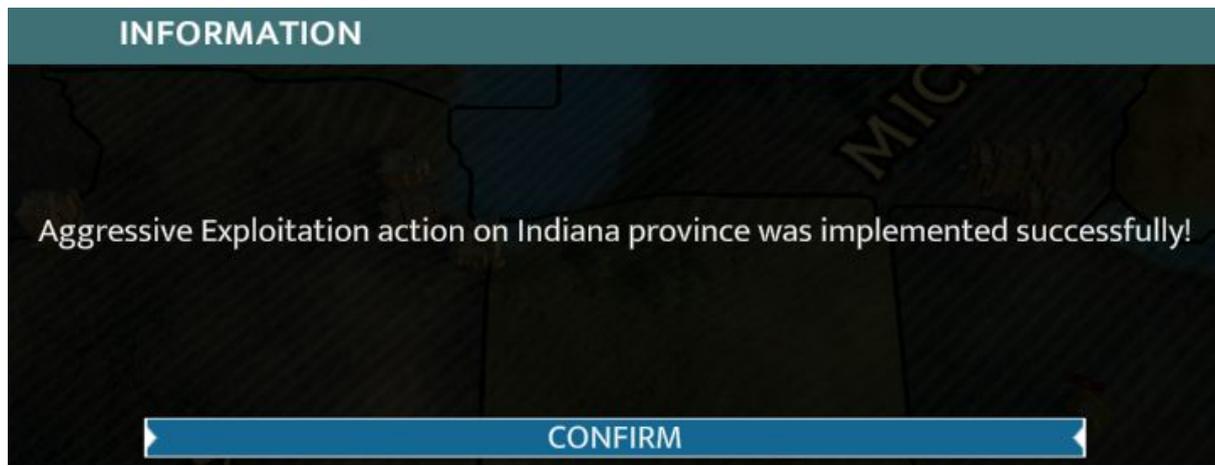


When we click confirm the action will take place and be in full effect in the aforementioned time. Remember that you can monitor the status of the currently undergoing action/project in the upper right corner, in the notifications window.



You can also cancel any action by **left clicking** on the icon and selecting **discard** in the new window. The **costs** window in this case will now mean how much of these **resources** will return to you.

When the action/project is finished you will be prompted with a small window:



Congratulations! You've implemented an action!

Researching Projects

To research a project you need to open the **Projects** window, you can do that either through the Top Bar by clicking on your country's flag, or by going to the **Management** window, click on the **Government** tab, and select **Projects** from the left menu, and clicking once more on the **Projects** button. You can also **click** on the **HDI** on the **Top Bar**. Either way, you will be greeted by this window:



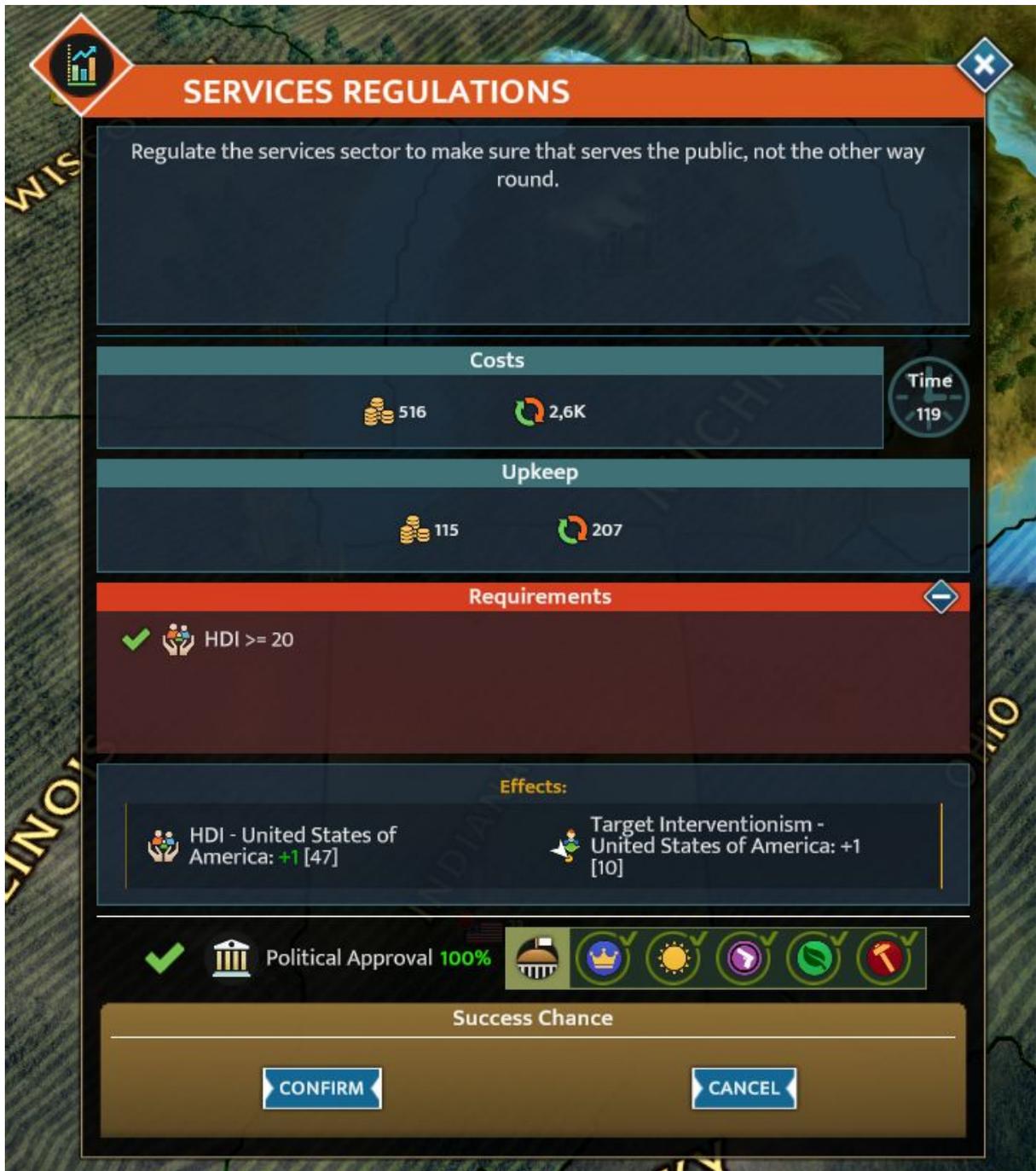
On the left you can select the category of your project, and then you can proceed to select the exact thing you would like to work on.



