

# REPUBLIC

THE REVOLUTION™

TIPS TO HELP YOU  
**RISE TO  
POWER!**



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# **REPUBLIC**

**THE REVOLUTION™**

**PRIMA'S OFFICIAL STRATEGY GUIDE**

**DAVID ELLIS**  
**DAVID KNIGHT**

Prima Games  
A Division of Random House, Inc.  
3000 Lava Ridge Court  
Roseville, CA 95661  
1-800-733-3000  
[www.primagames.com](http://www.primagames.com)





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Associate Product Manager: Jill Hinckley  
Project Editor: Teli Hernandez

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# INTRODUCTION

**C**omrades! The time is at hand where we must stand and be counted in the fight for freedom and justice. We must liberate our beloved Novistrana from the tyranny of Karasov's reign. His time is ending, his power is waning, his empire crumbling. We must strike at his heart, swiftly without fear or mercy, sweeping his legacy aside as our motherland has bled for far too long.

Stand with me good people of Novistrana. United we are strong. United we have power. United we can face the dangers that fast approach and wrench the cup of oppression from Karasov's very hand.

The storm clouds are gathering. For today the revolution begins....



Welcome to *Republic: The Revolution*. You are about to embark on an epic political journey that takes you from being an unknown idealist on the streets of Ekaterine to the most powerful person in the entire Republic of Novistrana.

Your coming struggle will not be an easy one. The road to political power is fraught with danger. You must learn to influence those around you and govern your own behavior. The people you seek to lead judge you by your actions during your rise to power. They decide if your leadership is the shining hope they have looked for all their lives, or a living hell that will be worse than the years of oppression they have suffered at the hands of their current leader, Karasov.

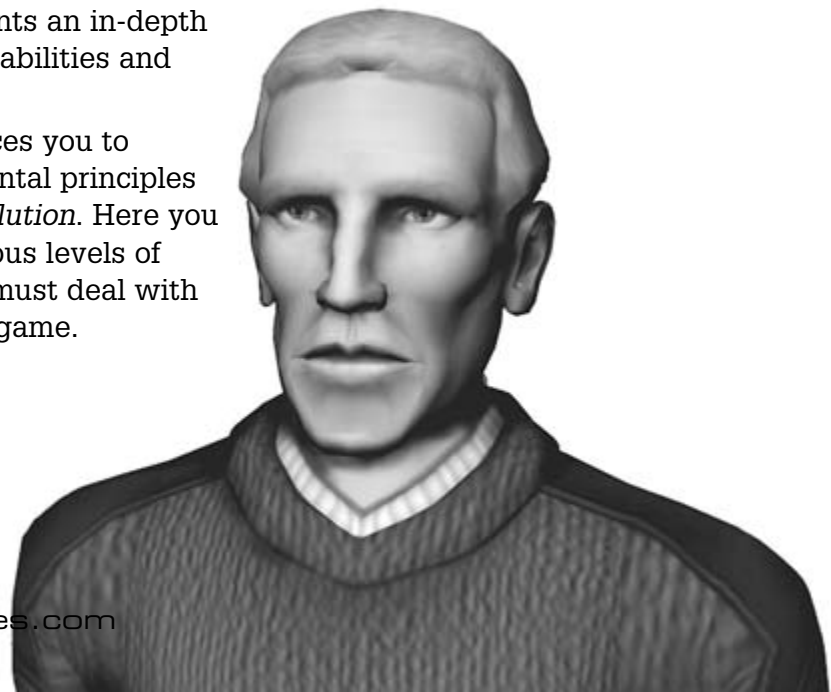
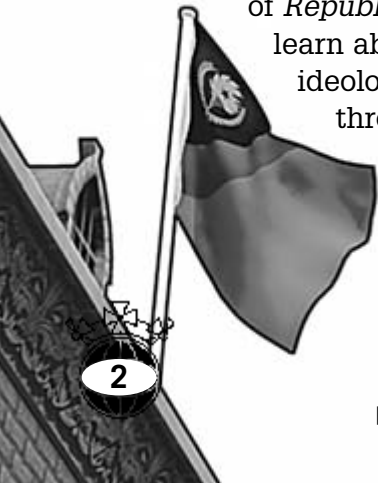
Luckily, you don't have to spend a lifetime learning the foundations for a career in Soviet politics. With this guide in hand, you can travel the path to supreme political power without stumbling along the way.

## HOW TO USE THIS BOOK

*Republic: The Revolution—Prima's Official Strategy Guide* is divided into three sections for easy reference. Each section represents a different aspect of the game.

Section I discusses the foundations of gameplay, starting with the creation of your character and the basic principles upon which the game is built.

- **Chapter 1: Creating Your Avatar** walks you through the initial character creation process. Here you create a character that best embodies the type of leader you wish to be.
- **Chapter 2: Characters** presents an in-depth look at the various character abilities and how they increase over time.
- **Chapter 3: Ideology** introduces you to ideology, one of the fundamental principles of *Republic: The Revolution*. Here you learn about the various levels of ideology that you must deal with throughout the game.



- **Chapter 4: Resources** describes the three resources used in the game, and discusses how best to gather and spend these resources to further your political cause. This chapter also discusses the importance of district control, and the ways in which your faction gains favor—and loses it—from day to day.
- **Chapter 5: The Action System** provides a detailed examination of the Game actions you and your fellow characters undertake throughout the game. Game actions are broken into categories and examined for their effects on both their targets and the faction that launches them. Also discussed here is one of the most difficult skills to master in *Republic: The Revolution*—the art of successful conversation.

Section II provides you with an atlas and history of the Republic of Novistrana. Each of the three cities in which you must exert your political power is covered in detail. This section includes maps and an overview of the prominent citizens you encounter in each.

- **Chapter 6: Ekaterine** introduces you to the people and places in your hometown of Ekaterine.
- **Chapter 7: Pugachev** provides an overview of the city of Pugachev.
- **Chapter 8: Berezina** covers the city where your struggle reaches its climax, Berezina.

Section III of the guide has walkthroughs for each of the game's three missions. *Republic: The Revolution* is a freeform game, and there are many possible ways to accomplish the goals in each mission. A step-by-step walkthrough is impossible. Instead, these chapters provide details on all mission goals, their outcomes, and the general strategies required to accomplish each

- **Chapter 9: Level 1** is a walkthrough of the Ekaterine level.
- **Chapter 10: Level 2** takes you through the Pugachev level.
- **Chapter 11: Level 3** walks you through the final level, Berezina.





## Chapter 1

# CREATING YOUR AVATAR

**Y**our first task in *Republic: The Revolution* is to create your Avatar—the character you play throughout the game. In a sense, *Republic: The Revolution* is a role-playing game. Your ability to recruit and retain followers is largely determined by the attributes and ideology you define for your character at the start of the game.

Actions you take throughout the game also reflect on your character and can slowly redefine your original ideology. Therefore, it is very important that you create a character whose abilities and ideologies mesh well with the methods and actions you intend to employ in your rise to political power.

This chapter walks you through the character creation process step by step and analyzes the effects your choices have upon the attributes and ideology of your Avatar.



This chapter assumes a basic knowledge of character attributes and ideologies. If you don't understand these concepts, consult the game manual. For a detailed analysis of attributes and ideologies, see Chapter 2: Characters and Chapter 3: Ideology of this guide.

## NAVIGATING THE AVATAR BACKGROUND QUIZ

Rather than use the impersonal, statistical approach of many character creation systems, *Republic: The Revolution* creates your Avatar in response to a series of questions that determine your attitudes and reactions to certain situations.

Every answer you provide in this quiz affects one or more of your Avatar's attributes and increases your ideological influence in one or more areas. Each question is associated with a specific number of attribute and ideology points; how those points are allocated depends on the answer. How you answer the questions is a huge determining factor in what actions you must take to complete mission objectives and how easy or difficult it is to deal with the characters you interact with throughout the game.

### QUESTION 1

- **Attribute Points:** 10
- **Ideology Points:** 15

*After witnessing the abduction of your parents by Karasov, you begin your long quest for revenge. Desperate and young, you decide to:*

- A. **Study at college?** This response increases Status, Charisma, and Control attributes equally, with only a small increase in Presence. The ideological slant is pure Influence.
- B. **Get involved with the criminal fraternity?** Largest attribute increases are in Status and Presence; ideological slant is Force.





- C. **Start a small export business?** Divides attribute points primarily between Status and Control, and allocates all ideology points to Wealth.
- D. **Get involved with an underground boxing club?** Divides attribute points exclusively between Charisma and Presence, and divides ideology points between Force and Influence.

## QUESTION 2

- **Attribute Points:** 10
- **Ideology Points:** 5

*In the years that follow, Karasov's power grows. You soon realize that you must become accustomed with the tools of power yourself. Searching for knowledge, you track down some subversive literature, do you read:*

A. **Special Forces Urban Survival Handbook?** Allocates all attribute points to Presence and all ideology points to Force.

B. **Neuro-Linguistic Programming?** Divides attribute points between Status, Charisma, and Control (with an emphasis on Control), and places all ideology points in Influence.

C. **Commerce and Capitalism?** Divides attribute points between Status, Charisma, and Control (with an emphasis on Status), and places all ideology points in Wealth.

D. **Political Insurgency—A KGB Primer?** Divides attribute points between Status, Charisma, and Control (with an emphasis on Charisma), and allocates all ideology points to Influence.

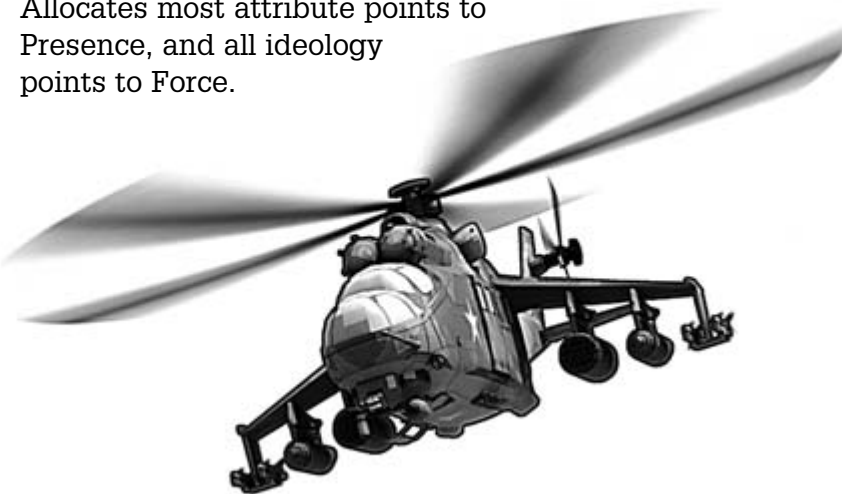


## QUESTION 3

- **Attribute Points:** 10
- **Ideology Points:** 15

*The Soviet Union has collapsed. Karasov has now installed himself as President of Novistrana, a newly formed breakaway republic. "Citizen Watching" schemes spring up everywhere. You are approached to join one, do you:*

- A. **Jump in with gusto.** Spreads attribute points over all attributes (with emphasis on Control and Charisma), and allocates ideology points to Wealth and Influence (with an emphasis on Wealth).
- B. **Attend meetings.** Divides attribute points between Status and Charisma (with an emphasis on Charisma) and divides ideology points between Force and Influence (with an emphasis on Influence).
- C. **Call in a few favors.** Allocates attribute points to all attributes (primarily Status), and divides ideology points between Wealth and Influence (emphasizing Wealth).
- D. **Find the leader and firebomb his home.** Allocates most attribute points to Presence, and all ideology points to Force.

