

NOVISTRANA

Nazra 3

NOVISTRANA





A COUNTRY IN NEED OF CHANGE

The story begins many years earlier, when you are a young man. You witness the violent arrest of your parents at your home by the Secret Police.

They are incarcerated somewhere deep in the bowels of the Ministry of The Interior; you never see or hear from them again.

Although just another typical tale of woe against the backdrop of the totalitarian regime in Novistrana, it leaves an indelible mark on you. Your heart burning with anger, you vow never to rest until vengeance is wrought on the man responsible, the then local head of the Secret Police... none other than a youthful Vasily Karasov.

For years you have charted the progress and career of Karasov, looking for the opportunity to strike. Recent years have seen sweeping changes in your country.

The end of the Soviet Union and total collapse of communism could not have been predicted, and the subsequent meteoric rise to power of Karasov to the office of President came as a total shock.

Soon after taking power, Karasov declared a week of public holidays to celebrate his great victory and to announce to the country that it was a great honor that they, the people of Novistrana, should declare him their President-for-life.

Karasov's tyranny would soon become apparent. Karasov began work on his grandiose palace immediately and ensured that billions of Novistranian roubles, most of the country's meager reserves, were siphoned off into his offshore bank accounts.

This is in stark contrast to the fortune of the citizens of the country, who are slipping further and further into poverty. Unrest is building, the people are growing increasingly unhappy at the growing gulf between the haves and the have-nots....

Criminals have been given a free reign to do as they please. The hopelessly corrupt and bogged-down law-enforcement officers are as much involved in organized crime as the gangsters.

All the while Trade Union leaders across the country are selling out their members and using their associations to launder money from drug dealing and black market trading.

In the southern city of Eraliev, following increasing ethnic unrest, the President's heavy-handed measures have lead to massive riots and civil disobedience. Dawn raids saw dozens of supposed dissident leaders and alleged subversives arrested.

Among these were several respected and highly regarded political figures and journalists. Nothing has been seen or heard of them for many weeks now and growing pockets of dissent are beginning to surface again.

In short, the country is in a downward spiral. All the while Karasov sits on his seat of power in the Capital, Berezhina, surrounded by his loyal guards. He seems to care little as long as his own lifestyle remains unaffected and he can maintain an air of calm and control to the outside world.

Karasov himself is no slouch, with a shrewd mind for politicking and intrigue sharpened by years spent in the cloak and dagger world of the KGB.

Still, rumors circulate that Karasov has lost his sanity and is ruling like some crazed Emperor of ancient Rome. Furthermore much of this criticism is rumored to emanate from among some of his closest advisors.

However, Karasov is certainly not a man to cross lightly, with powerful business connections and influence over the fearsome secret police, whose powers to keep the people in line seem to have no legal or ethical bounds.

Any man who takes on Karasov will have to be either extremely brave or very foolhardy — certainly, no one close to Karasov will break ranks. But, for better or worse that is your calling in life.

Today the Revolution begins....

STARTING THE GAME

You have three ways to launch **Republic: The Revolution**:

- With the game disk, **Republic: The Revolution** Disk 1, in your CD/DVD-Rom drive, double left click the **Shortcut icon** on your desktop.
- With the game disk, **Republic: The Revolution** Disk 1, in your CD/DVD-Rom drive, left click the **START**

button on the Windows Taskbar and select **All Programs** (or **Programs**) - **Eidos Interactive** - **Elixir - Republic - Run Republic**.

- Insert the game disk into your CD/DVD-Rom drive and wait for the autorun menu to appear. Then click **PLAY REPUBLIC**.

MAIN MENU



After the initial splash screens and credits cycle (which you can skip by pressing the ESC key or space bar on your keyboard), you will see the Main Menu, offering these options:

NEW GAME

This menu leads you through the steps of setting up your Avatar and Faction. The first step is choosing the makeup of your Avatar.

LOAD GAME

This menu allows you to continue your revolution from the point at which you previously saved your game.

OPTIONS

This menu allows you to tailor **Republic: The Revolution's** graphics, audio and game options to your hardware and preferences.

QUIT

This option will exit Republic and return you to the Windows Desktop.

AVATAR AND FACTION CREATION

Republic: The Revolution differs from many games by asking you a number of multiple choice questions rather than allowing you to tweak numbers and values. The answers you choose will be scientifically analyzed and factored into the final Avatar and Faction you will create.

You can answer the questions honestly, resulting in your Avatar and Faction being a direct representation

of you and your Ideological outlook within the universe of **Republic: The Revolution**.

Or you may decide to answer the questions in a completely different way than you would in real life. In that case, your Avatar and Faction could be a real surprise....

PERSONALITY TEST

Each question will be presented in the manner shown below:

Question Number/Questions Remaining



Answer Options

Confirm Button

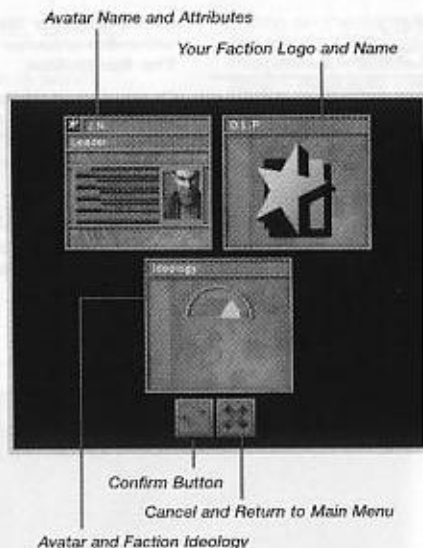
Click the answer you want to give, and then click the **Confirm** button in the lower right corner of the screen.

Be careful, though: once you answer a question, there is no going back!

The final question requires you to choose a logo to represent your Faction in Novistrana; this choice will also have some bearing on your Ideological make-up.

Once you answer all ten questions, you will be shown a breakdown of your Avatar and Faction. You will see the Avatar's Attributes, his name, and the Faction logo and name, along with the Ideology derived from your responses.

See page 36 for details on Ideology.



YOUR CHARACTER'S ATTRIBUTES

• Status

The standing, wealth and prestige of a character.

• Control

A character's intellectual ability in areas of scheming and strategy and skill in manipulation.

• Charisma

A measure of a character's intellectual persuasiveness and natural charm.

• Presence

The physical prowess of a character and his leadership qualities.

• Resolve

A character's commitment to his current way of life, whether he is working for a Faction or a Neutral. Your Avatar's Resolve will start at 100%; his faith is unshakable, at first anyway.

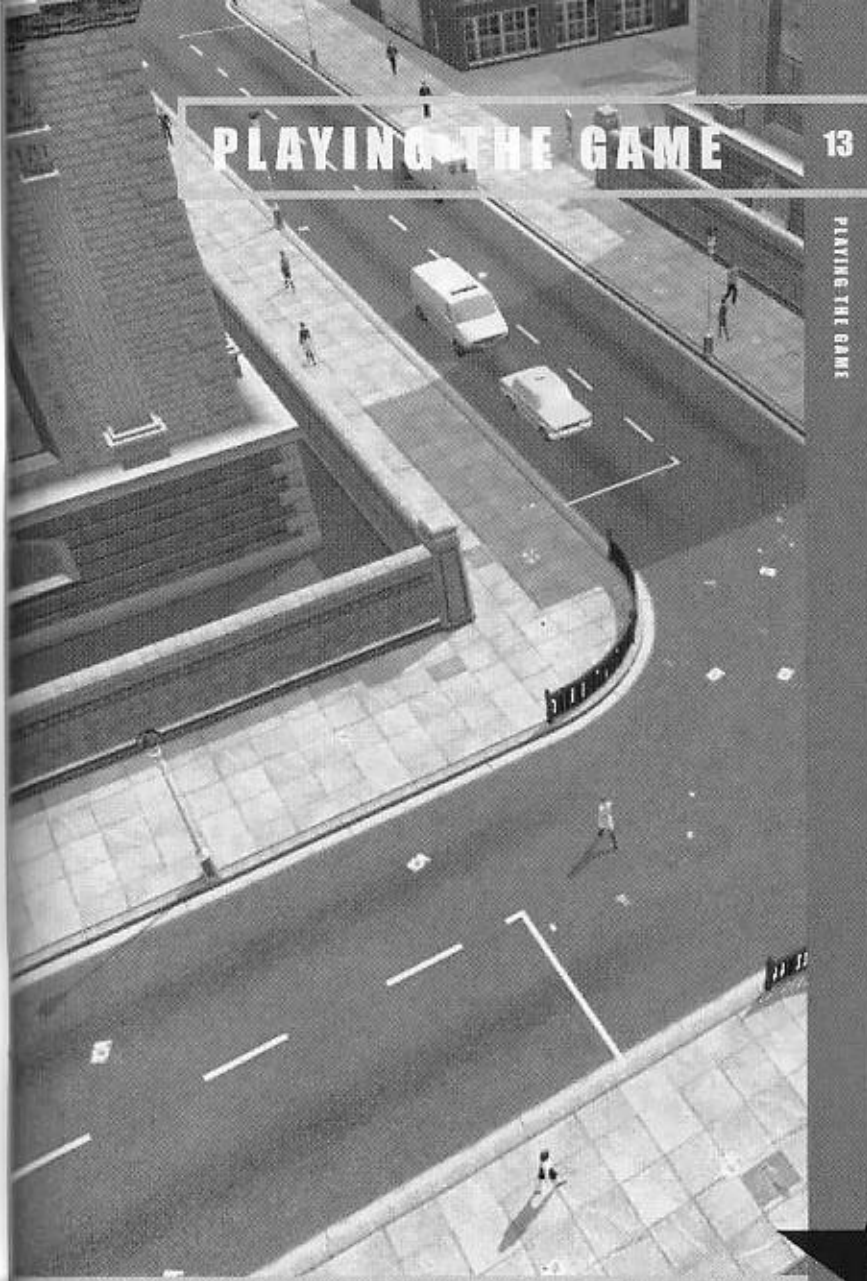
Republic: The Revolution is all about running actions. When you recruit more characters, their Attributes will be used to work out whether or not they have successfully carried out your bidding.

The magnitude of each statistic affects the probability of an action being successful or failing. Attributes are highlighted in the game interface each time an action is launched to help you decide if the character has the capabilities to successfully run each action.

Once they have been identified, be sure that you increase the right stat for the right character according to which actions that character has. The stats can be increased only in the Promotion screen. See page 44 for more details.





Once you decide on your Avatar and Faction, click **Confirm** to continue.

PLAYING THE GAME



BASIC CONTROLS

• Arrow Keys

Use the     arrow keys to move around the city in Rooftop and Satellite Views.

• Rotating the View

Bring the mouse cursor to the central area of Rooftop View. Then click and hold down the right mouse button and move the mouse to rotate the view. Satellite View cannot be rotated.

• Scrolling the View

You can move the camera position in Rooftop and Satellite Views by positioning your pointer at the edge of the screen and clicking the right mouse button. The mouse pointer will change from a star to a four directional arrow device when in the right position for this feature to be used.

• Mouse Wheel

Move the mouse wheel forward or backward to toggle between Rooftop and Satellite Views.

INGAME OPTIONS MENU

Press the ESC key at any time during play to pause the game and access the ingame options menu.

The options are:

• Save Current Game

Save the current game.

• Load Game

Restore a previously saved game.

• Back to Game

Resume the current game.

• Options

Access the Options Menu. See page 58.

• Quit Game

After selecting this option, follow the instructions onscreen to end the game and return to the Main Menu.

VIEWS OF NOVISTRANA

Novistrana and your status in it are presented to you in a number of ways:

• Satellite View

• Rooftop View

• Ground View

• Action View

• Faction Screen

These are all covered in detail in the following pages.