The **green** projects are the ones you already researched and they are active (remember - projects have their own upkeep!). The **blue** ones are available for research. The **red** ones are only available if you have researched the adjacent one, for example: Investment Support will only be available once you research Services Regulations.

Inside of each project window you see the effects that you can receive once you research it, you can hover over them to see the details.

When you select a project that you would like to research you will be greeted with a similar window to the **Province/Regional Actions** we've discussed before.



After a project is finished you will get a popup message.

Events

During your playthrough the game may stop and a random event may occur.



If that happens you will have the option of choosing how you would like to respond. In this example we only have 2 choices. Study the consequences of each response and choose one that may be the best for your current situation. Remember, you can always hover over the icons to get more information. If you see a number on the screen like this one:



It basically means that the effect will influence the target group nr 1. You can see which countries in the target group will have the effect on the right side of the event screen.

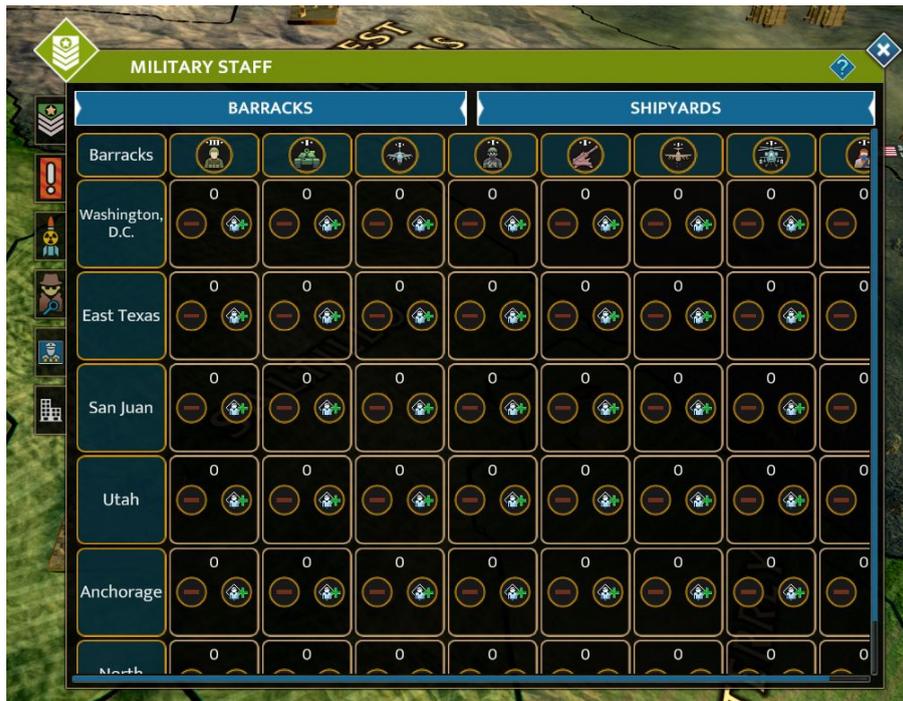
Warfare

Your world domination quest will probably involve some military engagements sooner rather than later, so let's take a look at this exciting aspect of the game.

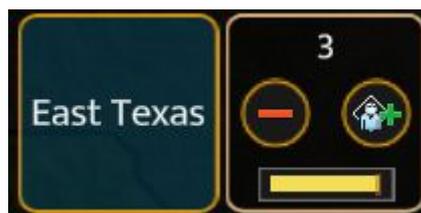
Let's head to the **Military Staff** window. You can access it by clicking on the flag of your country in the upper left corner, or by accessing the **Management** window and going to the **Military** tab. You will be greeted by this window:



This window will enable you to access your **Army**, **Alert State**, **Missile Launch**, **Spies**, **Generals**, and **Barracks**. Remember that accessing this window will automatically pause the game. Let's build up some units shall we? Let's head to the **Barracks** and let's see what can we do:



On the left you have your available barracks which are in certain states. On the top you can switch between **Barracks** and **Shipyards**, but for now let's stay here. Let's add 5 units of **Mechanized Infantry** by clicking on the "+" icon from the East Texas barracks. You can always check the unit's detailed information by clicking on their icons. Remember that you must have available resources to recruit these units into your army (this unit will cost us some **Money**, **Action Points**, **Metals**, **Fuel**, **RRE** and **Manpower**). You can track the recruitment progress here:



Remember to unpause the game as the **Military Staff** window automatically pauses the game.