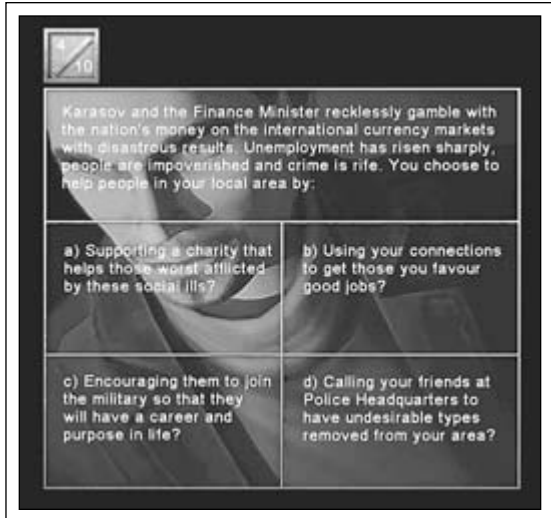


## QUESTION 4

- **Attribute Points:** 10
- **Ideology Points:** 15

*Karasov and the Finance Minister recklessly gamble with the nation's money on the international currency markets with disastrous results. Unemployment has risen sharply, people are impoverished and crime is rife. You choose to help people in your local area by:*

- A. **Supporting a charity?** Divides attribute points among all attributes (emphasizing Charisma), and divides ideology points between Wealth and Influence (emphasizing Influence).
- B. **Using your connections?** Spreads attribute points across Status, Charisma, and Control (with an emphasis on Charisma and Control), and allocates ideology points to Wealth and Influence (emphasizing Wealth).
- C. **Encouraging them to join the military?** Attribute points are divided between Charisma, Control, and Presence (emphasizing Presence), and allocates all ideology points to Force.
- D. **Calling your friends at Police Headquarters?** Divides attribute points across all attributes (equally favoring Status and Control), and allocates ideology points equally between Wealth and Influence.



## QUESTION 5

- **Attribute Points:** 10
- **Ideology Points:** 0

*There is widespread concern about Karasov's increasingly autocratic policies. Groups spring up to protest against various oppressive measures. One such group is organizing a rally. You decide to offer your services by:*

### A. Giving a rousing opening speech?

Divides attribute points between Status, Charisma, and Presence, with an emphasis on Charisma.

### B. Orchestrating the rally behind the scenes?

Divides the attribute points equally between Status and Control.

### C. Paying a visit to town officials?

Allocates attribute points to Status, Charisma, and Presence with a *strong* emphasis on Status.

### D. Whipping the massed ranks of protesters into a frenzy?

Spreads attribute points across all attributes, with an emphasis on Presence.

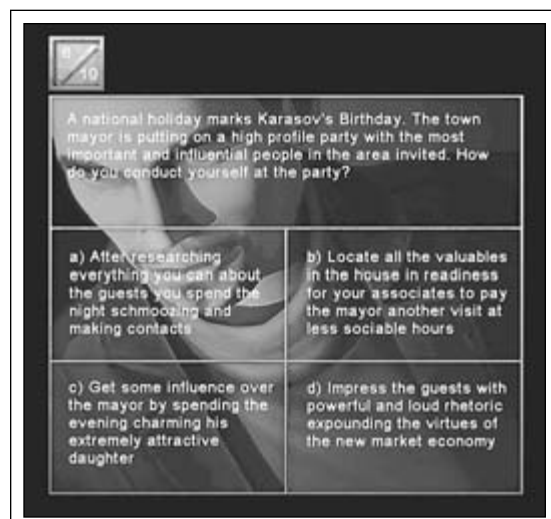


Question 5 is the only question in the Avatar creation quiz that has no effect whatsoever on your Avatar's ideology.

## QUESTION 6

- **Attribute Points:** 10
- **Ideology Points:** 15

*A national holiday marks Karasov's Birthday. The town mayor is putting on a high profile party with the most important and influential people in the area invited. How do you conduct yourself at the party?*



- A. **After researching everything, you spend the night schmoozing.** Allocates the attribute points equally between Status and Control, and divides the ideology points between Wealth and Influence (with an emphasis on Influence).
- B. **Locate all the valuables in the house.** Allocates attribute points to Status and Presence (with a *strong* emphasis on Presence), and assigns all ideology points to Force.
- C. **Get some influence over the mayor.** Allocates attribute points to Charisma and Control (*strong* emphasis on Charisma), and divides the ideology points equally among Force, Wealth, and Influence.
- D. **Impress the guests with powerful and loud rhetoric.** Assigns some attribute points to all attributes (emphasizing Control), and allocates all ideology points to Wealth.

## QUESTION 7

- **Attribute Points:** 10
- **Ideology Points:** 15

*Karasov's secret police is an ever-present danger, reliant on its network of informers. A work acquaintance has uncovered your subversive activities and is threatening to inform on you unless you comply with his blackmail demands. What do you do?*

- A. **Deal swiftly and ruthlessly with the person.** Divides the attribute points between Status and Presence (strongly emphasizing Presence), and allocates all ideology points to Force.
- B. **Plant bomb-making equipment in his house.** Divides the attribute points equally between Status and Control, and assigns all ideology points to Wealth.
- C. **Convince him that your cause is just and true.** Spreads attribute points across all attributes (emphasizing Charisma), and allocates all ideology points to Influence.



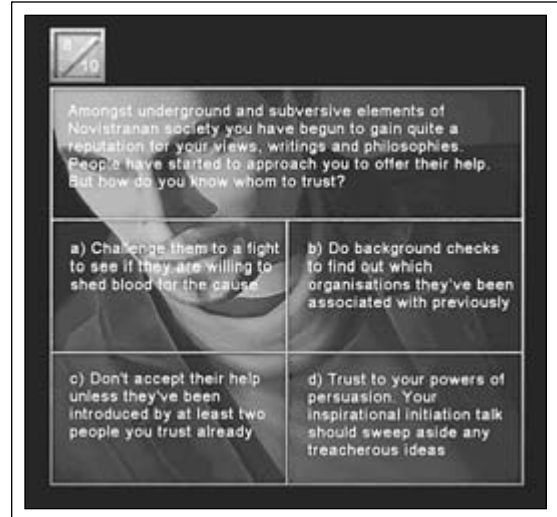
- D. **Use your network of influential friends.** Balances the attribute points across all attributes (with a slight emphasis on Charisma and Control), and divides the ideology points equally among Force, Wealth, and Influence.

## QUESTION 8

- **Attribute Points:** 10
- **Ideology Points:** 15

*Amongst the underground and subversive elements of Novistranan society you have begun to gain quite a reputation for your views, writings and philosophies. People have started to approach you to offer their help. But how do you know whom to trust?*

- A. **Challenge them to a fight.** Allocates attribute points to Charisma and Presence (emphasis on Presence), and divides the ideology points between Force and Influence (with an emphasis on Force).
- B. **Do background checks.** Divides attribute points between Status and Control (emphasis on Status), and assigns the ideology points to Wealth and Influence (with an emphasis on Wealth).
- C. **Don't accept their help unless they've been introduced.** Spreads the attribute points across Status, Control, and Presence (with a *strong* emphasis on Control). This answer has no effect on ideology (no ideology points allocated).
- D. **Trust to your powers of persuasion.** Divides the attribute points among Charisma, Control, and Presence, emphasizing Charisma. This answer has no effect on ideology (no ideology points allocated).



## QUESTION 9

*You hope your path to power will be...*

This question has no bearing on your Avatar's attributes or ideology. Instead, your response here determines the game difficulty.

The primary effect of game difficulty is to determine the tenacity of your opponents. At lower difficulty settings, opposing factions are less likely to oppose you and are easier to drive out of power in districts where they are entrenched. At higher difficulty levels, expect your opponents to aggressively seize and hold district support and to actively undermine *your* support in districts where you have a strong foothold.



## QUESTION 10

*Amazed at how quickly your power has grown, you decide to set up a faction and start the revolution you've been dreaming of for all these years....*

Like question 9, this query has no bearing on your Avatar's attributes and ideology. Your faction logo is simply a way to identify your areas of influence on the map. Select whichever one you feel stands out best from the other faction logos in the game so that it is easy to see your areas of influence at a glance.



## AVATAR EXAMPLES

Obviously, you have a choice of many paths in the Avatar creation process, and each produces a character with slightly different attributes and a different ideological slant.

The numbers generated by each answer in the quiz are the primary determiners of your Avatar's final attributes and ideological slant. These numbers are shown in table 1-1.

**TABLE 1-1. CHARACTER ATTRIBUTE AND IDEOLOGY POINT ALLOCATION BY BACKGROUND QUIZ ANSWER**

<i>Avatar Quiz Answer</i>	<i>Force</i>	<i>Wealth</i>	<i>Influence</i>	<i>Status</i>	<i>Control</i>	<i>Charisma</i>	<i>Presence</i>
1a	0	0	15	3	3	3	1
1b	15	0	0	3	1	2	4
1c	0	15	0	4	5	1	0
1d	10	0	5	0	0	5	5
2a	5	0	0	0	0	0	10
2b	0	0	5	2	6	2	0
2c	0	5	0	5	3	2	0
2d	0	0	5	2	3	5	0
3a	0	10	5	1	5	3	1
3b	5	0	10	3	0	7	0
3c	0	10	5	6	1	2	1
3d	15	0	0	2	1	0	7
4a	0	5	10	2	2	4	2
4b	0	10	5	1	5	4	0
4c	15	0	0	0	2	2	6
4d	0	5	5	4	4	1	1
5a	0	0	0	1	0	6	3
5b	0	0	0	5	5	0	0
5c	0	0	0	6	0	2	2
5d	0	0	0	1	2	2	5
6a	0	5	10	5	5	0	0



**TABLE 1-1, CONTINUED**
**Avatar Quiz**

Answer	Force	Wealth	Influence	Status	Control	Charisma	Presence
6b	15	0	0	2	0	0	8
6c	5	5	5	0	2	8	0
6d	0	15	0	2	5	1	2
7a	15	0	0	3	0	0	7
7b	0	15	0	5	5	0	0
7c	0	0	15	1	1	6	2
7d	5	5	5	2	3	3	2
8a	10	0	5	0	0	3	7
8b	0	10	5	7	3	0	0
8c	0	0	0	2	7	0	1
8d	0	0	0	0	1	6	3

Each of your Avatar's starting attributes is determined as follows:

*(Attribute Total from Quiz) + 5 = Starting Attribute Score*

This calculation is run for each attribute individually. So, if your Status result from the quiz is 33, your starting Status attribute is 38.

Your Avatar's score in each ideological category is determined as follows:

*(Ideology Total from Quiz × 100) ÷ (Force Total from Quiz + Wealth Total from Quiz + Influence Total from Quiz) = Starting Ideology Score*

Once again, this calculation is run for each of the three ideology categories. For example, if the Force total from the quiz is 5, the Influence total from the quiz is 55, and the Wealth total from the quiz is 35, your Avatar's starting Influence score is 58.

(Results of these calculations are rounded to the nearest whole number.)

To make the Avatar creation process perfectly clear, let's look at an example. Table 1-2 shows the answers chosen during a sample quiz and their resulting scores.

