

Games
for Windows

PC CD

GLOBAL CONFLICT IN THE 20th CENTURY

MAKING HISTORY II[®]

THE WAR OF THE WORLD



PC
CD-ROM
SOFTWARE

MUZZY
LANE

Making History II Game Manual

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MAKING HISTORY II[®]

THE WAR OF THE WORLD

INTRODUCTION

MAKING HISTORY II: “*The War of the World*” is a turn-based grand strategy game. Its setting is the early to mid 20th century. Thematically and from a content perspective, it belongs to the WWII strategy genre. However as the title suggests, MAKING HISTORY also provides an experience that embraces the idea that players can influence and experience historical alternatives. This is the essential core design philosophy of the MAKING HISTORY series and one that influences all areas of the game design.

MAKING HISTORY II is a game system and not merely a single game set to a specific era. The gameplay is geared towards classic strategic level nation management decisions. This is not just a game limited to conquest & war. In MAKING HISTORY II as in the real world, fielding an army is the result of economic and domestic choices that for the most part decide the outcome of wars. *The War of the World* will further emphasize the importance of economic gameplay and expand the responsibilities of governing that go beyond troop movements. Of course, waging war will remain at the core of the game. New military features have been added that bring depth and realism without overwhelming the player with trifling detail.

Losing a city with a lot of industrial capacity is one thing, but having your only tank factory fall to the enemy could spell disaster. In other words, its going to be important what you build and where you build it. The game will start each nation with some infrastructure in relation to the scenario start date. It will be up to the player to make choices between modernization, wealth creation or military buildup. Buildings will be a drain on your money and resources so economic choices will have to be made.

TUTORIAL OF KEY GAMEPLAY

HELP! I just started playing and I'm completely lost!

Well of course you are! National leaders spend years preparing for this role, and you've been thrust into it the moment you chose your nation and started playing. Fear not. This section will help you get started, set some definite objectives and goals, and begin to go about making them happen. There are also links to detailed sections in the main part of the manual.

What is your Strategy?

Decide what your long term goals are.

- Are you playing a nation that will be trying to expand through **conquest**?
- Or are you attempting to **maintain the status quo and forge alliances** with like-minded nations as you keep a wary eye on the expansionist nations?
- Are you actively trying to **promote your ideology**?
- Would you like to be the most powerful **nation**, or part of a winning **alliance**?

Consider your time horizon.

- If you begin play in 1933, you will tend to have more time to build up your industry and advance your research. This is not guaranteed, though, especially in multiplayer.
- If you start in 1939 or even 1936 you will need to act quickly. The expansionist nations will have fairly large military forces built up, and will need to use them before they begin to drain their treasuries and threaten their stability.

These decisions will influence which strategy you will use. However, there are a number of gameplay functions that are universal to almost every nation. It is recommended that you learn these first and then explore the details of each area more closely.

GAMEPLAY HINT:

Although you can play any nation in **Making History II**, the primary game balance is slanted toward the major nations of the era.

The game has begun!

The first thing you will see when the game begins is your **nation information profile** displayed in the center of the screen. This shows you all the assets you have at the start of the game. These include:

- the number of cities and regions,
- total number of industrial production units (IPU's) reflect how much you can build,
- research production units (RPU's) indicate how fast you can research technologies,
- raw materials to use for building things or to trade,
- food stockpiles to feed your populace and to trade,
- a breakdown of your military forces,
- your government type,
- capitol city,
- your treasury amount.

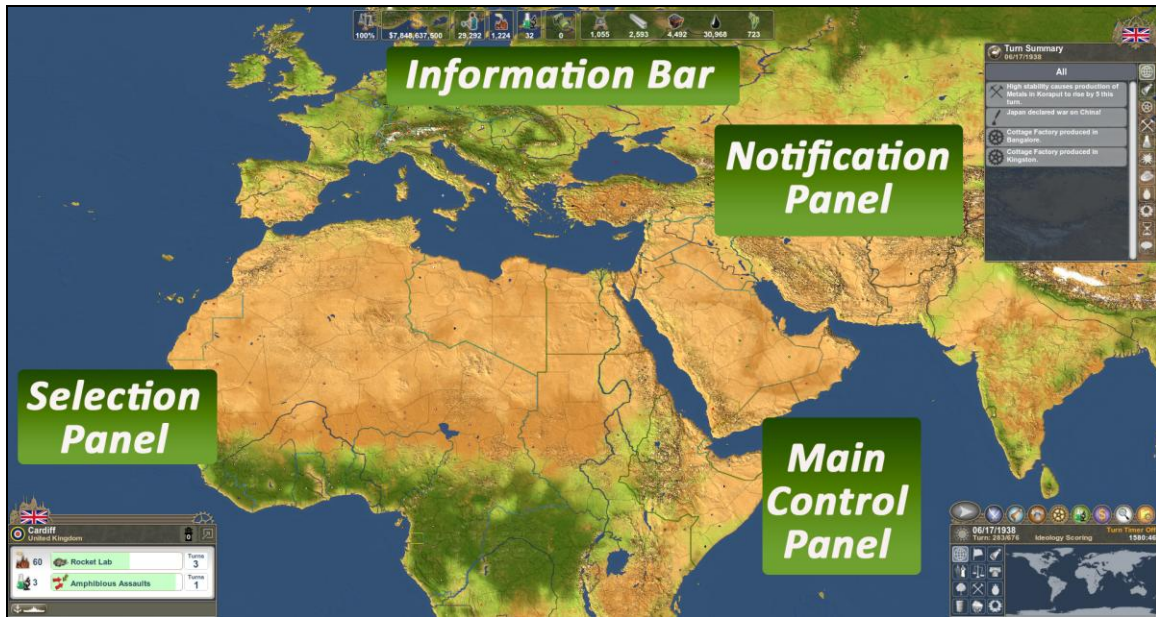
At the top is a description of your nation's present situation. Once you have reviewed everything, exit the screen and look at the map.

MAP & surrounding PANELS

The map shows a 3_D representation of the world, divided into regions. Objects visible on the map include military units, cities, coal, metals and oil producers, rivers and contours. As cities add specialty buildings, they appear as part of that city, and as resource producers improve, the more advanced mines and oil refineries also appear.

MAP MOVEMENT:

- Hold down the **left mouse** key and move the mouse to shift position,
- Use the **WASD** keys to move up, down, left, and right.
- **Move the mouse** to the edge of the screen to move the map view in that direction (Full Screen mode only).
- **Clicking** in the minimap (see below) will shift position to that location.
- **Scroll** the Mouse Wheel to **zoom** in and out.
- Use the **Home** and **End** keys to **tilt** the angle of the map.



SURROUNDING PANELS

- **The Information Bar** is displayed along the top. When you build something in a city or region, the moment you choose to begin that project the resources and available manpower required to complete it are immediately deducted from the stockpiles here. This “pay as you go” makes it easier to avoid setting a build order that cannot be fulfilled.
- **Notifications** are displayed in the upper right corner. Each turn they show you what’s happened as a result of actions taken by you, other players (in multiplayer) or the AI-controlled nations. Mouse over the icons to see the various categories. Individual icons flash when that category contains new data. The Notification panel can be opened or closed.
- **The Selection Panel** is in the opposite corner (lower left). Anytime you select something from the map (city, region, unit) details about the selected item appear here.
- **Main Game Controls and Minimap** are in the lower right. From here you can access almost any panel in the game, or use the minimap to shift the map view immediately. The icons to the left of the minimap show various Map Views. For details on this panel go to PAGE 27.

GAMEPLAY HINT:
 Almost all of the icons that control key panels have a Hotkey as well. A complete list of Hotkeys can be found in the Interface section on Page 27.

Improving Cities & Regions

Whether you are planning aggressive expansion or a defensive stance, you will want to build up your cities and regions. To do this, you will need resources and money

RESOURCES & MONEY

Resources are obtained through mines and oil extraction in your regions, or traded on the World market. Wealth is generated through trade and producing and selling various goods, resources, and arms. Deficits lead to regional and national instability. Resource shortages stall city production.



Cities are your manufacturing centers used to build military units and a variety of goods. At any given time, you can either grow your city by building more factories or expand its capabilities by constructing research facilities and specialty buildings. As your city grows and expands, the number and type of units and goods available to build also expands, as do the maintenance costs, resource and manpower requirements to keep it running. Once you've constructed a research facility like a University, you can also begin assigning technology research to that city. Depending on their size, your cities will begin with one or more factories, and perhaps a few universities and specialty buildings such as a munitions or vehicle plant. This starting level will vary greatly depending on the size of the nation you've chosen and the date the scenario begins. A detailed list of city buildings and their uses can be found on PAGE 60.



Regions are the areas of land that make up your nation. In wartime, battles are fought for the control of regions. Whoever controls a region controls the resources, cities, and people within that region. You can improve your regions by assigning projects to them. There are four main types of projects: military projects improve your air, land, and sea

defenses and capabilities, resource projects increase the output from any coal, metals, or oil producers present in the region, food projects increase the region's food output, and transportation improvements allow units to travel through the region more quickly. A detailed list of region projects can be found on PAGE 70.

GAMEPLAY HINT:

The **C** key
You can quickly access a panel with sortable lists of all cities, research centers, and regions assets by clicking the (C-key).

Research

UNIVERSITY REQUIRED



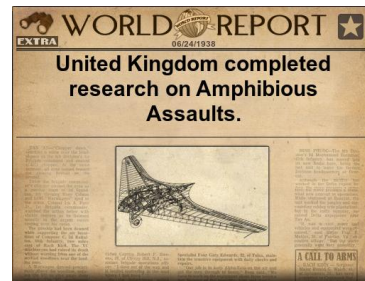
Unless you chose a very small nation to play, chances are you will begin the game with at least one city containing a University, and so will be able to begin researching new technologies. Each University you build provides one Research Production Unit (RPU) which can be assigned to various research.

- From your city list (**C-key**) choose the Research Centers tab.
- Click “No Project” to see your research project options.
- If you want to see more details click the city name and bring up the City Management panel showing Research Project Orders.
- Click through the tabs to review all your options. Those unavailable are grayed out.

UNLOCKING NEW PROGRAMS

Each program you complete will unlock either a new or upgraded military unit, new or upgraded city building, or a new or upgraded region improvement. Completion also usually unlocks new research. Find more about research on PAGE 58.

- To view the Research Tree click the (**R-key**).
- Hold down your left mouse and you can move Research Tree around.
- The scroll button changes the zoom.



GAMEPLAY HINT:

Research “Chokepoints”

Look at the research tree carefully.

Many programs can be critical to reach specific technologies required for your individual strategy: a strong navy, for example, or more advanced tanks. Skip some programs or save them for later to get to your critical programs more quickly.

Your Economy

SETTING UP TRADE



Each turn, the game will initiate trades between every nation in the game, including yours. Players can control these trades by deciding which resources to buy, which to sell. To get started, click the **(T-key)** to open up your **Trade & Finances** panel. There are lots of numbers here, but you only need to focus on a few to get started.

Stockpile Management					
Stockpile Target	1,000	2,500	3,000	2,000	2,000
	<input type="text" value="10"/> <input type="text" value="100"/> <input type="text" value="1000"/> <input type="text" value="-10"/> <input type="text" value="-100"/> <input type="text" value="-1000"/>	<input type="text" value="10"/> <input type="text" value="100"/> <input type="text" value="1000"/> <input type="text" value="-10"/> <input type="text" value="-100"/> <input type="text" value="-1000"/>	<input type="text" value="10"/> <input type="text" value="100"/> <input type="text" value="1000"/> <input type="text" value="-10"/> <input type="text" value="-100"/> <input type="text" value="-1000"/>	<input type="text" value="10"/> <input type="text" value="100"/> <input type="text" value="1000"/> <input type="text" value="-10"/> <input type="text" value="-100"/> <input type="text" value="-1000"/>	<input type="text" value="10"/> <input type="text" value="100"/> <input type="text" value="1000"/> <input type="text" value="-10"/> <input type="text" value="-100"/> <input type="text" value="-1000"/>
Market Order	Sell Only	None	Buy Only	Sell Only	Buy Only
Current Stockpile	1,150	1,928	3,647	31,880	826

- **Stockpile Target:** This is the amount of each resource you would LIKE to have unused and ready. As resources become scarce this may be hard to maintain, especially if you make the stockpile amounts too high.
- **Market Order:** Each resource can be set to **Buy Only**, to **Sell Only**, to **Buy or Sell**, or **None**. Since you will want to be building factories early in the game it's important to have **Coal** and **Metals**, so set them to **"Buy Only"**. Keep in mind this can get expensive, and most likely you will be in debt for the early part of the game, as most of the world was for part of the 1930's.

DEFICITS & STABILITY

It's almost impossible to build your nation in this era without going into debt. The global depression in the 1930's affected nearly every nation, and most likely your national financial situation will get worse before it gets better. In fact, for most players getting out of debt and finally having your treasury "in the black" is a major milestone and one of your key objectives. Before that, while your nation runs a deficit, you will be losing stability. Mild instability will have little effect, but if your deficits are too severe or maintained too long, you may see regions trying to rebel or secede from your core nation. Keep an eye on the Stability number. It's at the top left of the Information Bar (top center of your screen).

GAMEPLAY HINT: Sell Arms for quick cash.

If your stability is taking a hit, but you are still running a deficit, set cities with munitions plants to produce Arms, then sell them for big bucks on the world market! Be sure to monitor the fluctuating prices!

Your Military

BUILD



Units are built in cities. They can be single entities or formed into groups (armies, air groups, fleets). Ships can only be built in cities with ports, planes can only be built in cities with an aircraft plant (city improvement) and an airfield (region improvement). More about building units on PAGE 52.

USE



Left-click to select, Right-click to take action or open the menu. Right-click in a destination region to move there or open a menu if there is more than one option. More about using military units on PAGE 53.

ADJUST



Once selected, the icons at the bottom of the selection panel (lower left corner of your screen) will let you expand the panel to see details, merge units into armies (groups), split units, or delete the unit. More details about adjusting forces can be found on PAGES 53 – 55.

MANAGE



Click the **(M-key)** to view information about all your military forces. This is a great place to take an inventory of your forces, initiate upgrades, and view locations of all your troops. More detail about managing military forces can be found on PAGE 56.

GAMEPLAY HINT:

Upgrade troops gradually.

Once you've researched a few things, you will find yourself with forces that can be upgraded. Failing to do so can leave you with an obsolete military. However, upgrades cost arms, so improving too many units at once quickly drains your stockpile. Instead, upgrade troops in critical locations first, then add a few more each turn.

Your Government

Managing the state of your nation can get complicated. To review details of your government's status, click the **(G-key)** to open the Government panel. From this one location you can review your current status and see a lot of information about your country.

The screenshot shows the 'Government' panel for the United Kingdom. The panel is titled 'United Kingdom' and features a large Union Jack flag. Key statistics include: Rank 3rd, IPU 2nd, MPUs 2nd, Tech 3rd, and Wealth 3rd. The National Status is 'Independent'. The Government System is 'Democratic' with a Political Balance of 90% (blue star), 5% (red hammer), 0% (grey fist), and 5% (grey skull). National Stability is 100% with a Revolt Risk of 'None'. Stability Modifiers are: \$ 1, 2, -5, 2, +, 2, 2. State Nationality is 'British' with a Total Population of 468,189,899. State Culture is 'Anglo-Celtic' and State Religion is 'Protestant'. Ethnic Groups are 'British'. MPU Growth Rate is 213.82 Per Turn. Food Demand is 3,551 Per Turn, with 100% Filled and 0 Supply Shortage. Government Programs include 'Internal Affairs' and 'Conduct Internal Propaganda'. International Relations include: Allies (Alliance Leader: UK, Alliance Members: Spain, France, UK, USA, Australia, Saudi Arabia); Wars (National Enemies: Germany, Italy, Japan, USA); Military Access Treaties (Nations granting Military Access: Spain, UK, Saudi Arabia, USA); Trade Embargoes (Nations Under Embargo: Germany, Italy, USA; Nations With Embargoes: Germany, Italy, USA); Arms Trade Agreements (Spain, UK, USA); and Food Trade Agreements (Germany, UK, USA, Cuba).

INTERNATIONAL RELATIONS

- Alliances,
- Wars,
- treaties,
- Embargoes
- Trade agreements

GOVERNMENT PROGRAMS

- Internal Propaganda (set here)
- Espionage Programs (set via a specific country's panel and displayed here)

YOUR GOVERNMENT'S RULING IDEOLOGY

What percentage of your people are supporting your ideology?

NATIONAL STABILITY

Lets you review your Stability percentage, revolt risk, and the specific modifiers that positively and negatively affect your Stability.

LIST OF SUBORDINATES

When you begin the game you may have control over other nations. The type of nation status indicates whether you have more or less control. When you conquer another nation you will get to decide their fate from the following options:

- **Annex:** Annexing offers the most control--you essentially make the area part of your core nation--but the people in those regions will be most likely to rebel or cause your national stability to drop. Any troops built in annexed areas remain under your control even if the region rebels.
- **Create Colony:** Colonies offer less control, although you can still choose what the cities and regions build. In return, the regions that make up your colonies are less likely to rebel, unless your core nation begins to lose a war and they see an opportunity. However, any troops you create in your colonies recruit from the local population, so if you're the UK, and you've created infantry in India, if that area rebels, those troops defect to the new nation.
- **Puppet States:** Puppets represent the least control. You can't choose what's built in cities and regions, but these nations will follow your lead for alliances and going to war, let your troops stay in their regions. They will not rebel against you.
- **Grant Independence:** removes all control, but you can choose the ideology of the new nation when it's formed. They will be inclined to join any alliance you offer.

NATIONALITIES UNDER YOUR CONTROL

- View details
- Change status (Establish colony or puppet state, grant independence.)

GAMEPLAY HINT:

Regional vs. National Stability.

Regional instability (often seen in recently conquered regions) can result in a rebellion that affects a single region.

Instability at the national level can result in a coup or whole areas of a nation splitting off and forming a new nation. Pay attention to the modifiers that affect stability!

Diplomacy

Diplomacy is a crucial part of the game. Knowing when to ally --and when not to-- can mean the difference between winning and losing. Diplomacy has many more options than just alliances, though. Espionage, sabotage, financial aid, nation to nation trading, embargoes, and of course, declarations of war and offers of peace. Which should you choose--and when? There are no easy answers. In general, it's best to avoid alliances that might get you pulled into a war you'd rather not fight, and make alliances that will protect and benefit you, and that fit with the victory conditions you're playing for. For instance, if you're playing a Democratic nation and ally with Fascists or Communists, ultimately this will not help you win the game.

Early on in the game it's usually safe to propose trades to make some money or get needed resources. You can attempt to steal research from another nation if you're willing to risk the hit to your international relations should you get caught!

WORLD NATIONS

There are two main panels for Diplomacy. The first is the list of World Nations. Access this by clicking the **(N-key)**. This is a purely informational panel that lets you see every nation, alliance, and war, as well as which nations support particular ideologies. To take action you will need to choose a particular nation.

FOREIGN NATION PANELS

Select these by clicking on a nation name from the list of World Nations, by right-clicking within a nation's borders on the map, or on their flag icon wherever it appears. This opens a panel where you can take diplomatic actions that include all treaties and declarations. This is also where you set government programs involving foreign intervention, including spying, stealing research and sabotage. Foreign Nation panels also let you see what improvements a nation is making to its regions, and what it is producing in its cities.