Congrats! You've added 5 more units to your army in East Texas!



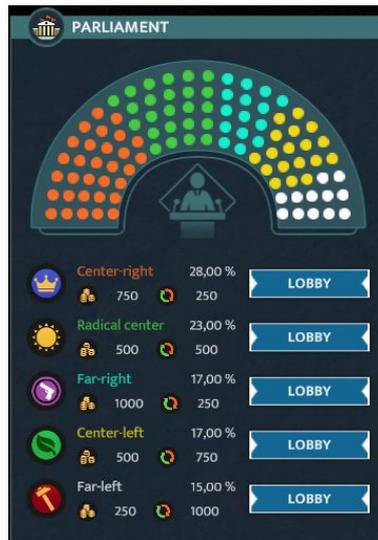
The number 43 means you have 43 units in total in this army, with the general's experience being at lvl.1.

Let's make some enemies! **Right click** on Saltillo in Mexico and select **Aggressive Actions - Claim Core**. Select Saltillo as the core province that you would like to take over and confirm the action. If successful, you will now have a **Casus Belli** to attack Mexico.

To worsen relations with Mexico, you can **right click** on any province and select **Aggressive Actions - Insult**. If successful, you will be able to worsen your relations, to finally reach a point where you can declare war on them.

To declare war on a nation you have to **right click** and select **Aggressive Actions - Declaration of War**. Because we've claimed a core, and insulted them - we can now declare war. Remember that declaring war increases your **Warmonger** level - countries generally don't like nations who aggressively pursue war.

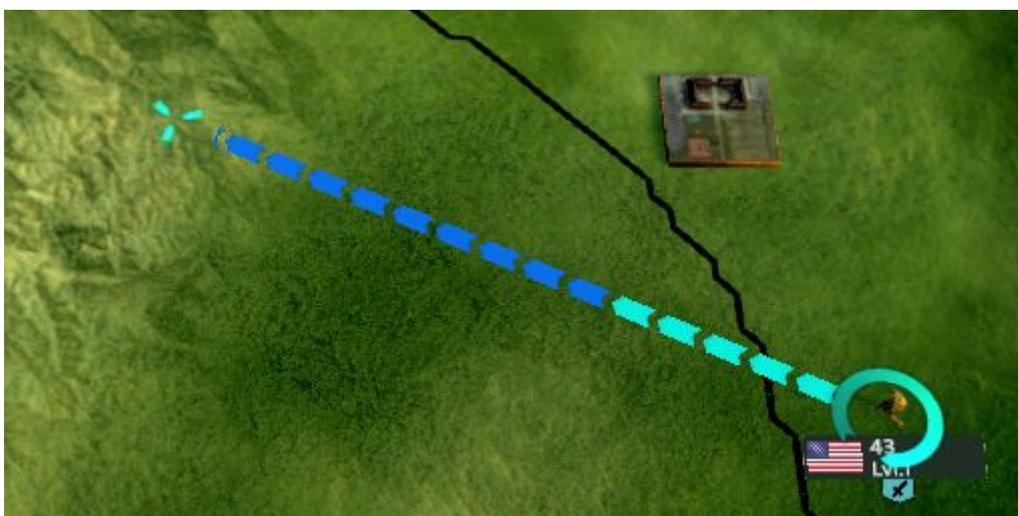
Remember that to declare war you will also need the **Political Approval**! Let's get everyone on the same page by going to the **Government** tab and then to the **Parliament**. We lobby all parties (by paying a lot of **Money** and **Action Points**) and now we've got the approval!



To move your army, you simply select it and a circle appears:



Now you simply **right click** on any province and the whole army will move into that direction:



After the bar fills up your army will now be stationed at the new place. Remember that when 2 different armies reach the same destination and they are at war with each other - battle commences!

This is what the **Battle Screen** looks like:



At the top of the screen you will see the **Balance of Power** which determines which side is currently winning the battle. When one of the sides reaches 100 the battle is won. On the sides of this part of the screen you also have your **General** and his/her experience in land and naval battles. Here you can also see the current weather as it has a great impact on the entire battle. On the far sides you have the composition of both engaging armies which is called **Order of Battle** and right underneath them you have the **Reserves** which enables you to move your units from the **Order of Battle** so they can rest and not take part in combat. Please keep in mind that you can only have 7 units on the battlefield! If you have more units entering the battlefield than 7, then the rest will be placed in the reserves box.

Each province has a different battlefield, depending on the terrain, you will find cities, villages, forests, mountains, clearings, rivers, lakes and more. Some units cannot move in specific areas (e.g. tanks do not go into the mountains), but planes have no restrictions. Remember that success comes from many factors, such as the general's level, unit statistics, distance to the target, type of field on which units are standing and many more. It is also important whether the units are standing next to each other and whether they have a clear line of fire - it is not difficult to accidentally hit an ally. Reserves management is also important in combat - if you receive reinforcements during a battle, you must make sure that they will be able to participate in combat.