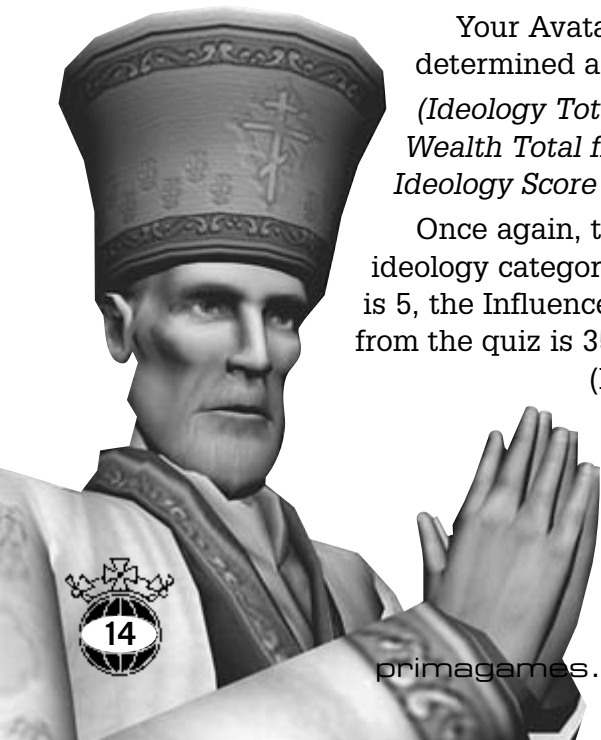


TABLE 1-2. SAMPLE AVATAR QUIZ RESULTS

<i>Avatar Quiz Answer</i>	<i>Force</i>	<i>Wealth</i>	<i>Influence</i>	<i>Status</i>	<i>Control</i>	<i>Charisma</i>	<i>Presence</i>
1b	15	0	0	3	1	2	4
2c	0	5	0	5	3	2	0
3d	15	0	0	2	1	0	7
4d	0	5	5	4	4	1	1
5a	0	0	0	1	0	6	3
6d	0	15	0	2	5	1	2
7d	5	5	5	2	3	3	2
8b	0	10	5	7	3	0	0
Totals:	35	40	15	26	20	15	19

The starting attributes for the character generated in table 1-2 are as follows:

- **Status: 31**      26+5
- **Control: 25**     20+5
- **Charisma: 20**    15+5
- **Presence: 24**    19+5

The ideological balance for the character generated by the answers in table 1-2 is as follows:

- **Force: 39**       $(35 \times 100) \div (35 + 40 + 15)$
- **Wealth: 44**      $(40 \times 100) \div (35 + 40 + 15)$
- **Influence: 17**    $(15 \times 100) \div (35 + 40 + 15)$

Understanding the mathematics behind the Avatar creation process isn't as important as understanding the relationship between the answers you choose in the quiz and the attributes and ideology of your Avatar. Your primary concern during this process is your Avatar's ideology. You can easily boost any or all of the Avatar's attributes as the game progresses (see Chapter 2: Characters), but ideology can only be changed slowly over time.

Ideology also affects you immediately. Your Avatar's ideology is your faction's ideology. The success or failure of every action you take is influenced by your faction's ideology. If your ideology is extremely strong in any one factor, you can influence characters and districts that share that ideological slant, but you have difficulty dealing with characters and districts that have radically different ideological slants.

**NOTE** For a full exploration of ideology and its effects, see Chapter 3: Ideology.

Keeping that in mind, table 1-3 shows some sample Avatar quiz answer formulas to produce characters of each ideological slant, as well as a formula for producing an ideologically balanced (more or less neutral) character.



**TIP**

One of the most intriguing features of *Republic: The Revolution* is the ability to play the game from different ideological slants. When you play the game for the first time, it is advisable to choose a neutral ideology. A neutral ideology allows you to deal with equal ease any ideological group, making the game easier to play on the average. As you gain experience, you can dabble in playing with more extreme ideologies.

**TABLE 1-3. SUGGESTED AVATAR QUIZ ANSWERS FOR PRODUCING AVATARS OF EACH IDEOLOGICAL SLANT**

Ideological Slant	Question 1	Question 2	Question 3	Question 4	Question 5	Question 6	Question 7	Question 8
Neutral	b	c	b	a	a	c	d	b
Force	b	a	d	c	b	c	d	a
Wealth	c	c	c	b	c	c	d	b
Influence	a	b	b	a	d	c	c	b

## NOTE

Even when attempting to create an Avatar with a strong ideological slant in one of the three ideological categories, don't totally ignore the other categories. You must deal with characters of all ideological types throughout the game, so it helps to have at least some shred of the opposing ideologies in your Avatar and faction. Furthermore, some ideologies complement others while some are uncomplementary to one another. (See Chapter 3: Ideology for details on complementary and uncomplementary ideologies.)

Keep in mind that, regardless of your ideology at the start, your actions throughout the game can cause your ideological slant to change. For example, performing repeated Force actions to the exclusion of other action types increases your Avatar and faction Force rating. This is why it is vital that you manipulate the Avatar quiz in such a way as to produce the type of ideology that fits your intended style of play. Changing your ideology in midstream can make the game more difficult.





## Chapter 2

# CHARACTERS

**I**n *Republic: The Revolution*, each of the three cities in the game is populated with a huge number of people with whom you can interact. Most of the people you see on the street don't play a significant role in the game, but each city contains dozens of characters you must work with or against. These characters form the backbone of your faction and your rivals' factions, and help or hinder your climb to power through the actions they perform.

This chapter looks at what makes the characters tick, and examines the effects their attributes have on the actions they perform. It also explains how characters evolve throughout the game, and gives you tips on how to make your characters the best that they can be.

**NOTE**

This chapter provides an overview of how characters work, but it doesn't provide information on specific characters. See Chapters 6–8 for detailed information on the characters that inhabit the cities of Novistrana.

## CHARACTER ELEMENTS

The characters you deal with in *Republic: The Revolution* are very different from one another. Each has a personality and a unique set of abilities. The components that define a character's behavior and abilities in the game are:

- Their five attributes
- Their ideology
- Their level
- Their class
- Their Secrecy rating
- The actions they can perform



Fig. 2-1. The characters you deal with in the game are unique individuals with varying abilities.

## CHARACTER ATTRIBUTES

All characters, including your Avatar, are defined by five basic attributes:

- Status
- Charisma
- Presence
- Control
- Resolve

Each action in the game is linked to one or more character attribute. The attributes associated with an action help determine the action's outcome and degree of success when launched. (For details on the action system, see Chapter 5.)

Character attributes change throughout the game. As characters successfully perform actions, they gain experience. When characters gain enough experience to advance, they can increase their various attributes. To successfully develop the characters serving your faction, you must learn the relationships between the characters' available actions and their attributes, and increase the appropriate attributes accordingly each time the character advances. (See "Character Progression" later in this chapter for details on character advancement.)

## STATUS

Status represents a character's level of social standing. Characters with high Status scores are wealthy and prestigious, and are generally respected (or feared) members of the community. This attribute lends itself best to solving problems through physical means. Many Force-related actions use Status to determine their outcome (see figure 2-2). Force-strand characters benefit most from having high Status, although some actions of other ideological strands also use this attribute.

The actions affected by Status are as follows:

- Bribe
- Charity Gala
- Cover Up
- Disguise
- Easy Life
- Favor
- Headhunt
- Hit Man (also influenced by Presence)
- Immunity
- Military Coup
- Move Faction HQ
- Music Festival
- Payoff
- Public Criticism
- Racketeering
- Riot
- Safe House



Fig. 2-2. Many physical actions are linked to the Status attribute.

## CHARISMA

Charisma is a measure of a character's ability to charm and persuade those around him. This attribute is used to win over other individuals without resorting to physical means. Influence-strand characters benefit most from high Charisma. A number of Force and Wealth actions are also Charisma-based—most notably information gathering and weaken character activities (see figure 2-3).

The following actions rely on Charisma:

- Anoint
- Charm
- Defame
- Empower
- Evangelize
- Exile (also influenced by Status)
- Leafleting
- National Strike
- Persuade
- Rally
- Revelation
- Survey
- Union Strike



Fig. 2-3. Information gathering actions, such as Scouting, are influenced by a character's Charisma.

## PRESENCE

Presence is a combination of the physical impression a character makes on others and the character's leadership abilities. This is a universal quality that is valuable regardless of a character's ideological strand. In terms of action, Presence is primarily used in recruiting activities, and for actions that increase character Resolve (see figure 2-4). Because so many actions of every ideological slant (especially Influence and Wealth) are Presence-related, this statistic is one of the most important to develop in any character.



Fig. 2-4. Some strengthen character actions rely on Presence for success.



**TIP**

Because many of the one-time actions (those that appear on your Avatar's Action Panel when specific mission objectives must be met) are mostly Presence-dependent, it is important to develop your Avatar's Presence to a high level.

The following actions are linked to Presence:

- Army Draft
- Assault (also influenced by Status)
- Blackmail
- Blood Brothers
- Business Deal
- Code of Silence
- Crime Syndicate
- Debt Collection (also influenced by Status)
- Grafitti
- Intimidate
- Passive Protest
- Political Donor
- Takeover
- Terrorize (also influenced by Charisma)
- Vandalize

## CONTROL

Although Control might seem to imply leadership, this attribute defines the character's intellect and his ability to hatch plots and manipulate the characters and events around him. Control applies primarily to actions that increase and decrease faction support, and those associated with strengthening and weakening characters (see figure 2-5).

The following actions are linked to Control:

- Alpha Squad (also influenced by Status)
- Brainwash
- Canvass
- Charity Work
- Crime Wave
- Discredit (also influenced by Charisma)
- Frame (also influenced by Status)
- Gift
- Honey Trap (also influenced by Charisma)
- Hostile Press
- Investigate
- Poster Campaign
- Propaganda
- Scout
- UN Intervention



Fig. 2-5. A number of decrease support actions are linked to the Control attribute of the attacking character.

## RESOLVE

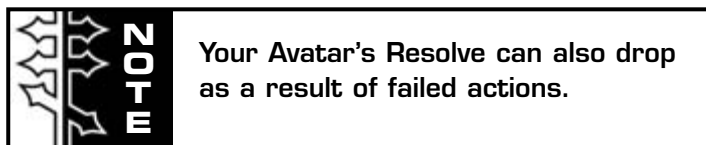
Resolve represents a character's commitment to his or her current faction or way of life. The more loyal the character is, the higher the character's Resolve. The behavior patterns tied to Resolve can be broken into three categories:

- **Resolve greater than 50 percent:** These characters are committed to their current cause or lifestyle. They are the most difficult to convert to a new cause or faction (the higher the score, the harder the conversion).
- **Resolve of 50 percent:** These characters are considered neutral. They are more difficult to convert to a new cause than characters who are unhappy with their current situation, but these characters are much more amenable to change than those with a Resolve score of over 50 percent.
- **Resolve below 50 percent:** These characters are unhappy with their current situation and are likely to jump at a new opportunity should one arise. Characters in other factions who have low Resolve are easy to convert to your cause. By the same token, if characters in your inner circle have low Resolve, they are ripe for the taking by other aggressive factions.

When a character in your faction is afflicted with low Resolve, you must make every effort to rectify the situation. As a character's Resolve decreases, he or she becomes less effective and is ripe for harvesting by a rival faction.

When the Resolve of one of your faction's characters drops below a certain level, that character starts complaining. These complaints take the form of frequent memos expressing the character's dissatisfaction with the way you are running things. If the situation is left unchecked, these characters become almost useless to you and may leave your faction (either of their own accord or at the urging of a rival faction).

Unlike the other four character attributes, Resolve cannot be increased when a character levels up. Watch your followers' Resolve levels by periodically checking the Faction Screen. If you see that a character's Resolve is flagging, target that character with strengthen character actions to rectify the situation. (See Chapter 5 for details).



A character's Resolve acts as a modifier on any action that he attempts, representing his enthusiasm (or lack thereof) for the task at hand. The lower the character's Resolve, the less effective the results of his actions (see Chapter 5 for details).

Most changes in Resolve are a result of a character's ideology not meshing well with that of his faction. If your faction's ideology (which can change over time as a result of the actions you perform) is at odds with that of one of the characters in your faction, the character's Resolve can drop.