USING ACTIONS



PURPOSE OF ACTIONS

As the charismatic leader of your fledgling Faction, you must execute **actions** to make changes in the world. Actions are the only way you can directly influence the game world. Each character can perform up to two actions a day (or three in the case of your Avatar, who needs no rest segment). Try to ensure that your characters are always working toward a common goal.

Your initial aims are to:

1. Increase Your Knowledge

You can only act on things that you know about. Find out about who is where and what the oppositions are up to by performing actions such as Scout and Investigate. Support in a district will also increase your knowledge there.

2. Recruit Another Person

One person does not a revolution make. Recruit more personnel to assist you. Your first employee is important; make sure he has the actions you will need early on. Information Gathering and Support Gathering actions are most useful to begin with.

3. Gather Support

Every action you carry out costs valuable resources. Support in districts gives you resources of the type denoted. Proles (the people of Novistrana whose political opinions are vital to your success) must be Neutral if you are to win their support. It is futile canvassing for support in a district that has no Neutral Proles.

4. Attack Opposition Support

Attack enemy support strongholds to reduce the amount of resources they are awarded each game week. Successful Support Attacking actions turn Proles to a Neutral outlook, ready for you to follow up with a Support Gathering action.

5. Weaken an Enemy Character

The enemy Factions are strong. Try to get enemy Faction members to leave the Faction they work for by weakening their Resolve. Weakening a character will also temporarily affect one or more of his Attributes, making him less capable of fulfilling his duties.

6. Strengthen a Character

Prevent your own characters from leaving your Faction by strengthening their Resolve. (Other Attributes are temporarily boosted too, making the characters more efficient at their tasks.) Characters will let you know if they are having an Ideological crisis; ignore their communications at your peril.

7. Spread Misinformation

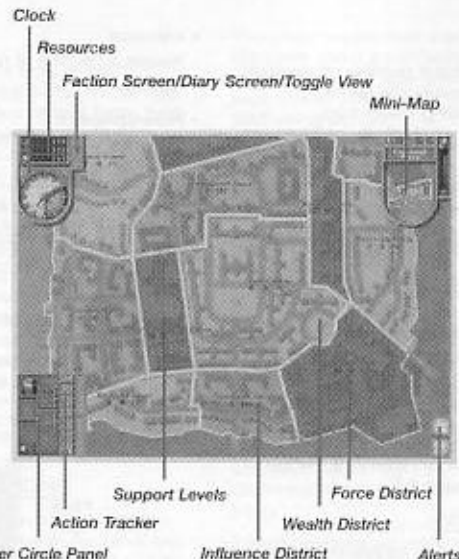
Prevent the enemy from finding out about what you are doing by spreading false rumors to bury the information. This is particularly useful if you want to keep a character out of the line of fire, or you are using actions that leave traces of Sleaze. For more information on Sleaze, see page 49.

SATELLITE VIEW

Satellite View allows you to get a good overview of how your campaign is progressing within the current city, by viewing your action markers and those of other Factions. You can see how much Information you have in a given district, and you can see where your Faction (or enemy Factions) enjoys support.

The Satellite View also allows quick and easy navigation around the city. Double left click anywhere to be instantly taken to that point in Rooftop View.

Satellite View is described in detail on the following pages.



MINI-MAP

This is explained in detail on page 19.

SUPPORT LEVELS

This pie chart shows the support percentages of active Factions in each district. Each Faction has a distinctive logo and color to make it easily identifiable. Your support levels will be represented by the logo chosen in the Personality Test at the beginning of the game.

TIP: The gray **N** portion always represents Neutral support. These Proles are ready to be targeted by a Gather Support action to convince them to support your Faction.

INNER CIRCLE PANEL

This portrait at the top represents you, the Avatar. As you play the game and recruit additional Faction members, their portraits will be

displayed below yours. The maximum number of people you can hire is five (six including yourself).

TIP: Recruits' portraits are always grouped according to Ideology. Those closer to your Ideology are grouped closer to the center.

ACTION TRACKER

This schedule chart shows present and future actions by you or members of your Faction.

You can maximize or minimize the Action Tracker by clicking the **+** arrow button on the right vertical bar of the Action Tracker. Once the screen is maximized, you can minimize the Action Tracker by pressing the **-** arrow button on its right vertical bar.

TIP: The mouse wheel also allows you to move the Action Tracker forward and backward through time.

ALERTS

Alerts appear for a number of reasons: making progress in the game, recruiting or losing characters, warnings from characters, newspaper reports etc.

Mouse over the alerts to learn more about what they contain.

Right clicking some Alerts will delete them.

Some Alerts also spawn an item, such as a memo or newspaper. Once memos and newspaper items are clicked, the information they contain is stored away in the Diary section of the Faction screen. See page 25.

FACTION SCREEN

Click this button to view the Faction screen. See page 23.

TOGGLE VIEW

Click this button to toggle between Satellite and Rooftop Views.

TIP: If the mouse pointer is over the game world, use the mouse wheel to quickly toggle between Satellite and Rooftop Views.

DIARY SCREEN

Click this button to view the following:

• Objectives

Keeps a record of current and completed game objectives.

• Memos

Keeps a record of memos you've received.

• Newspapers

Keeps a record of newspaper articles published.

TIP: Check your objectives often to make sure you are concentrating your efforts in the right area.

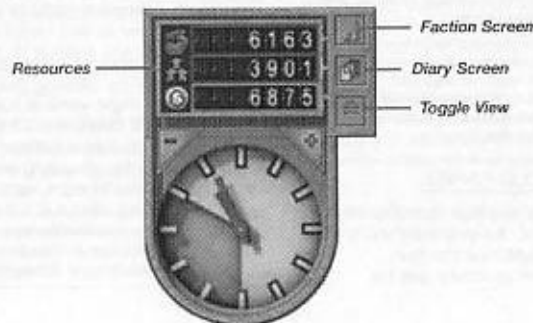
RESOURCES

This indicates the points of resources available to you. When any resource is completely depleted, you cannot execute any actions that require that resource.

Available resources are:



At the beginning of the game, you start with 300 points of each resource. See *Launching Actions* on page 29.



CLOCK

Shows the current time in NMT (Novistranian Mean Time). Each day lasts for 12 minutes of real time, and is divided into three segments: Morning, Afternoon and Night. Each segment lasts for 4 minutes.

If you would like to speed up game time, click the + button located at the top right of the clock. The maximum speed up is +5. Click the - button to reduce game time to normal. Game time can only be speeded up in Satellite View.

TIP: Try to ensure that each of your characters is doing something productive during each day segment.

SATELLITE VIEW AND YOUR ACTIONS

Your own actions show up as large icons in Satellite View if you have the Show/Hide Actions button set to ON (see *Mini-Map* below). Their position indicates roughly where the action is taking place in the game world, allowing you to form an overall view of your strategy easily and quickly.

You can go directly to the place by double clicking the icon, or by left clicking and choosing the Camera icon from the Mini-Menu (see page 22).

SUCCESSFUL ACTIONS

Once an action has taken place successfully, its icon will be shaded green.

MINI-MAP

This is an important tool that will provide you with lots of useful information. It is usually present in the top right corner of the screen, in both Satellite and Rooftop Views.

You can mouse over the icon to discover more information about the action, such as how much support was raised in the case of a Support Gathering action.

UNSUCCESSFUL ACTIONS

Actions that failed are shaded in red. You can mouse over them in the same way as for successful actions; they will reveal more information if there is any.

SATELLITE VIEW AND ENEMY ACTIONS

Enemy actions show up as small diamond markers in Satellite View if you have the Show/Hide Enemy Actions button set to ON (see *Mini-Map* below). Their position also corresponds to the Enemy Actions diamond markers shown on the Mini-Map.

Enemy actions will only show up if they are facts (see *Secrecy and Actions* on page 49). You have to actively look for Question Marks in the game world. The position of the diamond markers indicates roughly where the action is, has, or will take place, allowing you to quickly form an overall view of enemy.

You can double click the diamond markers on the Mini-Map or in Satellite View to go directly to the location, where you can find out more about the action that the colored diamond marker represents.



FIELD OF VIEW

The Field of View is the black triangle that appears on the Mini-Map. This indicates which way you are looking, as well as your position in the city. Your position is indicated by the small black square close to the point of the triangle.

TIP: You always face North in Satellite View, even when the direction Field of View is not displayed. The location of the black square determines the current district (and the district all information on the Mini-Map relates to).

INFORMATION LEVEL

The green bar down the right side of the Mini-Map shows the level of information you have accumulated in the district your cursor is positioned over in Satellite or Rooftop View. The higher the bar, the more information you have in that district. You can increase the information level by executing such actions as Scout, Investigate and Survey.

Information allows you to see what other Factions are up to, discover new characters to recruit or attack.

At its most basic level, information reveals locations and support levels within a district. Raising your support levels in a district also increases your information level (the Proles there act as your eyes and ears on the street).

TIP: Information scores decrease over time. You will lose track of what the enemy is up to if you do not maintain a healthy information score. However, geographical features such as locations are not forgotten once they are learned. The rate of information decay depends on ideological comparisons; it will be faster if your Faction Ideology is different from the district Ideology.

SHOW/HIDE CHARACTERS

All characters that have been discovered in the present district are shown on the Mini-Map in Rooftop View. All characters known about citywide are shown in Satellite View.

TIP: Moving characters can remove them from other Faction's information lists, helping to keep them out of the line of fire. (Make sure you move them to a district where you enjoy a lot of support, or know that the enemy has little information.)

SHOW/HIDE PLAYER ACTIONS

This icon shows or hides markers of your past, present and future actions in Satellite and Rooftop Views. You can click a marker to go directly to the location of the action. If the action is current, you will view it through Action View. See page 26 for more details on Action View.

TIP: Turning this icon ON allows you to get a global picture of your strategy. It is much easier to coordinate your overall direction when you can see where and when your actions are taking place.

SHOW/HIDE ENEMY ACTIONS

Shows or hides flags of past, present and future enemy actions in Satellite View and on the Mini-Map. Enemy actions are shown as small diamond markers; their color denotes which Faction is responsible (when known). Mousing over the diamond marker reveals more information. Clicking the diamond marker takes you to the scene of the action.

TIP: Keep close tabs on enemy activity. Discovering and using the Sleaze that an action leaves behind can have a great impact on the success levels of some of your actions. See page 49 for more details on Sleaze.

SHOW/HIDE SUPPORT LEVEL

Shows or hides the pie charts that illustrate support levels of districts. Pie charts are shown adjacent to the Mini-Map in Rooftop View, or across the city map in Satellite View.

TIP: Keeping tabs on the support levels of enemy Factions can be crucial. Try to maintain a small amount of knowledge across the city. Support levels will not be shown if you have a knowledge level of zero in a district.

TOGGLE DISTRICT OVERVIEW

Shows or hides district borderlines — very useful for navigation.

FORCE DISTRICT

Force districts have **red** borders in Rooftop View or are filled in red on the Mini-Map and in Satellite View.

INFLUENCE DISTRICT

Influence districts have **blue** borders in Rooftop View or are filled in blue on the Mini-Map and in Satellite View.

WEALTH DISTRICT

Wealth districts have **yellow** borders in Rooftop View or are filled in yellow on the Mini-Map and in Satellite View.

TIP: You can elect to have district boundaries displayed in Satellite View but not in Rooftop View (or vice-versa, or neither, or both).

TIP: The following toggle switch options can be configured separately for each view: Show/Hide Characters, Show/Hide Player Actions, Show/Hide Enemy Actions, Show/Hide Support Levels, and Toggle District Overview.