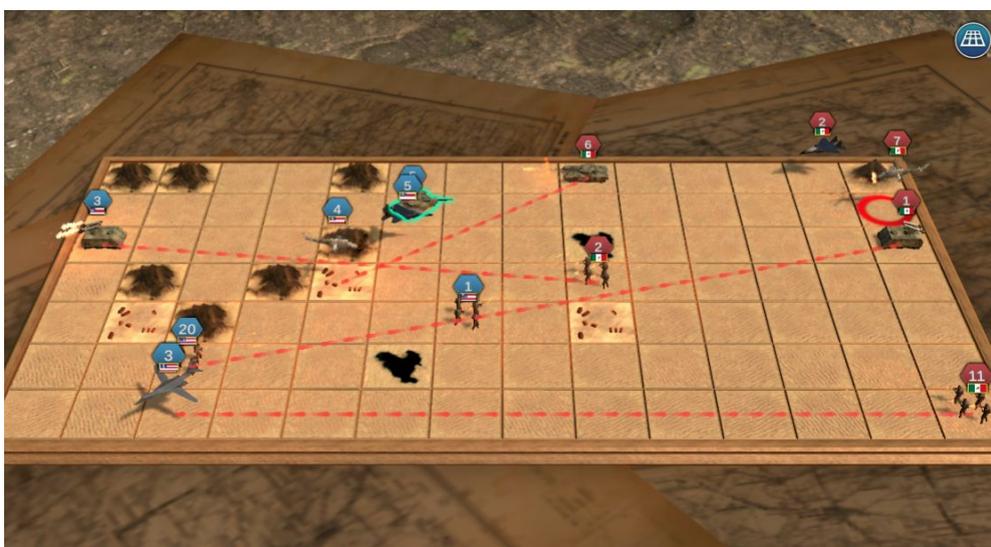
When you select a unit on the **Battlefield** you will see their stats in the lower corner and 3 specific orders: **Attack**, **Reserves**, **Stop**.



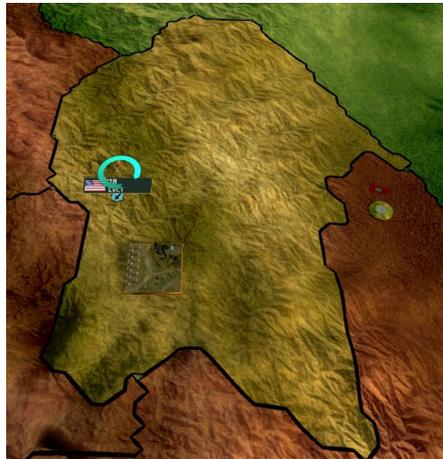
The lower part of the **Battle Screen** is for giving orders to all units taking part in combat to boost their stats: **Attack!**, **Defend!**, **Move!**, etc. Right next to the orders we've got the log where each and every move and attack is being noted for you to see.



On the **Battlefield** you can also select your units and manually select their target. The target will also display its stats in the lower corner of the screen.



If the battle took place on foreign ground then the province will change color and you will now be occupying it.



Espionage

Information is key when planning your conquest and making tough decisions. Make use of your **Spies** to gather that precious intel. To see how many **Spies** you have available for duty open the **Military Staff** tab and choose the **Spies** tab.



This screen will inform you of how many available **Spies** you have at your disposal, their stats, location, mission, and of course the option to hire more **Spies** if you so desire. You can select your **Spy** on the map by **left clicking** on him.



Spies can be used on both your own provinces and provinces owned by your opponents. With your **Spy** being selected **right click** on the province he is currently stationed in and you will be able to choose the **Spy Actions**. These actions change depending on what province is the target (provinces under your control and provinces under opponents' control). Actions on your province include:

- **Counterintelligence** - surround your province with counterintelligence protection, obstructing hostile espionage
- **Political Intelligence** - strengthen current views on personal control
- **Economy Intelligence** - strengthen economic views, fight corruption, or fight organized crime
- **Military Intelligence** - strengthen military views and suppress the rebels.

Actions on provinces that are under your opponent's control are:

- **Espionage** - breaking cyphers and general spy detection
- **Political Espionage** - administrative espionage, weakening the block, fabrication of claims and spreading anxiety
- **Economic Espionage** - hostile takeover and supply chain disruption
- **Military Espionage** - building sabotage and corrupting an enemy general.

Note that when looking at the costs of an action you will see **Spy Points**.



These points are gathered by your **Spies** when they are stationed in provinces as they are doing their work. You can then use those points to activate an action. You can also use your additional **Spy Points** to increase the success chance of an action.

Your **Spies** also level up with time, increasing the success chance of each mission they perform. Also when levelling up, they will be able to choose one out of two random perks that will surely assist them and ultimately you in your clandestine actions.

Diplomacy

Relationships with other countries are an important part of your global domination plan. Let's **right click** on any province of the target's country and you will have a selection of available options for you to choose from.



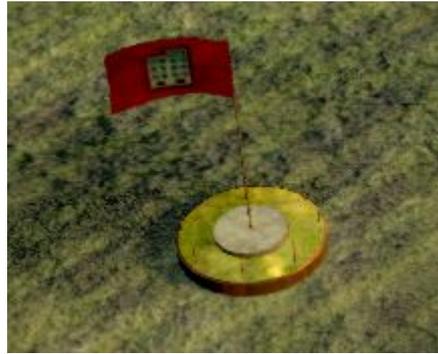
The **Diplomatic Actions** are divided into:

- **Aggressive Actions** - declaration of war, insult, claim core, apply an embargo, liberate country
- **Cooperative Actions** - cooperation treaty, political cooperation, non-aggression treaty, military access, defensive pact, trade agreement
- **Positive Actions** - relations improvement, gain favor, invest, waiver of core claims, give province
- **Bloc Actions** - add to bloc, remove from bloc, financial support, infrastructure support, political integration, annexation (see **Blocs**).