	Diplomatic Actions Treaties & Declarations
	Request Military Access Treaty
	Grant Military Access Treaty
	Leave Alliance
	Propose Trade/Aid Agreement
	Support Government
	Propose Territorial Transfer
	Government Programs Foreign Intervention
	Fund Political Opposition
	Sabotage a City
	Sabotage a Region

GAMEPLAY HINT:

Don't get caught!

Choose wisely which nations you plan on stealing research from or sabotaging. Getting caught will damage your relations and can lead to war. Don't overdo it because sooner or later the law of averages will catch up with you!

GETTING STARTED

SYSTEM REQUIREMENTS:

Supported OS: Windows XP with SP2, Vista, Windows 7

Processor: 2 GHz Intel Pentium dual core or equivalent recommended

RAM: 2GB recommended

Video Card: 256 MB DirectX 9.0c-compliant, Shader 2.0-enabled video card

Sound Card: DirectX 9.0c compatible

Hard Drive Space: 2 GB

INSTALLING THE GAME

From CD:

1. Ensure your computer meets the minimum system requirements including hard drive space.
2. Close all other applications.
3. Insert the CD in your CD/DVD drive
4. When the installer begins, follow instructions to complete install.
5. If Autorun is disabled, or installer does not begin automatically, click Start> My Computer. Select the drive CD is in, and choose Open. Double click the MHII.exe file to begin installation.

Digital Download:

Once the game has completed downloading to the desktop, click on the MHII icon to begin the installation process and follow all instructions.

UNINSTALLING THE GAME:

7. From the Start Menu, navigate to MAKING HISTORY II and choose Uninstall, or
8. Navigate to Add/Remove Programs > MAKING HISTORY II

BACKING UP & REINSTALLING Digital Download:

2. You can save the executable file to anyplace on your hard drive, burn it to a CD or copy to a flash drive.
3. You can also re-download the game from making-history.com by simply downloading the demo and installing it with your license key when asked.



Registering your game at the MAKING HISTORY GAMING HEADQUARTERS:

1. From your web browser, navigate to <http://making-history.com>
2. Click REGISTER at the top right.
3. Fill out form, submit, and respond to confirmation email.
4. Log in and click your user name to view your profile.
5. In the column at the lower left, click "Register Product"
6. Enter your license key for each product you wish to register.

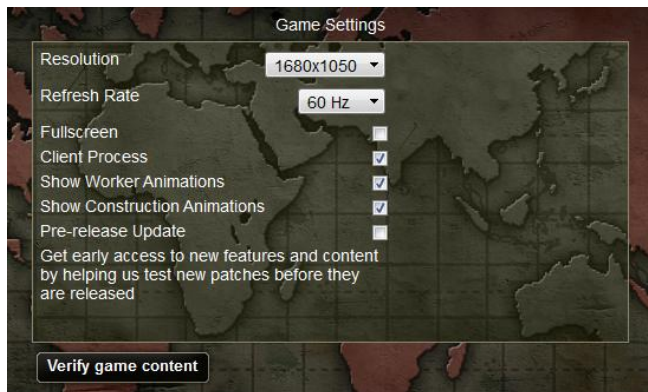
NOTE: Only REGISTERED COPIES of MAKING HISTORY II will be able to make use of the Online Multiplayer Service.

THE MAIN MENU



Note: You may want to set **Options** before playing. This menu lets you set screen resolution, adjust animation settings to improve performance, and set the game to fullscreen or windowed mode.

This is also where you can find The **Verify Game Content** button. Verify Game Content is a diagnostic tool used if the game won't run. This can be caused by a corrupted file or an interrupted download while updating.



Starting a Single Player Game

1. From the menu options, choose: **Single Player**
2. Choose a Scenario from the list and Click: **Next**.
3. Choose your nation
4. Set **Scenario options**:
 - a. **Victory Condition**: (Game Mode) sets the win conditions.
 - b. **Enable/Disable Fog of War**: Disabling makes entire map and each nation's military units visible.
 - c. **Set Difficulty level**: Harder settings give the AI more advantages.
 - d. **Model Set**: Smaller model sets increase performance.
 - e. **Autosave**: Determines how often the game automatically saves. May increase End Turn duration.
5. Click **Next** to start the game.

Hosting a Multiplayer Game Through the Lobby

1. From the menu options, choose: **Multiplayer**
2. Choose **Host Game**
3. Select a Scenario and click **Next**
4. Choose a Username when prompted
5. Choose a Nation
6. Set **Scenario Options** as in Single Player. The Host chooses Victory Conditions, AI difficulty and Autosave Options
7. Click in **Turn Timer** box to set Day/Hour/Minute settings for Turn Time.
8. Do NOT click **Next** until all players have joined.

Joining a Multiplayer Game Through the Lobby

1. From the menu options, choose: **Multiplayer**
2. Choose **Join Game**
3. Choose a game from the available games on the list, identified by the Host's IP Address
4. Enter your username
5. Choose a Nation (nations already selected will be unselectable)
6. The only Scenario Option available to players not hosting is the model set.
7. Wait for the host to begin the game.

Communicating while in the Lobby: There is no chat in the lobby, so players should use their current messaging (AIM, Skype, etc.) until entering the game.

Reloading a Saved Game

1. When the game initiates, choose **Load Game**
2. Choose your game and click **Next**
3. On the Nation Select screen, the default will be the nation and options you've been playing, but you can choose to play a different nation or

choose different options to continue with. Once you've made your choices, click **Next**.

Hosting a Multiplayer Game Using the MP Service

1. Go to <http://making-history.com>
2. Log in or register for the site
3. Go to your Profile page by clicking on your username
4. If you have not yet registered your copy of MHII, click **Register Product** in the left column and enter your key
5. Choose a Scenario under **Start a New Game**
6. Enter your game name in the dialog box, set to **Friends Only** or **Public**.
7. For Friends only, your friend list will open. Select whomever you want to join and they will receive a notification from you informing them of the invite.
8. When you return to your Profile Page you will see your game listed under **My Active Games**
9. Click on the game name to go to that game's page.
10. Choose a nation from the menu and change **Options** to adjust the game parameters.
11. When a player joins and selects a nation that player appears on the player list.
12. When everyone has joined click the **Start Game** button in the upper right to begin playing..

Joining a Multiplayer Game Using the MP Service

Joining a Public Game:

On the Home page of the Making History Gaming Headquarters website, click the Open Games tab.

Joining a Private Game:

You will receive a notification from a friend via email and as a private message on the GHQ site.

Saving the Game

1. Click the Main Menu icon on the far right side of the control panel above the minimap.
2. Enter the name of your save on the text box and click ENTER.
3. Click Return to Game to continue playing or Exit game to exit to desktop.

GAME CONCEPT

MHII is organized around **nations, regions, cities,** and **units**. To succeed in your role as national leader and ultimately achieve victory in the game you must skillfully balance economic growth and national security while maintaining domestic stability. All around you, other nations are doing the same. You can engage them with diplomacy, undermine them with espionage, or attempt to conquer them and take what is theirs—unless they attack you first! Whichever path you choose, you will implement your strategy through one of these four areas. These brief descriptions will show you what each is used for in the game.



Nations: At this level you control diplomacy and economic functions such as financial aid and the world market. Nations have variable amounts of Manpower units (MPU's) which indicate the number of unemployed citizens available to work. If you try to build too much at once, the manpower pool can drop to zero, slowing or stopping research, city production, food production and regional upgrades. This is especially true when playing smaller countries. Eliminating programs and improvements, reducing military units, and dismantling factories in cities will increase the manpower available.

Regions: In some respects, each region is its own little “nation”. You control upgrades to transportation, ground fortifications and air defenses at this level. You also manage resources located within the region (Food, Oil, Metals, Coal) and can build military installations such as air and naval bases. Regions have unique religions, ethnicities, and cultures which determine the stability of the nation as a whole. Unstable regions can attempt to secede from the core nation. During wartime, battles occur in regions, and the victor gains control of the region and the cities, resources and citizens within it.

Cities: Cities are the centers of research and manufacturing. They are where you add to your city infrastructure by constructing buildings that increase your research or manufacturing capabilities. Cities can create ground, air, and naval units, as well as troop transports. They also produce arms and goods that you can use or sell on the world market. Cities can also construct new buildings that allow new types of units and buildings to be constructed. Each city can only build one thing at a time, and research one thing at a time, although research is shared with the entire nation, so three cities set to research the same thing will complete that research faster than only one.

Units: Units encompass all branches of the military: ground, sea, and air, as well as support units like transports. They are created in cities. Units have multiple hit points, can be damaged, repaired and destroyed. They have morale, experience and supply levels which affect their combat effectiveness. Some units also have special abilities, such as submarines or paratroopers.

VICTORY CONDITIONS

Conquest Victory:

Capture and hold a specific set of cities before time expires,

Ideology Victory:

Every nation is one of 4 ideologies: Democratic, Fascist, Communist and Authoritarian. In an Ideology Victory, the group of nations whose ideology has the highest point total when the last turn ends wins.



Nation Victory:

Each region in the game is worth a specific number of points. In a Nation Victory game, whichever country has the most points when the last turn ends is the winner.

Alliance Victory:

Each nation that is a member of the most powerful alliance when the last turn ends wins the game. It's possible for one nation to win using this condition, if that nation has more points than any allied group of nations in the game.

PRIMARY INTERFACE

Mouse Functions

- **Left-click** to select,
- **Right-click** to open menus and move units
- **Scroll** to zoom in and out or scroll panels.
- Hovering your **mouse over** any region, nation, or unit for a few seconds will trigger a tooltip to display with information about the item.
- **Holding down the left mouse** button while on the map and moving it will shift the map view.

Keyboard Hotkeys:

F1	Normal Map View
F2	Political Map View
F3	Empire Map View
F4	Demographics Map View
F5	Revolt Risk Map View
F6	Ideology Map View
F7	Terrain Map View
F8	Region Improvements View
F9	Trade Routes Map View
F10	Region Supply Map View
F11	Weather Map View
F12	Region Points Map View
C	City & Region Management
E	Encyclopedia
N	World Nation / Diplomacy
M	Military Panel
R	Research Tree
T	Trade & Finance Panel
Z	Main Menu
Shift + Space	End Turn
Space	Toggle detail panel
End	Tilt to Top-Down View
Home	Tilt to Low Angle View
WASD or Arrow keys	Map Movement

Moving Units:

1. Left-click to select
2. Right-click destination region
3. Right-click additional regions to extend.
4. Right click unit to open menu and cancel order
5. When right-clicking a destination, if the unit has more than one option, a menu opens to display the choices.

Selecting Cities or Regions:

1. Left Click the city or region. Information is displayed in box in lower left corner.
2. To expand the box in the lower left corner to get more information, click the area to the right of the region or city name in the lower left box.
3. Cities and regions can also be accessed from a comprehensive list via the city icon above the mini map, or tapping the **(C-key)**.

Selecting Nations

Move mouse over desired nation and **right click**, choose the nation name in the options.

Sorting lists

Most lists with multiple columns allow you to sort priority by clicking on the column headers.

Toggle open/closed

Most hotkeys are toggles, so clicking a particular key once will open a panel, and clicking it again will close it.

Minimize game to Startbar

Tap Alt-Tab to minimize the game

RESOURCES

Each nation will have a variety of natural resources that can be cultivated for wealth generation through trade or used in manufacturing. These resources appear in your regions and can be developed by setting region projects. For more details about resources, see the **Information Bar** section.

Metals: This represents Iron, copper and other ore that can be used to create various metals. Metals are required for most building projects in the game, including vehicles such as tanks and autos, many types of goods, planes, ships, arms, factory and specialty buildings, mines, regional defenses, roads and railways. Metals are procured through trade or by building mines in the regions that contain this resource.



Coal: Coal is required for almost every building project in the game, including vehicles such as tanks and autos, planes, ships, arms, factory and specialty buildings, mines, regional defenses, roads, railways, and farms. Coal is procured through trade or by building mines in the regions that contain this resource.



Oil: Oil is required for vehicles such as mechanized and motorized forces, tanks and autos, planes, ships, and certain specialty buildings. Oil is procured through trade or by building oil refineries in the regions that contain this resource.



Food: Food is required for MPU growth and is a factor in maintaining stability. Food is generated to some extent in most regions and can be increased by building farms. It can be sold on the market to generate wealth. It is required to produce Canned Goods.



GOODS

Different types of manufactured goods generate varied amounts of wealth. The more wealth generated, the more raw materials are required. Some options require specific city buildings. Players have a variety of options based on which resources they have in abundance.

Basic Goods:



The default unit of wealth in the game. Any city not assigned a different project will default to basic goods. Produces \$1 million per IPU. Does not require any raw materials.

Fish Products:



Increases the amount generated to \$1.25 million per IPU. Requires (1) Oil per IPU and also requires a Food Processing Plant.

Textiles:



Increases the amount generated to \$1.625 Million per IPU, and requires (1) coal per IPU.

Appliances:



Increases amount generated to 2.25 million per IPU and requires (1) Coal and (1) Metals per IPU.

Canned Goods:



Increases the amount generated to \$2.5 million per IPU. Requires (1) metals, (1) Oil and (1) Food per IPU and also requires a Food Processing Plant.

Autos:



Increases amount generated to \$3 million per IPU and requires (1) Coal, (1) Metals, and (1) Oil per IPU and also requires a Vehicle Plant.

Arms:



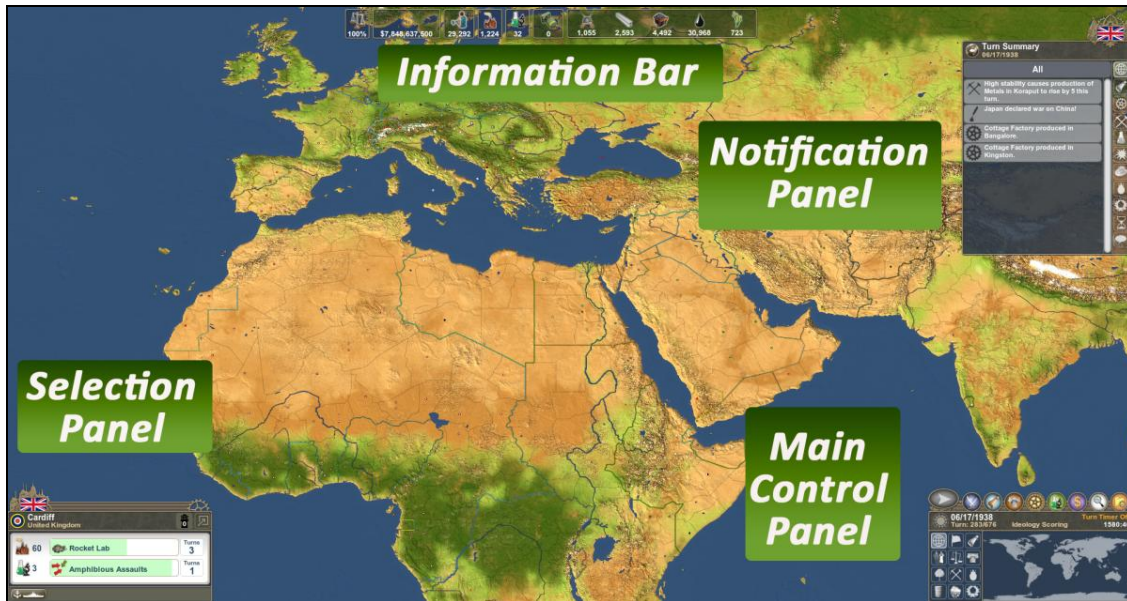
Arms are a unique commodity. They are created through manufacturing, requiring (1) metals and (1) coal per IPU, and require a Munitions Plant. They can be sold or traded like resources. The wealth they generate varies depending on current World Market demand.

Goods Figure #1

Item	Wealth per IPU	Metals 1 / IPU	Coal 1 / IPU	Oil 1 / IPU	Food 1 / IPU	Specialty Building in City
Basic Goods:	\$1 million					None
Fish Products	\$1.25 million			X		Food Processing Plant
Textiles	\$1.625 million		X			None
Appliances	\$2.25 million	X	X			None
Canned Goods	\$2.5 Million	X		X	X	Food Processing Plant
Autos	\$3 Million	X	X	X		Vehicle Plant
Arms	Variable	X	X			Munitions Plant

Everything players build in the game requires raw materials, manufactured materials, or both. Raw materials are found in various regions, or can be purchased from the world market. Manufactured goods and arms are created in city factories.

THE MAP



The map is where you will spend all your time while playing the game. There are a number of different map overlays that give players specific information at a glance about regions across the world as well as key areas that let you find information and take actions.

Navigating the map

1. Click on the **minimap** in the lower right corner to quickly shift the view to any area on the globe (or) press and hold down the left mouse button while moving the mouse to move the map.
2. Scroll the mouse wheel to zoom in and out.
3. Use the Home and End keys to change the angle of the map.

PANELS AND DISPLAYS

There are a number of areas around the edges of the map you will use to view information about the game and take actions. They include:

- **The Top of Screen Display,**
- **The Notification Panel,**
- **The Main Control Panel,** and
- **The Selection Panel.**

Clicking various buttons on either the Selection Panel or the Command Panel replaces the Selection Panel with the **Detail Panel**. Some Selection Panels can also expand to show specific details, such as the **Military Group Panel**.

THE INFORMATION BAR

Located along the top of the game screen, this display gives you current information about your nation including treasury amounts, Manpower numbers, IPU's and current resource stockpiles.



STABILITY:

The lower this gets, the more likely unrest and rebellions can emerge in your most unstable regions, especially in subordinate nations. Stability is affected by the state of your economy, wars, and deliberate political meddling.



TREASURY:

White numbers are good, red numbers are bad! High levels of debt will reduce your stability.



MANPOWER:

The number of unemployed workers you have available for production, agriculture and military forces.



INDUSTRIAL PRODUCTION UNITS (IPU's):

The total number of Industrial Production Units for all your cities combined. IPU amounts determine how much manufacturing your nation is capable of. Each building or unit requires a certain amount of IPU's to complete.



RESEARCH PRODUCTION UNITS (RPU's):

The total number of Research Production Units available to your nation. RPU's are required to research new technologies. A city must have a University to be capable of research.



ATOMIC WEAPONS:

Your Atomic/nuclear weapons stockpile for nations who have developed that technology.



ARMS:

Armaments and equipment to keep your military units combat-ready. They are also a valuable trade item on the World market. Shortages adversely affect your combat ability.



METALS:

Used in the construction of buildings and many military units. Excess stockpiles can be sold on the market. Shortages slow manufacturing.



COAL:

A key energy resource for manufacturing, coal is also a valuable export. Shortages slow manufacturing.



OIL:

Used in the construction of buildings and many military units. Shortages can cripple combat effectiveness and slow manufacturing.



FOOD:

Affects manpower and productivity bonuses. Can also be a valuable trade item on the world market. Grown in most regions on farms.

THE NOTIFICATION PANEL

The Notification Panel is located on the left side of the screen. In the corner at the top is your nation's flag. Just below, a series of icons arrayed vertically can be selected to show details from the previous turn. Each icon shows data specific to that area of the game. This panel also contains the chat feature for players to use in multiplayer games.