ROOFTOP VIEW

This is the main view that you will be using to play **Republic: The Revolution**. It shows the city in detail, and allows you to watch what other Factions are up to at all times.

Rooftop View allows you to gain insight into all the goings-on in Novistrana. Left clicking most things (such as people, street furniture, cars, etc.) in this view will display a context sensitive menu that you can use to discover more about an object or person. Experiment to find out more.



MINI-MENU

Left clicking buildings, people, icons and text launches a Mini-Menu that can be used to interact with the object just clicked.

The Mini-Menu is context sensitive. This means that it only shows you options that are useful for the item you have selected.

The Mini-Menu will display these options, dependent on what you clicked:

• Sleaze

Launch actions using Sleaze information of another action. This will make the action's effects stronger; using mistakes of other Factions to make your own look better.



The Mini-Menu can be a very useful shortcut to launching actions. It remembers what you chose as the target and automatically fills it in.

• Notepad

Provides information on the object, or solicit a comment from a Prole. Information relating to an object is always displayed in the Information Panel in the bottom right corner of the game screen.



• Camera

Takes you directly to that object or action and focuses the game camera on it. The Information Panel in the lower right corner of the screen is displayed to accompany the close-up view.



• Reminder Notes

This is the Reminder icon, and can be accessed by left clicking an Action icon in your Action Tracker. Setting this will take you to that action when it takes place (can only be set on actions that have not yet happened). A small yellow reminder is placed on the action in your Action Tracker.



TIP: Only a single action in any slot can have this set. It is always the final one marked.

• Bin

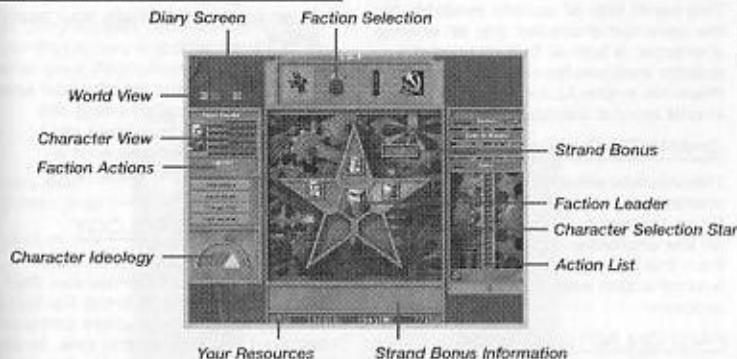
This is the Cancel icon, accessed by left clicking an action in your Action Tracker. This cancels the action and reimburses you with most of the Resources it cost to schedule the action.



TIP: There is a small administration penalty whenever an action is canceled. Expect to lose around a fifth of the resources indicated in the action cost.



FACTION SCREEN



The Faction screen allows you to check information on both your own Faction members and members of opposing Factions. Not all the information will be available at the beginning. You must execute actions such as Scout and Investigate (or gather support) to reveal information on members of other Factions.

FACTION SELECTION

Click on different Faction logos to display everything you currently know about the enemy Faction(s) in the current city. You could also select your own Faction to make sure everything is running as smoothly as you think.

Note: The first logo in the list is your Faction logo.

CHARACTER SELECTION STAR AND STRAND BONUS

The star has the same functionality whether you are inspecting your own Faction or an enemy's Faction. Known characters are ranged around the central character, who is always the Faction leader.

The background color of a character's portrait and star segment shows that character's Ideology strand (red for Force, blue for Influence, yellow for Wealth). A bonus multiplier is shown if

you have more than one character from the same Ideological background (including the Avatar). This is factored into any action that you run that shares the same Ideology.

You can have bonuses in more than one strand at any time if you carefully recruit and administer your characters. To learn about the bonus you receive, mouse over the Strand Bonus. Relevant information will be shown in the Strand Bonus screen located just above your Resources.

Another important detail is also displayed on the star. The distance a character is from the Faction leader (always at the center of the star) indicates the relationship between that character and the Leader (in the case of your Faction, this is you). Characters with more extreme Ideological disagreements will be further away from their leaders. If a character is too distant for too long, he will eventually leave your Faction due to Ideological differences.

TIP: Use Strengthen Character actions to bring distant characters back into the fold, and check on them often. Also, enemy characters that are distant from their leaders are easier to recruit to your Faction, especially if they share the same Ideology as your Avatar.

ACTIONS LIST

This panel lists all actions available to the selected character. For an enemy character, it lists all that character's actions that you have so far spotted (from his entire Action list) occurring in and around the city.

CHARACTER VIEW

This window displays the selected character's Attributes, Ideology and a list of actions that you can carry out on the character. Selecting an action from this list takes you through the normal action selection and launching process.

FACTION ACTIONS

Some actions are used to maintain the welfare and interests of your inner circle members. They can be launched directly from the Faction screen, or from the main game interface, whichever you prefer.

• Strengthen Character

Use this action on any character you suspect may be thinking of leaving (those characters most distant from the Avatar in the star). Even very loyal characters will gain some benefit from a Strengthen Character action; it temporarily improves some of a character's Attributes in addition to the character's Resolve.

• Move Home

If a character is being attacked by other Factions on a regular basis, moving that character to a new home may help to hide the person from prying eyes. Try to move the character to a district where you enjoy plenty of support or you are sure that the enemy doesn't have much information.

• Change Slot

Changing a character's rest slot will allow you to coordinate your actions better.

• Sack Member

If you need to get rid of a bad apple you can do it quickly using this action. This is ideal when your Faction is full and you spot a character who provides better alternatives.

CHARACTER IDEOLOGY

This shows the Ideology of the selected character. Remember that the Avatar's Ideology is the Faction's Ideology too. All characters compare their own Ideology to this one, to see if they will stay and fight for the cause. See *Ideology* on page 36.

RESOURCES

This shows your Faction's present amount of Resources. You cannot view the amount of Resources available to other Factions.

WORLD VIEW

Clicking this returns you to the game world.

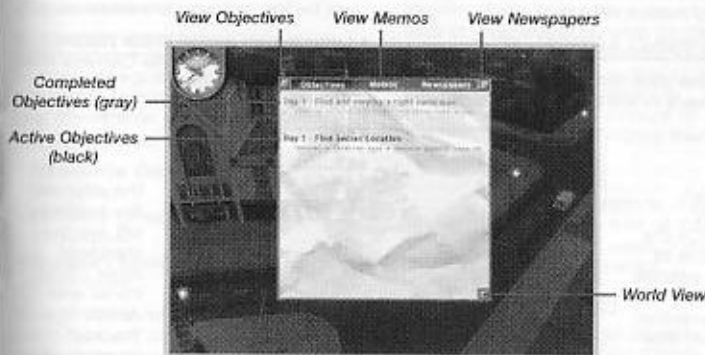
DIARY SCREEN

Keep track of your progress, what you need to do next, memos and more by accessing this screen. For more details, see page 25.

NOTE: Move Home, Move HQ and Change Slot incur time penalties when executed. This means that once you use these actions, the actions of the character chosen will be locked for two days (six time slots). The Lock icon shows a character whose actions are locked.

DIARY SCREEN

The Diary screen shows information regarding a very important area of the game: your Faction's progress.



OBJECTIVES

This screen is displayed when the Diary screen is accessed. It shows your current objectives and which of them have been fulfilled so far. Active objectives are shown in black text; completed objectives in grayed text.

TIP: Click any objective to show related memos and newspaper articles. These will give you more information on the requirements you must fulfill, and possibly some clues on how and where to go to complete them.

MEMOS

You can review all important memos you have received by clicking here. Memos are deleted when they are no longer useful (usually when you move onto the next city).

TIP: Memos that are attached to objectives are accessible via the Objectives screen. The Memo screen shows general memos that have nothing to do with plot objectives.

NEWSPAPERS

You can review recent newspaper articles by clicking here. If you launch actions containing Sleaze and they are continually exposed in newspaper articles, you can identify them here.

Newspaper articles that you trigger by reporting the bad actions of other Factions can also be viewed on this screen.

Additional newspaper articles that detail developments in and around Novistrana will also show up here.

TIP: If too many of your actions containing Secrecy appear in the newspapers, it is a safe bet that another Faction in the city is exposing your activities to the detriment of your support. Find out who is doing it and Weaken them. Another way to handle this situation is to make sure that any actions you execute containing Sleaze are carried out in a secretive place, and consider using a Misinformation action in the district where they are taking place.

ACTION VIEW

You can access the Action View for most of the actions that are run by any member of your Faction. The screen assumes a letterbox format to display Action View.

ACCESSING ACTION VIEW

- Double click any of your Action markers in the Satellite or Rooftop



You can directly influence the outcome of some actions with the Conversation System. The example above shows a Headhunt action at the beginning of the Conversation System. Not all actions have this interface, but you can still view them.

The top border contains the Clock, the name of the action, and the World View button (which takes you back to

View. (They must be turned ON at the top of the Mini-Map to use Action View.)

- Set a Reminder in your Action Tracker. Remember: the last action marked to be watched in any slot will be the one you are taken to.
- Left click an action in the Action Tracker, and select the Camera icon from the Mini-Menu.

the city). At the bottom left are the standard Inner Circle Panel and Action Tracker (hidden: click the tab to open it). Use these to navigate between currently

running actions, tweaking a number of them simultaneously if possible.

Conversation System

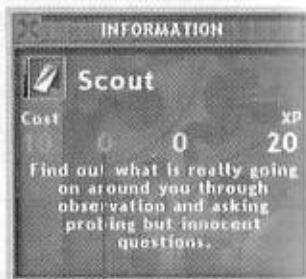
See *Conversation System* on page 33.

ACTIONS: COST AND RESOURCES

ACTIONS COST RESOURCES

To execute actions, you must have sufficient Resources available.

Highlight a character in the Inner Circle Panel to display a list of that person's actions beneath the profile. Hold your mouse pointer over an action to show how much of each Resource is required to launch it (in the Information Panel in the lower right of the screen).



Resource Cost for Action
(one number for each resource)

If you do not have enough resources to launch an action, it will be grayed out in the character's Action list.

Resources are awarded every three game slots. This and other regular game world occurrences are discussed below.

SUPPORT DISTRIBUTION DAY

Important regular checks and updates are made to the game world every day (three time slots) and every three days (nine time slots).

- **Resource Distribution** — updated every day.
- **Resolve Checks** — checked every three days.
- **Support Erosion** — updated every three days.

A reminder is sent at the beginning of each Support Distribution day in the form of an Alert. Make sure your support is as high as possible at the end of every day, and that all bonds between your Recruits and your Avatar have been strengthened if possible.

RESOURCE DISTRIBUTION

As actions cost Resources, you need to make sure that you have enough available Resources. At the beginning of a game, you will start with 300 units of Force, Influence, and Wealth. As you win support from Force, Influence, and Wealth districts with

Support Gathering actions, you will be awarded with Resources allocated to each district.

For instance, in the central part of Ekaterine, the first city, Town Centre, has 0 Force, 0 Influence, and 20 Wealth. If you had 50% support in the district, you would receive 10 Wealth points each Support Distribution day. (You are awarded a fraction of the Resource value of a district in accordance with the amount of support your Faction enjoys there.)

RESOLVE CHECKS

All characters in all Factions check their Ideology against that of their Faction leader (in the case of your Faction, this is your Avatar).

SUPPORT EROSION

The support levels in all districts are also updated on Support Distribution day. The Ideology of the district is compared to the Faction's current Ideology; the larger the difference, the more support lost in the district.

For example, districts that share the same Ideology as a Faction will lose little support, while districts with wildly different Ideologies will experience larger swings in support.