Certain actions like **Cooperative Actions** might require **Favor Points** in order to complete them. To gain **Favor** you can use the **Positive Action - Gain Favor** which when completed gives a couple of **Favor Points** that you can use in other actions.

Buildings

An essential part of your conquest strategy is to construct various buildings that will boost your economic and military endeavours. Each province has one building slot and by **clicking** on it a new panel will open.



Here you can choose the type of building you would like to build as well as how much time is needed for construction, the costs etc. You should also pay attention to the requirements and the limit of buildings you can have in your country. The available buildings categories are:

- **Security** - shipyard, defensive fortifications, rocket silo, prison, barracks, international airport, hospital
- **Society** - UN headquarters, parliament, NGO office, floating city, leader statue, theater, sports center, university, skyscrapers

- **Economy** - cosmodrome, garbage dump, stock market, market, tourist zone, farms
- **Industry** - mining platform, offshore wind farm, REE extraction facility, oil well, mining shaft, open pit mine, nuclear power plant, wind power plant, coal power plant, factory, sawmill.

Remember that for certain buildings to be available you need to research them first in the **Projects** tab and some buildings only work with a particular political system set in your country. After the construction you will now be paying monthly maintenance fees to keep the building running. Also, after the building is finished you can **left click** on it and in the new window you can upgrade the building to increase its effectiveness, or demolish it if you need the space (or if the upkeep is too high).

Note that buildings such as Parliament, Barracks, and Shipyard also provide Supply Range for your units and allow you to build an army.

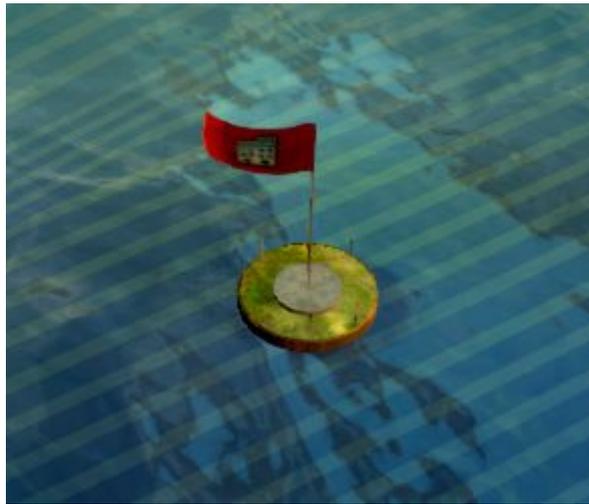
Colonization

In Realpolitiks II colonization is one of the tools at your disposal to expand your empire through land and water without a potential military engagement. It is a quite expensive and long endeavour, but the rewards might be worth the investment.

First you must open the **Economy** tab and then **click** on the **Colonization** tab (or click on your flag in the upper left corner and select **Colonization**). The new window will show you each project that you must complete in order to begin colonization. Note that you can choose between **Land** colonization or **Water** colonization.

Each project has to be finished in order to start colonizing unowned provinces or international waters. When you have completed the **Land** or **Water** project you can then **right click** on an unowned province/international water and select **Colonization Actions** and then **Land/Water Colonization**. After the area has been colonized you will be able to control that area and add it to your empire. You will also have a new building slot that you can use as well.

Remember that after you complete your colonization endeavour, you will have to repeat the whole process all over again as it resets.



Stock Market

A great way to boost your economy is the addition of a **Stock Market** that will bring in some profits from all around the world. To construct one you will need to have a free building slot and then in the **Buildings** menu you simply select the **Stock Market** (in the **Economy** tab) from the available options.

Having built one you can then **click** on it to have a new window open for you with the building's details.

Stock Market

A financial institution based on its type controls and regulates the exchange of bonds, shares, or goods.

Effects:

SPECIAL FUNCTIONS

STOCK MARKET

Stock Market	Province
DANASQ	Connecticut

RENAME

CLOSE MARKET

Bond Market	22053	0,24%
Income		331
Assets		0(0)

CHANGE INDEX TYPE

BUY / SELL

UPGRADE

DEMOLISH

Here you can upgrade it to a **Financial Center** to boost its profits (remember about maintenance fees), demolish it, rename it, close it, change its index type (share

market, foreign exchange, trade market, real estate market, bond market), and buy/sell shares.

You can also buy/sell shares on other **Stock Markets** around the world. You can have easy access to them from the **Economy** tab and then **Economy - Stock Market**. Here you can see all of the available **Stock Markets** in the world.



	Stock Market	Province	Country	Stock Index	Assets	
1.	Australian Exchange	Brisbane	Australia	18066	4046(3874)	BUY / SELL
2.	British Stock Exchange	Norwich	United Kingdom	16547	3750(3381)	BUY / SELL
3.	Borse GA	Frankfurt	Germany	16113	4033(3068)	BUY / SELL
4.	KXR	Busan	South Korea	16095	2206(1751)	BUY / SELL
5.	HKSE	Hong Kong	People's Republic of China	15115	4105(3699)	BUY / SELL
6.	Japan Exchange	Osaka	Japan	15067	12304(12557)	BUY / SELL
7.	Shanghai Exchange	Shanghai	People's Republic of China	14812	7556(7198)	BUY / SELL
8.	Euron	Picardie	France	14012	3595(3576)	BUY / SELL
9.	Swiss Exchange	Chur	Switzerland	13175	903(848)	BUY / SELL
10.	Nordic Exchange	Skane	Sweden	12718	873(808)	BUY / SELL
11.	TSE	Montreal	Canada	12628	2456(2344)	BUY / SELL
12.	Indian Stock Exchange	Maharashtra	India	12405	1850(1831)	BUY / SELL
13.	DANASQ	Connecticut	United States of America	12216	6720(6638)	BUY / SELL
					Total	60730(57300)

If you have found something interesting you can then **Buy/Sell** shares of that stock if you think the investment is going to be fruitful in the future. Remember that in order to buy a stock you need **Money**. Conversely, if you need **Money** and you have invested before, you can then sell some of those shares and gain a quick buck.