Every three game days (nine time slots), the game performs a Resolve check that compares your faction's ideology to that of each of the characters in your faction. If there is an ideological difference of more than 10 points between the character's dominant ideological strand and the faction's corresponding strand, the difference between the two scores is calculated, divided by two, and applied as a penalty against the character's Resolve.

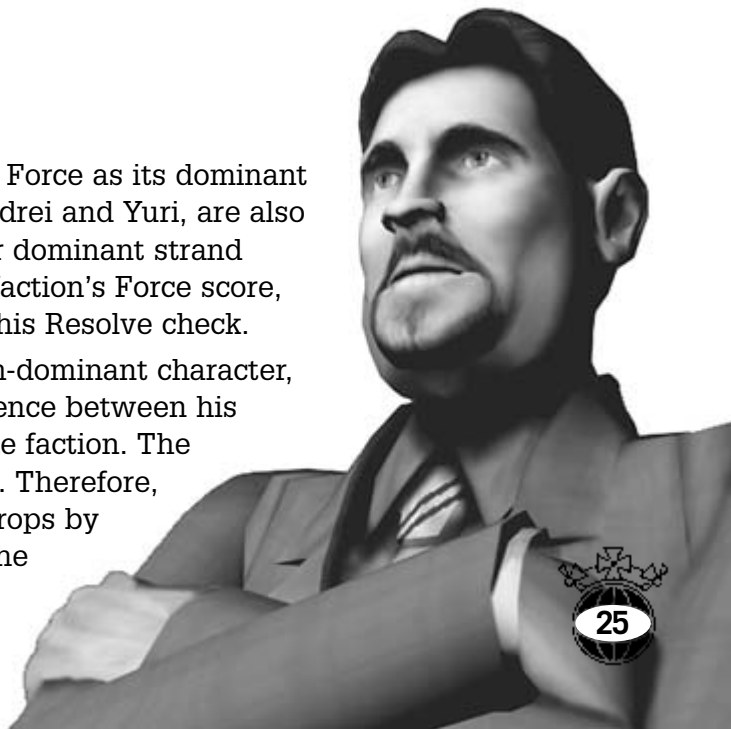
For example, table 2-1 shows the ideology statistics of a hypothetical faction and its members at the time a Resolve check is performed:

**TABLE 2-1. IDEOLOGY STATISTICS FOR A HYPOTHETICAL FACTION AND ITS MEMBERS**

<i>Name</i>	<i>Force</i>	<i>Wealth</i>	<i>Influence</i>
Faction	74	15	11
Andrei	65	20	15
Kolya	35	61	4
Yuri	70	20	10

The example faction in table 2-1 has Force as its dominant strand. Two of the faction members, Andrei and Yuri, are also Force-strand dominant characters. Their dominant strand scores are both within 10 points of the faction's Force score, so neither of them suffers a penalty at this Resolve check.

Kolya, on the other hand, is a Wealth-dominant character, and there is more than a 10-point difference between his Wealth score and the Wealth score of the faction. The difference between the two is 46 points. Therefore, at this Resolve check, Kolya's Resolve drops by 23 points (half the difference between the two Wealth scores).



Launching certain extreme actions also triggers an instant Resolve check across all the characters in your faction. Action-based Resolve checks compare the dominant ideology of the action against the corresponding ideology of each character. Penalties are calculated in the same manner used in the periodic Resolve checks described above, but use the action's ideology (as opposed to that of the faction) as a basis of comparison with the individual members.

When a character's Resolve drops to 35 or lower, that character might leave his faction of his own accord. Each time the character crosses one of the predetermined Resolve thresholds, you receive an unhappiness memo and the game checks to see if the character leaves the faction. The chance of a character's departure from the faction at each Resolve threshold is shown in table 2-2.

**TABLE 2-2. CHANCES FOR CHARACTER DEPARTURE DUE TO RESOLVE**

<i>Resolve Threshold</i>	<i>Chance for Character Departure</i>
35	15%
25	25%
15	45%
5	100%



If a character crosses two or more Resolve thresholds at one time, one departure check is immediately made for each threshold crossed.

## CHARACTER IDEOLOGY: AN OVERVIEW

Every character in the game has an ideology—a combination of Force, Wealth, and Influence that determines several things about the character, including:

- The character's ability to deal with other ideologies
- The actions available to the character
- The character's ongoing Resolve



Your Avatar's ideology is generated by the Avatar quiz at the game's start (see Chapter 1 for details). This becomes your faction's ideology, and it changes over time based on the actions you use throughout the game. The ideology of the other characters you encounter are fixed and do not change.

For more information on character ideology, see Chapter 3.

## CHARACTER LEVEL

As characters successfully complete actions, they gain experience points. A character who gains enough experience points reaches a new level. Your Avatar starts out at Level 1 and gains levels throughout the game, up to a maximum of Level 19. All other characters in the game have predetermined starting levels of 1 or higher and gain levels in the same fashion.

Level increases give characters access to more powerful actions and allow them to increase the effectiveness of existing actions. Thus, the higher a character's level, the more effectively that character performs duties.

For detailed information on experience points and levels, see "Character Progression" later in this chapter.

## CHARACTER CLASS

Most characters in the game are assigned to one of 10 character classes. Four classes are associated with the Force strand and three classes each are associated with Influence and Wealth, as shown in table 2-3.

**TABLE 2-3. CHARACTER CLASSES FOR EACH IDEOLOGICAL STRAND**

<i>Force</i>	<i>Influence</i>	<i>Wealth</i>
Police	Political	Media
Criminal	Religious	Celebrity
Trade Union	Academic	Business
Military	—	—

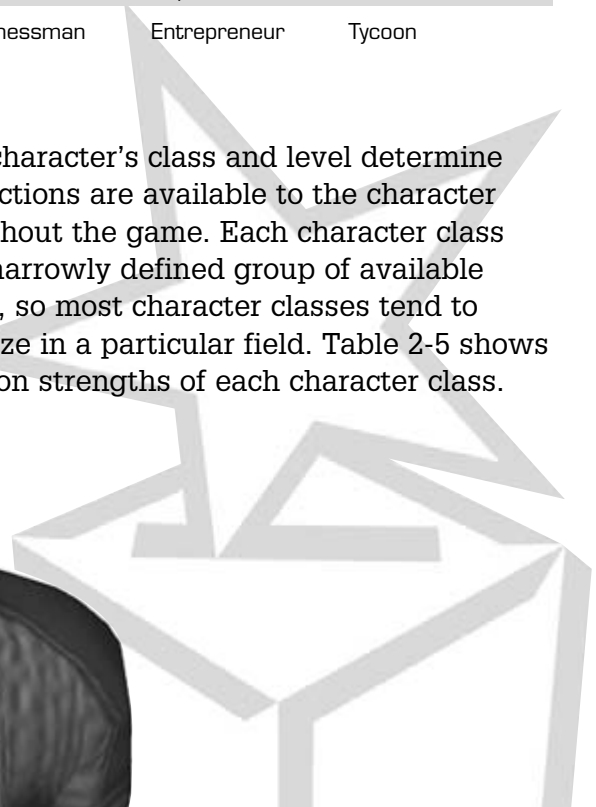
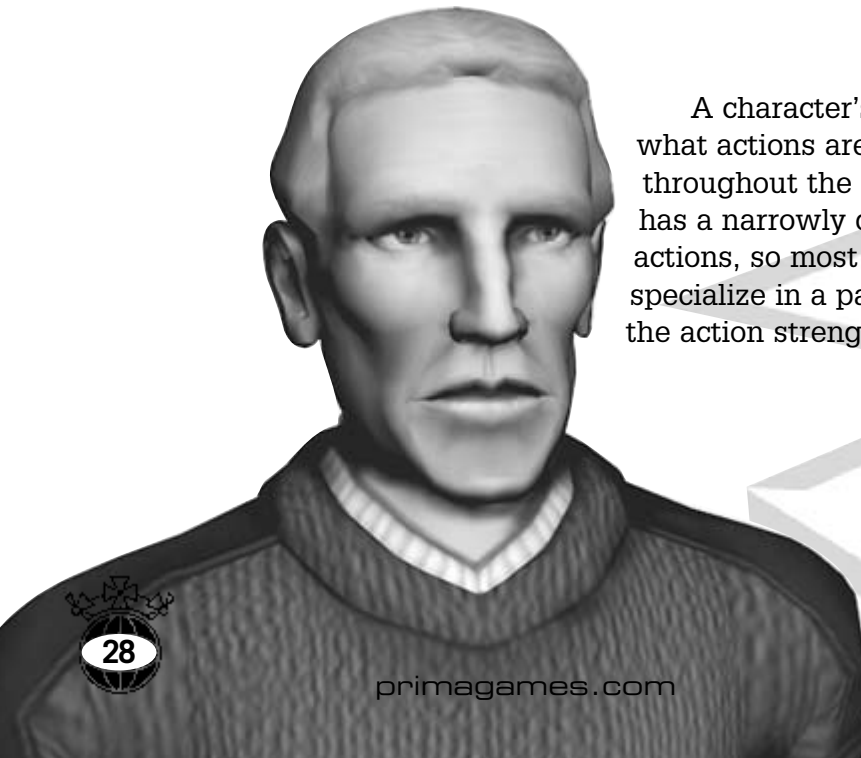
Avatars, which includes your character and the leaders of the opposing factions, called Faction Leaders, belong to a class of their own—the Avatar class.

Every character class has five titles within the class. A character's title is based on his level, as shown in table 2-4.

**TABLE 2-4. CHARACTER TITLES**

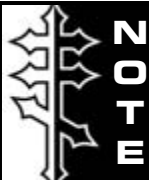
<i>Character Class</i>	<i>Levels 1-4</i>	<i>Levels 5-8</i>	<i>Levels 9-12</i>	<i>Levels 13-16</i>	<i>Levels 17-19</i>
Avatar	Leader	Visionary	Political Mastermind	National Hero	Legendary Figure
Police	Officer	Captain	Chief Inspector	Secret Policeman	Secret Police Captain
Criminal	Hood	Gang Leader	Made Man	Crime Lord	Godfather
Trade Union	Union Activist	Representative	Spokesman	Union Leader	General Assembly Delegate
Military	Soldier	Lieutenant	Special Forces Captain	General	Commander-in-Chief
Political	Political Activist	Councilor	Member of Parliament	Minister	Statesman
Religious	Cleric	Priest	Bishop	Archbishop	Patriarch
Academic	Student Activist	Student Leader	Pressure Group Lobbyist	Acclaimed Writer	Political Philosopher
Media	Researcher	Journalist	Editor	Propagandist	Media Magnate
Celebrity	Wannabe	Celebrity	Star	Superstar	Icon
Business	Salesman	Deal Broker	Businessman	Entrepreneur	Tycoon

A character's class and level determine what actions are available to the character throughout the game. Each character class has a narrowly defined group of available actions, so most character classes tend to specialize in a particular field. Table 2-5 shows the action strengths of each character class.



**TABLE 2-5. ACTION-TYPE STRENGTHS FOR EACH CHARACTER CLASS**

<i>Character Class</i>	<i>Strengthen Character</i>	<i>Weaken Character</i>	<i>Increase Support</i>	<i>Decrease Support</i>	<i>Information/Disinformation</i>	<i>Recruit</i>
Military	—	X	X	X	—	—
Police	—	—	—	—	X	X
Criminal	X	X	X	X	X	X
Trade Union	—	—	X	X	—	—
Political	—	X	X	X	—	—
Religious	X	X	X	X	X	X
Academic	—	—	X	X	—	—
Media	—	—	—	—	X	X
Celebrity	X	X	X	X	X	X
Business	—	—	X	X	—	—



Three character classes—Criminal, Religious, and Celebrity—are adequately equipped to handle any type of action. Because they are jack-of-all-trade characters, their actions are not as strong as those available to characters who specialize in a smaller range of action types.