Click any icon to toggle panel open/closed

Name of notification category selected appears here

Categories with new information will flash

Clicking on specific notifications will center the map on that location

Notification Panel Figure #1

Notification Categories

NOTIFICATION PANEL

All Categories
Diplomacy
City Reports
Region Reports
Research Reports
Combat Reports
Govt. Programs
Trade
Power Ranking
Turn Status
Chat



All Categories:

A review of all actions from the previous turn.

Diplomacy:

Alliance offer, treaties, and declarations of war, etc.

City Reports:

Any city production completed is displayed here.

Region Reports:

Any region production completed is displayed here.

Research Reports

This area notifies the player when any research program or research building is complete, as well as any setbacks or breakthroughs in any ongoing research.

Combat Summary:

Battle results are shown here.

Government Programs:

Results of espionage programs are shown here.

Trade:

Review trade offers and see the results of your trade deals.

World Power Ranking

Shows current scoring based on specific victory conditions selected for the game.

Turn Status:

Shows the current status for all players, and reveals who has ended turn in Multiplayer.

CHAT:

Type in the text box and click "Enter" to send messages to other players.

THE MAIN CONTROL PANEL



Main Control Panel Figure #1

Control Panel Layout

(1) Primary Gameplay Icons

(2) Scenario Status

(4) Map Views

(3) Minimap

Located in the lower right corner of the game screen, the Main Control Panel contains all the controls you need to quickly access any area of the game. It is divided into four areas.

1. The nine **Primary Gameplay Icons** are arrayed horizontally along the top of the panel.
2. Just below is a rectangular box which shows the current **Scenario Status** (scenario date, the current turn, and the turn time).
3. At the bottom is the **Minimap** to the right.
4. The **Map View Icons** appear to the left of the Minimap.

Primary Gameplay Icons (L to R):

Each icon opens a panel the player can use to view and control a specific are of the game.



END TURN



Once the player has concluded actions for a particular turn, clicking the **green arrow** icon advances the game to the next turn immediately when playing single player. In multiplayer, the turn will not advance until all players have ended turn. If the turn timer has been set for a specified time, the turn will advance when the timer counts down to zero, or when all players have chosen to end turn.

MILITARY



This **crossed swords** icon opens a detail panel where information about the player's military forces can be accessed. Lists of both individual units and groups can be viewed for Army, naval, and Air Forces. Information displayed includes: group composition (for groups), speed, combat power, health, experience, supply and morale. To learn more, see the MILITARY UNITS section on page XX or access the in-game Encyclopedia.

DIPLOMACY



The **rolled treaty** icon opens a detail panel that shows current wars, alliances, international relations and a comprehensive list of nations. To learn more, see the DIPLOMACY AND INTERNATIONAL RELATIONS section on page XX or access the in-game Encyclopedia.



GOVERNMENT

The **marble column** icon opens a detail panel with a complete list of all your nation's regions, a list of nationalities that inhabit your nation, subordinate nations (if any) and many details about your nation's status. To learn more, see the GOVERNMENTS AND IDEOLOGIES section on page XX.



CITY & REGION

The **five-pointed star** icon opens a detail panel of your nation's capital city. The City Production panel is where you set production and research for each city, and construct specialized buildings. This is also where you can find the interactive research tree. To learn more, see the CITY MANAGEMENT section on page XX or access the in-game Encyclopedia.



RESEARCH TREE

The **beaker & microscope** icon opens the Research Tree, which illustrates each research program and its connection to the others.



TRADE & FINANCES

The **dollar sign** icon opens a detail panel of your Trade and Finances. This is where you manage your nation's economy. You can set stockpile amounts, choose which commodities you wish to buy or sell, review transactions, manage imports and exports from specific countries, and view financial reports to see where you are spending your money and where you are receiving income. . To learn more, see the MANAGING YOUR ECONOMY section on page XX or access the in-game Encyclopedia.



ENCYCLOPEDIA

The **microscope** icon opens the in-game encyclopedia. Find details here about everything in the game, including most of what's in this manual.



MAIN MENU

The **file folder** icon opens the dialog box where you can **save** your scenario, **review** your nation info, **set options** or **exit** the game.

Scenario Status:



Main Control Panel Figure #3

Located just beneath the Primary Gameplay Icons, this part of the control panel shows:

- The Historical date: Turn One is the start date of the scenario. Each turn represents a week on the calendar.
- Victory Condition: What determines the winner when the last turn is played? Whatever condition you (or the game host in Multiplayer) have set in the game lobby will display here
- Timer Status: Indicates whether or not the timer has been set.
- Turn Time: If a turn time is not set, the timer will increment upwards until the turn ends, and then begin again. If a time is set, the timer counts down to zero and then the turn advances automatically. Timer can be enabled in both single and multiplayer games.
- Turn Number / Total Turns: indicates how many turns have been played and the overall length of the scenario.

Minimap:



Main Control Panel Figure #4

This area displays a mini version of the World Map. Simply clicking anywhere on this map will center the map on that location.

Map Views:

To the left of the mini-map there are a group of icons arrayed in four rows of three. Each will give players specific information about the game. Several views offer explanatory legends or have sub-menus.



Top Row Left: Standard view

All game objects are visible along with colored lines denoting national borders.



Top Row Middle: Political View

Each nation is defined by a full color translucent overlay.



Top Row Right: Empire View

Shows the player's nation and any allies, colonies, puppet states and colonies, and enemies the player is at war against.



2nd Row Left: Demographics

Opens a submenu showing regional demographics: Nationality, Culture, Ethnicity, and Religion.



2nd Row Middle: Stability

Displays the current stability or each region in relation to the nation currently controlling it.



2nd Row Right: Ideology

Color-coded view of the four ideologies in the game: Democratic, Communist, Authoritarian, and Fascist.



3rd Row Left: Terrain Type

Color-coded view of all terrain types in the game: plains, hills, mountains, desert, etc.



**3rd Row Middle:
Region
Improvements**

Sub-menu shows regional improvement categories: Anti-Air Defenses, Fortifications, Coastal Defense, & Transportation.



**3rd Row Right:
Trade Routes**

Global trade routes visible in appropriate sea regions. Select any country to see their trade routes.



**Bottom Row
left: Region
Supply**

Shows supply levels of all of your regions.



**Bottom Row
Middle:
Weather**

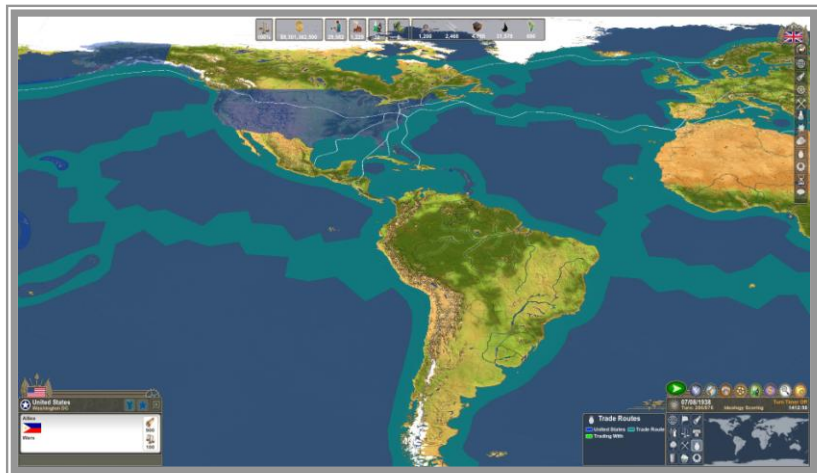
Displays regions currently experiencing severe weather.



**Bottom Row
Right:
Region Points**

Shows the relative World Power Point value of all regions. Building in cities and improving regions will add more points.

To the left is an example of the Trade Map View, with the United States selected. The trade lanes can be clearly seen, as well as the trade routes, which tell players where to interdict supply with ships or submarines.



Control Panel Figure #5

THE SELECTION PANEL

Located in the lower left corner of the screen, the selection panel gives information about anything you select on the map: nations, cities, regions, units, etc. Every selection panel displays the selected item and the nation that owns it.

Selection Panel Figure #1



Clicking on a region as in *Selection Panel Figure #1* selects it and displays region-specific information in a panel at the lower left. Click the arrow in the upper left corner of the panel to expand it and show more detail (See *Figure #2* below).

Selection Panel Figure #2

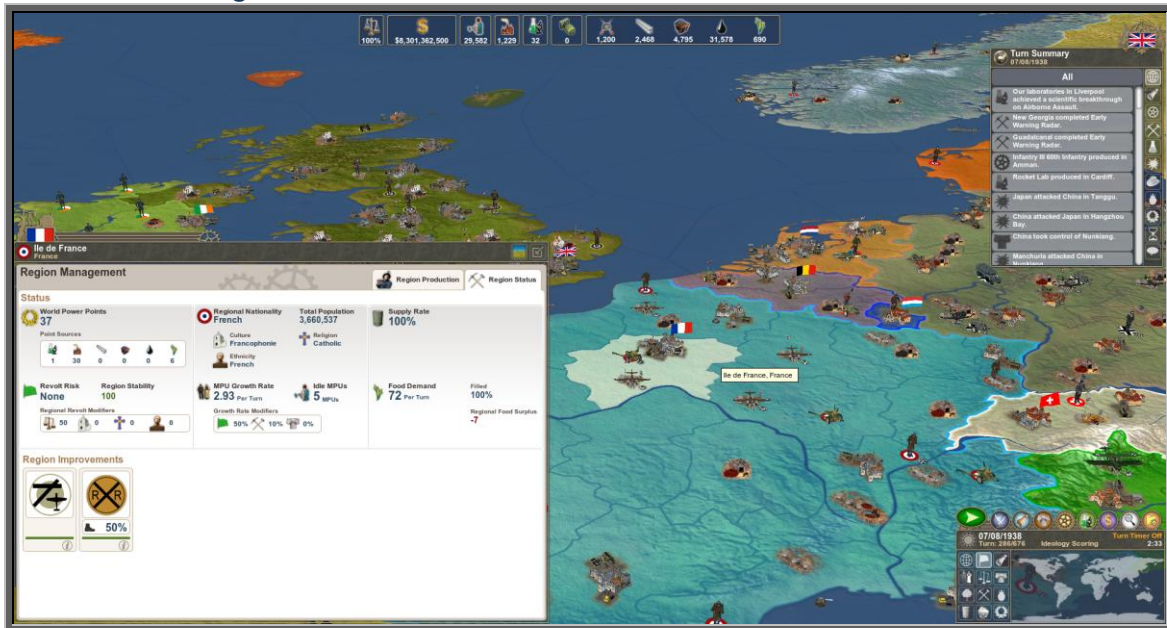


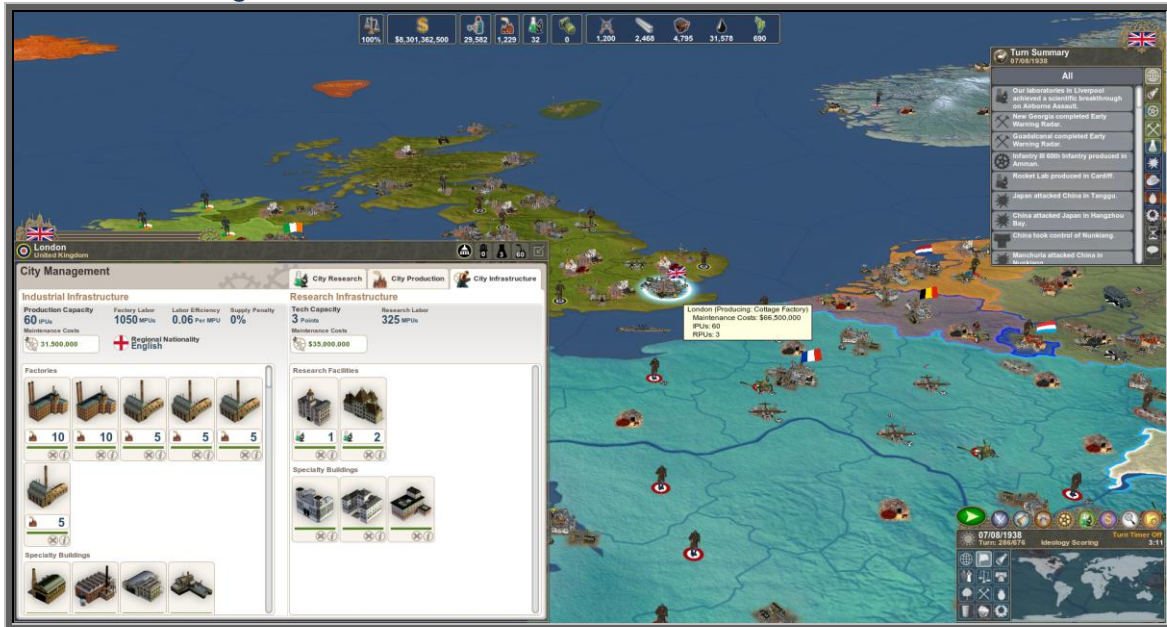
Figure #2 shows the expanded panel with complete information about the region. Players can toggle between small and expanded panels using the **(Shift-key)**.

Selection Panel Figure #3



Selecting Cities works exactly the same way. The selected city is highlighted with a glowing ring and the key data on what it is building and researching (if capable) is displayed in the Selection Panel at the lower left of the screen. The arrow at the upper left in the panel expands it (see Selection Panel Figure #4).

Selection Panel Figure #4



Selection Panel Figure #4 shows the expanded panel with complete information about the city. Expanded panels for cities and regions can be accessed directly via the City and Region Management panel **(C-key)**.

The Military Group panel

Selection Panel Figure #5



When a military group is selected, its panel will have a different appearance than other panels (see [Selection Panel Figure #5](#) above). Military units and groups have different properties and functions than any other selected items. Whenever a military group is featured on the Selection Panel, that panel has a small up-arrow in the lower left corner. Clicking on this expands the panel into the Military Group Panel. This panel shows detailed information about each unit in the group, and contains controls that let you merge and split groups and units, delete units, and repair damaged units. To learn more, see the Military Units section or see the stats for each unit type in the in-game Encyclopedia (E-key) under "Units".

Selection Panel Figure #6

In addition to clicking directly on the map, objects can be selected when they appear in the Notification Panel Turn Summary (see [Selection Panel Figure #6](#)).



Clicking on specific notifications will center the map on that location and the selected object (city, region, battle) will appear in the Selection Panel

UNITS

Military Unit and Group Properties

Both military groups and individual units have properties. Grouping mixed types of military units together can make for a more powerful army, but you must consider the potential drawbacks as well. For example, a group's movement speed is only as fast as its slowest unit. Adding new troops to an experienced unit reduces the bonus for experience, but also reduces the penalty for fielding an under-strength unit. Air groups and Naval fleets have additional properties.

LAND FORCES

The Expanded Military panel

(*Military Forces Figure #1* below) shows a military group of land forces with all properties listed and explained.

Combat Strength vs. Land Units

Nation flag

Combat Strength when defending a region

Group Name and Region Location

Combat Strength vs. Air Units

Group Health (Hit points)

Group Morale

Arms Supply

Number and Type of Units in Group

Fuel Supply

Current Orders

Group Movement Speed (Slowest Unit)

Total Transport Space Required

Unit Upgrade Button

Rename Unit Button

Unit Experience Bonus

Units contained in this Group

View Encyclopedia

Individual Unit Speed

Unit Health Bar

Repair Units

Accept New Units

Delete Units

Cancel Orders

Open/Close Panel

Merge - Split Units

Military Forces Figure #1

MILITARY PANEL DESCRIPTIONS

Combat Strength versus Land Units:

Used to determine success against an enemy when you have attacked them.

Nation Flag

Identifies which nation owns the selected group.

Combat Strength when defending a region:

Used to determine success against an enemy when they have attacked you. If both players are moving into a neutral region, the player arriving first becomes the defender.

Group Name and Region Location:

Group names are editable. Simply click on the name and create a new name, confirm by clicking the green button.

Combat Strength versus Air Units:

Used to determine success against enemy aircraft.

Group Health (Hit Points):

This number equals the total number of hit points for all units in the group.

Morale

Morale is influenced by how well prepared your troops are. On the Military panel (**M-key**), your readiness level can be set to “Low”, “Medium” or “Full”. Keeping your troops fully maintained at all times will increase their morale, at the greatest expense. Low readiness will reduce it. Details about morale modifiers can be found in the in-game encyclopedia (**E-key**) under “Combat Properties”.

Arms Supply

Indicates the percentage of arms currently available to the group. Units carry a specified amount of arms with them which they draw upon each turn. At the end of each turn, the groups will attempt to resupply to maintain full capacity. If resupply is impossible, the troops will use the local supply until exhausted, then combat power will deteriorate by 75%.

Number and Type of Units in Group

These symbols give the player a quick assessment what unit types comprise the selected group (artillery, infantry, armor, etc.).

Fuel Supply

Similar to Arms Supply, this indicates the percentage of fuel currently available to the group. Units carry a specified amount of fuel with them which they draw upon each turn. At the end of each turn, the groups will attempt to resupply to maintain full capacity. If resupply is impossible, the troops will use the local supply until exhausted, then the movement rate of armor and motorized forces will be reduced by 75%.

Current Orders

Shows what orders the group has received and is in the process of carrying out. If ordered to move, this area will show the destination region and the number of turns until the group arrives.

Group Movement Speed

Regardless of the size of the group, the movement speed is always determined by the slowest unit. If you need to move quickly, be sure to evaluate the individual Unit Speed and split off slow units.

Total Transport Space Required

Indicates the amount of space required for troopships to load this group. Infantry and Cavalry take up one space per unit. All motorized, mechanized, and armor units take 2 spaces per unit, as do air units. Each troopship has a 10-space capacity so any group larger than that will require the group to be split, or multiple transports. Note that transports function as a fleet, so 3 transports grouped in a fleet will hold a group requiring up to 30 spaces without the land group having to split.

Unit Upgrade Button

When you have researched an improved version of an existing unit, the upgrade button on the older unit becomes active. Click it to upgrade to the newer unit. This will cost arms, so upgrading too many at once can quickly drain your stockpile.

Rename Unit Button

Like groups, individual units can also be renamed. Click the button once to clear the current name, type the new name and click the button again to confirm.

Unit Experience Bonus

Units gain experience from every battle they survive, which increases their combat power. Reinforcing damaged units reduces this bonus, but any experience bonus is still an improvement compared to a comparable new unit with no experience at all.

Units Contained in this Group

When expanded, the group panel shows a vertical list of all units that can be scrolled.

View Encyclopedia Button

Each unit has a button that will open the in-game Encyclopedia to the entry for that unit type. The player can instantly review all unit properties, resource requirements, and the research project that allows players to build the unit.

Individual Unit Speed

Movement speed for the specific unit.

Unit Health Bar

Shows the current health status of the unit.

Repair Units

If cross is red, click to Repair

Accept New Units

This toggle locks/unlocks the group. If you have the group size and composition you want, you can prevent new units from joining it. This is important if your group is in a region with a city producing new units. Locking this will prevent the new unit from joining this group when the units is produced.