Ideological Comparisons and District Support Erosion are worked out on the triangle discussed below.

IDEOLOGICAL RELATIONSHIPS

- **F - Force** beats the easily ruffled **Influence** people. They get queasy at the thought of a bit of violence.
- **W - Wealth** beats the **Force** people. Anyone who uses testosterone to make decisions can be won around if the right number of digits is placed in his account.

- **I - Influence** beats **Wealth**. A bit of brains applied in the right places makes the moneymen weak in the knees. It is not what but whom you know.

POWER NODES

One final issue related to support is Power Nodes. These are important buildings located around the city. If you (or an enemy Faction) has enough support in the district, you can effectively "own" Power Nodes.

A certain level of support is required before any Faction is awarded the ownership of a Power Node. Once you have enough information in a district, look at the information on the building. It will tell you how much support is required to own it, and the bonus it will give to the owning Faction.

Also remember that if your support dips down below the required threshold, you will lose control of the Power Node.

Power Node ownership can mean the difference between success and failure....

BONUSES

The owner of a Power Node is awarded a bonus in keeping with the nature of that node.

Ekaterine Power Nodes and their bonuses (the letter in brackets indicates which type of district it is in):

- **Town Hall [W]**
+15 Recruit/Strengthen
- **Newspaper HQ [I]**
+15 Increase support
- **Prison [W]**
+15 Weaken/Information
- **Casino [F]**
+20 Wealth income
- **Church [I]**
+10 Influence action

Other cities have other Power Nodes with other effects. Explore and investigate to find out more.

POWER NODE ICONS

Power Nodes show up on the Mini-Map as icons.

A neutral-colored icon indicates a Power Node that is up for grabs.

A filled icon indicates a Power Node that is currently owned. The color of the Power Node indicates the owning Faction. (Typically this will be the Faction with the highest support in the Power Node's district.)



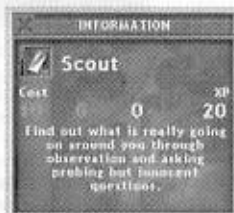
Ekaterine

LAUNCHING ACTIONS

Launching actions is a simple process, though there are a few variations on the same theme.



1. Select the character you want to run an action from the Inner Circle Panel by left clicking the person's portrait. The actions available to this character are now displayed (on the Action Panel) along with the Character Panel, which shows important details on a character.



- 1 **TIP:** You can cancel the action at any time by clicking the **X** button.
2. You can view the important details of an action by holding your mouse pointer over it for a short time. The details appear in the window in the bottom right of the screen. The Attributes that a character will use in the action are colored to match the resource they use, allowing you to assess the character's chances before taking the plunge.

1 **NOTE:** Grayed out actions are temporarily unavailable. Certain conditions must be met in order to execute these actions. For example, for Headhunt, if no people are available to hire or if you have hired the maximum number of people, this action will be grayed out until you find more people to recruit or free up a character slot. Actions will also be grayed out if you do not have enough information to run them, or not enough resources.

The next section describes the major steps for selecting a character and action.

3. Once you have decided which action you want to run, left click the action in the Action Panel. Next, select the level of the action you want to run (if available). The higher the level, the more powerful (and expensive) the action is.

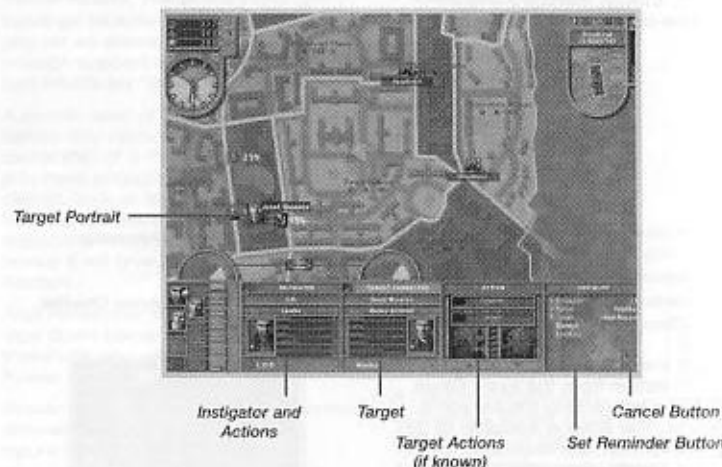
1 **TIP:** If your mouse has a wheel, you can use it to scroll up and down the Action list.

1 **TIP:** An action with no stars is basic level, one star is level one, two is level two, and three is a level three action.

4. The view now automatically changes to Satellite View. Viable targets are filtered according to the type of action you are trying to instigate. More information on selecting targets can be found on the next page.

Kostromo

SELECTING A TARGET CHARACTER



To launch an action, you must first decide and select which character will perform it. Remember, different characters have different actions, so pick the best man for the job.

The example below describes how to select a target character. Other actions will require other targets, but their selection process is very similar.

1. Available target characters show up as portraits in Satellite View. Their Ideology is indicated by the color of their portrait background. Their Faction affiliation is denoted by a Faction logo and a colored border (N for Neutral).
2. Holding the mouse cursor over a character portrait in Satellite View fills in that character's information and name in the target area.

TIP: Compare the blue Attribute bars to get a feel for how the Instigator and Target measure up to one another.

3. When you are satisfied with your choice of target, left click the character's portrait, then press the Confirm/Select button to confirm your selection.

TIP: Click the Set Reminder button if you want to be taken to this action when it begins. (Only the last action you set this for in each day segment will be remembered.)

4. If necessary, select a location where you want that action to happen (described on the next page).

Note: At any point during the launching of an action, you can go back to a particular step by clicking on this step in the Action Checklist in the bottom right corner of the screen.

SELECTING DISTRICTS AND LOCATIONS



- **Information Action**
Choose a district.



- **Misinformation Action**
Choose a district character.



- **Strengthen**
Choose a character and location.



- **Character Attack**
Choose a character and location.

Viable locations are filtered according to action type. Below is a list of the types of actions you will experience and a corresponding list of the targets they require.

- **Support Attack**
Choose a district and Faction (click the portion of the pie chart).

- **Support Gathering**
Choose a location.

- **Recruit Character**
Choose a character and location.

DISTRICTS

Some action types require you to select a district first. You can only select districts that are highlighted in Satellite View.

Some actions require a more specific location in addition to a district. That is covered in the next section.

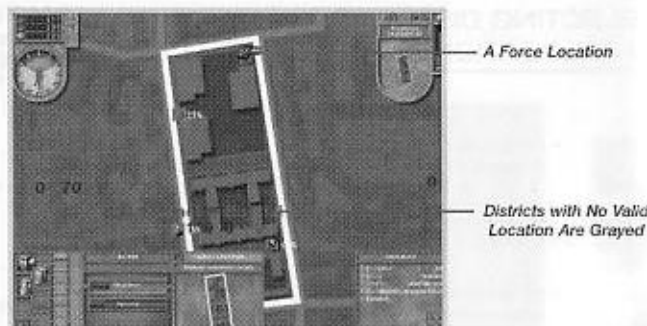
TIP: To make other districts selectable, raise your information level there. The more information you have, the more secret locations you will discover to run your actions in.

LOCATIONS

Locations are shown as colored nodes in Satellite View. Their color corresponds to the type of district they are in (red for Force, blue for Influence, and Yellow for Wealth). Actions of any ideology can be run in any district, with varying levels of success (according to the Ideological comparison shown in the interface).

In the example on the next page, a location is chosen for a character action. Other actions will need locations too (such as Support Gathering/Attacking actions, etc.).





The location's Secrecy level is also indicated. Secrecy plays an important part in any action. (See *Information Actions* on page 47 and *Secrecy and Actions* on page 49.) The white bar represents the Secrecy level; as the level increases, so does the bar. A black bar represents a zero Secrecy level.

1. When a location node is clicked, the main viewpoint changes to show that location. An information box appears in the bottom right corner of the screen, displaying the

Secrecy level and a description. (Use the mouse wheel or buttons to scroll through it.)

TIP: Use the left and right buttons in the information box to cycle through available locations without returning to Satellite View.

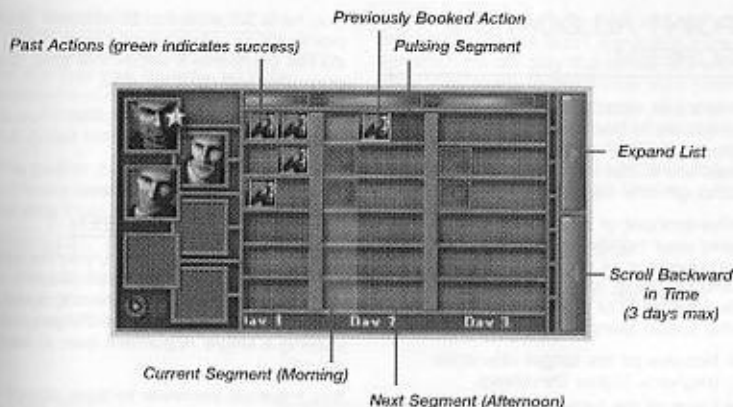
2. When a location is selected, the Action Tracker extends to show when the action will take place in the current day segment. The day segment will pulse slowly to indicate this.



3. If you cannot see the day segment, use the arrow buttons in the lower right of the Action Tracker to scroll forward and backward through

time. (Or place your mouse pointer over the Action Tracker and use the mouse wheel.)

4. When you're ready, click **Confirm**.



TIP: If you see the "hand" icon on a character's portrait, it means the character is busy in the next slot. The character is either resting or has an action booked.

TIP: Left click any Action icon in the Action Tracker to open the Mini-Menu. This is useful to set reminders, cancel actions, or look at information of past, present or future actions.

RESCHEDULING ACTIONS

You can also reschedule actions if this is beneficial to your cause, for example, to make sure that a Support Gathering action occurs after a Support Attacking action.

Click and hold down the left mouse button, then drag and drop the Action icon into a new segment. You cannot drag it into the past (left of the current segment marker), or into the schedule of another character.

CONVERSATION SYSTEM: INFLUENCING ACTION OUTCOMES

You can interact with some actions in real time. These are typically actions that target another character:

- **Flatter - Gift - Favor - Blood Brothers**
Strengthen a character's resolve.
- **Persuade - Charm - Headhunt - Bribe - Brainwash - Intimidate - Blackmail**
Recruit a character.

Using the correct member of your Faction at the correct time is crucial to ensuring your chances of success. Numerous factors affect the success or failure of actions, including: Ideology, Secrecy of the location you choose, character Attributes and local support (as shown under *Character Actions* on page 44).

During some actions (mainly one on one dealings between characters) you can have a direct effect on the outcome by choosing when to argue your point and when to back off and let characters think it through on their own. This is achieved using the Conversation System interface shown on the next page:

POINT ALLOCATION SCREEN

Here you must allocate the points available to you between four icons. You must use all your points, and no two icons can have the same value (though one can be a zero).

The amount of points available to you and your opponent are governed by a comparison of character Attributes and Ideology, along with other factors like the level of the protagonists and the action being used.

- Resolve of the target character (higher = higher threshold)
- Level of the target character (higher = higher threshold)
- The type and level of the action (higher = lower threshold)
- Ideology difference between target character and instigating Faction (larger = higher threshold)

You have 30 seconds to allocate your points to your Argument icons. If you do not complete it within this time, the computer will do it for you.