## CHARACTER SECRECY RATING

Characters, like locations within city districts, have a Secrecy rating—a number that corresponds with the knowledge rating you must attain in the character’s home district to discover the existence of the character. Until your knowledge level in the character’s home district meets or exceeds the character’s Secrecy rating, the character remains invisible to you when launching any character-targeted action (see figure 2-6).



Fig. 2-6. Your actions can only be targeted at characters whose existence you have discovered by exceeding their Secrecy rating.



Some characters are known as Supporting Characters. These characters are generally associated with specific missions, and never appear unless the mission in which they are involved becomes active, regardless of how much knowledge you have of their home district. Other characters have an unattainably high Secrecy rating and *never* appear in the game. These characters work behind the scenes (usually against you), but are never seen.

The Secrecy ratings of all the characters in each level is in Chapters 6–8.

## CHARACTER ACTIONS

Finally, a character is defined by the actions he can perform. As mentioned earlier, the character's class limits the actions that become available to him throughout the game, and each character's actions are different—even when the characters are almost identical ideologically.

A character's action set is one of the most important factors in character recruitment. Early in the game, you must select characters whose available actions serve immediate needs. As you progress, you can build a diverse team with a combined palette of actions that suit any situation by selecting characters of different classes and ideologies.



### TIP

You receive an action-modifier bonus for employing characters that are of the same ideological strand as your faction. The more characters of the same strand you employ, the greater the bonus. This does, however, limit your palette of available actions primarily to a single strand. Try to focus on two strands, so that there is some bonus but you are not stretched for resources and can fall back on something else. For example, if you are Force and are running low on resources, do not be afraid to fire some Force people and recruit Influence or Wealth characters to help you build up your Force again. You can always hire your people back later.

For complete information on actions and the action system, see Chapter 5.

## CHARACTER PROGRESSION

Characters who successfully complete actions throughout the game periodically gain the opportunity to enhance their attributes and add new actions to their repertoires (see figure 2-7).

When you upgrade your character's attributes, you get 10 points to spend as you see fit. As mentioned earlier, you can't use these points to improve a character's Resolve, but all other attributes are fair game. When you decide how to allocate your points, be mindful of the character's action set and spend the points to upgrade the skills the character needs to perform those actions. (The actions associated with each attribute are listed earlier in this chapter.) Mouse over the action name to highlight the relevant stats in blue. Spending attribute upgrade points on attributes your character doesn't use is wasteful.

Character upgrade time also means an action update, where you can add a new action to the character's arsenal or increase the effectiveness of one of his existing actions. While new actions aren't always available at each character upgrade, you can still improve the level of a character's existing actions. Every action has four skill levels associated with it. The number of stars on the action bar denotes your character's current skill level. (Zero stars is Level 1, one star is Level 2, and so on.) The higher the level of the action, the greater the effect.

## CHARACTER LEVELS AND EXPERIENCE

A character's level is an outward indication of accumulated experience. Every character starts the game at a predetermined level, and has the potential to rise in rank up to Level 19. Your Avatar starts the game at Level 1.



Fig. 2-7. You can improve your characters by upgrading their attributes and actions.

### CAUTION

When a new action appears on the level-up screen, it remains there for six ensuing level-ups if you don't add it to the character's repertoire. After that point, the action disappears and is not available to that character for the remainder of the game.



### TIP

One way to determine a character's level is by professional title. Titles associated with each level in each class are shown in table 2-4 earlier in this chapter.

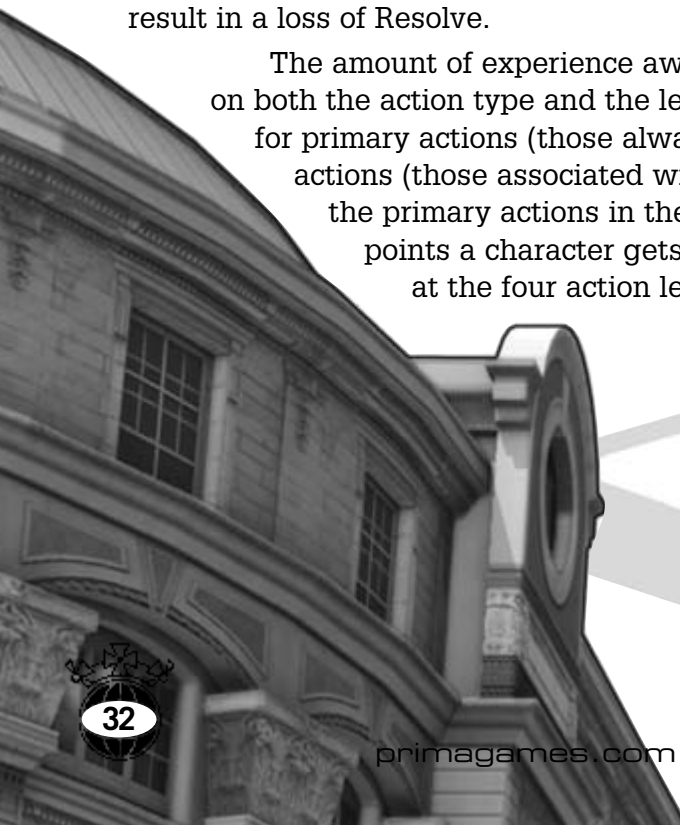
Characters progress to the next highest level once their accumulated experience meets or exceeds a certain threshold. The number of experience points a character needs to rise from one level to the next is shown in table 2-6.

**TABLE 2-6. EXPERIENCE POINT THRESHOLDS FOR EACH CHARACTER LEVEL**

<i>Level</i>	<i>Experience Points</i>	<i>Level</i>	<i>Experience Points</i>
1	0	11	2,300
2	75	12	2,850
3	150	13	3,400
4	300	14	4,150
5	450	15	4,900
6	675	16	5,800
7	900	17	6,700
8	1,200	18	7,800
9	1,500	19	9,000
10	1,900		

Characters accumulate experience points as the result of successful actions they initiate. Unsuccessful actions result in no change in experience, but might result in a loss of Resolve.

The amount of experience awarded for a successful action depends on both the action type and the level of the action. You get experience for primary actions (those always available to you) and plot or special actions (those associated with specific missions). Table 2-7 lists all the primary actions in the game and the number of experience points a character gets for successfully running each action at the four action levels.



**TABLE 2-7. EXPERIENCE POINTS (XP) AWARDED FOR SUCCESSFUL PRIMARY ACTIONS FOR EACH ACTION LEVEL**

<i>Action</i>	<i>XP (Action Level 1)</i>	<i>XP (Action Level 2)</i>	<i>XP (Action Level 3)</i>	<i>XP (Action Level 4)</i>
Alpha Squad	65	95	140	140
Anoint	70	90	120	150
Army Draft	50	60	80	100
Assault	40	50	70	90
Blackmail	200	250	300	350
Blood Brothers	70	90	120	150
Brainwash	250	300	350	400
Bribe	80	100	120	140
Business Deal	200	250	300	350
Canvass	20	30	40	50
Change Slot* *	1	—	—	—
Charm	80	100	120	140
Charity Gala	100	120	150	180
Charity Work	50	60	80	100
Code of Silence	30	40	50	60
Cover-Up	30	40	50	60
Crime Syndicate	200	250	300	400
Crime Wave	80	90	100	120
Debt Collection	60	70	90	110
Defame	100	120	150	180
Discredit	50	60	80	100
Disguise	65	95	140	140
Easy Life	70	90	120	150
Empower	30	40	55	70
Evangelize	30	40	50	65
Exile	65	95	140	140
Favor	30	40	55	70
Fire Recruit* *	0	—	—	—
Flatter	30	45	55	70
Frame	40	50	70	90
Gift	40	50	70	90

**TABLE 2-7, CONTINUED**

<i>Action</i>	<i>XP (Action Level 1)</i>	<i>XP (Action Level 2)</i>	<i>XP (Action Level 3)</i>	<i>XP (Action Level 4)</i>
Graffiti	30	40	50	60
Headhunt	45	50	55	65
Hitman	65	95	140	140
Honey Trap	100	120	150	180
Hostile Press	90	105	115	125
Immunity	65	95	140	140
Intimidate	100	120	150	180
Investigate	20	30	40	50
Leafleting	30	40	50	60
Move Faction HQ**	10	—	—	—
Move Recruits Home**	0	—	—	—
Music Festival	60	75	90	105
National Strike	400	500	600	700
Passive Protest	250	300	350	400
Pay-Off	30	40	50	60
Persuade	80	100	120	140
Political Donor	400	500	600	700
Poster Campaign	20	30	40	50
Propaganda	200	250	300	350
Public Criticism	60	70	90	110
Racketeering	80	100	125	150
Rally	50	65	85	110
Revelation	30	40	50	60
Riot	100	120	150	180
Safe House	65	95	140	140
Scout	20	30	40	50
Survey	20	30	40	50
Takeover	90	110	135	160
Terrorize	110	130	160	190
UN Intervention	400	500	600	700

**TABLE 2-7, CONTINUED**

<i>Action</i>	<i>XP</i> <i>(Action Level 1)</i>	<i>XP</i> <i>(Action Level 2)</i>	<i>XP</i> <i>(Action Level 3)</i>	<i>XP</i> <i>(Action Level 4)</i>
Union Strike	80	100	125	150
Vandalize	30	35	40	50

\* Victory condition.

\*\* Faction Screen action.

Table 2-8 provides experience point values for plot actions. Plot actions don't have action levels—they each award a predetermined number of experience points.

**TABLE 2-8. EXPERIENCE POINTS (XP) AWARDED FOR SUCCESSFUL PLOT ACTIONS**

<i>Action</i>	<i>XP</i>	<i>Action</i>	<i>XP</i>
Attend Ceremony	100	Invest in Casino	100
Blackmail Mayor	100	Leave Ekaterine	1
Bribe General	400	Leave Pugachev	1
Bribe Police Chief	200	Legendary Speech	400
Buy Off	300	Liaise	50
Celebrity Endorsement	150	Liberate Recruit	50
Collect Financial Dossier	50	Life of Luxury	50
Distribute Books	50	Martial Law	400
Early Release	50	Meet Accountant	100
Economic Crash	400	Meet Aide	0
Expose Arms Deals	200	Military Coup*	1,000
Expose Candidate	75	National Radio Broadcast	200
Expose Mayor	150	Order Sermon	50
Force Martyrdom	200	Peoples' Revolution*	1,000
Force Resignation*	1,000	Protest March	75
Frame Police Chief	200	Renegotiate	50
Fundraising Dinner	0	Reveal Embezzlement	300
Grand Opening	50	Seize Warehouse	75
Gun Down Arkady	50	Terrace Riot	200
Hide Celebrity	50	UN Intervention	300
Hide Recruit	100		

\* Victory condition.





## Chapter 3

# IDEOLOGY

**P**olitical ideology is the foundation upon which all gameplay is built in *Republic: The Revolution*. Every character, faction, district, and action is associated with an ideology. It is the interaction between your ideology and the ideology of a given place, faction, or character that determines your success or failure in nearly every endeavor.

This chapter delves into the details and philosophies of ideology, and examines how ideology works for you and against you throughout the game.

# ANALYZING THE IDEOLOGICAL COMPONENTS

Political ideology in *Republic: The Revolution* is defined by a combination of three factors:

- Force
- Wealth
- Influence

The ideology of every person, place, and faction is defined in these terms. Each has a score rating of 0 to 100, and the sum of the three factors always totals 100. In the game, ideology is expressed graphically (see figure 3-1).

Each of the three ideological affiliations represents a different way of gaining political power. A higher score in any one area shows that the subject being rated favors that method of gaining power over the others available.