Delete Units

Allows player to permanently remove units.

Cancel Orders

Allows you to cancel any orders given to the group that turn.

Split Units

Click this button to activate the split function, select any units from the group, then click again to split those units off into a new group.

Merge Units

This is only active if multiple groups are in the same region. Click to activate, choose which group you wish to merge with. **NOTE:** Merging units can also be done by right-clicking the group on the map and using the drop-down menu.

Open/Close Panel Arrow

When the group is selected, this Arrow can be used to expand the group and view the units inside.

AIR FORCES

Most properties mirror the Land Unit group panel (See *Military Forces Figure #1, above*). Figure #2 lists properties specific to Air Units. Air units do not have combat strength when defending. These units can only be built in a city that has an Aircraft Plant and an Airfield in the region where the city is located.

Combat Strength versus Air Units

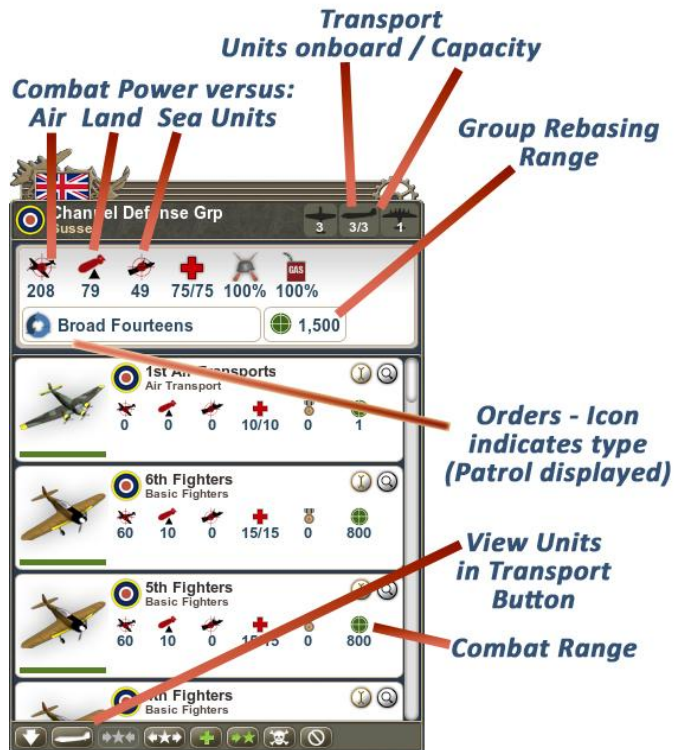
Used to determine success vs. other aircraft in air-to-air combat.

Combat Strength versus Land Units

Used to determine success when bombing and strafing enemy units on the ground

Combat Strength versus Naval Units

Used to determine success when bombing and strafing enemy units on the sea. Many aircraft can also attack submerged submarines, typically at half the surface hit percentage.



Military Forces Figure #2

Air Transports

Air Transports, (and also Troopships and Aircraft Carriers) are special units that can themselves contain certain units. Each Air Transport can hold up to three paratrooper units (once appropriate technologies have been researched) or three spaces worth of land units (for example one infantry unit taking one space and one Artillery unit taking two spaces).

Loading Transports:

The Paratroopers and the Air Transport units must be in the same region. Click on the paratroopers, right-click on the Air Group containing the Air Transport, and choose "Load [army name]".

View Units in Transport Button



Found at the bottom left of the panel, this button is only active if you have Air Transports in your group. To understand how to quickly access units in your air transports, see *Military Forces Figure #3*, below.

Rebasing Range and Combat Range

Distance planes can travel from the airfield or ships from the nearest friendly port. Rebase range is twice combat range.

HOW TO VIEW UNITS ON TRANSPORTS

1. Air Transport is part of Group

2. The Transport icon indicates three units loaded

3. Click Transport button to view all army groups on transports in this group

4. Click Green Arrow button to see units in this group

NOTE:
The properties and orders displayed when viewing units reflect the units onboard the transports

Military Forces Figure #3

NAVAL FORCES

These units can only be built in a **Port city** containing a **Shipyards**. The properties are similar to Land and Air Forces. Naval units are organized into fleets (groups) and include specialty units like Submarines, which can remain undetected, Transports that ferry land units across sea regions, and Aircraft Carriers, which contain naval aircraft.

Accessing units in your transports and carriers. At the bottom left of naval group panels are two additional icons that let you view the units carried onboard. See Figure #4 The icons are only active if the selected fleet contains a carrier or a troopship.



Military Forces Figure #4

Carrier Naval Air Units / Capacity

Troopships Space used / Capacity

Note: Infantry occupy **ONE** space on Troopships. All other land units use **TWO** spaces.

View Naval Planes on Carrier

View Units in Troopships

Splitting groups with troopships or Transports
When splitting air groups containing air transports or fleets containing troopships you will need to select not only the plane or ship unit, but also the troops to be split as well. After clicking the Split button, choose the specific troopships or air transports and then scroll the list and select the specific units you want onboard when the units split. The final split button will only activate when both transport and "passenger" unit are selected.

Splitting Troopships or Transports that contain Units

Select BOTH the Transport AND the Units onboard

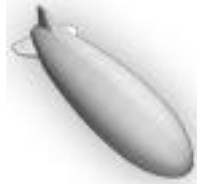
Only when both are selected will the split button become active

Military Forces Figure #5

Unloading Troopships or Air Transports:

Right-click the region in which the air transport is located and choose "Unload [army name] to [region name]". For troopships, right-click a region adjacent to the sea region.

Units available at Start



Each nation begins the game with a varying level of military unit available to be built. Even very small nations can create militia. The later the start date of the scenario, the more unit types are available at the start. To make new unit types available, you will need to research them. Many unit types require specialty buildings in your cities to construct.

Building Units

Units are constructed in Cities. Once complete, they deploy to that region. Most units besides infantry and cavalry require specialty buildings.

Military Units	Building Requirements
Artillery Rockets Missiles	Munitions Plant
Tanks Motorized Forces Mechanized Forces	Vehicle Plant
All Aircraft	Aircraft Plant plus Airfield in Region
All Ships	Port cities only, Shipyard (<i>Industrial Shipyards for advanced vessels</i>)

Munitions Plant



Vehicle Plant



Aircraft Plant



Shipyards



Military Units Figure #6

Initiating a build order from the City & Region Management Panel

Click the Star Icon on the control panel or the **(C-key)**. Once open, click in the Production Order column next to the city you'd like to initiate the order. This will open the menu containing all your available build options. See section on **CITIES** for details on building units.

USING COMPLETED UNITS

Once complete, units can be moved to desired regions, merged into groups, and directed against enemy forces. Groups themselves can be merged or split as needed.

Attacking enemy units

Select a group or unit and right-click the destination region containing the enemy groups or units. The battle will start automatically the next turn. If the destination region is owned or controlled by a nation you are currently at peace with, a dialog will pop up asking if you wish to declare war. It is possible to move into another nation's regions if you have a military access treaty in place with that nation.

Movement and attack options

If the unit selected to attack has more than one option, right-clicking the destination region will trigger a menu with those options. For example, Bombers can specifically attack transportation, defenses, or city infrastructure.

Merging groups

1. Move multiple groups or units to the same region
2. Select one of the groups or units. If one unit is a veteran unit with experienced leadership, be sure to select that one as the primary group.
3. Expand the Military Group panel by clicking the Merge icon at the bottom of the panel. All the groups in the region will be listed below the primary group. Click each group or unit you wish to merge. Click the Merge Icon just beneath the primary group.

Merging Groups directly from the map

Complete steps 1 and 2 above, then instead of expanding panel, simply right click on another unit in the same region to open the menu that contains the merge option.

Splitting groups

1. Select any groups or two or more units.
2. Expand the Military Group panel by clicking the Split icon at the bottom of the panel. Click each unit you wish to split off into a new group. Click the Split Icon just beneath the primary group.

Disbanding Units


Select any group and click the Skull and Cross icon to delete the group.
NOTE: This will destroy every unit in the group. To delete a single unit, split it from the group first, then delete.

Stacking Units

When two or more groups are occupying the same location in a land or sea region an icon appears to indicate there is more than one group. There are three variations of icons, one for each service branch. Clicking on the icon will cycle through the groups in the stack. Right click to move the group at the top of the stack.



Upgrading Units

Whenever you complete a research project that allows for the next level of a particular unit (Infantry II to Infantry III for example), a blue up-arrow  will appear next to the unit on both the expanded military panel and the main military panel. Clicking it will upgrade that unit, at a cost to your arms.

Renaming Units

Select the Unit you wish to rename. Right click where the name of unit appears on the Selection Panel in the lower left corner. Type your desired name and click the green button. The Red button cancels.

Repairing Units

Click the cross icon when red to repair/reinforce a group. If green, unit is at full strength.

Attacking Cities and Regions with Bombers

To attack cities, select an air group and right-click on the city you wish to attack. From the menu, choose **“Bomb Infrastructure of {CITY NAME}”**. For regions, right-click anywhere in the region and choose to attack transportation or defenses.

Attacking with Paratroopers

Select an air transport unit with paratroopers onboard. Right click the destination region and choose: **“Drop Paratrooper on {Region Name}”**.

Attacking with Atomic Bombs

Once you have completed the research required for Atomic Bombs and Strategic or Jet Bombers, build some bombs in cities and they will appear in your stockpiles. Then right-click any Air Force with either Jet Bombers or Strategic Bombers and choose the option to load the bomb. Attack using the same orders as any other bomber attacking a city. One strike will reduce the city to 1 IPU.

Attacking with Submarines

Unlike other naval vessels, Subs will not automatically attack when in the same region as an enemy fleet. The player must right-click on the subs and select the target to be attacked.

Detecting Submarines

Subs are invisible until they attack unless your fleet contains Torpedo Boats, Corvettes, Destroyers, Escort Destroyers, or Advanced Destroyers.

Combat Summary

Open the Notification Panel by clicking the explosion icon. Battle damage will be displayed.

View Combat Report from the Map

Simply click on the battle icon anywhere on the map to view a combat report. The information panel in the lower left corner will show details of the battle, number and type of units participating and lost, who is attacking vs. defending

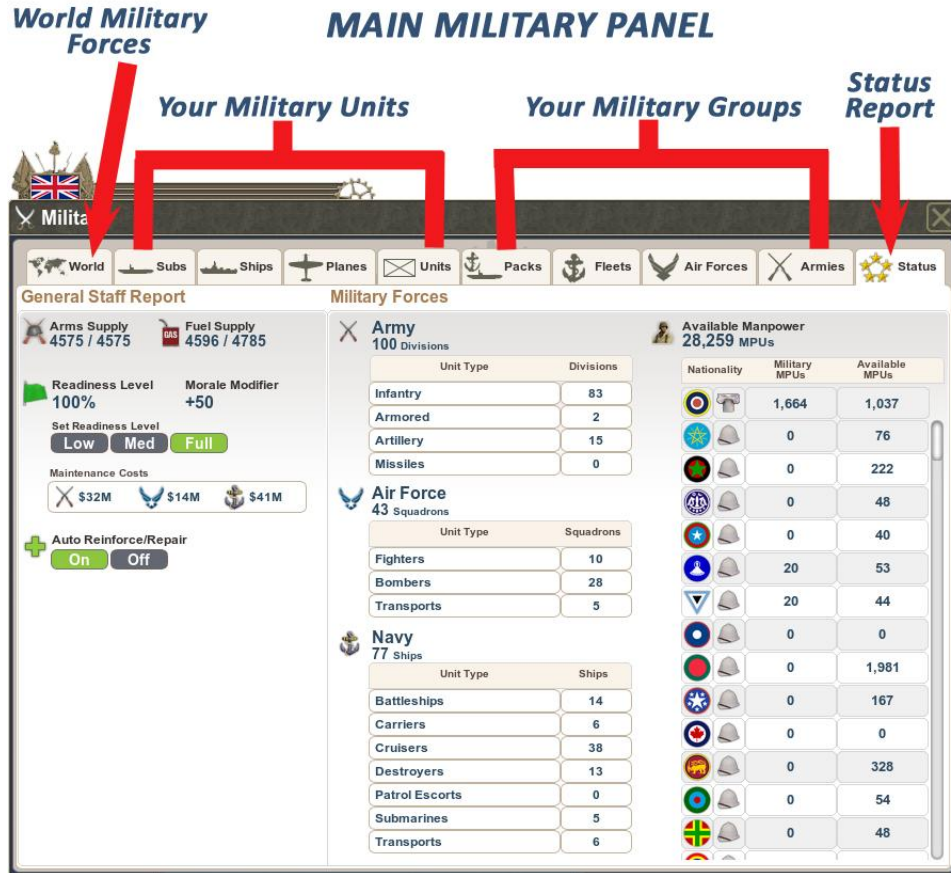


Changing the Group Model Displayed

You can select any unit type in a group to be the model displayed for that group. Open the list of units in the group and click on the image of the unit type you want to represent the group. It will appear on the map representing that group.

The Main Military Panel

Accessed by either clicking the Military icon on the Main Control Panel or tapping the (M-key), this panel gives you a complete breakdown of all aspects of your Naval, Army, and Air Forces by both unit and group level.



Military Forces Figure #8

Main Military Panel Tabs (Left to Right)

World Military Forces

This tab shows force levels for every nation, broken down by unit type

Subs, Ships, Planes, and Units

These four tabs breakdown your forces by unit. Find locations, orders, health and readiness for every military unit under your control. These panels are a good place to upgrade units quickly. Simply sort for the Upgrade button to group all upgradeable forces together.

Packs, Fleets, Air Forces, and Armies

These four tabs breakdown your forces by group. Find locations, orders, health and readiness for every military group under your control. These

panels are a good place to quickly find where your strongest forces are located, and keep track of groups in container vessels and transports.

Status

This is the tab displayed in Military Forces Figure #8 (above). This General Staff Report consolidates all information about your military units, shows which colonies have native military forces controlled by you, as well as your own available manpower to create new forces. This panel is where you set readiness levels and toggle the auto-repair option.

Setting Military Readiness Level

On the Main Military panel, Status tab, you will be able to set three states of readiness for your military forces: **Military Forces Figure #9**

1. **Low:** Use this level if you see no war affecting your nation anytime soon, and need the savings in funds for your treasury. The low readiness level results in morale sinking among your troops, eventually to -50% modifier to morale.
2. **Medium:** A good choice if you need to conserve funds but be ready for the outbreak of war. No negative modifier to morale.
3. **Full:** This state of readiness indicates you have fully supplied your troops with the best weapons and resources you have available. Troops maintained in a full state of readiness cost the most, but have a 50% bonus to morale.



Switching to a higher state of readiness will result in a gradual positive shift in morale. Switching to a lower state of readiness will gradually reduce morale.

Unit Experience:


Each turn a unit is in combat adds one point of experience. As units become more experienced they gain combat modifiers to hit and to damage.

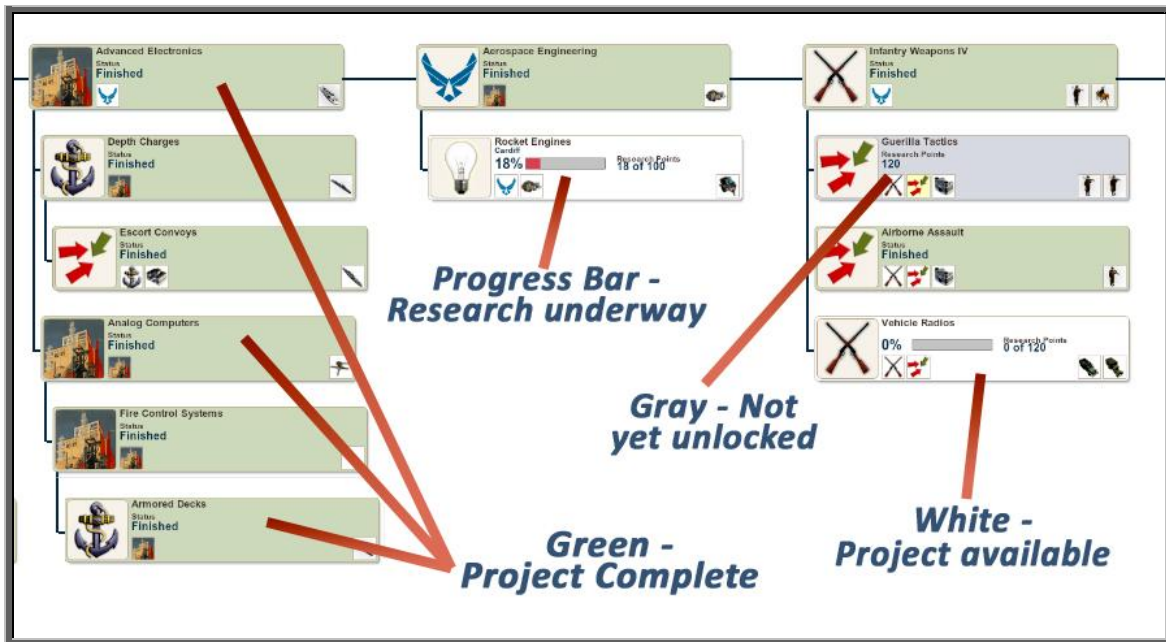
Experience Level	Turns in Combat	To Hit Bonus	Damage Bonus
Green	0-2	0	0
Experienced	3-30	5	0
Veteran	31-60	5	5
Elite	61+	10	10

RESEARCH

The Research Tree



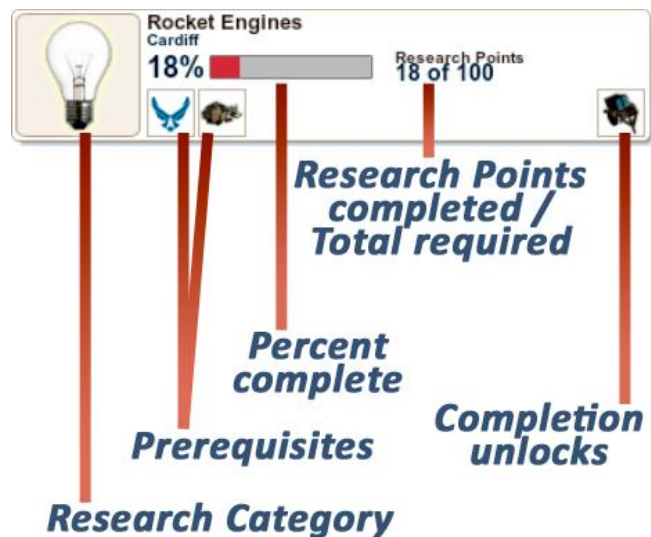
Click the Research button (left) on the control panel or tap the **(R-key)** to open the Research Tree screen. This screen lets you see the entire list of technology research in the game organized in flowchart form. Use the scroll button to zoom in and out, and press and hold the left mouse button to shift your view. Tap the **(R-key)** to close, or use the  button in the upper right corner.



Research Figure #1

Choosing a Project

Scroll the flowchart to review and select one or more projects to begin researching. *Research Figure #1* (above) shows a portion of the research flowchart. The projects are color coded to show you at a glance which ones are complete, available to begin research, and which are not yet accessible.