To allocate points to your four Arguments, click the icons:

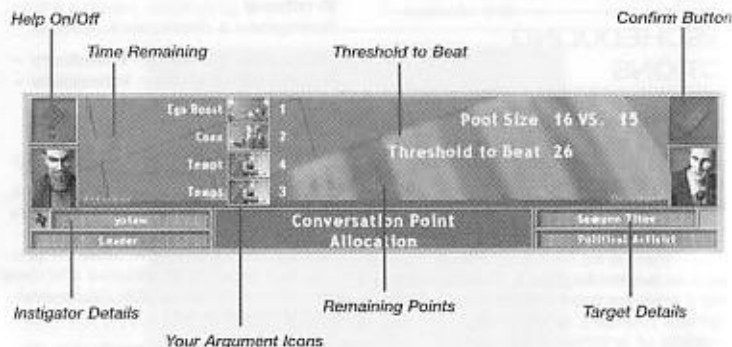
- Left click adds points.
- Right click subtracts points.

CONVERSATION SCREEN

Once points are allocated, you moved on to the conversation itself. Each conversation has eight interchanges, with the Instigator and the Target playing a single Argument icon in each round.

You have six seconds to think about and play your next argument. If it isn't done within this time, the computer will choose an Argument for you.

NOTE: You can elect not to view or play a Conversation action. Instead, the computer will play on your behalf, though its results are not guaranteed.



THE FIRST FOUR ROUNDS

The Target's icons remain a mystery for the first four rounds, so think about the number of points you want to put into each Argument icon, and the order in which you will play them.

The points that are up for grabs increase over the first four rounds, varying from 5 to 20 points.

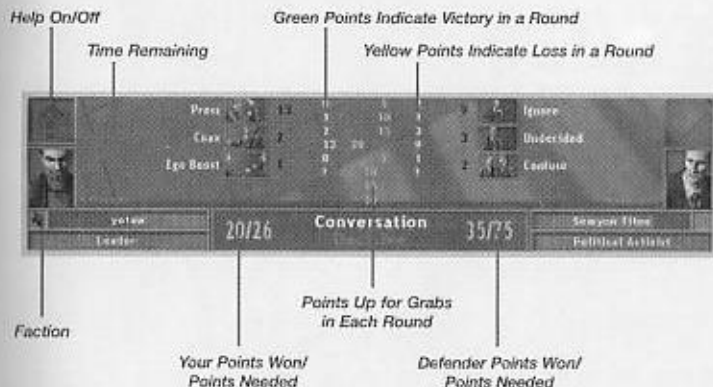
THE LAST FOUR ROUNDS

In the next four rounds, you will be aware of what the Target has assigned to each of his icons because

you have sounded out his Ideology a little. But you still don't know the order in which he will play the icons. Try to play your icons to maximize your point total, such as by saving your biggest Argument for the final exchange (and the most points), or by trying to snatch away a few vital points at the beginning by bringing out the big guns.

WHO WINS A ROUND?

Whoever has the strongest argument in a round wins. In the case of a tie, the Target always wins.



ADDITIONAL DETAIL

For some actions, the mechanics may stipulate that the margin of victory/defeat will have a bonus affect on the outcome if it exceeds the standard success/failure thresholds by a large margin.

For instance, if it was a Recruit action, then beating the threshold by more

than 10% might result in a +20% bonus to the recruited character's Resolve upon joining your Faction (useful to avoid early Ideology crises). On the other hand, if the attacker failed by more than 10%, then he may suffer a -20% degradation in Resolve to reflect his demotivation after such a frank and open political discussion.



THE ROLE OF IDEOLOGY

Ideology plays a vital role in the world of **Republic: The Revolution**. All characters, districts and actions have an Ideological rating. Ideologies remain static for the duration of the game, with one exception: your Faction Ideology. This is determined at the beginning of the game, but that is merely a starting point. Your Ideology will change according to the actions carried out by you and members of your Inner Circle.

WHAT IS IDEOLOGY?

In the political world of **Republic: The Revolution**, the ethical characteristics of most things have a great impact on day-to-day life. People, actions, Factions and districts are all rated on their standpoint on the spectrum of political outlook. They can be of Force, Influence or Wealth (whichever is dominant), or more typically a mixture of all three.

HOW ARE THEY USED?

The outcome of actions is influenced by comparing Ideologies. It is a good idea to take note of combinations that work, and those that do not.

WHAT HAS AN IDEOLOGY?

• People

A static Ideology, which is compared to the Faction Ideology every three days to determine a character's resolve. If the gulf is too wide, the

character's Resolve will slip. If this becomes a problem he will let you know by sending you a memo. A more exact Personal Ideology can be viewed during a character-affecting action launch.

• Actions

The Ideological rating of an action shows which of the Ideological strands making up your Faction Ideology will increase when you or a member of your Inner Circle run it. More powerful actions have a larger effect on your Faction Ideology. An action's Ideology is shown by the color of the bar representing it in the game interface. A more specific action Ideology can be viewed during an action launch sequence (excluding Recruit actions).

• Districts

District Ideology represents an average of all of its residents' political leanings. It also determines which type of resource the district yields when you enjoy some support there. District Ideologies are denoted by the color of the district or its borders. A more exact district Ideology can be viewed during a district-affecting action launch.

• Factions

This is the only Ideology in the game that changes over time. It dictates how easily characters can be recruited, and how motivated they are to remain in the employ of your Faction. Your Faction/Avatar Ideology is shown at the top of your Inner Circle Panel.

IDEOLOGY REPRESENTATION

Every Ideology in the game is represented as a multicolored hemisphere. It will always read **Force**, **Influence**, **Wealth** from left to right, regardless of which is the dominant segment.

Ideologies appear above the segments of the interface they represent during the action launch process.

The illustrations below depict the placement of various Ideologies.



Force
Ideology

NOTE: While your Faction Ideology is always on screen, the others will only appear when they are relevant.



Action Ideology

Target Ideology



Instigator Ideology

Your Faction Ideology

IDEOLOGICAL COMPARISONS

Comparison Type and Modifier



Action

Target

Republic: The Revolution uses the Ideologies of various things to determine the success levels of actions (among other things).

During each action launch, you will see Ideology hemispheres and icons as shown above. The icon tells which type of comparison is currently taking place; either **Same** or **Different**. The number denotes the modifier awarded.

Same comparisons are typically used for friendly actions (Recruit, Strengthen Character, Gather Support, etc.), while **Different** comparisons are used for unfriendly actions (Weaken Character, Attack Support, etc.).

Icons denote each comparison type:



• Looking for the same Ideologies

Your Ideology is always on the left (representing an action or Faction). The sphere on the right represents the most desirable Ideology type (Target Ideology; represents either a character or district).



• Looking for different Ideologies

The sphere on the left represents your Ideology (an action or Faction). The sphere on the right represents the most desirable Ideology type (the Target Ideology; either a character or district), which will yield the largest modifier. In this case it is Wealth (always clockwise around the Ideology triangle for the best difference). The number (positive or negative) above the icon indicates the magnitude of the modifier.

COMPARISON PRESENTATION

When Ideologies are being compared, your (action or Faction) Ideology always occupies the **outside** ring of each node.

The Target's (character or district) Ideology always fills the **inside** of the nodes.



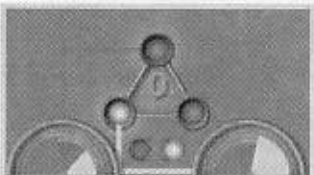
Action/Faction

Character/District

The Ideologies being factored into the action are shown like this: a line of the dominant Ideological strand (Force, Influence or Wealth) links them to the comparison icon (same or different) while the overall modifier is displayed above.

Mousing over the comparison icon will expand the comparison so you can see how the result was reached.

An expanded Ideological comparison is illustrated below.



Action/Faction

Character/District

In this example, a modifier of zero is awarded because a different Ideology was required. If the Target Ideology had been Influence (always clockwise around the triangle for the best difference), the action would have received a positive modifier.

FACTION IDEOLOGY

This is the Ideology of both your Avatar and your Faction. As mentioned previously, this is the single Ideology that can change over time.

For example, let's say your Ideology was Influence (blue) after completing the Personality Test at the beginning of the game. You recruit a couple of Force characters, a Policeman and a Hood, both of them low level. Because you run a number of Force actions (such as Vandalize, Graffiti, etc.), your Faction Ideology slowly migrates toward a Force Ideology. This would also be true if you had started with a Wealth Ideology.

Generally, the higher level the action is, the more impact it will have on your Faction's Ideology. Each time you launch an action, look at the figures floating next to your Faction Ideology. They are the number of points that are added or subtracted to each of the three sectors.

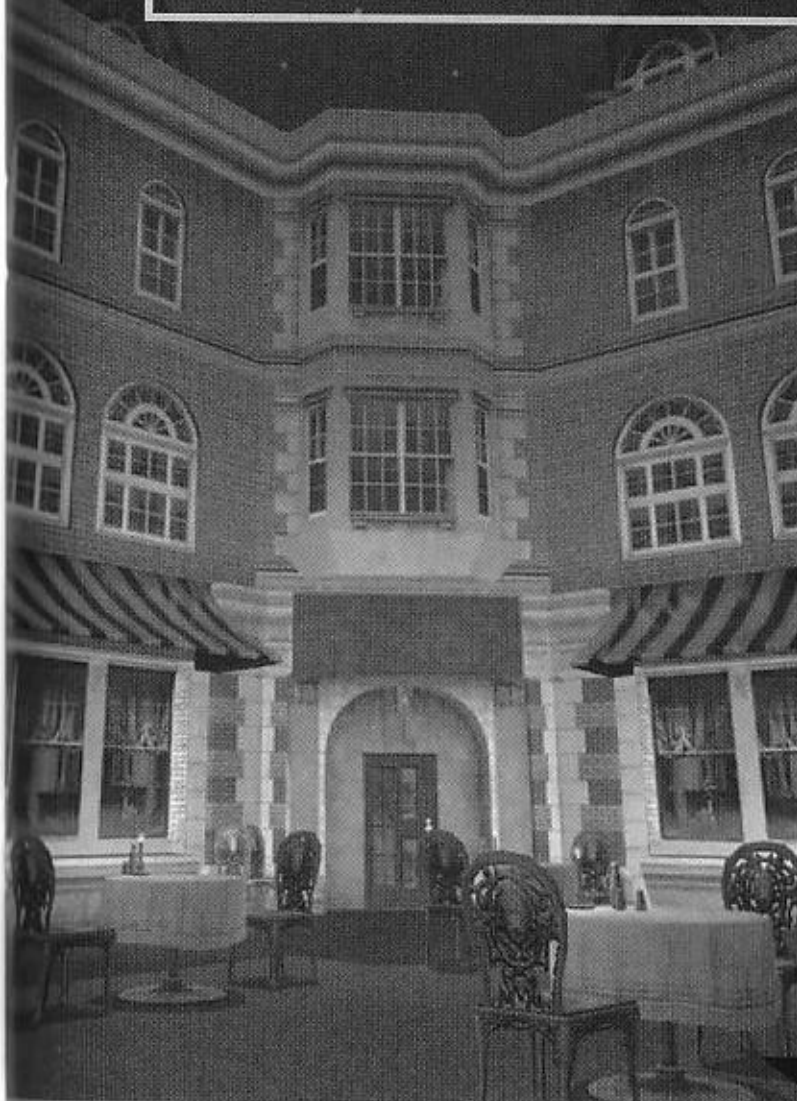


The diagram above illustrates a rise in Force, while Influence and Wealth decrease.

It is vitally important that you keep a close watch on the direction of your Faction's Ideology. If it is wildly different from that of the characters in your employ, they will let you know that they are questioning your ethics by sending you a memo. (It will appear as an Alert on the right side of the screen.)

Characters will compare their own (static) Ideology with the Faction's Ideology every three days.