The following sections provide an overview of each ideological component.

## FORCE

The Force component of ideology represents the physical means of rising to power. Rather than wasting time with the subtleties of diplomatic exchange and peaceful protests, those with a Force-heavy ideology meet their goals through the use of persuasive actions ranging from ingratiating themselves to important officials to vandalizing rival factions and sending hit squads against potential opponents. Force is always denoted by the color red (see figure 3-2).

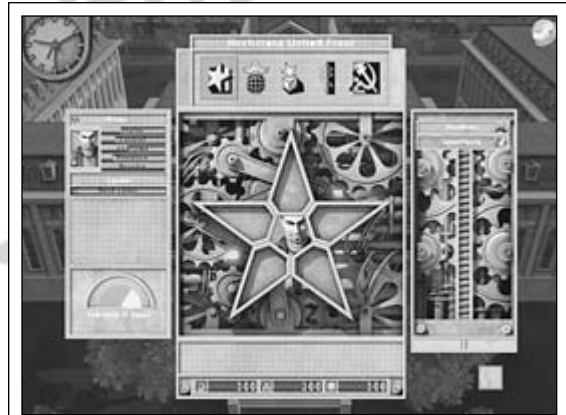


Fig. 3-1. Ideology scores are shown as a graph that charts the relative strength of each ideological factor.

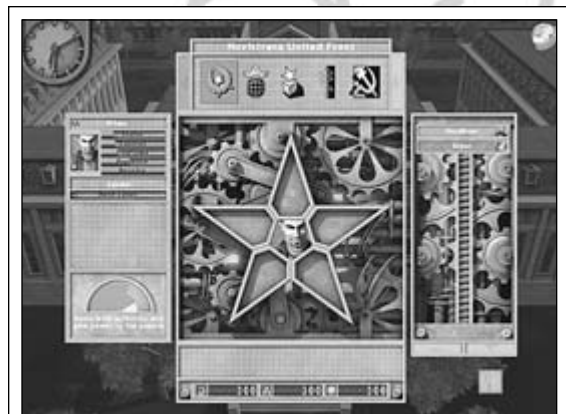



Fig. 3-2. An ideology diagram showing a Force-heavy ideology.



Force-oriented characters that you encounter in the game occupy positions of physical power, both legal and illegal. Force character classes include:

- Criminals
- Union Officials
- Military Officers
- Police Officers

 <b>NOTE</b>	<p>Each character class in the game, Force and otherwise, has its own set of available levels, actions, and strengths. For a complete rundown of each character type, see Chapter 2: Characters.</p>
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As a general rule, Force actions are the fastest-working actions—straightforward methods such as torture and assault produce immediate results. In the long run, however, a pure-Force approach alienates those around you and makes achieving certain mission goals more difficult as the game progresses. Force-affiliated characters and factions are ideal for attacking and undermining enemy characters and factions.

## WEALTH

Whereas Force-oriented factions and characters use physical means to bolster their rise to power, those who are Wealth-oriented buy their way to the top. Wealth allows tactics ranging from minor gifts and political donations to outright bribes and large-scale economic manipulation, and brings a touch of capitalism to your otherwise altruistic political struggle. Wealth is always denoted by the color yellow (see figure 3-3).

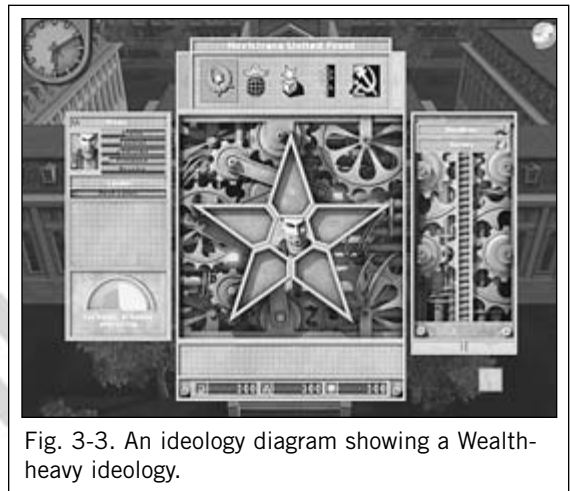


Fig. 3-3. An ideology diagram showing a Wealth-heavy ideology.

Unlike Force-heavy characters, most Wealth-oriented characters are on the up and up. They include the following occupations among their ranks:

- Media Representatives
- Celebrities
- Businessmen

Wealth is a very useful asset, and Wealth characters are among the most versatile in the game. They are high-profile people and are good at spreading the word about your cause—and, when necessary, spending money to degrade the reputation of a pesky political opponent without resorting to violence. Wealth-affiliated characters and factions are best suited for amassing support for their respective factions.

## INFLUENCE

The third component of ideology, Influence represents political channels and doing things “by the book” (more or less). This ideology factor furthers a cause primarily through political and religious means—rallies, political rhetoric, sermons, passive resistance, and evangelization are among the tools of the trade. Influence is always denoted by the color blue (see figure 3-4).

Influence-oriented characters are the brains behind most operations. The following professions are represented in this ideological category:

- Politicians
- Religious Figures
- Academicians (Students, Lobbyists, Writers, and so on)

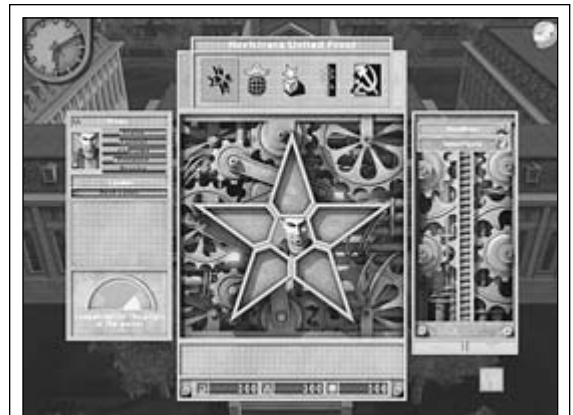


Fig. 3-4. An ideology diagram showing an Influence-heavy ideology.



Because Influence actions work through channels for the most part, Influence-heavy strategies play out more slowly than do Force and Wealth strategies. If you can recruit and keep them in your camp, Influence characters are among the most useful when it comes to gaining and keeping power. They are also ideally suited for recruiting new characters to their faction's cause.

## IDEOLOGY BREAKDOWN

It is easy to get caught up in the game and start thinking of ideology only in terms of characters, but the concept actually pervades nearly every facet of *Republic: The Revolution*. Ideology applies to five distinct factors:

### AVATAR IDEOLOGY

You decide your Avatar's ideology when you respond to the eight questions presented in the Avatar creation quiz at the start of the game. (See Chapter 1: Creating Your Avatar for details.) This facet of ideology represents who you are and how you intend to carry out your campaign throughout the game. This philosophy is automatically transferred to the faction you control when the game starts.

Essentially, your faction is who *you* are. You can calculate your Avatar ideology numerically (using the figures provided in Chapter 1: Creating Your Avatar) or you can simply check out your ideology diagram at the top of your Inner Circle Panel when the game starts (see figure 3-5).

Once generated, your Avatar's ideology becomes irrelevant. It is your faction's ideology that influences all your interactions from that point on.



Fig. 3-5. Your Avatar's ideology automatically becomes the ideology of your faction.

## FACTION IDEOLOGY

There are two levels of consideration when it comes to faction ideology—your faction's ideology and the opposing factions' ideologies.

As mentioned earlier, your faction's initial ideology is established when you create your Avatar. When the game begins, both are the same. Your faction's ideology isn't static, however. It changes as a result of the actions and methods you use in your rise to power. As a general rule, you can carry out a mixture of actions of all types without any significant effect on your ideology. If, however, you carry out a large number of actions that are associated with one ideological facet—Force, Wealth, or Influence—that facet of your ideology increases.

For example, if you start the game with an ideologically balanced faction (all three ideological factors are more or less equal), and you proceed to carry out numerous Force actions, the Force facet of your ideology might increase. The amount and speed of increase depends on the number of actions taken and the span of time over which they are taken. A large number of Force actions over a short period of time, for example, results in a larger and faster overall Force increase than would the same number of actions taken over twice as much time.

Your faction's ideology is, perhaps, the most visible and consistently active component of ideology in the game. The comparison of your ideology to that of characters and districts determines your success in dealing with the various missions that arise in the game. Keep this in mind when you embark on a course of action that might change your faction's ideology.

If you increase one aspect of your ideology, it becomes easier to deal with ideologies that are similarly aligned, or aligned in such a way as to be intimidated by you. It becomes harder to deal with ideologies that diametrically oppose you.



Opposing factions in the game also have ideologies associated with them. Unlike your faction's ideology, the ideologies of other factions don't change over time. Each faction starts out with an ideological slant at the beginning of the game, and they stick to their methods of operation throughout. A Force-heavy faction continues to employ strong-arm tactics for the duration of their existence (see figure 3-6).



Fig. 3-6. Ideologies of opposing factions remain static throughout the game.

Chapters 6-8 show the ideologies for all of the rival factions in each level. After you play for a while and butt heads with your opponents enough times, their ideology becomes obvious through their actions.

## CHARACTER IDEOLOGY



Fig. 3-7. A comparison of ideologies between your faction and a targeted character or district helps to determine the outcome of an action.

Character ideology affects you in two ways. First, the ideology of a character that you approach in any character-targeted action is compared to your faction's ideology to determine whether the action succeeds or fails. By examining the relationship between your faction ideology and that of the target character, you can determine at a glance how easy or difficult the action is likely to be. This is clearly illustrated by the ideological comparison that appears when a character is targeted (see figure 3-7).



### TIP

You can use the ideological comparison as a basis for choosing which conversation actions you handle personally and which ones you allow the game to handle automatically. As a general rule, if the comparison results in a positive number, the action should succeed without your intervention. If the comparison is negative, you have to step in to make the action succeed.


Character ideology is also the basis for character loyalty within a faction. This measure of loyalty is expressed in the game as the character's Resolve. Every three game days, each character's personal ideology is compared with that of the faction to which he belongs. If the character's ideology differs greatly from that of the faction, the character's Resolve drops unless actions are taken to strengthen it.

The more divergent his ideology, the harder it is to appease an unhappy character. Characters who have access to the most powerful actions have more extreme ideologies and are more difficult to hold onto if their ideology is significantly different from that of their faction. (See Chapter 2: Characters for more details on Resolve.)

Character ideologies are static throughout the game.

Character ideology is defined not only by the ideological strand to which the character is affiliated, but also by the level of devotion the character exhibits to that strand. Every character has 100 ideology points, distributed amongst the three ideological strands. The number of points the character has in his dominant strand relative to the number of points in the other two strands determines the level of ideological devotion he exhibits to his chosen strand.

Table 3-1 provides a general assessment of character attitudes based on their level of ideological devotion.