Look ahead to view the projects you think will be important to your strategy and what buildings and technologies they require. For example, unlocking Advanced Fighters requires researching air-to-air rocket technology. That can only be researched at a city where you have constructed a rocket lab.

Research Categories

There are six research categories:

Land Forces:



These technologies unlock new levels and types of ground forces. Several are critical in unlocking entire new areas of technology.

Air Forces:



These technologies unlock new levels and more advanced aircraft and specialty buildings Aircraft Plant and Rocket lab, as well as the region improvement Airfields.

Naval Forces:



These technologies unlock new ships and submarines as well as specialty troops Marines.

Military Tactics:



These technologies unlock many things that improve the abilities of your combat forces including advanced levels of troops, specialty troops like engineers and Mountain Infantry, region-level defensive infrastructure, new specialty buildings like the Air Force, Military and Naval Academies, Munitions plants and artillery.

Industrial:



These technologies unlock some advanced military forces, new and more efficient factories and other city buildings, as well as many regional upgrades for resource production, transportation, defensive infrastructure and farming. Other Industrial research unlocks new products such as Canned Goods, Fish Products, and various Goods.

Advanced:



Nuclear technologies, electronics, computer technologies and advanced rocketry require Advanced Research and often specialty buildings in your cities.

CITIES



Cities produce units, buildings, and factories, generate wealth and conduct research.

Managing Your Cities

Proper management and development of your cities is key to winning the game. Your cities are where you research new technologies and build everything in the game: factories, research buildings, specialty buildings, military units, and a variety of goods. All cities are capable of some level of production, but a city will need to have a university to begin conducting research.

What to build and why

- Adding **factories** increases the number of **Industrial Production Units** (IPU's), which let you build everything faster but add maintenance costs..
- Building more universities and other research related facilities creates more **Research Points** (RPU's), allowing you to complete research more quickly.
- Building more **Specialty Buildings** allows for more production options.
- Building **Goods, Textiles, Appliances, Autos** and **Canned Goods** generate wealth for your treasury and used for trade deals.
- Building **Arms** keeps your military fully functional and can be sold for wealth.
- Building units lets you defend your nation and achieve military objectives.

For a complete list of build options, click the **Encyclopedia icon** on the Control Panel or tap the **(E-key)** to open the **Encyclopedia**, and choose the **City Buildings** or **Research Buildings** tabs.

Accessing City Functions



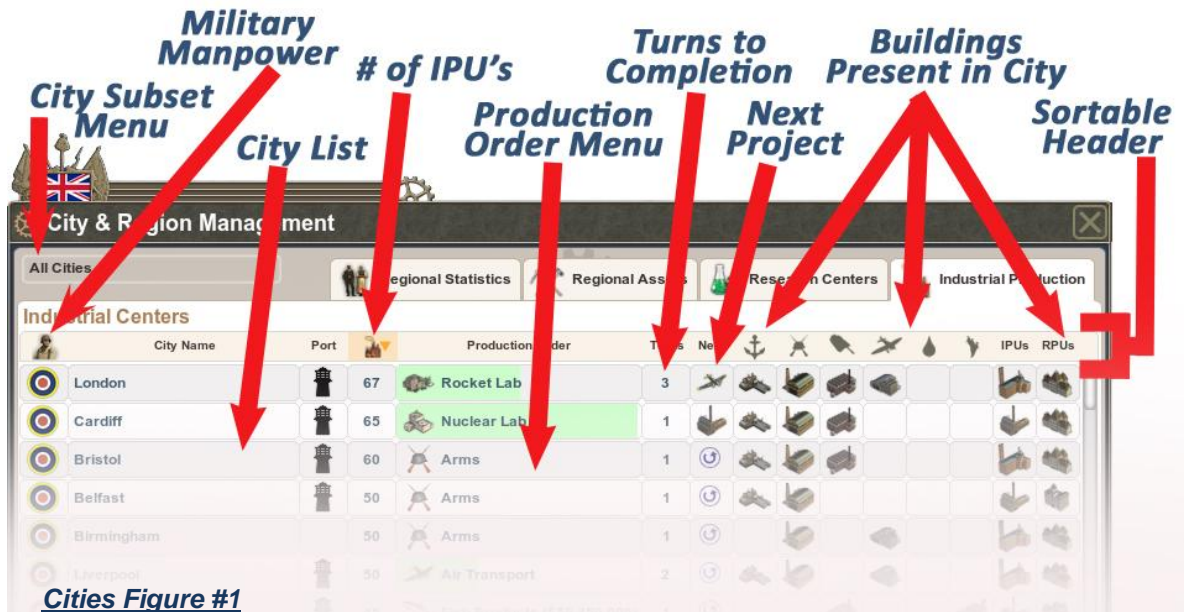
There are two ways to access your cities. You can tap the **(C-key)** or click the **Star Icon** (left) on the **Main Control Panel** to open the **City & Region Management** panel, or you can click on an individual city. The panel will let you conveniently manage setting production and research in multiple cities, while individual cities show more details about the city and your manufacturing and research options.

The City & Region Management panel

Tap the **(C-key)** or click the City Icon on the Main Control Panel to open this panel. There are four tabbed subpanels. The first two are used to manage your cities, and are explained in detail below. The last two are used to manage your regions and are detailed in the **REGIONS** section of the manual.

1. **Industrial Production:** View list of cities, set build orders, view which industrial buildings are present.
1. **Research Centers:** View list cities capable of research, set research orders, view which research buildings are present.
2. **Regional Assets:** View list of regions, set region projects, view terrain, transport levels, defenses, and available resources. (See REGIONS)
3. **Regional Statistics:** View region names and locations, population, data about the people in the regions, stability levels and point values for each. (See REGIONS).

INDUSTRIAL PRODUCTION TAB



The Industrial Production panel Key elements (Figure #1)

City Subset Menu: This allows the player to parse which groups of cities to view, which is especially important for nations with colonies. For example, the United Kingdom can choose to view British India's cities only.

Military Manpower: Any military units built in this city will have this nationality. Troops built in colonies are native to that region, and if lose control of that region due to rebellion or by granting independence, the local troops will become part of the “new” nation.

City List: Clicking any name will open that city’s individual panel and shift the map view to center on that city.

Number of Industrial Production Units: Each factory adds more IPU’s to your city. Also, your historical capital gets a 50% IPU bonus.

Production Order Menu: Click top open a menu with all available manufacturing options. Once underway, the green progress bar shows how far along the project is. If a project cannot be built when chosen due to a shortage of manpower or materials, the name will appear with red text.

Turns to Completion: As with all columns on this panel, this can be sorted, so players can see which projects will complete in the next few turns.

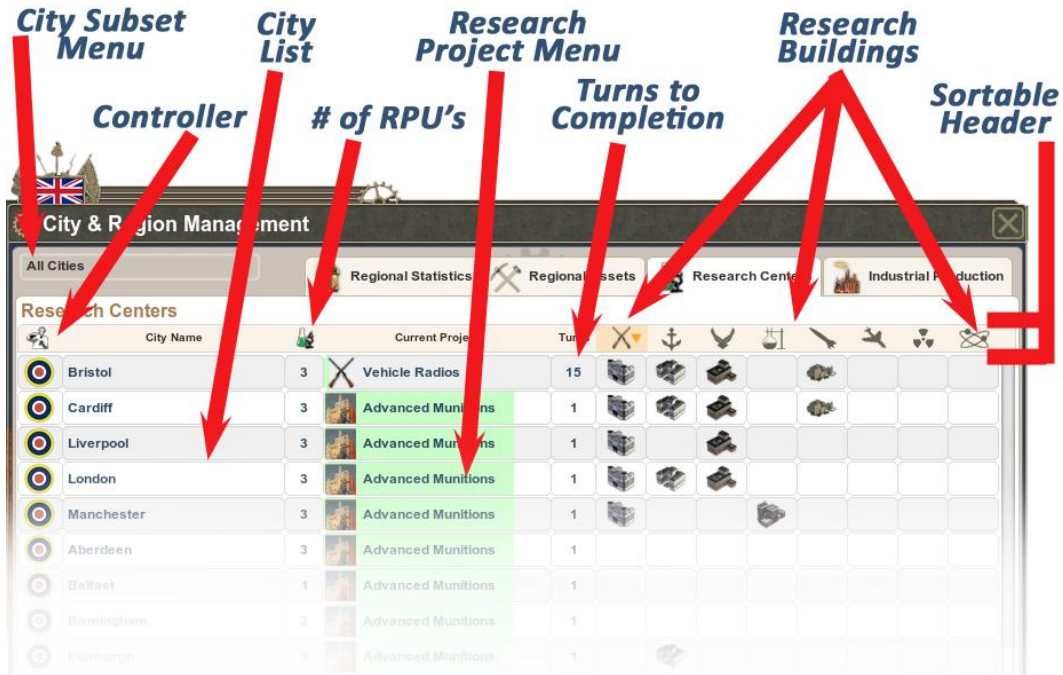
Next Project: Displays what’s next in the queue, or if the project is repeating.

Buildings Present in City: Sort to see which cities have: Shipyards, Munitions plants, Vehicle Plants, Aircraft Plants, Synfuel Plants, Food Processing Plants, as well as the most advanced factory and Research building present. To learn more details about each building, click the **Encyclopedia icon** on the Control Panel or tap the **(E-key)** to open the **Encyclopedia**, and choose the **City Buildings** tab.

Sortable Header Row: For every column on the panel. This allows you to quickly find your cities with the most IPU’s, or which projects have only one turn remaining. You can sort to see which cities have munitions plants to build arms, which cities are currently building similar units, or a host of other uses.

Cities Figure #2

RESEARCH CENTERS TAB



The Research Centers panel Key Elements (See Cities Figure #2, above):

City Subset Menu: This allows the player to parse which groups of cities to view, which is especially important for nations with colonies. For example, the United Kingdom can choose to view British India's cities only.

Controller: Identifies which nation has control over research conducted in the city. Nations with Puppet Status do not allow the player to control research in the puppet nation's cities.

City List: shows cities that have a University in them, or a subset if that option is selected.

Number of RPU's: Research points generated from this city. A University in a city provides one RPU, and a Research Facility adds two more.

Research Project Menu: Click to open a menu with all available research options. Once underway, the green progress bar shows how far along the project is.

Turns to Completion: Number of game turns until project is complete. Unlike manufacturing, cities can share research. If more cities are added to a particular project, the number of turns to completion will be reduced. This number can also be affected by breakthroughs and setbacks while research is underway.

Research Buildings: These specialty buildings open up all kinds of new research options. They include Military Academy, Naval Academy, Air Force Academy, Chemical Lab, Rocket Lab, Jet Propulsion Lab, Nuclear Lab, and Orbital Science Lab. To learn more details about each building, click the **Encyclopedia icon** on the Control Panel or tap the **(E-key)** to open the **Encyclopedia**, and choose the **Research Buildings** tab.

Sortable Header Row: For every column on the panel. This allows you to quickly find your cities with the most RPU's, or which projects have only one turn remaining. You can sort to see which cities have academies or other specialty buildings required for certain research projects.

Individual City Management

There are times you will require more detail than can be found on the City & Region Management panel. You will need to select and view the individual city.

From the map, click on a city to highlight it. The minimized panel at the lower left will display the city's name, number of IPU's and RPU's (if any), the current manufacturing project and research project (if any), if it is a port city, and if so, a number on the panel icon shows the number of ships in port, and any ships in port will cause the lighthouse on map to shine.



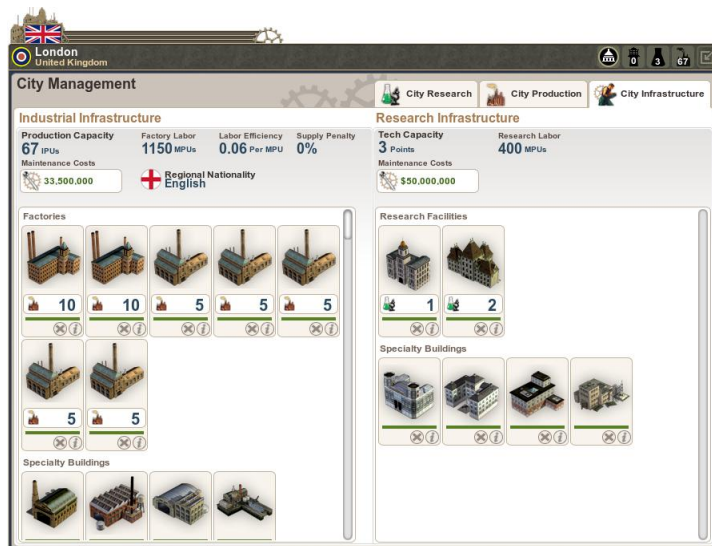
Cities Figure #3

Double-click city or **Click arrow** in the upper right corner to expand panel (see *Figure #3*, above).

The expanded city panel has three tabbed panels:

1. **City Infrastructure**
2. **City Production**
3. **City Research.**

1. **City Infrastructure** (*Figure #4, right*) displays everything in your city: all its factories, specialty buildings, and research facilities, production capacity (IPU's), available manpower, labor efficiency (percentage of total manpower to produce one IPU), supply penalties (if any), tech capacity (RPU's), maintenance costs for production and research and the regional nationality of the people living in the region where the city is located. This is mainly a reference panel. The only actions players can take here is to dismantle factories or other buildings by clicking (X) under each factory image or clicking the (i) to view the Encyclopedia entry.



Cities Figure #4

2. City Production is where you view details of projects, set them to build and create queues of multiple build projects across four categories: Land Forces, Air Forces, Naval Forces, and Industry. For a quick list of every project in the game, tap the **(E-key)** to open the Encyclopedia and select the Unit tab to view a list of every land, air, and naval unit in the game. Click the tabs for **City Buildings** and **Research Buildings** to see every type of project that may appear under the City Production panel's **Industry** tab.

CITY PANEL, CITY PRODUCTION TAB

Number of IPU's
Number of RPU's

Indicates Port City with no ships in port
Indicates this is Capital City

Choose Project to build here
1.

Click Green (+) sign to Select
2.

Selected Projects appear in Queue
3.

Cities Figure #5

BUILD QUEUE

Cities Figure #6



Cities Figure #6

Queue

You can choose to build a series of future projects at one time. Click on the Add Button (green cross) multiple times to create a list of units. You can select the same unit several times. For example, alternating three tanks and three planes.

Setting a Repeating Work Order

- 🔄 To have the same unit built repeatedly, click on the Repeating Work Order button (curved blue arrow) instead of the green cross button. This unit will build indefinitely until you cancel it.

Combining Different Units and a Repeating Work Order

It's possible to create a queue of different types of units, and set a final unit to repeatedly build when the others are complete. Set your desired units in the queue as described above, then click the repeating work order button from the last unit in your queue.

Controlling your build queue

Once you have set some projects, you have complete control over what you're building. (See Figure #6, above). You can change the order of projects, pause or delete them. Should you need to change to something new while a project is underway, the deferred project is not lost, but remains in the queue until it can be resumed.

3. City Research is where you can see details of your potential research projects and assign them from one of six categories. This is the best place to review which projects to begin next, and you can shift directly to other cities containing research buildings from this panel. Projects not yet available are grayed out. (See research section for more details).

CITY RESEARCH TAB

Cities Producing Research
City Name & Research Buildings Present

Projects not yet unlocked
Available Projects
Research Categories
Current Project

City Name	Research Projects	Count
Aberdeen	Tank Prototype IV	3
Belfast	Tank Prototype IV	1
Birmingham	Tank Prototype IV	3
Bristol	Tank Prototype IV	3
Cardiff	Nuclear Chain Reaction	3
Edinburgh	Tank Prototype IV	3
Hong Kong	Tank Prototype IV	1
Jerusalem	Tank Prototype IV	1
Leeds	Tank Prototype IV	3
Liverpool	Tank Prototype IV	3
London	Tank Prototype IV	3
Madras	Tank Prototype IV	1
Manchester	Tank Prototype IV	2

Research Category	Research Points
Land Forces	70
Centimetric Radar	130
Engineering Sciences	300
Advanced Motors	200
Radar Aiming	200

Cities Figure #7

Individual Research Projects provide key details including project prerequisites and which projects will be available when the current research completes. (see [Cities Figure #8](#), right). Because research is progressive, you do not create a queue as with industrial projects. However, your research projects can be deferred without losing progress until you wish to continue working on them, just as with industrial projects.

RESEARCH PROJECT



[Cities Figure #8](#)

Initiating a city project directly from the map



To quickly set a project without leaving the map, right-click any one of your cities to open either the production or the research menus.

[Cities Figure #9](#)

Specialty buildings

Each time you add a new specialty building via Production Projects, the new building type appears on the map as part of your city. If enemy attacks destroy this building, it will disappear from the map preventing you from building any units which required that specific building.

REGIONS

Regions are a source of food, resources and manpower. They are where projects to upgrade transportation and build defensive infrastructure and airfields are undertaken.



Managing your Regions

Regions represent the pieces of land that makes up your nation, and everyone else's. As such, they must be protected, and developed wisely. Regions are where all combat takes place, and should you lose a battle, you lose control of the entire region, including all cities, resources, airfields, defenses, food and manpower contained within that region. Any nation that loses all regions is conquered. Once conquered, the ethnic, cultural and religious makeup of each region determines how it will react to its new owners. Regions are also where terrain is determined. Each region is worth a certain number of Power points used to determine the winner when victory condition is set for "Nation".

What to Build and Why



- **Oil Wells, Metals and Coal mines** in any regions that contain these raw materials. Any produced in your own regions reduces the amount you must otherwise purchase on the market, or do without if there is a global shortage at a critical time.
- **Transportation upgrades** reduce the time for your ground forces to get from one place to another. Especially critical in difficult terrain.
- **Airbases** are required for any region containing a city capable of building planes at an Aircraft Plant. They can also be critical to extending the range of aircraft.
- **Shore batteries, anti-aircraft guns, concrete bunkers and radar installations** all make your regions better able to defend themselves from attack and invasion.
- **Upgrades to Farms** provides your nation with more food to keep your populace happy and productive, and excess can be sold for wealth on the World Market.



For a complete list of region project options, click the **Encyclopedia icon** on the Control Panel or tap the **(E-key)** to open the **Encyclopedia**, and choose the **Region Projects** tab.

Accessing Region Functions



There are two ways to access your Regions. You can tap the **(C-key)** or click the **Star Icon** (left) on the **Main Control Panel** to open the **City & Region Management** panel, or you can click on an individual region. The panel will let you conveniently manage setting production and research in multiple cities, while individual cities show more details about the city and your manufacturing and research options.

The City & Region Management panel

Tap the **(C-key)** or click the **Star Icon** on the **Main Control Panel** to open this panel. There are four tabbed subpanels. The first two are used to manage your cities, (See CITIES for details about these panels). The last two are used to manage your regions and are explained in detail below.

1. **Industrial Production:** View list of cities, set build orders, view which industrial buildings are present. (See CITIES)
2. **Research Centers:** View list cities capable of research, set research orders, view which research buildings are present. (See CITIES)
3. **Regional Assets:** View list of regions, set region projects, view terrain, transport levels, defenses, and available resources.
4. **Regional Statistics:** View region names and locations, population, data about the people in the regions, stability levels and point values for each.