Please note that when you are browsing through other **Stock Markets** you can't change their indexes, names etc. since you aren't their owner.

NGO

A **non-governmental organization** can provide you with certain benefits, if you will be able to sustain it that is. To establish connection with one of the available **NGOs** you will need to start a project called **NGO support** in the **Projects** tab to create a

foothold for the organization. After that project is completed you can select one of the three organizations, acknowledge one of them, and gain the benefits.

Remember only one **NGO** can be available for one country. If one of those organizations is unavailable it means they are already present somewhere around the world.



When you unlock the third project from your **NGO** of choice you will be able to build a special building called **NGO Office** in one of your provinces.

Your selected **NGO** will have some tasks for you in the future. If you do these tasks successfully your popularity with the organization will rise, boosting their effects on your country. In the event you may get to know what exactly the task will require and either agree to it (the task will appear in the **Tasks** window) or leave it for a later time. Finishing tasks will usually improve relations and popularity of the given organization.

Funding

During your playthrough you may come across an event that will inform you of gathering money for certain purposes or activities. If you take part in these **Funding** events you will score points. Mostly you will be donating your **resources**, so pay attention whether you can afford to lose some at the time of the event. Remember that other countries are also participating in these events, and the countries with the most points will be eligible for fantastic rewards!

Trading Resources

It is always a good idea to trade some of your resources if you have a lot of them and you might need a particular one instead. You can access the **Resource Trading** window by **clicking** on the flag in the top left corner of your screen and selecting the **Trade Resources** option. A new window will open.



Here you can choose whether you want to buy or sell a resource. You can trade **Metals**, **Fuels**, and **Rare Earth Elements**. On the right you can see the current price for the resource and other relevant information concerning it. Adjust the slider to pick your price and confirm.

Note that the price will change depending on how much you would like to buy/sell so keep an eye out for the current price as it will change when you use the slider.

Nuclear Strikes

The world of Realpolitiks II can be a dangerous one, especially with countries being able to launch surprise nuclear strikes on your provinces. It would be a sound idea to build a **Rocket Silo** as it works both as a defensive and offensive building. On the defensive side of things you simply activate the building to be in **Defensive Mode** and it will shoot any incoming missiles in its radius. The **Offensive Mode** also has its range, but you have more options.



You can for example set the force and radius of the missile whether you would want to completely destroy your opponent's army or simply scare them, showing your might.

Either way, remember that using nuclear strikes vastly increases your **Warmonger** and all nations of the world will be aware of what you did. Be wise with your decisions.



Blocs

It is always nice to have some sort of an alliance with your neighbors and other countries you find to be trustworthy. To see your **Bloc Composition** you can **click** on the flag in the upper left corner and select **Bloc Composition** from the menu.

 A screenshot of the 'BLOC' menu in a game. The menu is divided into two main sections: 'MEMBERS' and 'FREE WORLD'. The 'MEMBERS' section shows 'Rojava' with a population of 100. The 'FREE WORLD' section shows 'BLOC MAINTENANCE' requirements: Minimum relations to maintain bloc (60), Bloc maintenance (100), Action Points (30), Metals (50), Fuels (25), and Rare Earth Elements (5). There is also an 'INTEGRATION' section with four progress bars, all at 0%. An 'ADD CULTURE' button is at the bottom right.

MEMBERS	
Rojava	100

FREE WORLD	
BLOC MAINTENANCE	
Minimum relations to maintain bloc	60
Bloc maintenance	100
Action Points	30
Metals	50
Fuels	25
Rare Earth Elements	5

INTEGRATION			
0%	0%	0%	0%
0%	0%	0%	0%

ADD CULTURE

If the **Bloc Composition** option is unavailable it means you are not a part of a bloc.

The screen shows the members of the bloc, the name of the bloc, the bloc's maintenance and integration sliders. The integrations sliders display the current policies of the bloc with the highest one determining the type of the bloc. Once you reach 100 points in any of your integrations you will receive additional options to choose from, depending on the type of the integration.

To influence integrations, you must implement bloc-related projects.

To add a country to your bloc you **right click** on the target country's province and select **Bloc Actions - Add To Bloc**.