**NOTE** The ideology breakdown for all of the characters in the game can be found in Chapters 6–8.

**TABLE 3-1. CHARACTER ATTITUDE ASSESSMENT  
BASED ON IDEOLOGICAL POINT DISTRIBUTION**

<i>Force</i>	<i>Influence</i>	<i>Wealth</i>	<i>Description</i>
90	5	5	"Military might is the only thing people understand"
80	20	0	"Controlled mayhem will sweep government aside"
80	0	20	"Militant solutions are the only way"
74	13	13	"Down with authority; give power to the people"
60	20	20	"Civil disobedience is the key to power"
60	20	10	"Those with the will survive"
60	10	30	"Direct and violent methods work best"
50	35	15	"People will bend to our collective will"
50	15	35	"The ends justify any questionable means"
40	30	30	"United we are strong"

**TABLE 3-1, CONTINUED**

<i>Force</i>	<i>Influence</i>	<i>Wealth</i>	<i>Description</i>
5	90	5	"Liberation for our beloved Novistrana!"
20	80	0	"Let those that are enlightened rule"
0	80	20	"Knowledge and information is power"
13	74	13	"Compassion for the plight of the masses"
20	60	20	"Democracy is demanded"
30	60	10	"Corruption and injustice must be swept aside"
10	60	30	"Spread the word and fan the winds of change"
15	50	35	"Debate and freedom of speech are everything"
35	50	15	"Oppression will no longer be tolerated"
30	40	30	"A voice for all Novistranans"
5	5	90	"Only the strongest will survive"
0	20	80	"Everyone has their price"
20	0	80	"Money is the ultimate source of power"
15	15	70	"Greed is good"
20	20	60	"Competition breeds efficiency and innovation"
10	30	60	"Cut taxes, privatize everything"
30	10	60	"Give everyone the opportunity to be successful"
15	35	50	"Radical economic reform is needed"
35	15	50	"Capitalism is the way forward"
30	30	40	"Market forces will bring prosperity"
20	40	40	"Peace and prosperity to all"
40	20	40	"Change is needed to bring prosperity"
40	40	20	"Justice for the people"
33	34	33	"Everyone is equal"

As you can see in table 3-1, small changes in ideology can mean big differences in character attitude. Generalizations can be made, however. As a rule, character ideologies can be described classified in one of three broad categories: moderate, extreme, and duality.

## MODERATE CHARACTERS

Moderate characters are reasonably balanced across all three ideological strands, with a slight devotion to a single strand. Moderate characters are easier to control and appease than their more fanatical counterparts.

In moderate characters, 34–69 percent of their ideology points are allocated to their dominant ideological strand. The remaining points are divided as equally as possible between the remaining two strands.

## EXTREME CHARACTERS

Characters who exhibit extreme devotion to their ideological strand of choice have the potential to acquire and run the most powerful actions available to their chosen strand, but are difficult to recruit and control by factions with divergent ideologies.

Extreme characters have 70–99 percent of their ideology points allocated to their primary ideological strand. There are three sub-types of extreme characters, each of which has his or her remaining ideology points allocated in a different way:

- **Extreme balanced characters:** Ideological points not allocated to their primary strand are divided as equally as possible between the two remaining strands. For example, a character with 80 points in his dominant strand would have 10 points in each of his remaining 2 strands.
- **Extreme complementary characters:** Of the ideology points not allocated to their primary strand, 70–100 percent are placed in the strand that has an advantage over the primary strand. The rest of the points go to the third strand. For example, an extreme complementary Force character might have an ideology that is 80 percent Force, 20 percent Wealth, and 0 percent Influence.
- **Extreme uncomplementary characters:** Of the ideology points not allocated to their primary strand, 70–100 percent are placed in the strand that has a disadvantage against the primary strand. The rest of the points go to the third strand. For example, an extreme uncomplimentary Wealth character might have an ideology that is 20 percent Force, 80 percent Wealth, and 0 percent Influence.





The concept of one ideological strand's advantage over or disadvantage against another strand is discussed in the "Ideological Interaction" section later in this chapter.

## DUALITY CHARACTERS

Duality characters show some preference to their dominant strand, but they share their loyalty with a second strand almost equally. These characters have access to a wider variety of actions than non-duality characters, but cannot achieve the level of action power available to extreme characters.

Duality characters have 70–100 percent of their ideology points split between two of the three ideological strands, one of which always has a slight point advantage over the other. For example, a Force-strand character with a duality in Wealth exhibits a secondary and nearly equal devotion to the Wealth strand. Remaining points (if any) are allocated to the third strand.

There are two types of duality characters:

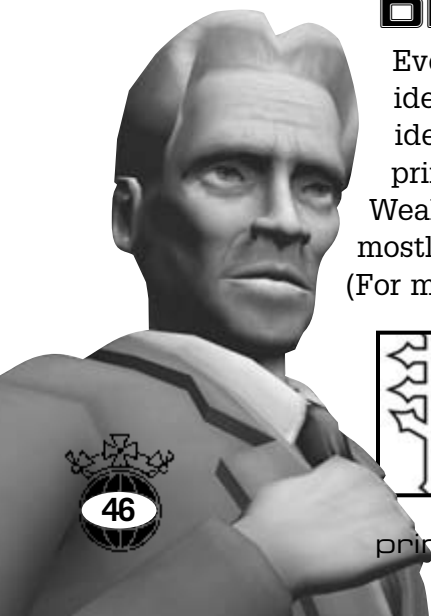
- **Complementary duality characters:** The secondary strand is the strand that has an advantage over the primary strand. For example, a complementary duality character with Force as his primary strand would have Influence as his secondary strand.
- **Uncomplementary duality characters:** The secondary strand is the strand that is at a disadvantage with the primary strand. For example, a complementary duality character with Force as his primary strand would have Wealth as his secondary strand.

## DISTRICT IDEOLOGY

Every district within the game's three cities follows an ideological philosophy—Force, Wealth, or Influence. The ideological strand that the district follows determines the primary resource it produces. Hence, districts that follow a Wealth ideology produce mostly Wealth, Force districts produce mostly Force, and Influence districts produce mostly Influence (For more information on Resources, see Chapter 4: Resources.)



Several districts in Berezina, the city in Level 3, are unique in that they are not devoted to any ideological strand. These districts produce equal amounts of Force, Influence, and Wealth resources.



The color of a district in Satellite View denotes its ideology.

When you do manage to take over a district, you must actively maintain that control. The amount of control erosion that you see over time depends, among other things, on the amount of divergence between your faction's ideology and that of the district in question. The more different the two ideologies, the harder you must work to maintain control. (See Chapter 4: Resources for details.)

Like character ideologies, district ideologies remain static throughout the game. Once a Force district, always a Force district.

## ACTION IDEOLOGY

The last aspect of ideology is action ideology. Every game action is associated with one of the three ideological strands (see figure 3-8).

Unlike faction, character, and district ideologies, action ideologies do not follow a concept of extremity—one Wealth action is neither more nor less extreme than another Wealth action. Instead, it is the *strength* of the action that determines how severe an impact it has upon you when you launch it. Higher level actions—those available only to higher level characters—tend to be stronger and broader in scope. (For more information on actions, see Chapter 5: The Action System.)



Fig. 3-8. Like factions and characters, all actions are associated with an ideological strand.

As with all other ideological aspects, color shows you at a glance the ideological strand to which an action belongs and, hence, the portion of your faction's ideology that is most affected when you run the action. The background color of the action bar on the character's Action Panel shows the action's ideological strand. The effect the action has on your faction's ideology when you run the action is displayed over your faction's ideological display when the action is selected.

## IDEOLOGICAL INTERACTION

The three ideological strands form a “rock–paper–scissors” triangle of interaction. Each strand has an advantage over one other strand and is at a disadvantage against a third. The strand relationships are shown in table 3-2.

**TABLE 3-2. IDEOLOGICAL STRAND RELATIONSHIPS**

<i>Ideology</i>	<i>Has Advantage Over...</i>	<i>Has Disadvantage Against...</i>
Force	Influence	Wealth
Wealth	Force	Influence
Influence	Wealth	Force

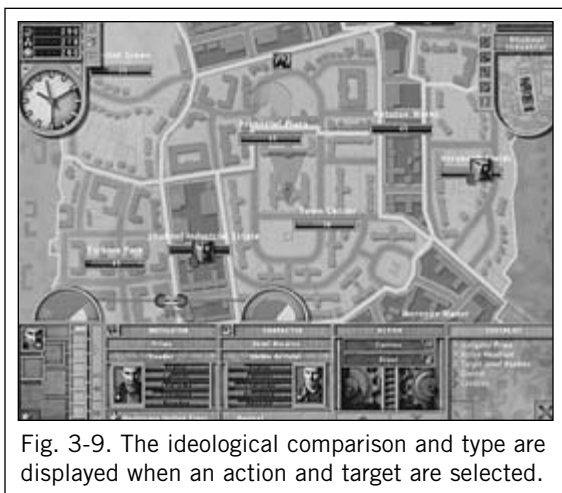



Fig. 3-9. The ideological comparison and type are displayed when an action and target are selected.

These ideological relationships play a key role in the success and failure of actions throughout the game. Actions versus weaker targets (those with ideologies at a disadvantage against the ideology of the attacking action) have a greater chance for success, and actions against stronger targets (those with ideologies with an advantage over the attacking action ideology) are more difficult to pull off.

The interface clearly shows you the modifier that is applied to an action as a result of the ideological comparison between you and your target character/district (see figure 3-9).



The ideological modifiers are among a series of modifiers applied to an action to determine the action's overall chance for success. For a complete rundown of action modifiers, see Chapter 5: The Action System.

Success versus a target with an ideology at a disadvantage to that of the attacking action is greatly enhanced, while actions versus a target whose ideology has an advantage over that of the attacking action are significantly decreased.



## Chapter 4

# RESOURCES

**I**n *Republic: The Revolution*, just as in real life, every activity has a cost. The game has three resources, which you must learn to gather and spend wisely in order to perform the actions required to accomplish mission goals and advance your political cause.

This chapter examines the resource model in *Republic: The Revolution* and provides insight into how you can best manipulate the system to suit your needs.

## RESOURCE TYPES

The three resources in the game are directly tied to the three ideological strands. In fact, they share the same names. Each resource type provides you with a different type of “currency” that you can use to launch actions:

- **Force** is physical power. This resource is the primary cost for all “red” actions.
- **Wealth** is money. This resource is the primary cost for all “yellow” actions.
- **Influence** represents your “pull” in the city. This resource is the primary cost for all “blue” actions.



Fig. 4-1. A district's ideological strand affiliation determines the primary resource it produces.

Although every action is associated with a primary resource type, many actions require an expenditure of multiple resource types to launch them.

As discussed in Chapter 3: The Action System, every district in every city adheres to a designated ideological strand. Besides acting as a factor in any actions taken against it, a district's ideological strand determines the primary resource type the district generates (see figure 4-1). Force districts produce primarily Force, Wealth districts produce primarily Wealth, and Influence districts produce primarily Influence. Some

districts produce small amounts of one or both of their non-strand resources, while others produce only the resource associated with their ideological strand.

## RESOURCE DISTRIBUTION

In *Republic: The Revolution*, you earn resources by gaining support in city districts. Every district in which your faction has a foothold produces a certain number of resource points for you every game day. The number of resource points you receive from a district depends on two primary factors:

- **District population:** The more heavily populated the district, the more resources it generates.
- **Level of support:** The higher your level of support in a district, the more resources you reap from it.

Every district has a Force, Wealth, and Influence score. The more heavily populated the district, the higher the number of potential resource points it generates each turn. These numbers are set throughout the game—they do not change. Chapters 6–8 show the number of resource points generated by each city district in the game.