REGIONAL ASSETS TAB

Regions Figure #1

The screenshot shows the 'Regional Assets' tab with the following data table:

Name	Current Project	Turns	Land Type	Transportation Level	Defensive Infrastructure	Supply	Food Slots	Coal Slots	Metals Slots	Oil Slots
Gibraltar	No Project					100%	0	0	0	0
Yorkshire	Anti-Air Batteries	3				100%	115	1	0	0
East Anglia	Deep Metals Mine	9				100%	85	5	0	50
Lincoln	Deep Metals Mine	9				100%	100	4	100	1
Sussex	Deep Coal Mine	13				100%	100	4	50	2
Lancashire	Plantation	13				100%	110	4	0	0
Highlands	Road Roadways	13				100%	15	3	70	2

Region Assets Panel Key Elements

Region Subset Menu: This allows the player to parse which groups of regions to view, which is especially important for nations with colonies. For example, in *Regions Figure #1*, above, the United Kingdom is sorted for “National Regions” which shows only the core regions and no colonies.

Region List: Clicking any name will open that region’s individual panel and shift the map view to center on that region.

Project Menu: Shows any project underway. The green bar shows current progress. Clicking in this column will open the menu to select new projects.

Turns to Completion: As with all columns on this panel, this can be sorted, so players can see which projects will complete in the next few turns.

Terrain type: Quickly find terrain for any region here. Useful if you are sorting for plains to build farms, or mountains to look for places to upgrade transportation first.

Transportation Level: From Unpaved Roads to Freeways, each upgrade in transportation allows troops to move more quickly through a region.

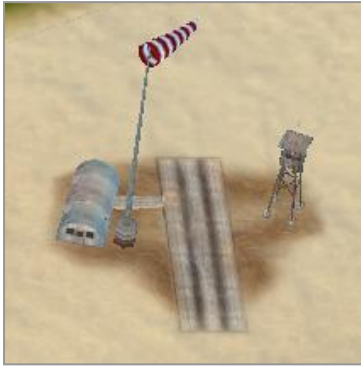
Defensive Infrastructure: These include various levels of land, coastal and air defenses.

Supply: Indicates the percentage of supplies reaching this region, usually 100% during peacetime.

Resource Output / Slots: Lists the number of resources currently being produced for each region, and the available room for expansion (slots) before the player will need to explore for more before increasing output further.

Sortable Header Row: For every column on the panel. This allows you to quickly find your regions that possess oil or coal, or which projects have only one turn remaining. You can sort to see which regions have air defenses or the largest food output.

Airbases



These installations can be built in any land region, even those without cities, and are required before aircraft can be based in a region. They are also required in any region with a city where an aircraft factory exists to build new air units. Even with the factory, you will not be able to build aircraft unless you also have an airbase in the region. This can be especially useful in remote regions with no nearby cities, such as islands in the south pacific. Players can make use of other nation's airbases provided they have a Military Access treaty with them.

Regional Statistics panel Key Elements

This information-only panel shows the culture, religion, ethnicity and nationality of the selected region, as well as stability level, population and growth rate, MPU's, government status (colony, puppet) and point value.

Select a region from the map

Left click selects the region. Double left-clicking immediately expands the region panel.

Individual Region Management

Regions Figure #2

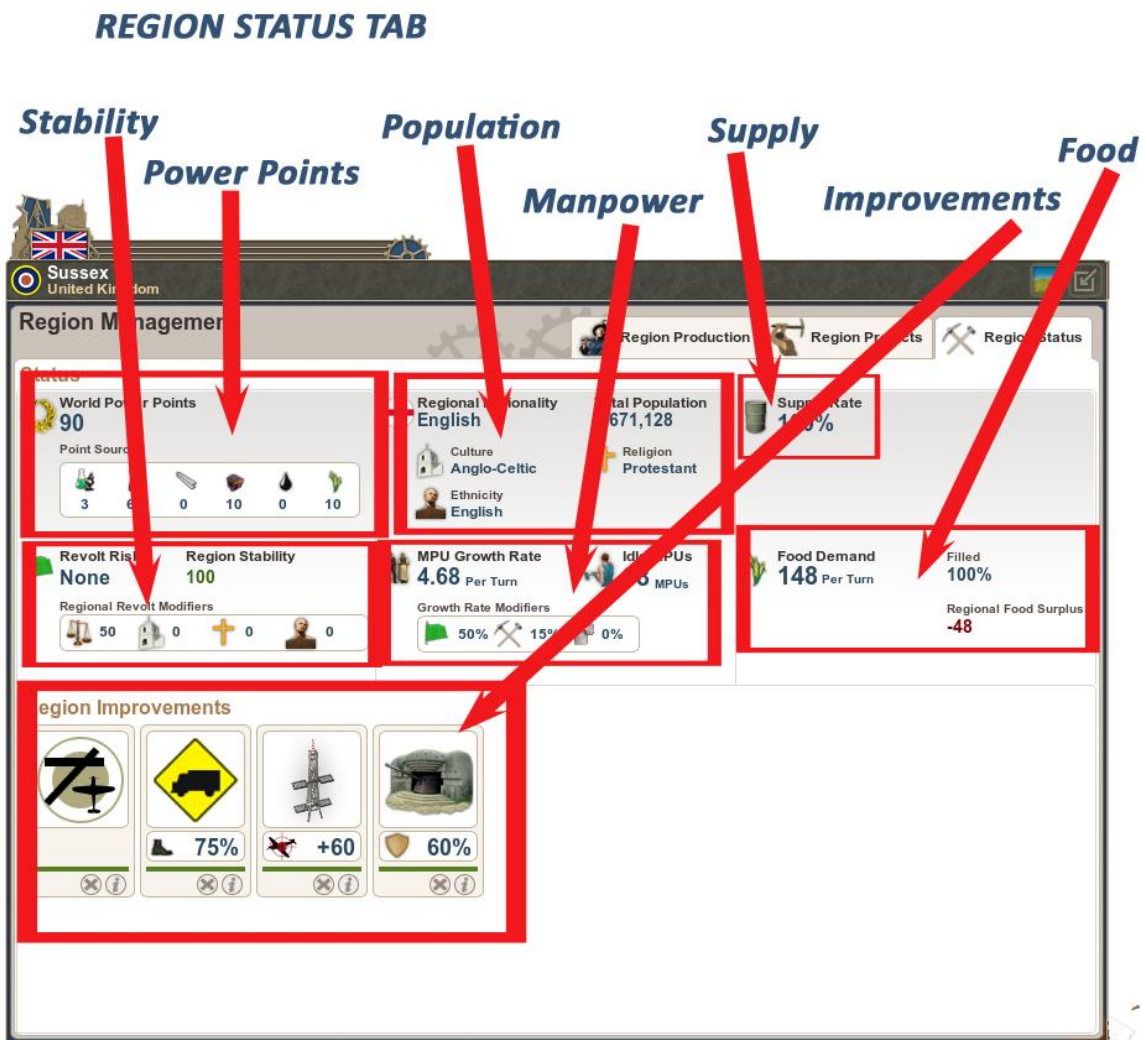
There are times you will require more detail than can be found on the City & Region Management panel. You will need to select and view the individual region. **From the map, click on a region to highlight it.** The minimized panel at the lower left will display the regions name, airbase icon (if present), Terrain image, current project (if any) and turns to completion, infrastructure icons for transport levels and defensive fortifications, supply level, available MPU's and resource output of metals, coal, oil, and food.



Double-click region on map or **Click arrow** in the upper right corner to expand panel.

The expanded region panel has three tabbed panels:

1. **Region Status**
2. **Region Projects**
3. **Region Production**



Regions Figure #3

Region Status panel Key Elements

Power Points (top left): This lists the total power points for the region plus a breakdown of how that number was calculated. This includes a total of city IPU's and RPU's, resources and food output. The more you improve your region, the more you will increase its power points –and the value of the region.

Stability (middle left): Shows the current stability level and revolt risk for the region, plus a breakdown of the modifiers that affect that level.

Improvements (lower left): Displays all the current improvements in the region along with their modifiers (if any). Improvement can be destroyed (**X**) or explained in detail by clicking the (**i**) information button to view the Encyclopedia.

Population (top middle): This area displays the total population of the region, its regional nationality, culture, ethnicity and religion.

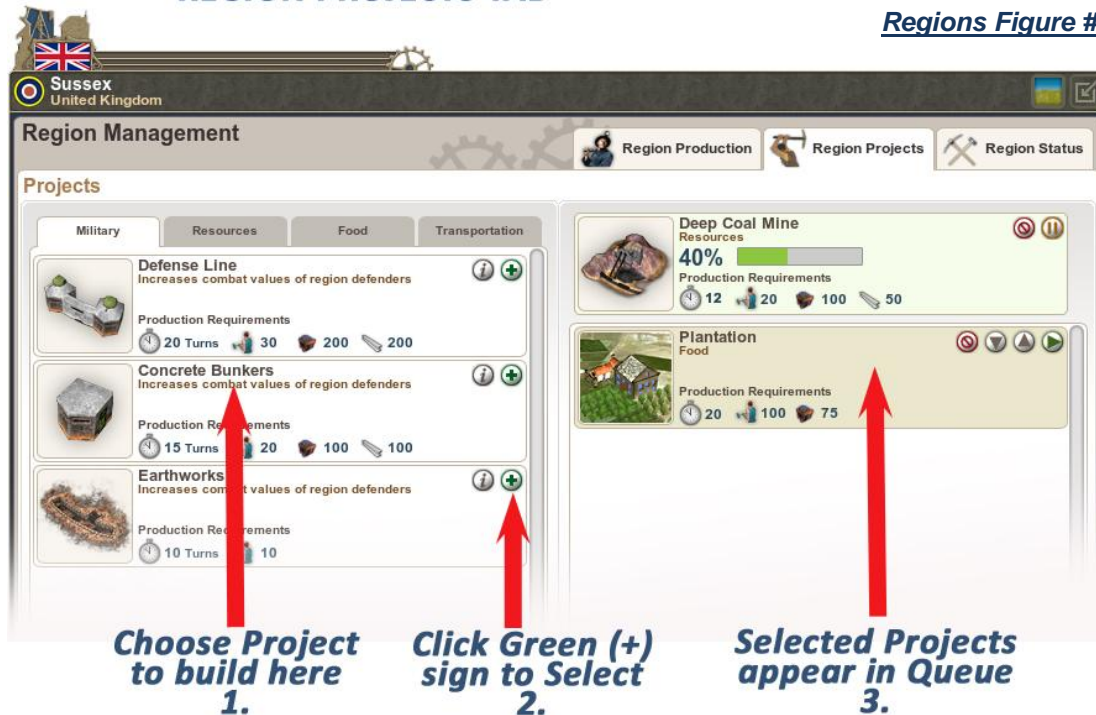
Manpower (middle): Lists idle MPU's, manpower growth rate and the modifiers that affect it.

Supply (top right): indicates supply percentage for the region.

Food: (middle right): displays food demand, percentage of demand filled, and surplus. A region can have full demands met even if it has a food deficit, through excess from other regions and trade.

REGION PROJECTS TAB

Regions Figure #4



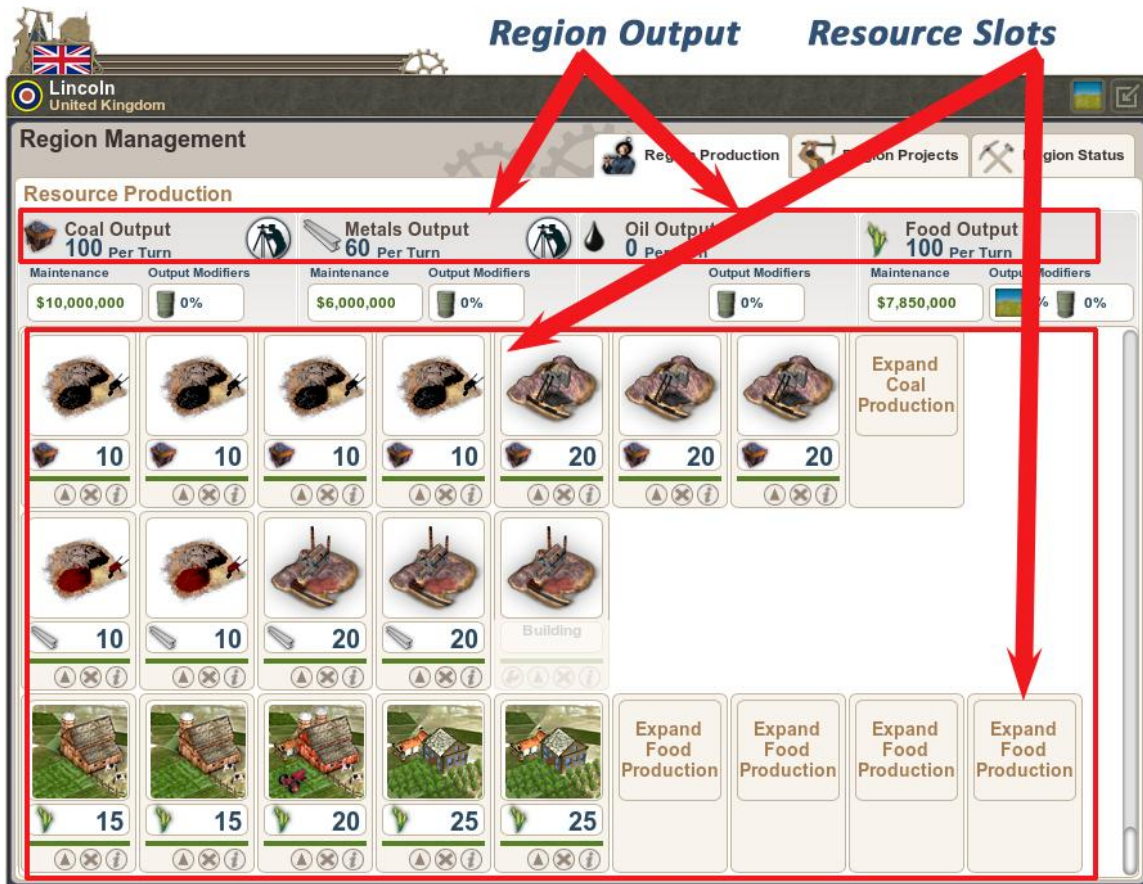
Region Projects Tab Key Elements

It's easy to select available projects (see *Regions Figure #4*, above). If you do not have all the required resources, the project will not start until you do, and the insufficient resource text will be red.

Controlling your build queue.

Once you have set some projects, you have complete control over what you're building. You can change the order of projects, pause or delete them. Should you need to change to something new while a project is underway, the deferred project is not lost, but remains in the queue until it can be resumed.

REGION PRODUCTION TAB



Regions Figure #5

Region Output: This is a breakdown of all the resources currently produced in the region.





































Resource Slots: Each resource producer in your region has a fixed number of slots for creating new mines, wells, or farms. Once all slots are filled, you must explore for more to open up new slots. You can still increase output once the slots are filled by upgrading the producers as you develop better technology. For example, in the top row of resource slots pictured in **Regions Figure #5** (above) the four slots on the left contain Coal Mines with an output of 10 each. The three on the left are the more advanced Deep Coal Mines with an output of 20 each turn. These producers can be damaged or destroyed by bombers.



Terrain







This affects the speed in which units can move through the region. See the complete breakdown of modifiers below. This panel appears in the game in the Encyclopedia under the Combat Properties Tab.

Regions Figure #7

Terrain Modifiers						
Plains 		0%	0%	0%	0%	0% 
		0%	0%	0%	0%	
Hills 		-10%	-5%	0%	0%	0% 
		+10%	+5%	+10%	+10%	
Mountains 		-20%	-10%	-75%	-75%	-50% 
		+20%	+10%	+20%	0%	
Tundra 		0%	0%	0%	0%	-75% 
		0%	0%	0%	0%	
Forests 		0%	0%	-50%	-25%	-25% 
		+10%	+5%	+10%	0%	
Jungle 		-15%	-10%	-75%	-50%	-25% 
		+10%	0%	+10%	-10%	
Desert 		-20%	0%	-75%	0%	-75% 
		+10%	+5%	+10%	+10%	
Ocean 		0%	0%	0%	0%	-100% 
		0%	0%	0%	0%	

Transportation Levels

Each level adds a movement bonus to land units. Advanced levels are unlocked through research.

					
Unpaved Roads	Railroads	Paved Roadways	Highways	Rail Dieselization	Freeways
+25%	+50%	+75%	+100%	+150%	+200%

NATIONS

While each nation will have unique management challenges, they all share several key elements. All diplomacy is managed at the national level, as well as espionage options and economic decisions.



DIplomacy

International relations are very important to maintain in the game. It's important to keep track of who is allied with whom, what wars are going on, and which ideologies are increasing in strength. All of these things can be observed by accessing the **Diplomacy panel** by clicking on the **Scroll** icon on the main Control Panel or tap the **(N-key)**.



Actual Diplomatic actions (treaties, trade proposals, declarations, embargoes and espionage) take place with nations directly.

Accessing a nation from the Diplomacy panel

Click on any nation listed on the World nations tab of the diplomacy panel.

Accessing a nation directly from the Map

Right-click anywhere within the borders of the nation you wish to access and choose that nation's name from the menu options.

The panel itself is mainly informational. There are four tabbed panels:

1. World Nations
2. Alliances
3. Ideologies
4. Wars

USING DIPLOMACY

Right-click on the map over the nation you want to negotiate with, and select that nation from the menu options to open the Foreign Nation panel

FOREIGN NATION PANEL

Nation Info

Actions

United States
Washington DC

United States

Diplomatic Relations
Current Status: **Close** 900
Trade Balance: \$0

International Relations
Allies: Alliance Leader (USA)
Alliance Members: (PHL)
Wars: National Enemies
Military Access Treaties: Nations granting Military Access
Trade Embargoes: Nations Under Embargo
Coal Trade Agreements: (FIN)

Diplomatic Actions
Treaties & Declarations
Declare War
Request Military Access Treaty
Grant Military Access Treaty
Request Alliance Treaty
Propose Trade/Aid Agreement
Declare Embargo
Support Government
Propose Territorial Transfer

Government Programs
Foreign Intervention
Steal Research
Conduct Surveillance
Fund Political Opposition
Sabotage a City
Sabotage a Region

On the right you will find all the key information about the particular nation. On the left you will find a column that lists Diplomatic Actions and Government Programs, which are your espionage programs. The options listed will only be visible if the state of relations between you and the selected nation makes them appropriate. For example, "Propose Peace" will only appear when dealing with a nation you are currently at war with.

Diplomatic Actions

Declare War: You will be asked to confirm this. Initiates a state of war between your nation (and your allies, if any) and the selected nation (and its allies).

Propose Peace: Offer to end hostilities with a nation you are at war with.

Propose Military Access treaty: This asks another nation to allow your troops to enter their regions.

Request Military Access Treaty: ask nation to allow your troops to either have total access to their regions or for only ports.

Grant Military Access Treaty: Allow the selected nation to move troops into either ports only or all of your regions.

Request Alliance Treaty: You will find that nations need a reason to ally with you. If they do not have one, they will usually refuse.

Leave Alliance: Remove your nation from a current alliance.

Propose Trade /Aid Agreement: Offer or request financial aid, arms, goods, or resources.