CHARACTER ABILITIES



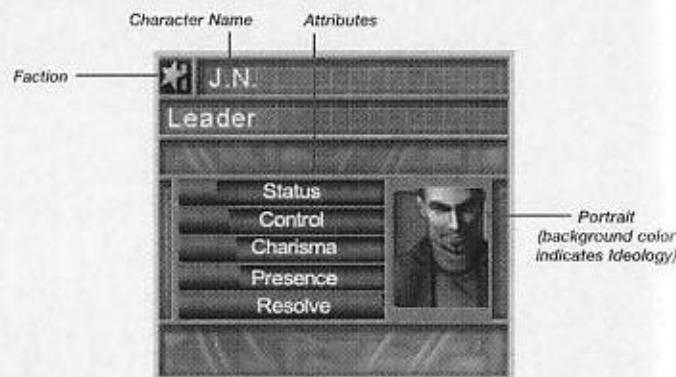
Kostromo

Ekaterine

CHARACTER BACKGROUNDS

Characters in **Republic: The Revolution** come from all walks of life. Potentially they are all equally useful. You will quickly learn the types of characters that best suit your style of play.

CHARACTER ATTRIBUTES



Characters are represented by five key Attributes: Status, Control, Charisma, Presence and Resolve.

• Status

The standing, wealth and prestige of a character.

• Control

A character's intellectual ability in areas of scheming, strategy and skill in manipulation.

• Charisma

A measure of a character's intellectual persuasiveness and natural charm.

• Presence

The physical prowess of a character and his leadership qualities.

• Resolve

A character's commitment to his current way of life, whether he is working for a Faction or a Neutral. Your Avatar's Resolve will start at 100%; his faith is unshakable, at first anyway.

Remember that even the lowliest of street thugs can become a crime lord with the right guidance. You are that guidance.

CHARACTER PROFESSIONS AND PROMOTION

There are ten types of Professions in **Republic: The Revolution**. Each has its own unique promotion ladder, allowing a choice of new actions at each Level Promotion.

• Force

– Police, Criminal, Union, Military

• Influence

– Political, Religious, Academic

• Wealth

– Media, Celebrity, Business

Each profession has 20 opportunities/promotions to increase stats and/or actions. Each character gains additional Attribute points at each new level (10 points to be spent among the four improvable Attributes).

This means it is possible for two characters to be of the same rank and profession, but to have a different selection of actions to run (because different actions were chosen for each character at each promotion).

For example, let's say two Political characters Ivan and Simyon are at Level One. They are both able to run Investigate (Information Gathering) and Canvass (Gather Support).

At the next level they get a boost to their Attribute scores and an extra level for an action of their choice. Ivan

gets Level Two Investigate, making him a valuable Scout, while Simyon gets an increase in his Canvassing ability, meaning at this early stage he is something of support specialist.

At the next level, not only do they both get the standard increase in Attributes (ten points per level), but they also have the choice of increasing Investigate or Canvass, or buying a new action entirely (Discredit or Charm).

Regardless of exact career choice, each character belongs to one of 10 broad career strands, which can be further filtered into the three Ideological strands of Force, Influence and Wealth.

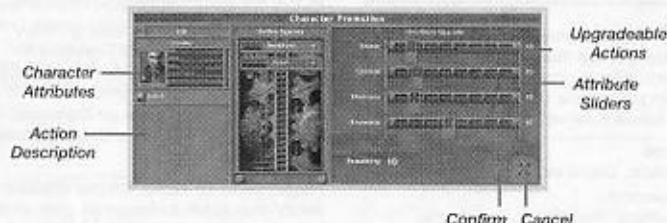
Each time a character performs an action, he gains Experience Points (XP). When enough points accumulate, the character will be promoted along his career path. Each rank attained will reward the character with a new title, increased ability scores, and access to new or more powerful actions.



When a character has gained enough experience to be promoted, a large gold star appears on his portrait in the Inner Circle Panel. To receive your promotion, move the cursor over the star and left click. The Promotion screen is now displayed.

PROMOTION SCREEN

Click the gold star on a character's portrait to display the Promotion screen. Here you can upgrade the character's Attributes and actions.



In the Promotion screen, choose one action you would like your character to receive or upgrade. Click the action to highlight it.

Use the sliders to enhance your character's Attributes. You can add points to an Attribute, but you cannot reduce it beyond its initial value when you came to the Promotion screen.

TIP: Mouse over an action you are thinking of upgrading. This shows which Attribute it will use to determine its effects. If possible, upgrade the relevant Attribute for the actions your character has the most of.

NOTE: Use up all available Attribute points and click the Confirm button to continue.

More powerful actions:

- Cost more resources to run.
- Have a higher Secrecy (in general).
- Create more Sleaze (in general).
- Have a greater impact on your Faction Ideology.
- Have greater effects in the game world (e.g. Support Gathering actions will trigger a larger swing in support than their lower level equivalents).

CHARACTER ACTIONS

You are measured wholly by what you do in Novistrana, so the actions you carry out are the lifeblood of your campaign. Explained below are the broad categories into which all actions fall. There are many actions in each category. Be on the alert for characters able to carry out new actions. You also get access to new actions as your characters progress along their chosen career paths.

RECRUIT ACTIONS



Use Recruit actions to attempt to add a character (either Neutral or working for another Faction) to your Inner Circle. Look out for:

- **Resolve**
The higher a character's Resolve, the harder that person is to recruit.
- **Character Levels**
The wider the gulf separating Instigator and Target, the harder it is for the Instigator (especially one of a lower rank) to triumph.
- **Ideology**
The more similarity between the Target's Ideology and that of the Faction trying to employ him, the more likely it is that he will join.

Examples of Recruit Actions
Headhunt, Persuade, Blackmail

STRENGTHEN CHARACTER ACTIONS



These actions are used to increase a character's Resolve. They have an additional side effect of temporarily increasing some of the character's other Attributes.

Strengthen Character actions can only be used on characters in your Inner Circle. These actions can also be used to counteract the negative effects of Attack Character actions performed on your characters by enemy Factions.

A character cannot be strengthened indefinitely. No more than two actions of this type can stack on a single character at any time (over the course of 48 hours from the first action).

A Happy Theater Mask is shown on the character's portrait when a character is strengthened successfully. Attributes (one or two) are also temporarily boosted. An additional section added to the relevant Attribute bar indicates these increases.

The temporary boosts in a character's Attributes last for a couple of days before reverting to normal.

The major factors governing the outcome of Strengthen Character actions are:

- **Ideology**
Target characters with the same Ideological strand as the Instigating character can be strengthened more easily.
- **Action Strength**
The level of the action is also important.
- **Attributes**
The Attributes for both Instigator and Target are highlighted in the game interface. Take notice of these when increasing Attributes during the promotion of a character.

TIP: Remember, Strengthened characters can still be targeted by Weaken Character actions.

Examples of Strengthen Character Actions
Flatter, Favor, Gift

ATTACK CHARACTER ACTIONS



These actions are used to permanently lower the Resolve of characters. They have an additional side effect of temporarily reducing some of the target character's other Attributes.

These actions are best used to soften up a character before employing them, or to make problem characters less effective at their actions.

A Sad Theater Mask is shown on the character's portrait when the person has been successfully attacked. Attributes (one or two) are also temporarily decreased. An additional section added to the relevant Attribute bar indicates these increases. The temporary boosts in a character's Attributes last for a couple of days before reverting to normal.

A character cannot be weakened indefinitely. No more than two actions of this type can stack on a single character at any time (over the course of 48 hours from the first action).

Major factors in governing the outcome of the action are:

- **Ideology**
Attacking characters with opposing Ideologies will be most fruitful.
- **Secrecy**
Attacking characters will get you into trouble if the news gets out. Try to do them in High Secrecy locations or use Misinformation actions to disguise your activities.

• Attributes

The Attributes for both Instigator and Target are highlighted in the game interface. Take notice of these when increasing Attributes during the promotion of a character.

TIP: Remember, Weakened characters can still be targeted by Strengthen Character actions to counteract negative effects.

Examples of Weaken Character Actions

Assault, Honey Trap, Discredit

KILL/REMOVE CHARACTER ACTIONS



These actions do not fail once instigated, but they require full and in-depth knowledge of the Target character, a large number of Resources and a long lead time. If discovered, they can be countered by protecting the Target agent with a Safe House or similar action (see *Protect Character Actions* below).

Examples of Kill/

Remove Character Actions

Hitman, Alpha Squad, Exile

PROTECT CHARACTER ACTIONS



These are the only actions that can stop a Kill Character action. If you discover one that is scheduled to take place on one of your characters, react as quickly as possible by running a Protect Character action.

The character will be protected for three days, and will be unable to perform actions during this time.

TIP: Characters will let you know when they are being targeted. Be sure to investigate.

TIP: If you successfully protect characters from an attempt to remove them from their positioning in Novistrana, it might be wise to relocate them (using the Move Character action) to keep them out of the firing line for a little while. You may also want to target the culprit with Character Weakening actions of your own....

Examples of Protect Character Actions

Safe House, Disguise, Immunity

SUPPORT ACTIONS

An important aspect of the game is that you must keep support levels high in your preferred districts. This is key for a couple of reasons:

• Resources

Force, Influence and Wealth points are allocated funds according to support levels and district Ideology. Be sure to keep an eye on all three, or at least on those that your Faction relies on most.

• Knowledge

Support in a district also boosts your Knowledge level there. Think of it as the eyes and ears of your loyal supporters in the area.

District support levels will erode according to Ideological comparisons (Faction vs district). Similarly aligned districts will erode more slowly than those with differing Ideologies. Support in neighboring districts and the ownership of Power Nodes also slow down support erosion.

INCREASE SUPPORT GATHERING ACTIONS



Use these actions to increase support levels in a district (and at higher strengths, in neighboring districts too).

• Ideology

Use an action with a similar Ideology to the target district for a better response: Force districts will be more impressed with Force actions, and so on.

• Action Strength

The higher the strength of the action, the larger the magnitude of the support swings.

• Secrecy

Keep the location of the action as public as possible, so that more Proles hear about your action. Support Gathering actions need to be visible to be effective. Be careful though, some actions shouldn't be too public!

• Nearby Support

Districts that share borders with the target district, and already have support for your Faction will have a small beneficial effect on the outcome of any Increase Gathering Support actions run in the district.

• Attributes

Instigator Attributes used in the action are highlighted in the main interface. Keep an eye on them and increase them when your character receives a promotion.

NOTE: Repeatedly performing the same action in the same district will cause it to be less effective. Proles like variety. Regular checks of what the Proles have to say will provide valuable clues about how your actions are being received, and may provide clues as to what other Factions are up to.

Examples of Increase Support Gathering Actions

Rally, Music Festival



These actions can decrease support levels in a district (and at higher strengths, in neighboring districts too).

• Ideology

Use an action with a different Ideology from that of the target district for a better response.

• Action Strength

The higher the strength of the action, the more support will change.

• Secrecy

Keep the location of the action as public as possible, so that more Proles hear about it. Be careful: some actions shouldn't be too public!

• Nearby Support

Districts that share borders with the target district and already have support for enemy Factions will have a detrimental effect.

• Attributes

Instigator Attributes are highlighted in the main interface. Keep an eye on them, and increase them when your character receives a promotion.

Examples of Attack Support Actions

Defame, Leafleting, Vandalize, Crime Wave

INFORMATION ACTIONS

Information plays a vital role in **Republic: The Revolution**. The more you know about your environment, and what the opposition are up to in it, the better off you will be.

Without information you will not be able to:

- Discover highly secret locations or use them for your actions (or in the worst case, ruin the most basic actions).
- Discover and use Sleaze left by other Factions.
- Find residences of characters you might want to attack or recruit.