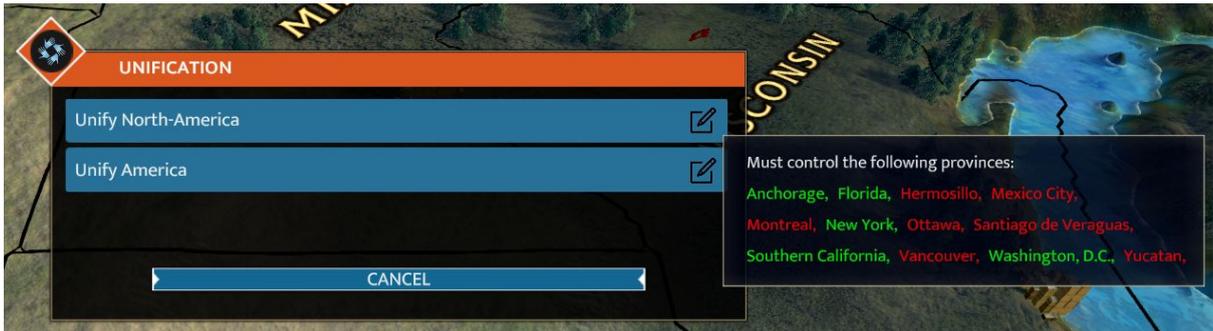
If relations with the target country are high enough you will be able to add it to your bloc. When you have a country in your bloc you will have some additional options to interact with them. Bloc Actions:

- **Remove From Bloc** - remove a chosen country from your bloc
- **Financial Support** - give **Money** to a chosen bloc member
- **Infrastructure Support** - support the infrastructure of the selected bloc member
- **Political Integration** - enhance political cooperation with a bloc member who has a different political system to bring it closer to yours
- **Annexation** - force a bloc member to join your state and annex its entire territory.

Unification

On your journey to world dominance you can also unify your already conquered regions. To access the **Unification** window simply **click** on the flag in the upper left corner of the screen and select **Unification**.

In this window you can see the available options for you to use when you have already conquered the required provinces.



When successfully holding all of the required provinces you will be able to select the unify option.

Top Bar Overview

Since the top bar has a lot of important information it would be nice to give a little heads up of what is what:



We've mentioned that the flag represents your currently playing nation, but if you **click** on it you will get a small window of additional options to choose from. Those options can be of course accessed through the **Management** window, but it is nice to have a shortcut. More information about each of these options can be found further down this Strategic Guide.

The available options are:

- **Trade Resources** - accessed from **Economy->Trade Resources**
- **Projects** - accessed from **Government->Projects**
- **Military Staff** - accessed from **Military->Army**

- **Colonization** - accessed from **Economy**->**Colonization**
- **Bloc Composition** - accessed from **Government**->**Basic Information**
- **Unification** - accessed from **Government**->**Diplomacy**



Next up we've got the icons and other stats that are extremely important in your decision making. Please note that the numbers underneath the gray ones mean that we've **earned/lost** that amount of money from last month. Now, let's take a look at those icons from up close:



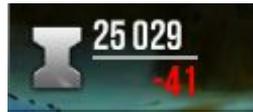
- **Score** - this number will tell you how many points you have scored on your journey to world domination. You get a certain amount of points each month for controlling a certain amount of provinces. More provinces = more points = bigger **Score**. Clicking on this icon will also open the **Statistics** window where you can compare your country/provinces/block to other existing countries/provinces/blocs.



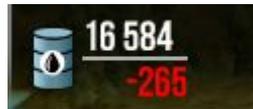
- **Money** - this number indicates how much **Money** you have available and how much you've earned/lost from last month. **Money** is used for certain actions, constructing buildings, in some events, and many other situations. The more you have - the more options are available to you. Clicking on this icon will open the **Management's Budget** tab.



- **Action Points** - these points are required for certain activities that you can conduct on other countries, provinces, and regions. Similar to **Money**, **Action Points** provide you with options to improve your own country, your ally's, or your opponent's. Clicking on the icon will open the **Management's Basic Information** tab.



- **Metals** - this number amounts to how much **Metal** do you own, and how much you can use in various activities, projects, building constructions and many more. Clicking on the icon will open the **Management's Resources** tab.



- **Fuels** - this number amounts to how much **Fuel** do you own and it works similarly to how **Metals** work. Clicking on the icon will open the **Management's Resources** tab.



- **Rare Earth Elements** - this number amounts to how much **Rare Earth Elements** do you own and it works similarly to how **Metals** and **Fuels** work. Clicking on the icon will open the **Management's Resources** tab.



- **GDP Growth** - this number showcases how much your **GDP (Gross Domestic Product)** grew over the course of last month. Clicking on this icon will open the **Management's Economy** tab.



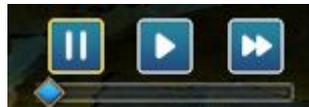
- **HDI** - this number showcases how much **HDI (Human Development Index)** you currently have at your disposal. A high **HDI** would mean that the country is well developed. It is mainly used in **Projects** and **Events**. Clicking on the icon will open the **Management's Projects** tab.



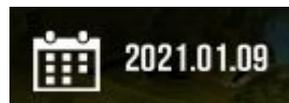
- **Manpower** - this number showcases how much **Manpower** you currently have at your disposal. Clicking on the icon will open the **Management's Barracks** tab.



- **Nuclear Potential** - this number indicates the country's potential in nuclear activities. Clicking on the icon will open the **Management's Missile Launch** tab.



- **Game Speed** - these three buttons are responsible for adjusting the speed of the game. The current speed is always highlighted in yellow. You can also pause/unpause the game by hitting the **spacebar** key.



- **Calendar** - used mostly for knowing when the new month begins, so you get an update to your **Top Bar's** information.



- **Menu** - here you can access the menu of the game.

Notifications Overview

They are an important part of the game as they notify you of incoming messages, the status of your projects and buildings, provinces you've gained and provinces that you've lost. Whenever new messages arrive you will see a red circle in one of the three available notification categories: **Government/Foreign Affairs/World**.