Declare Embargo: Prohibits trade between you and the selected nation.

End Embargo: restores trade between you and the selected nation.

Support Government: Send aid in an attempt to shift political power in favor of the current government. Even attempting this will improve your foreign relations with the selected nation.

Propose Territorial Transfer: Offer a specific region to, or request a region from, the selected nation

Government Programs

Initiate espionage and internal interference with other nations.

Steal Research: Initiates a program ordering your spies to obtain research from the selected nation. 50% chance of success, 40% chance of discovery. After 10 turns, there may be one of four outcomes:

1. Project is successful and you gain 1-40 RPU's
2. Project is successful and you gain 1-40 RPU's but are discovered, damaging your diplomatic relations (-30) with the target nation.
3. Project is unsuccessful but your spies were not discovered.
4. Project was unsuccessful and your spies were caught, damaging your diplomatic relations (-30) with the target nation.

Conduct Surveillance: You place spies in one of the targeted nations regions for 20 turns, to unfog the region and show any troop movements. The program has a 100% chance of success but there is a 5% chance of discovery, which will damage relations with the target country.

Fund Political Opposition: Attempt to sway the target nation's populace away from that nation's ruling ideology to one chosen by you. 1% chance of success, 20% chance of discovery. After 15 turns there will be one of four possible outcomes:

1. Project is successful and you shift political power 1-2 points
2. Project is successful and you shift political power 1-2 points but are discovered, damaging your diplomatic relations (-80) with the target nation.
3. Project is unsuccessful but your spies were not discovered.
4. Project was unsuccessful and your spies were caught, damaging your diplomatic relations (-80) with the target nation.

Sabotage a City: Initiate a covert operation to sabotage either industrial production or research facilities. 60% chance of success, 30% chance of discovery. After 10 turns there are one of four outcomes:

1. Project is successful and you damage target 10-30 points.
2. Project is successful and you damage target 10-30 points but are discovered, damaging your diplomatic relations (-50) significantly with the target nation.
3. Project is unsuccessful but your spies were not discovered.
4. Project was unsuccessful and your spies were caught, damaging your diplomatic relations (-50) with the target nation.

Sabotage a Region: Initiate a covert operation to sabotage Resource Production, Transportation, fortifications, anti-air or coastal defenses, or an Airbase. 60% chance of success, 30% chance of discovery. After 10 turns there are one of four outcomes:

1. Project is successful and you damage target 10-30 points.
2. Project is successful and you damage target 10-30 points but are discovered, damaging your diplomatic relations (-50) significantly with the target nation.
3. Project is unsuccessful but your spies were not discovered.
4. Project was unsuccessful and your spies were caught, damaging your diplomatic relations (-50) with the target nation.

WORLD NATIONS

This panel lists every nation and your relations with them.



World Nation Panel Key Elements

Listed in the Sortable Header from left to right on [Nations Figure#1](#) (above).

Relations: Shows how other nations feel about yours. Helping nations with aid and military support will improve relations. Being caught spying, a competing ideology, attacking friendly nations or other aggressive actions will reduce this score. Very low scores can lead to war.

Access: Shows any nations allowing military access to you.

Rank: Current standing of all nations in the game based on total power points. Number one indicates who is winning when playing using the Nation Victory condition.

Status: Independent vs. puppet nations

Controller: Applies only to puppets, this column displays flag of nation controlling the puppet.

Ideology: Each nation is dominated by one of the four ideologies in the game, Democratic, Fascist, Communist or Authoritarian.

Stability: Lists national stability score. The lower the score, the more likely the nation will experience unrest and rebellions.

Allies: Shows the flags of all nations the specific country is allied with, (if any).

Alliances

This panel lists details about every alliance in the game

[Nations Figure#2](#)



Alliances Panel Key Elements:

Listed in the Sortable Header from left to right on [Nations Figure#2](#) (above).

Alliance name: This is typically taken from the most powerful nation in the alliance

Power Points: Total current power points of all nations in the alliance. This is a quick way to see who is winning and what the actual point scores are when playing with the Alliance victory condition.

Industrial Production Units (IPU's): Total industrial capacity of the entire alliance

New Manpower Units: (MPU's): Total new manpower units introduced each turn.

Research Units (RPU's): represents the technical capacity of the entire alliance.

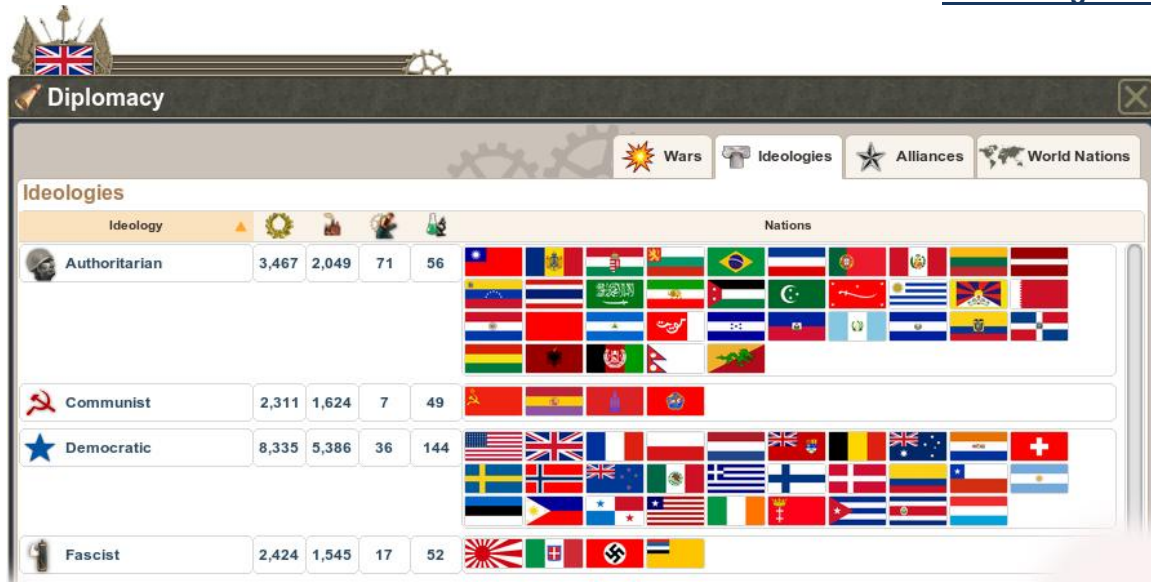
Alliance War Status: Indicates whether or not this alliance is at war.

Alliance Members: Displays flags of all alliance members

Ideology

This panel groups every nation by ideology.

[Nations Figure#3](#)



Listed in the Sortable Header from left to right on [Nations Figure#3](#) (above).

Ideology: Lists the game's four ideologies

Power Points: Total current power points of all nations for specific ideologies. This is a quick way to see who is winning and what the actual point scores are when playing with the Ideology victory condition.

Industrial Production Units (IPU's): Total industrial capacity of the specific ideology

New Manpower Units: (MPU's): Total new manpower units introduced each turn.

Research Units (RPU's): represents the total current technical capacity of all nations following the specific ideology.

Alliance Members: Displays flags of all nations following each ideology.

Wars

This panel lists all nations currently at war and with whom.



GOVERNMENT

The Government panel is where all the information for your nation is consolidated into one place. You can also review the status of all your subordinate nations (if any), see the state of the various nationalities under your nation's control, and the current status of any government programs or propaganda.



Access this panel by tapping the **(G-key)** or clicking the **Marble Column** icon on the Main Control Panel.

The panel is organized into four tabbed panels:

1. **Nation Info**
2. **Subordinates**
3. **Nationalities**
4. **Government Programs**

NATION INFO TAB

The screenshot shows the 'Government' panel for the United Kingdom. Red arrows point to the following sections:

- Stability:** Political Balance (90%), National Stability (100%), and Revolt Risk (None).
- Rank:** Rank 1st, IPUs 2nd, MPUs 2nd, Tech 3rd, and Wealth 3rd.
- Population:** Total Population 470,722,550, State Nationality British, State Culture Anglo-Celtic, State Religion Protestant, Ethnic Groups British, and MPU Growth Rate 214.98 Per Turn.
- International Relations:** Alliance Leader, Alliance Members, Wars National Enemies, Military Access Treaties, Trade Embargoes, Arms Trade Agreements, and Food Trade Agreements.

Other visible data includes: Government System Democratic, Food Demand 3,857 Per Turn, Filled 100%, and Supply Shortage 0.

Nations Figure #4

Nation Info panel Key Elements (See [Nations Figure #4](#), above)

Stability: Displays your national stability and revolt risk and shows the modifiers affecting it.

Political Balance: Shows your current controlling ideology, and what percentage of your general population supports it and the other ideologies. If a significant number begin to favor a different ideology, your core stability percentage will fall, which will have a significant impact on any colonies you possess, and could lead to revolts.

Rank: Compares your status to all other nations in the game for Power Points, IPU's MPU's., RPU's and treasury amount.

Propaganda: Internal government program that dials up propaganda and helps improve support for your government.

Population: This area displays the total population of the region, its regional nationality, culture, ethnicity and religion, and your population's food demands.

International relations: A top-level look at all your international relations: allies, wars, treaties, embargoes and trade agreements. Shows specifically who you are selling arms to.

[Nations Figure#5](#)

Subordinates Tab



Name	Status	Capital	Stability	Population	Manpower	IPU's	MPU's	RPU's	Treasury	Food	Resources
Egypt		Cairo		17,026,023	106	1,306	2	82	0	0	275
Anglo-Egyptian Sudan		No Capital City		6,947,670	51	552	0	40	0	0	100
British East Africa		No Capital City		13,146,859	40	1,320	0	35	0	0	155

Subordinates Panel

This shows all your puppets and colonies (if any) along with details about each areas power points, stability level, manpower, IPU's RPU's and resources. Only puppet nations have their own capital.

Nationalities Panel

Within the ruling nations and empires present in the game, there are many nationalities that lay claim to traditional or historical territories. This panel allows you to sort for those nationalities, view the power, revolt risk, industrial strength and resources they represent, and choose to alter the state of specific regions.



Nationality Map View

NATIONALITIES TAB

Nationalities List

Selected Nationality

Status

Change Nationality State

Regions

Select

Nations Figure #6

Nationalities Panel Key Elements

Nationalities List: Some nationalities lay claim to only a single region and a few thousand people, others many regions and millions of inhabitants.

Selected Nationality: Choosing a specific nationality populates the rest of the panel.

Status: Shows the total contribution of the selected nationality including population, resources, culture, religion and ethnic groups, power and resources.

Regions: Lists each region with the selected nationality.

Select: The green radio button allows you to select any region within the selected group and alter its state.

Change Nationality State: Once selected, you can choose to grant the specific areas independence or establish a puppet state.

Government Programs Panel

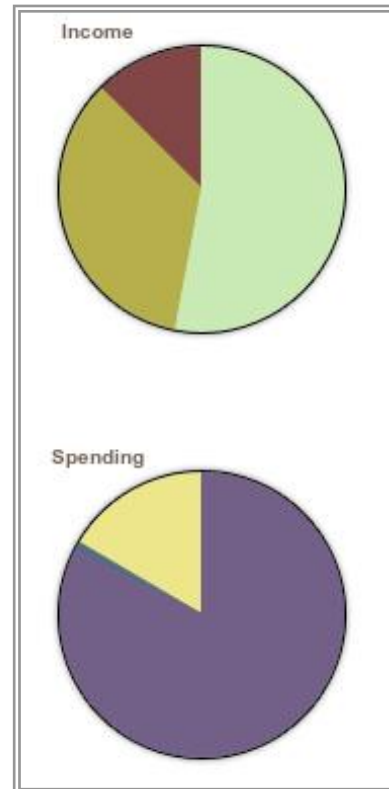
This panel shows details about the espionage programs you currently have underway, including the target, chance of success, cost and duration.

GOVERNMENT PROGRAMS TAB

Programs	Target	Success Rate	Total Cost	Duration	
Sabotage a Region	Italy Lazio Umbria	60%	\$10,000,000	10 Turns	
Conduct Surveillance	Italy Lazio Umbria	100%	\$20,000,000	16 Turns	
Steal Research	Germany	50%	\$30,000,000	6 Turns	
Support Authoritarian Opposition	Italy	1%	\$30,000,000	15 Turns	

ECONOMY

The economy is the engine that keeps your nation running. It is used at every level: with Units, Cities, Regions and Nation. The right economic decisions will help you win the game. Take a hands-on approach and make economics a key part of your strategy, preset your market options, try to buy low and sell high on the World Market.



Increasing your nation's wealth

Each turn every nation can choose to buy and sell resources on the world market. You can help your nation acquire wealth by:

1. **Producing more commodities** than you need and selling them on the world market
2. **Buying up resources**, waiting for prices to rise, then selling on the world market
3. **growing or mining more** resources to sell (oil, coal, metals, food)
4. **capturing regions** with valuable resources and cities
5. Convincing other nations to provide you with **financial aid** via private trade deals.

You can't always get what you want

There are many factors and circumstances that can result in nations not getting the amount of materials they need to maintain their stockpiles. During wartime especially, many key resources will be hard to come by. Shortages may also be caused by a nation trying to expand rapidly. Each city add-on or military unit requires resources, and rapid building of units or city and regional infrastructure can drain stockpiles in a hurry. To get more of a specific resource or manufactured item, you can make private trade deals with other nations (which can be costly), or explore for more resources within your own regions. When all else fails, you can locate needed resources in a nearby nation and attempt to take it by force.

Paying up front for what you want

It's important to keep an eye on the Information Bar at the top of the screen. When you initiate new projects, the resources required are immediately removed as is the manpower required. Spend widely, especially at the start when money, manpower and resources are most limited. If you initiate too many projects, you can find yourself paying for projects that are stalled due to needed resources. When reviewing your list of city and region projects, any with **RED** text indicate the project is stalled for some reason, reducing potential productivity for that turn.



Deficits and Stability



The era modeled in the game, the 1930's, was a turbulent time rife with financial problems. More than likely when you begin managing your nation, you will be running a deficit as you try to build, buy, and develop. This will not have ill effects at first, but eventually deficit spending will begin affecting your country's stability. This can lead to rebellions, especially in colonies.

Trade and Finance Panel

While the actions you take virtually everywhere in the game affect your economy, it is on this panel that you can set your preferences and stockpiles for the World Market, observe which nations have various resources, review your trade deals and see where your money is being made and spent. This panel can be accessed by either tapping the **(T-key)** or by clicking on the **Dollar Sign** icon on the control panel.



The panel is organized into four tabbed panels:

1. Stockpiles
2. World Market
3. Trade Deals
4. Financial Reports

Stockpile Panel

This panel is where you set your stockpile amounts and market orders. See the Area of detail below.

STOCKPILE TAB

Area of Detail

Economy Figure #1

	1,000	2,500	3,000	2,000	2,000
Stockpile Target	1,000	2,500	3,000	2,000	2,000
Market Order	Buy or Sell	None	Buy Only	Sell Only	Buy Only
Current Stockpile	945	2,796	1,599	36,554	922
Market Price	\$1,125,000	\$250,000	\$750,000	\$250,000	\$100,000
Stockpile Value	\$1,063,124,992	\$699,000,000	\$1,199,250,048	\$9,138,499,584	\$52,200,000
Produced	65	710	903	285	2,377
Consumed	90	607	734	42	3,855
Trade	171	0	274	0	1,480
Market Demand	298	292	3,055	2	1,862
Market Supply	772	31,798	1,047	50,251	250,657

Stockpile Target: The amount of the particular commodity you want to have on hand. Assuming you are producing some level of the commodity through mining or production, the market will automatically seek to buy more to reach the stockpile number, but only if you set your market order to do so.

Stockpile Adjustment: These buttons let you adjust your stockpile amount.

Market Order: Clicking here will cycle through the various choices: Buy Only, Sell Only, Buy or Sell, None.

Current Stockpile: indicates what you have this turn

Market Price: this will vary based on supply and demand

Produced: The amount of the commodity produced by your nation in the previous turn

Consumed: The amount of the commodity consumed by your nation in the previous turn

Trade: The net amount of the commodity traded. If you export more than you import via trades, the number will be red. Includes specific trade deals with individual nations.

Market Demand: Total global demand for this commodity.

Market Supply: Total available amount for this commodity on the World Market.

Market Distribution

If the demand for any commodity is greater than the supply, the market will attempt to distribute some portion of what is available

**STOCKPILE TAB
Area of Detail**

Stockpile Adjustment

Stockpile Management

Stockpile Target	1,000
	<input type="button" value="10"/> <input type="button" value="100"/> <input type="button" value="1000"/> <input type="button" value="-10"/> <input type="button" value="-100"/> <input type="button" value="-1000"/>
Market Order	Buy or Sell
Current Stockpile	945
Market Price	\$1,125,000
Stockpile Value	\$1,063,124,992
Produced	65
Consumed	90
Trade	171
Market Demand	298
Market Supply	772

World Market Panel

This tab shows two columns listing every country. World Market transactions are on the left, and Market Supply & Demand on the right. At the top is a header that sorts for nation name or any of the commodities: Arms, Metals, Coal, Oil, and Food.

World Market Transactions: Shows every purchase and sale from the previous turn for all nations. Blue text indicates a purchase, Green text indicates a sale.

Market Supply & Demand: Shows the amounts demanded for stockpiles of each commodity in blue, and the amount supplied to the market in green.

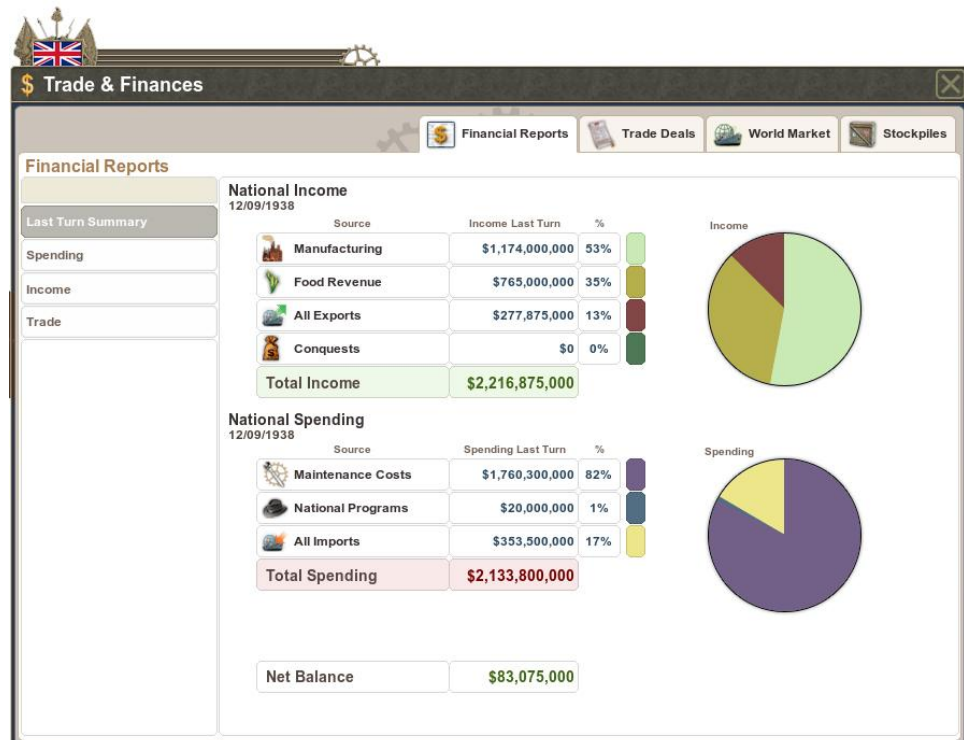
Trade Deals Panel

This tab displays all your import agreements on the left, and all export agreements on the right. Each one displays the type of commodity, the amount, the partner nation the cost for imports and the revenue for exports. You can choose to renegotiate any deal from this panel, or cancel it.