You can raise or lower Information levels around the city, either on a broad scale or on one specific place. Knowing when to do this could mean the difference between success and failure.

INFORMATION GATHERING ACTIONS

Use these actions to increase knowledge levels in a given district. Knowledge in neighboring districts will also increase slightly.

- **Ideology**
Using Information actions of the same Ideology as the target district will deliver the best returns.
- **Action Strength**
The higher the strength of the action, the more your Knowledge in the district (and neighboring districts) is increased.
- **Attributes**
Relevant Instigator Attributes are highlighted in the main interface when you launch actions. Keep an eye on them and increase them when your character receives a promotion.

Examples of
Information Gathering Actions
Scout, Investigate, Survey

TIP: You can have your character Dig Deeper when using Information Gathering actions by clicking the Location Information window or the Question Mark. Scroll down the window to find the hidden information. The availability of the Dig Deeper action is shown by a character portrait in the information box. Click the character portrait to Dig Deeper. You will gain more knowledge on the Question Mark or building selected, at the expense of a smaller knowledge increase in the Target district and surrounding districts. You must have an Information Gathering action already in progress in the district (or neighboring district) to use this facility. Higher-level Information Gathering actions will allow you to use this method more than once, though each one will reduce the overall effectiveness of your Information Gathering action.

MISINFORMATION ACTIONS



Use these actions to keep your plans veiled from prying eyes. They affect the Secrecy of all your actions in the target district.

- **Ideology**
More confusion is caused by using actions that share the same Ideology as the target district.
- **Action Strength**
The higher the strength of the action, the more deeply knowledge is buried.
- **Attributes**
Relevant Instigator Attributes are highlighted in the main interface when launching actions. Keep an eye on them and increase them when your character receives a promotion.

Examples of Misinformation Actions
Code of Silence, Pay Off, Cover Up

PLOT ACTIONS



Throughout **Republic: The Revolution** you will regularly receive Objectives in the form of memos from other

members of your Inner Circle, and via your Avatar's Diary.

At vital junctures in these Objectives you will notice that you have been awarded a Plot action. Typically these can only be used in very special circumstances. Read the memos and journal to find clues, and scour the game world for likely locations and targets.

SECRECY AND ACTIONS

Secrecy plays a key part in **Republic: The Revolution**. Keeping your actions hidden from the prying eyes of enemy Factions is a must, especially if you are using underhand tactics (actions that contain Sleaze).

AN ACTION'S SECRECY

An action's Secrecy is the average of the action's Secrecy rating and the Secrecy of the city location where it takes place. You can see the action's Secrecy before you launch it by checking the Action Panel in the main interface.

Some actions demand high Secrecy levels; others, low Secrecy levels.

HIGH SECRECY ACTIONS

These actions benefit from a high Secrecy. You don't want anyone else to find out about them, or the unsavory methods used in the action could be broadcast to the population and your support levels will suffer.

If you detect an enemy action that contains Sleaze, it's effective to use the Sleaze against the responsible Faction.

- **Recruit**
Try to keep your employment attempts secret or you may attract unwanted attention from other Factions.
- **Attack Character**
Attacking another individual is bound to go down badly with the population; they have seen far too much of it over the years. If enemy Factions discover that you are weakening their characters, you could be in a lot of trouble.
- **Any Sleaze Action**
Sleaze can be broadcast by other Factions. Try to keep any of your Sleaze actions as hush-hush as possible by using Misinformation actions and performing them in secretive locations.

Add Secrecy to your own actions to keep them under wraps. If news gets out about your tactics, your support could begin to slide rapidly.

LOW SECRECY ACTIONS

These actions benefit from a low Secrecy. In general, the higher their profile the more success they will meet with. Support Gathering actions can't work if nobody knows about them.

- **Support Gathering Actions**
When you perform Support Gathering actions in less secretive places, more Proles are aware that they are happening.
- **Support Attacking Actions**
When you perform Support Attacking actions in less secretive places, more Proles are aware that they are happening. Be careful though, some of these actions contain Sleaze. You may have to take calculated risks from time to time.

SLEAZE

Some actions are less savory than others. If you find out that an action containing Sleaze has taken place, you can use this knowledge to help your Faction or to attack other Factions or characters.

ACTIONS AND THEIR REPRESENTATIONS

Every important action performed in the game world will leave behind a trace that it has occurred. Think of it as general rumors among the populace, or finding a clue left behind.

This trace will only last for a finite time. You must discover and use it before it disappears.

QUESTION MARKS

If you do not have enough information in the current district to exceed the action's Secrecy (an average of the Secrecy of both the action and the Location where it took place) then you will see a Question Mark floating and rotating onscreen.

The size of the Question Mark indicates the shortfall between your Information level and the Secrecy of the action it represents. The smaller the Question Mark, the more information you have to gather in the district where the fact is.

TIP: An indication that you are very close to breaking a Question Mark's Secrecy level is the presence of color in it. Question Marks are small and neutral colored when you have little information; they begin to take on the hue of the Faction responsible for running them when your Information level is close to exceeding the Secrecy level of the Question Mark.

Left click a Question Mark to see a the following information about it:

- Its secrecy level (so you can make an educated guess about how much support or scouting activity you need to do).
- The number of day segments it will remain in the world (including the current one).
- Whether it contains Sleaze (and you are within a few points of exceeding its Secrecy).



TIP: If you have an Information Gathering action running in the district (or adjoining district at higher levels), you can elect to Dig Deeper on a specific fact. This option is available when you look at the information for a Question Mark.

Digging Deeper will make the overall Information Gathering action less effective, but your Information level on the Question Mark will rise rapidly, possibly breaking it into the bargain.

The higher the level of Information Gathering action, the more Dig Deeper opportunities it will allow you.

FACTS

Once you exceed a Question Mark's Secrecy level, it will transform into a Fact. This means that you know all about the event. You can now use any Sleaze that the Fact contains against the Faction or person responsible for it.



Left click a Fact to trigger the Mini-Menu, and then select the Information option to see what news it contains about the event.

Depending on what else you know, you can learn which Faction was responsible for the action, what effect it had (if it has already taken place), and which character was responsible (if you have discovered his residence in the city).

If the character field of a Fact is blank, you have not yet discovered the home of the character responsible. Once this has been achieved (by raising Secrecy scores in district, or Digging Deeper on a specific house that you suspect contains an enemy character) you will be able to target him specifically (using Weaken Character actions, for instance).

TIP: Even before you know the character responsible, you can use any Sleaze that the action contains against the Faction responsible. If you throw enough mud, some of it is bound to stick!

Use the Sleaze icon from the Mini-Menu or the Information Panel to launch an action that one of your characters has that can broadcast the Sleaze to the population of the city.



For example, Leafleting Campaign can be used to spread the questionable deeds of other Factions. The Sleaze of the first action is used as a positive modifier in the action that spreads it, meaning more Proles will be affected by it.

A valid tactic is to target the character responsible for these actions, and either weaken or recruit him.

Ultimately, you may have to resort to killing extremely problematic characters. This option is available only late in the game.

Arrows beneath Question Marks and Facts indicate when the events happened: in the past, right now, or in the future:

- ◆ — past action
- ◆ — action is taking place in the current day segment
- ◆ — future action

TIP: You can quickly identify which districts have the most enemy activity by turning ON the Show Enemy Actions filter on the Mini-Map. Small diamond markers indicate where enemy actions have taken place; their color corresponds to the Faction responsible. These markers show Facts only, not Question Marks.

Remember: Question Marks do not show up on the Mini-Map. Instead, you have to scrutinize the game world to discover them.

ACTIONS THAT CAN USE SLEAZE

The actions listed below can recycle the Sleaze left by other actions, and broadcast it to the population of the current city. The Sleaze rating of an action will be used as a positive modifier when plugged into another action.

- **Defame** — Attack Support
- **Discredit** — Attack Character
- **Frame** — Attack Character
- **Graffiti** — Gather Support
- **Honey Trap** — Attack Character
- **Hostile Press** — Attack Support
- **Leafleting** — Attack Support
- **Legendary Speech** — Gather Support
- **Passive Protest** — Attack Support
- **Poster Campaign** — Gather Support
- **Propaganda** — Gather Support
- **Public Criticism** — Attack Support
- **Revelation** — Attack Support
- **Terrorize** — Attack Character

IVAN ALEXASHENKO

Ivan Alexashenko is a very powerful man — and dangerous. A decorated Afghan war veteran, he used his position in the military to cement himself a formidable seat of power.

While many army units have suffered terribly from bad funding since the collapse of the Soviet Union, units loyal to Alexashenko seem to be thriving. As well as using his units to engage in lucrative mercenary activities, Alexashenko also runs a series of major criminal activities from importing black market goods to selling weapons, as well as plain and simple protection rackets.

All this means that Alexashenko's Army stands on its own two feet, rather than relying on the pitiful trickle of resources from the Government.

DR. JOSEF KISLOV

Josef Kislov is very religious man and a staunch conservative. He strongly believes in family values and high moral upbringing.

His stand: only through decent moral standards, education, healthcare and tackling poverty can Novistrana become truly great. He has branded the current regime a group of godless gangsters and criminals. His outspokenness is legendary.

It is rumored that there are two separate contracts out on his life, and only his great popularity and very public profile have prevented him from meeting an early demise.

Originally an Orthodox priest, he studied psychology and sociology in Berezina. It was here in the nation's capital, where he saw people walking the streets side by side with corrupt politicians and gangsters driving expensive cars, that he became politically motivated.

Since then he has become a powerhouse in Novistranian politics. Everyday citizens, tired of the crime and corruption that dominates their daily lives, are flocking to his cause.

Dr. Kislov no longer works for the church, which he views as part of the problem.

ARKADY ILYUSHIN

Ilyushin is one of the new breed of gangsters — totally uncompromising, ruthless and utterly insane.

He rose to be Godfather of the Novistranian branch of the Russian Mafiya in a bloody night of violence that saw him and his gang mercilessly assassinate all his rivals.

This turned out to be a somewhat retrograde step for Red Mafiya, which in its weakened state was easy prey for the authorities and other Factions like Alexashenko's Army.

Arkady knows he has his work cut out for him. His bosses have granted him a bit of slack, but he has to restore the Mafiya to its former position of power.

Otherwise it'll be Ilyushin who finds himself gunned down and dumped unceremoniously into an unmarked grave.

ALEXEI KONSTANTINO

Alexei began his business empire at an early age. Renovating old buildings while still studying at University, he found that the Government agencies he was competing with for lucrative contracts were easy to beat. The money soon began rolling in.

Before long he was buying the buildings he was renovating, and within a few years had built up a huge property empire.

Not all of this ran smoothly. Most notably, the old communists who felt he was stealing their wealth and acting in an unpatriotic manner and the Russian Mafia (whom he detests) were very upset with his methods.

There have been several attempts on Konstantino's life, including a crazed gunman who burst into his office, gunning down several of his staff, before being gunned down himself by Konstantino's own security personnel. Somehow, Konstantino escaped death, despite taking a bullet.

Since then he has become something of a recluse, using his status and influence to set up a powerful cartel of similarly minded people. He hopes that the cartel will turn Novistrana into an economic powerhouse.

He has great plans, including setting up a Space Program and being the first Novistranian to voyage into space.

DMITRI BARKAN

In recent years, the Pugachev University of Technology has become a hotbed of socialist and anti-capitalist activism. Buoyed up by the recent explosion of anti-establishment activity across the globe, a very active, powerful cell has sprung up around this thriving young academic institution.