In this example, when we click on the **Government** icon in the notifications we will get a larger window showing all available notifications from that category. You can hover each one to get a short message:



You can also click the icon on the right to hide all notifications, or expand to see all of them at the same time. Clicking once more will return to the default option.

Map Modes Overview

In the bottom right corner we've got the **Map Modes**.



Center icon:

The option in the very center and turned by default is the **Countries** mode which allows you to see all countries on the map in different colors (with their respective borders).

Inner Circle icons:

These options are for you to check specific information on the map. These modes include:

- **Cultures**
- **Terrain**
- **Regions**
- **Relations**
- **Economies**

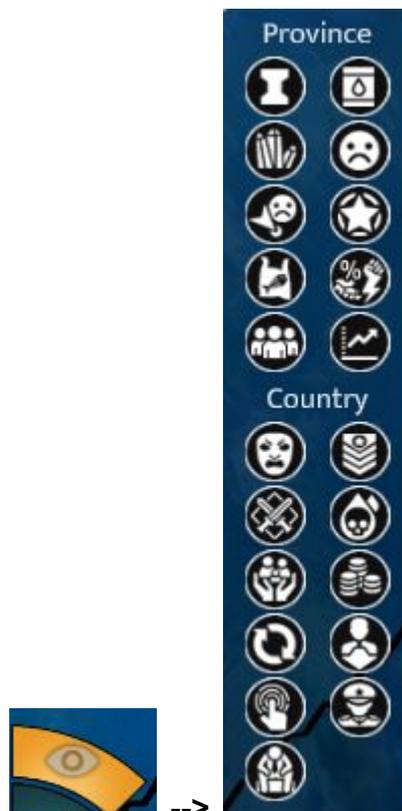
After you've checked what you need you can always come back to the **Countries** mode by clicking on the center icon.

Outer Circle icons:

These options are mostly used when you want to hide/reveal certain information on the map. These modes include:

- **Units**
- **Spies**
- **Buildings**
- **Details**
- **Names**

There is also an additional icon which introduces more information on the map:



This option unlocks a lot of new modes that can help you seek out precise information such as **HDI**, **Money** and so on. These modes are divided into **Province** and **Country** respectively.

Management Overview

This is the part where you can manage your country and make all those important decisions. This is the place where you can also see the **factors** that contribute to, for example, your **Administrative Power** gain/loss over each month. Analyzing this window is quite important if you want to have a stable economy.

GOVERNMENT

COUNTRY

United States of America

Accepted Cultures: Yankee, Dixie, Californian

Accepted Civilizations: Western

BLOC COMPOSITION

Rojava

ADMINISTRATIVE POWER

Base AP income	50
AP from effects	395

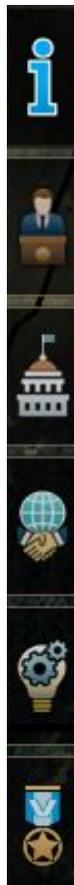


It is divided into 5 different main categories visible at the top of the **Management** window:

- **Government**
- **Economy**
- **Military**
- **Province**
- **Foreign Affairs**



Each main category has subcategories that are visible on the left side of the window:

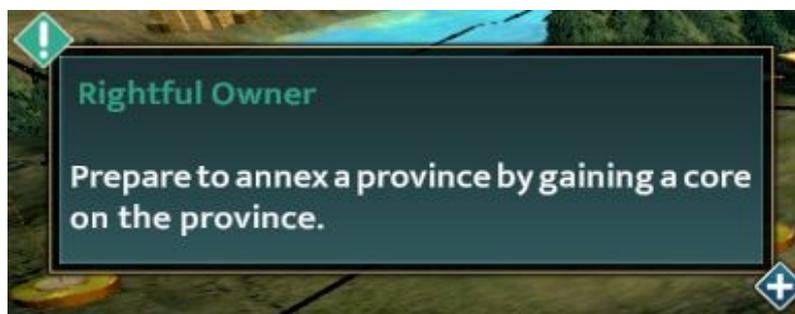


Let's take the **Government** tab as an example:

- **Basic Information** - as the name suggests here you will have the name of your country, accepted cultures and civilizations, bloc composition (if you are a member of one), your administrative power, overall population.
- **Political System** - also pretty self-explanatory as whether you are running a democracy, authoritarianism or totalitarianism. You've also got interventionism, personal control, and militarism.
- **Parliament** - this section gives you information about the current state of your parliament (with the ability to lobby a party) and who is in charge as the right hand and the cabinet.
- **Diplomacy** - information here is crucial when you would want to wage wars with other countries or to liberate one yourself. Categories here include warmonger, casus belli, enemy casus belli, and liberation.
- **Projects** - here's where you can access the Projects window and select a topic for your scientists to work on. You also have HDI and the project's cost.
- **Victory Conditions** - an important window to keep track whether you are on the right path to victory as here you can check your **Score** and **Score Income** as well as the **World Government** and each victory types: **Diplomatic**, **Technological**, **Cultural**, **Economic**, **Domination**, and **Score** - with their respective conditions to achieve them.

Tasks Overview

Their responsibility is quite simple, they inform the player about any active tasks. Upon expanding the "+" the conditions that the player has to meet in order to complete them will become visible, just as the reward. Also an option to cancel the mission will become available.



 **Tasks**

Rightful Owner

Prepare to annex a province by gaining a core on the province.

 Any core claims: Yes

Reward  

Resign