Financial Reports Panel

This tab shows every aspect of your finances showing all money spent and received, organized into four subpanels:

1. Last Turn Summary
2. Spending
3. Income
4. Trade



MAKING HISTORY II: The War of the World Credits

Producer

Dave McCool

Art Director, Lead Game

Designer

Ralph Gerth

Lead Programmer

Matt Seegmiller

Vice President Sales and Marketing

David Martz

Product Manager

Chris Parsons

Programming

Neil Griffiths

Mike Gingerich

Bryan Yong

Joe Gester

Owen Heneghan

Robert Falconi

Kevin Thompson

Technical Artists

Timothy Durkee

Jeremy Monken

Shaun Greene

Ryan Jarvis

Andrew Dobbs

Content

Bert Snow

Tyler Vogel

Kevin Hutchins

3D Modelers

Alexandre 'Sasha' Nodia

Seamus Flanagan

Ulf Ekelof

Sound Design

Ian Christopher Finney

Keith Zizza

Original Cover Art

Borislav Mitkov

www.borilus.com

Interns

Andrew Martz

Kevin Baxtrom

Frank Williams

Peter Bacon

Beta Testers:

Ian C. Finney

J.R Roach

Fernando Augusto Prado

James Gannon

Dave McDivitt

Jacob Martz

John Allen

Ron Lowe

Ron Watterson

Bob Selinger

William Watson

Special thanks

To everyone in the Making History
Community

APPENDIX ONE Military Unit Data

TRANSPORT SPACE REQUIREMENTS

Air Transport (3 spaces)	Space required for one unit
Infantry	1
Paratroopers	1
Mounted Infantry	1

Troopship (10 spaces)	Space required for one unit
Infantry, Mounted Infantry	1
All other land units (Tanks, artillery, etc.)	2
All Air Units	2

✂ LAND FORCES ✂

INFANTRY



UNIT TYPE	IPUs	MPUs	Hit Points	Attack Damage	Land Attack Hit %	Land Defense Hit %	Air Attack Hit %	Movement Speed
Militia	50	20	10	5	5	15	0	100
Infantry I	100	20	10	10	20	40	1	200
Infantry II	120	20	10	14	25	45	2	200
Infantry III	140	20	10	18	30	50	3	200
Infantry IV	160	20	10	23	35	55	4	200
Infantry V	180	20	10	28	40	60	5	200
Infantry VI	200	20	10	33	45	65	6	200

UNIT TYPE	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Repair MPUs	Maintenance
Militia	0	0	0	0	0	2	\$100,000
Infantry I – IV	1	5	0	0	1	2	\$300,000

MOUNTED INFANTRY



UNIT TYPE	IPUs	MPUs	Hit Points	Attack Damage	Land Attack Hit %	Land Defense Hit %	Air Attack Hit %	Movement Speed
Mounted Infantry I	120	20	12	10	20	40	1	300
Mounted Infantry II	140	20	12	15	25	45	2	300
Mounted Infantry III	160	20	12	18	30	50	3	300
Mounted Infantry IV	180	20	12	23	35	55	4	300
Mounted Infantry V	200	20	12	28	40	60	5	300
Mounted Infantry VI	220	20	15	33	45	65	6	300

UNIT TYPE	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Repair MPUs	Maintenance
Mounted Infantry I – IV	1	5	0	0	1	2	\$400,000



SPECIAL FORCES

	<ul style="list-style-type: none"> - All scores match standard infantry of comparable level - Cost to maintain matches mounted infantry of comparable level - Each Unit type has a SPECIAL BONUS SKILL:
UNIT TYPE	
Engineers	Negate movement and combat penalties when crossing rivers
Paratroopers	Can be dropped into enemy regions from Air Transports
Mountain Troops	No combat penalty in mountains, no movement penalty in mountains if group is all mountain troops
Marines	Reduce amphibious landing penalty from 67% to 33%



MECHANIZED INFANTRY

UNIT TYPE	IPUs	MPUs	Hit Points	Attack Damage	Land Attack Hit %	Land Defense Hit %	Air Attack Hit %	Movement Speed	Resist %
Mechanized Infantry III	250	20	20	18	30	50	3	500	25
Mechanized Infantry IV	275	20	20	23	35	55	4	500	25
Mechanized Infantry V	300	20	25	28	40	60	5	550	25
Mechanized Infantry VI	325	20	25	33	45	65	6	550	25

UNIT TYPE	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Repair MPU's	Maintenance
Mechanized Infantry IV - VI	1	5	2	10	2	2	\$500,000



MOTORIZED INFANTRY

UNIT TYPE	IPUs	MPUs	Hit Points	Attack Damage	Land Attack Hit %	Land Defense Hit %	Air Attack Hit %	Movement Speed
Motorized Infantry III	175	20	15	18	30	50	3	450
Motorized Infantry IV	200	20	15	23	35	55	4	450
Motorized Infantry V	225	20	20	28	40	60	5	450
Motorized Infantry VI	250	20	20	33	45	65	6	450

UNIT TYPE	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Repair MPU's	Maintenance
Motorized Infantry IV - VI	1	5	2	10	2	2	\$500,000



ARTILLERY

UNIT TYPE	MPUs	Hit Points	Attack Damage	Land Attack Hit %	Land Defense Hit %	Air Attack Hit %	Movement Speed	Resist %
Horse Artillery	20	10	10	30	30	1	175	0
Gun-Howitzer	20	10	20	40	40	1	200	0
Heavy Artillery	20	10	30	50	50	10	250	0
Self-Propelled Artillery	20	15	25	50	50	5	350	35
Motorized Field Artillery	20	15	30	35	35	5	350	0
Rocket Artillery	20	15	35	50	50	1	250	0

UNIT TYPE	IPUs	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Repair MPU's	Maintenance
Horse Artillery	100	2	10	0	0	1	2	\$400,000
Gun-Howitzer	150	2	10	1	5	1	2	\$400,000
Heavy Artillery	200	2	10	1	5	1	2	\$400,000
Self-Propelled Artillery	250	2	10	2	10	2	2	\$600,000
Motorized Field Artillery	200	2	10	1	5	2	2	\$600,000
Rocket Artillery	250	2	10	1	5	2	2	\$400,000



MISSILES

UNIT TYPE	MPUs	Hit Points	Attack Damage	Land Attack Hit %	Land Defense Hit %	Air Attack Hit %	Infrastructure Hit %	Movement Speed
*Guided Bombs	20	14	40	40	40	1	0	100
*Ballistic Missiles	20	10	80	50	50	1	0	100
*ICBM's (Atomic)	20	10	120	70	60	1	70	100

UNIT TYPE	IPUs	Range	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Repair MPU's	Maintenance
*Guided Bombs	750	1000	2	10	1	5	2	2	\$300,000
*Ballistic Missiles	500	2000	2	10	2	10	2	2	\$400,000
*ICBM's (Atomic)	1000	6000	2	10	2	10	2	2	\$600,000

**Denotes single use.*



TANKS (Early – Light – Medium)

UNIT TYPE	MPUs	Hit Points	Attack Damage	Land Attack Hit %	Land Defense Hit %	Air Attack Hit %	Movement Speed	Resist %
Early Tanks	20	20	30	25	10	1	400	25
Light Tanks I	20	20	30	25	10	2	500	35
Light Tanks II	20	25	40	25	10	2	500	35
Medium Tanks I	20	30	40	30	12	2	450	45
Medium Tanks II	20	30	45	40	16	2	450	45

UNIT TYPE	IPUs	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Repair MPU's	Maintenance
Early Tanks	200	2	10	2	10	2	1	\$600,000
Light Tanks I	200	2	10	2	10	2	1	\$600,000
Light Tanks II	250	2	10	2	10	2	1	\$600,000
Medium Tanks I	300	2	10	2	10	3	1	\$600,000
Medium Tanks II	350	2	10	2	10	3	1	\$600,000



TANKS (Heavy – Superheavy – Main Battle)

UNIT TYPE	MPUs	Hit Points	Attack Damage	Land Attack Hit %	Land Defense Hit %	Air Attack Hit %	Movement Speed	Resist %
Heavy Tanks I	20	30	50	40	18	3	400	55
Heavy Tank II	20	30	55	40	20	3	450	60
Superheavy Tank	20	30	55	40	20	3	350	75
Main Battle Tank I	20	40	50	40	16	3	450	65
Main Battle Tank II	20	40	55	45	18	3	500	65

UNIT TYPE	IPUs	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Repair MPU's	Maintenance
Heavy Tanks I	400	2	10	2	10	4	1	\$600,000
Heavy Tank II	450	2	10	2	10	4	1	\$600,000
Superheavy Tank	550	2	10	2	10	5	1	\$600,000
Main Battle Tank I	500	2	10	2	10	6	1	\$600,000
Main Battle Tank II	550	2	10	2	10	6	1	\$600,000



AIRCRAFT REBASING RANGE

UNIT TYPE	Rebase Range	Region Upgrade required	Turns Required
All Aircraft	Range x 2	Airbase	1



TRANSPORT AIRCRAFT

UNIT TYPE	IPUs	MPUs	Hit Points	Oil Cost	Oil Carry	Repair Arms	Mainten-ance	Range	Capacity
Air Transport	150	1	10	1	5	3	\$200,000	750	3



OBSERVATION-ONLY AIRCRAFT

UNIT TYPE	IPUs	MPUs	Hit Points	Oil Cost	Oil Carry	Repair Arms	Mainten-ance	Range	Special Ability
Observation Blimp	100	1	5	1	5	1	\$100,000	500	Detect Subs



BOMBERS

UNIT TYPE	MPUs	Hit Pts.	Attack Dmg.	Land Attack Hit %	Land Def. Hit %	Air Attack Hit %	Sea Surface Hit %	Sea Sub-merged Hit %	Infra-structure Hit %
Bomber Airships	2	6	10	10	10	0	10	10	10
Biplane Bombers	2	15	10	20	20	5	20	10	20
Early Bombers	2	20	15	20	20	5	20	10	20
Light Bombers	2	20	15	30	30	7	30	10	20
Medium Bombers	2	25	30	10	10	7	10	5	20
Heavy Bombers	2	30	30	10	10	10	10	5	25
Strategic Bombers	2	30	35	10	10	10	10	5	25
Jet Bombers	2	30	35	10	10	15	10	10	30

UNIT TYPE	IPUs	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Mainten-ance	Range
Bomber Airships	175	2	5	1	5	2	\$300,000	1500
Biplane Bombers	200	2	5	1	5	2	\$400,000	500
Early Bombers	225	2	5	2	10	2	\$400,000	750
Light Bombers	250	2	5	2	10	2	\$400,000	1000
Medium Bombers	300	2	10	2	10	3	\$400,000	1500
Heavy Bombers	350	2	15	2	10	3	\$500,000	2000
Strategic Bombers	400	2	20	2	10	4	\$500,000	3000
Jet Bombers	450	2	15	2	10	4	\$400,000	4000



FIGHTER-BOMBERS

UNIT TYPE	MPUs	Hit Pts.	Attack Dmg.	Land Attack Hit %	Land Def. Hit %	Air Attack Hit %	Sea Surface Hit %	Sea Sub-merged Hit %	Infra-structure Hit %
Heavy Fighters	2	20	15	20	20	30	10	10	20

UNIT TYPE	IPUs	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Mainten-ance	Range
Heavy Fighters	225	1	10	2	10	2	\$300,000	1250



FIGHTERS

UNIT TYPE	IPUs	MPUs	Hit Pts.	Attack Dmg.	Land Attack Hit %	Land Def. Hit %	Air Attack Hit %	Range
Biplane Fighters	150	1	10	10	5	5	30	250
Early Monoplane Fighters	175	1	15	15	5	5	30	600
Basic Fighters	200	1	15	20	5	5	30	800
Improved Fighters	225	1	20	20	7	7	35	1000
Advanced Fighters	250	1	25	20	10	10	40	1200
Early Jet Fighters	300	1	30	25	10	10	40	1500
Basic Jet Fighters	325	1	30	30	10	10	40	1500
Improved Jet Fighters	350	1	35	30	12	12	45	1500
Advanced Jet Fighters	375	1	35	30	15	15	50	2000

UNIT TYPE	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance
ALL Propeller-driven Fighters	1	5	2	10	2	\$300,000
ALL Jet Fighters	1	5	2	10	2	\$400,000



NAVAL BOMBERS (Can base on Carriers or Airbases)

UNIT TYPE	MPUs	Hit Pts.	Attack Dmg.	Land Attack Hit %	Land Def. Hit %	Air Attack Hit %	Sea Surface Hit %	Sea Submerged Hit %	Infrastructure Hit %
Early Naval Bombers	2	20	15	20	20	5	25	15	20
Basic Naval Bombers	2	20	20	20	20	5	30	15	20
Improved Naval Bombers	2	25	20	20	20	10	40	20	20

UNIT TYPE	IPUs	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance	Range
Early Naval Bombers	175	2	5	2	10	2	\$400,000	800
Basic Naval Bombers	200	2	5	2	10	2	\$400,000	1000
Improved Naval Bombers	225	2	10	2	10	3	\$400,000	1200



NAVAL FIGHTERS (Can base on Carriers or Airbases)

UNIT TYPE	IPUs	MPUs	Hit Pts.	Attack Dmg.	Land Attack Hit %	Land Def. Hit %	Air Attack Hit %	Range
Early Carrier Fighters	200	1	10	10	5	5	30	250
Basic Carrier Fighters	225	1	15	15	5	5	30	600
Improved Carrier Fighters	250	1	15	20	5	5	30	800

UNIT TYPE	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance
ALL Naval Fighters	1	5	2	10	2	\$300,000



NAVAL FORCES



TRANSPORTS

UNIT TYPE	IPUs	MPUs	Hit Pts.	Attack Dmg.	Air Hit %	Sea Surface Hit %	Sea Submerged Hit %	Movement speed
Troopships	150	1	5	5	5	2	5	1400

UNIT TYPE	Capacity	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance
Troopships	10	1	10	1	20	2	\$200,000



PATROL BOATS

UNIT TYPE	IPUs	MPUs	Hit Pts.	Attack Dmg.	Air Hit %	Sea Surface Hit %	Sea Submerged Hit %	Critical Hit % (Sinks target vessel)
PT Boats	100	1	10	10	1	10	0	5

UNIT TYPE	Movement Speed	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance
PT Boats	700	1	10	1	10	2	\$200,000



CARRIERS

UNIT TYPE	IPUs	MPUs	Hit Pts.	Attack Dmg.	Air Attack Hit %	Sea Surface Hit %	Movement speed
Escort Carrier	750	2	25	5	5	5	2100
Light Carrier	800	2	30	10	5	5	2800
Fleet Carrier	850	2	35	15	5	10	2800
Super Carriers*	900	2	40	20	10	10	2800

UNIT TYPE	Aircraft Capacity	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance
Escort Carrier	1	1	10	2	60	4	\$900,000
Light Carrier	2	1	10	2	60	4	\$900,000
Fleet Carrier	3	1	10	2	60	5	\$1,000,000
Super Carriers*	4	1	10	2	70	5	\$1,000,000

**Requires Industrial Shipyard*



DESTROYERS (Destroyers and above can detect Submarines)

UNIT TYPE	IPUs	MPUs	Hit Pts.	Attack Dmg.	Air Attack Hit %	Sea Surface Hit %	Sea Submerged Hit %
Torpedo Boat Destroyer	100	1	10	10	1	10	5
Corvettes	125	1	15	15	2	10	10
Destroyers	150	2	20	15	3	15	15
Escort Destroyers	175	2	20	20	4	20	20
Frigate	200	2	20	20	7	25	25
Advanced Destroyer*	225	2	25	25	10	25	25

UNIT TYPE	Movement speed	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance
Torpedo Boat Destroyer	1400	1	10	1	20	2	\$200,000
Corvettes	1400	2	20	2	30	2	\$300,000
Destroyers	2100	2	40	2	40	3	\$400,000
Escort Destroyers	2800	2	40	2	50	3	\$400,000
Frigate	2800	2	50	2	50	3	\$400,000
Advanced Destroyer*	2800	2	60	2	60	3	\$400,000

**Requires Industrial Shipyard*



BATTLESHIPS (Standard, Fast, Advanced can bombard port cities)

UNIT TYPE	IPUs	MPUs	Hit Pts.	Attack Dmg.	Air Hit %	Sea Surface Hit %	Sea Submerged Hit %	Infrastructure Hit %
Battlecruiser	300	2	25	25	3	30	10	0
Dreadnought	600	2	30	30	5	30	5	0
Standard Battleship	650	2	35	35	5	35	10	5
Fast Battleships	700	2	40	40	5	40	10	10
Advanced Battleship*	750	2	40	45	10	40	15	15

UNIT TYPE	Movement speed	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance
Battlecruiser	2100	2	60	2	60	4	\$500,000
Dreadnought	2100	2	60	2	60	4	\$700,000
Standard Battleship	2800	2	60	2	60	4	\$700,000
Fast Battleships	2800	2	60	2	60	4	\$800,000
Advanced Battleship*	2800	2	60	2	70	4	\$800,000

**Requires Industrial Shipyard*



CRUISERS

UNIT TYPE	IPUs	MPUs	Hit Pts.	Attack Dmg.	Air Hit %	Sea Surface Hit %	Sea Submerged Hit %
LightCruiser	350	2	25	20	3	25	10
HeavyCruiser	400	2	25	30	4	30	10
Large Cruiser	450	2	30	30	5	35	10

UNIT TYPE	Movement speed	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance
LightCruiser	2100	2	60	2	60	3	\$500,000
HeavyCruiser	2800	2	60	2	60	3	\$600,000
Large Cruiser	2800	2	60	2	60	3	\$600,000



SUBMARINES

UNIT TYPE	IPUs	MPUs	Hit Pts.	Attack Dmg.	Sea Surface Hit %	Sea Submerged Hit %	Critical Hit % (Sinks target vessel)
Early Submarines	200	1	10	10	30	20	5
Short Range Submarines	225	1	10	10	40	20	10
Long Range Submarines	250	1	10	20	50	25	15
Attack Submarines*	275	1	10	25	55	30	20

UNIT TYPE	Movement speed	Arms Cost	Arms Carry	Oil Cost	Oil Carry	Repair Arms	Maintenance
Early Submarines	1400	1	20	1	20	2	\$200,000
Short Range Submarines	1400	1	20	1	30	2	\$200,000
Long Range Submarines	2100	1	20	1	50	2	\$300,000
Attack Submarines*	2800	1	20	1	60	2	\$400,000

**Requires Industrial Shipyard*