The cell is led by the enigmatic and highly secretive young radical, Dmitri Balkan, who former student at the University. Balkan was expelled before completing his first year after being spied on international TV participating with an extremely violent group of Anti-capitalist demonstrators at an economic summit in Brussels.

Since then, Balkan disappeared into the Novistrana's underground and cemented himself an almost mythical status among Novistrana's cynical younger generation. He has many supporters in and around academic institutions across Novistrana. He keeps his campaign going through his website, frequent and often violent demonstrations and now infamous illegal rave parties.

There are those who would dismiss Dmitri and his band as group of violent thugs, hell-bent on disruption and destruction of property. However, his socialist leanings have recently attracted support from the more leftist elements of Novistranian politics. They now regard Dmitri's extreme methods as the only way to overcome the existing regime.

ROBERT TARASOV

A relative newcomer to politics and power in Novistrana, Robert Tarasov, a local Ekaterine Town Councillor, has nevertheless rapidly made up for lost time with a sweeping media campaign across the country.

An extremely charismatic man, Tarasov has quickly assembled himself a dedicated and loyal team. This group is responsible for the poster campaigns, leaflet drops and radio and TV broadcasts spreading Tarasov's pro-democracy message to the people of Novistrana.

Tarasov's message is simply that he is calling for the President to step down and compete for his position in a just and fair election.

Some regard Tarasov's campaign as a lot of pointless rabble rousing, likely to end in his arrest and disappearance — for good.

VIKTOR KOVAK

Viktor Kovak is not a popular man in his hometown of Ekaterine. Despite this, his ruthless reputation means that he still commands a great deal of resolve and respect from his followers.

Kovak set up the Union of Socialist Workers. With most of the police force signed up, this organization is nothing more than a front for his nefarious criminal activities — the bulk of which is using Union funds to launder money for criminal organizations.

Kovak is unlikely to amount to anything great. He is too lazy and sloppy to play with the big boys. But he will not hesitate to protect what he has carved out — as the many unmarked graves in the forests around Ekaterine attest.

ROMAN LEONOV

Roman is a real slime, a notorious scumbag in the criminal fraternity of Pugachev. He is most often found at his strip club, the Roman Bar, whose interior is decked out like the inside of Caesar's palace.

The Roman Bar is a tacky and tasteless den of inequity, replete with the usual pole dancing and topless waitresses who are *de rigueur* for such places.

Roman also offers his special Gold Card membership, which is nothing but a front for his high-class prostitution enterprise.

Personality-wise, Roman is a weasel, never directly involved in anything, and always making sure his burly security guards are close by, just in case any dirty work needs doing.

MIKHAIL KORELEV

Mikhail owns what may be Novistrana's biggest business asset — The Casino.

With his club situated in the remote town of Ekaterine, Korelev realizes that expansion of his business lies in attracting gamblers and gamers from neighboring cities.

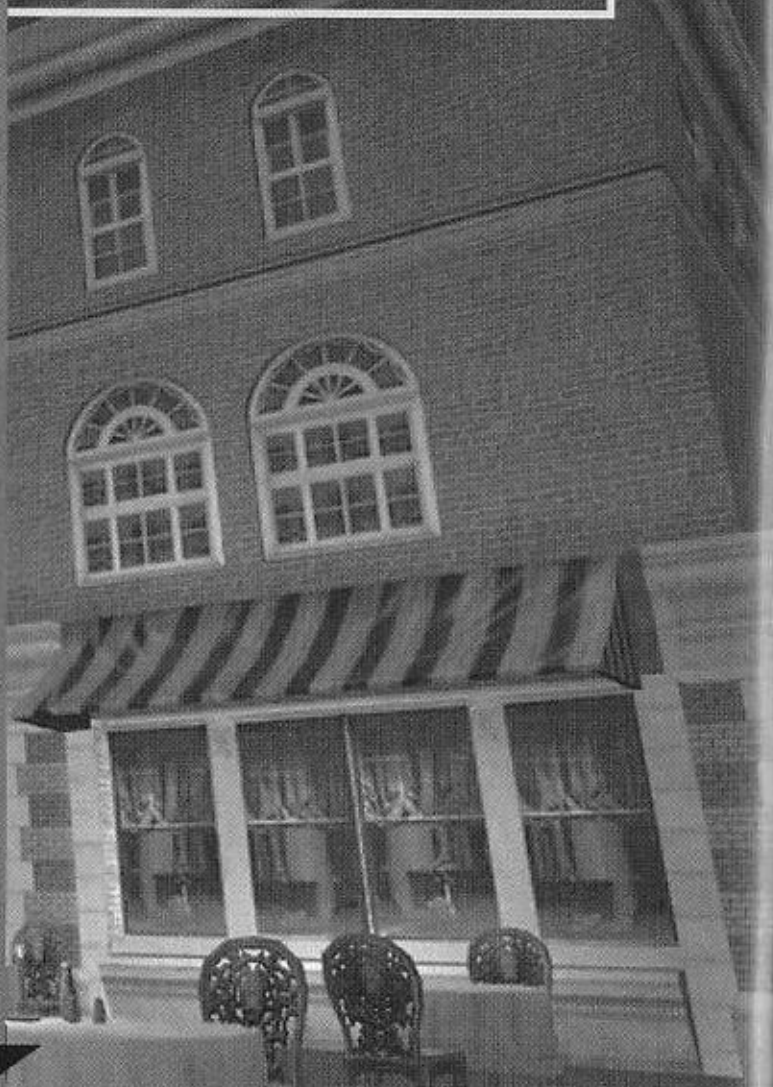
A shrewd man, Korelev is looking for likely investors to help him implement the extensive overhaul and promotional plans he dreams of accomplishing.

PUGACHEV

BEREZIN

SORACA

HINTS AND OPTIONS



HINTS

MY IDEOLOGY CHANGED!

Your Ideology changes according to the actions you run by all of your employed characters.

Your Avatar and Faction Ideology are not the same throughout the game. If you run a lot of Force actions and you are an Influence Faction, you will slowly turn into a Force Faction. This is because your Faction's Ideology is what people see you as being. You may not have chosen to be a Force leader, but if the world sees you as a bully, you might as well be.

Be careful as this may cause some of your Faction members to leave.

IDEOLOGY COMPARISONS

Actions marked **Same** will be more effective if you have an Ideology similar to your target (whether it's a district or character).

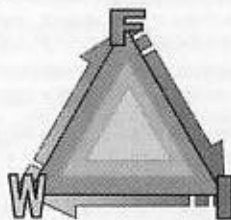
Actions marked **Diff** are compared on the normal Ideological Comparison triangle. Ideologies beat the Ideology immediately clockwise to themselves when this comparison is made. Larger bonuses to action success are awarded accordingly.

- **Strengthen Character**
Action vs Target Character Ideology (**Same**)
- **Weaken Character**
Action vs Target Character Ideology (**Diff**)

- **Recruit**
Faction vs Target Character Ideology (**Same**)
- **Support Gathering**
Action vs district Ideology (**Same**)
- **Attack Support**
Action vs district Ideology (**Diff**)
- **Info Gathering**
Action vs district Ideology (**Diff**)
- **Misinform**
Action vs district Ideology (**Same**)

DIFFERENCE COMPARISON

- **Force** beats the easily ruffled **Influence** people. They get queasy at the thought of a bit of violence.
- **Wealth** beats the **Force** people. Anyone who uses testosterone to make decisions can be won round if the right number of digits is placed into his account.
- **Influence** beats **Wealth**. A bit of brains applied in the right places makes the moneymen weak in the knees. It is not *what* but *whom* you know.



MY SURVEY, INVESTIGATION OR SCOUT ACTIVITIES DID NOTHING!

All actions, locations and people have a Secrecy level. An Information Gathering action gives a brief boost to your knowledge in the district it is run in and in the surrounding ones to a lesser extent.

Some things will mean that a Survey, Investigation or Scout won't help you much:

- **Your Support level is too low**
Support for your Faction in any district means you have many more loyal eyes and ears there. Your Information level is raised accordingly.

If you have no support in a district a Survey, Investigation, or Scout action might not be enough to show any more Information. Get some support, or perform more Information Gathering actions.

- **Your opponent has run Misinformation actions**
This will increase the Secrecy of their actions in that district, making it harder for you to uncover them.

- **The action was very secret**
Some actions are very low impact and don't draw attention to themselves, making it less likely that someone will have seen it.

Higher level actions will have greater Secrecy scores. Additional secretive locations will become available to perform actions in when you reach some of the later cities.

- **The location of the action was very secret**
Actions done in very secret locations are hard to uncover. They are off the beaten track and it is likely that no one observed them.

OPTIONS

AUDIO SETTINGS

- **Master Volume** (Slide Control)
Controls overall game volume the without affecting the mix of the music/sfx/voice levels.
- **SFX Level** (Slide Control)
Controls ingame sound effects volume, allowing you to balance them with the music and voice.
- **Music Level** (Slide Control)
Controls ingame music volume, allowing you to balance them with the sound effects and voice.
- **Voice Level** (Slide Control)
Controls ingame voice volume, allowing you to balance them against the sound effects and music.
- **Audio Quality** (Slide Control)
Setting this to **Low** (22.05KHz, Radio quality) improves performance on low specification machines. **High** is 44.1KHz CD quality.

VIDEO OPTIONS


- **Resolution** (800x600 to 1152x864)
Alters the game resolution. A higher resolution gives a crisper look to the game but at the cost of frame rate.
- **Color Depth** (16bit-32bit)
Setting this to 32-bit increases the color palette available, so you get a subtler shading on textures.
- **Detail Level** (Very Low - Very High)
Governs how many polygons the game attempts to draw at one time. Setting it above your auto-detected level causes a slow-down in frame rate.
- **Brightness** (Slide Control)
Adjusts the game's gamma setting.
- **Ground View** (On/Off)
Turns on first-person perspective view. While in Rooftop View, use the mouse wheel to access Ground View.

VIDEO OPTIONS (Advanced)

Click **Advanced** from the Video Options screen to access:

- **Particles** (On/Off)
Toggles the particle system on/off. If you are experiencing a low frame rate, disable particles at the cost of a lower-quality visual world.
- **Material Quality** (High/Medium/Low)
Alters the maximum number of texture passes, trading detail textures for performance.
- **Reflections** (On/Off)
Disable reflections for an increase in performance.
- **Shadow Distance** (Off - Very Far)
Alter the distance that shadows can be seen at. The further out they can be seen the more impact on performance.
- **Lighting Distance** (Off - Very Far)
Alter the distance that lights can be seen at. The further out they can be seen the more impact on performance.
- **Texture Quality** (Low/High)
Lower texture resolution for machines with low memory.
- **Terrain Detail** (High/Medium/Low)
Lower this option to decrease the detail on terrain as well as lighting effects to improve performance on low specification machines.

- **Building Variety** (High/Medium/Low)
Reduce the variety of buildings (fewer building texture variants) to improve performance on machines with low memory or low graphic card memory.
- **People Variety** (High/Medium/Low)
Reduce the variety of people to improve performance on machines with low memory or low graphic card memory.
- **Furniture** (On/Off)
Eliminate furniture to improve performance on machines with low memory.

 **NOTE:** Restart the game for changes to Building Variety, People Variety and Terrain Variety to take effect.

GAME OPTIONS

- **Difficulty**
Change the difficulty setting to make enemy Factions more or less aggressive.
- **Mouse Sensitivity** (Slide Control)
Adjust the sensitivity of the mouse.
- **Watch Actions** (On/Off)
When on, all actions will be viewed automatically in Action View.
- **Mouse Help** (On/Off)
Turn off if you do not want Mouse Help.