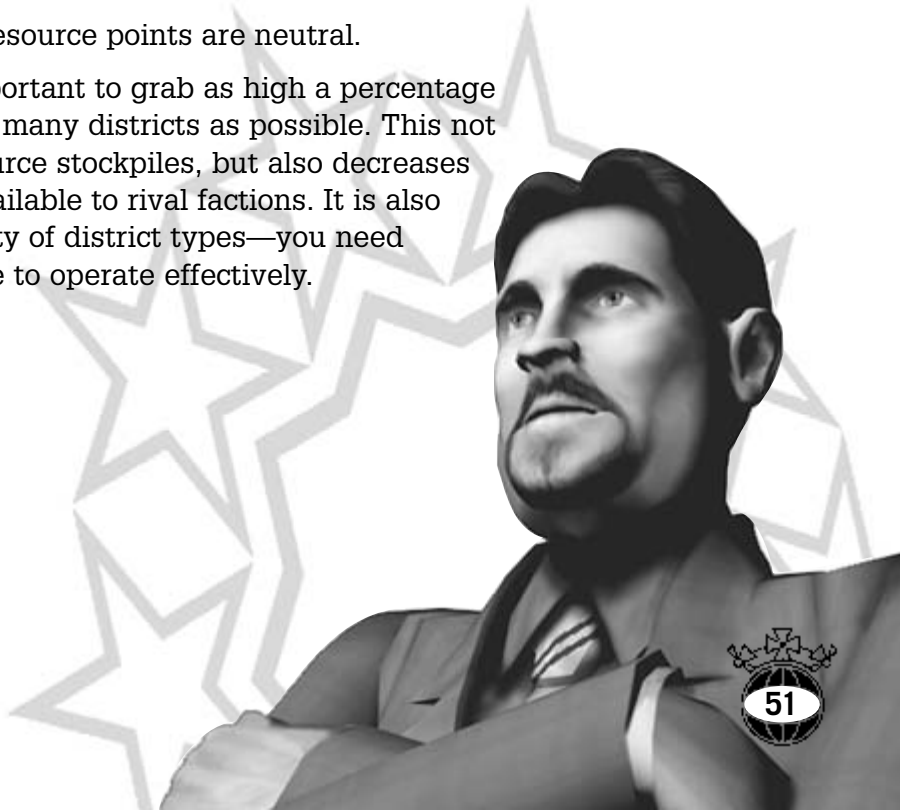
Support points are either assigned to one of the factions in the game or are considered neutral. The percentage of support a district throws behind a faction determines the percentage of the total resources generated that go to that faction. The resources held by neutral people are not given to any faction.

Faction control percentages are displayed on the pie chart that appears over each district in the Satellite View.

For example, your faction has 40 percent support in a district and a rival faction has 20 percent support in the same district, leaving 40 percent neutral. The district generates 100 Force per day. The total points in this example are divided as follows:

- Your faction receives 40 Force from this district each day.
- The rival faction receives 20 Force from this district each day.
- The remaining 40 Force resource points are neutral.

As you can see, it is important to grab as high a percentage of support as possible in as many districts as possible. This not only boosts your own resource stockpiles, but also decreases the amount of resources available to rival factions. It is also important to control a variety of district types—you need some of every resource type to operate effectively.





**TIP**

Concentrate your efforts on gathering support in districts with ideological strands that complement your style of play. For example, if you use Force actions frequently, concentrate first on raising your level of support in all Force districts.

## ADVANTAGES OF DISTRICT CONTROL

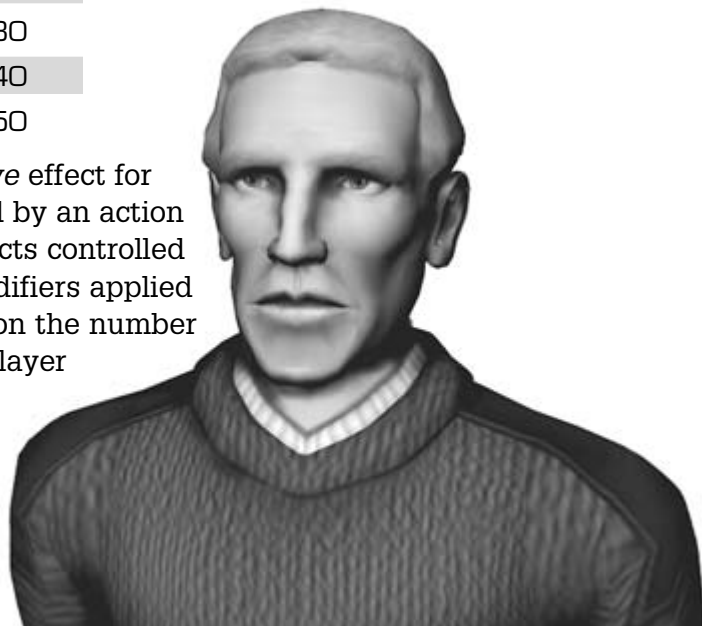
When a faction controls 51 percent or more of a district, that faction is considered to be in control of the district. Being in control of a district doesn't change the amount of resources you receive. That amount is dictated strictly by your percentage of support. District control does, however, increase your chances of successfully enacting certain actions.

The number of allied districts (districts you control) adjacent to a district targeted by your action has a positive effect on the outcome of the action. Table 4-1 shows the point modifiers applied to an action's outcome based on the number of allied districts adjacent to the target district.

**TABLE 4-1. ACTION OUTCOME MODIFIERS FOR ATTACKING PLAYER BASED ON THAT PLAYER'S ADJACENT ALLIED DISTRICTS**

<i>Number of Adjacent Allied Districts</i>	<i>Modifier</i>
1	+10
2	+20
3	+30
4	+40
5	+50

By the same token, there is a *negative* effect for the defender of a district that is targeted by an action if the target district is bordered by districts controlled by the attacker. Table 4-2 shows the modifiers applied to the target's chances of victory based on the number of bordering districts controlled by the player launching the action.



**TABLE 4-2. ACTION OUTCOME MODIFIERS FOR DEFENDING PLAYER BASED ON THE NUMBER OF ATTACKER-ALLIED DISTRICTS ADJACENT TO THE TARGET DISTRICT**

<i>Number of Adjacent Attacker-Allied Districts</i>	<i>Modifier</i>
1	-10
2	-20
3	-30
4	-40
5	-50

## **POWER NODES**

Every city in the game has districts that contain one or more Power Nodes. Power Nodes are buildings that represent a center of power within the district. While controlling a Power Node doesn't *necessarily* increase the amount of resources you receive (though some do), gaining control of a district's Power Node *always* provides you with a bonus specific to the building in question (see figure 4-2).

Typical bonuses include:

- Success bonuses applied to actions that you launch
- Penalties against enemy actions launched against you
- Reductions in district support erosion
- Increases in income percentage in one or more resources

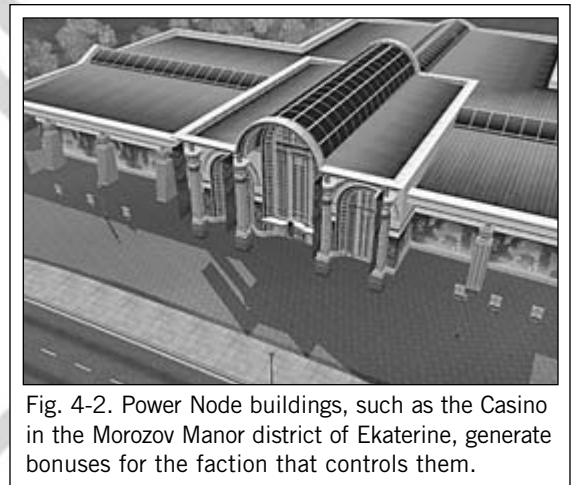



Fig. 4-2. Power Node buildings, such as the Casino in the Morozov Manor district of Ekaterine, generate bonuses for the faction that controls them.



**NOTE** In addition to the general bonuses associated with Power Nodes, some actions and mission objectives require the control of a specific Power Node for completion.



To gain control of a Power Node, you must meet the Power Node's support requirement—the percentage of the Power Node's district that your faction must control to gain control of the building. Each Power Node has a different support requirement. The Power Nodes in each city and their support requirements are listed in Chapters 6–8.

## RESOURCES FROM OTHER CITIES

In levels 2 and 3 (Pugachev and Berezina), you potentially have an additional source of resources that flows from the city or cities where you've already completed your mission.

When you complete a level, you must leave characters behind to run your party's operations in your absence—one character in Ekaterine and two in Pugachev. As part of his duties, that character forwards a portion of the city's resources to you each turn. When you are in Pugachev, you receive additional resources from Ekaterine every time resources are distributed. When you're in Berezina, you receive additional resources from Ekaterine *and* Pugachev.

A number of factors influence the amount of additional resources you receive from the cities you leave behind:

- **The amount of support your faction has throughout the city at the time of your departure.** The more support you have, the more resources you receive.
- **The level of the character you leave behind to manage your affairs.** High-level characters contribute more resources than their lower-level counterparts.
  - **The ideological comparison between you and the character you leave behind.** The more closely the ideology of the character meshes with the ideology of your faction, the more resources you receive.
  - **The character's ideological strand.** The character contributes 5 percent more of the resource that matches his dominant ideological strand.
  - **The class of the character you leave behind.** Each character class adds a 5 percent bonus to one of the resource types—Trade Union characters get a Force bonus, Religion characters get an Influence bonus, and Business or Celebrity characters get a Wealth bonus.

- **The attributes of the character you leave behind.** The amount of each resource type you receive is affected by a different character attribute. The higher the attribute, the larger the resource yield. Presence affects Force, Charisma affects Influence, and Control affects Wealth.

## INCREASING SUPPORT

At the start of a level, all the city districts are neutral. This situation changes fairly quickly as factions begin scrambling for a power base, but at first most of the districts are pretty much up for grabs (see figure 4-3).

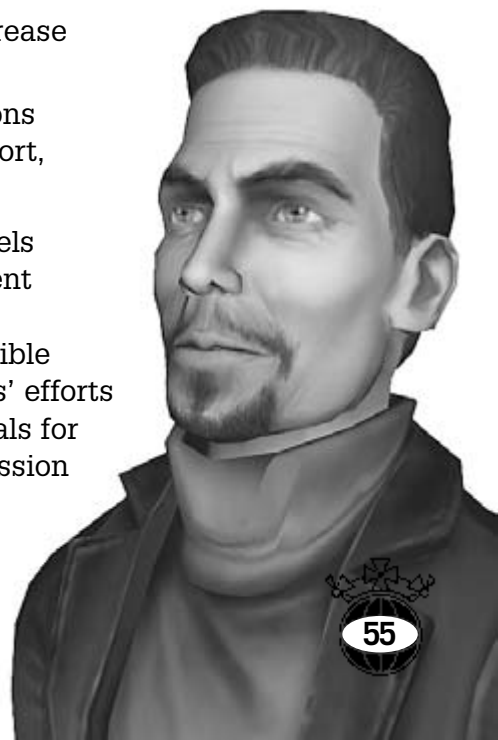
You are powerless at the start of the game (on the Ekaterine level) when it comes to gaining support in a district, but you can start laying the groundwork immediately by taking the following actions:

- Start investigating districts around your home district (Shubnoi Industrial Park, Voronozh Fields, or Prokovief Plaza).
- Immediately set out to recruit a character who can increase your support.
- When you've secured a character with the proper actions available, send him out to start gathering district support, starting in your home district.

Although the starting conditions for the next two levels (Pugachev and Berezina) are obviously somewhat different from that of the first level, one edict holds true for *every* level: Establish a strong support base as quickly as possible to get the resources flowing and to block your opponents' efforts to do the same. Tailor your efforts to suit the mission goals for the level. (See the walkthroughs in Chapters 9–11 for mission and goal specifics.)



Fig. 4-3. At the start of a level, support in districts across the city is up for grabs.



To gain support in a district, you must target the district with actions to increase support. These are actions designed to draw attention to your cause and to rally the people of the district in support of your faction (see figure 4-4). actions that increase support include (but are not limited to):

- Canvassing
- Graffiti
- Propaganda
- Racketeering
- Music Festival

The amount of increased support you see as a result of an action is partly dependent on the strength of the action. Some actions coax only a small amount of support from a district, while others increase support more rapidly. Actions that increase district support are also subject to ideological and other applicable bonuses and penalties that influence their effectiveness. (For action specifics and details on action bonuses and penalties, see Chapter 5: The Action System.)

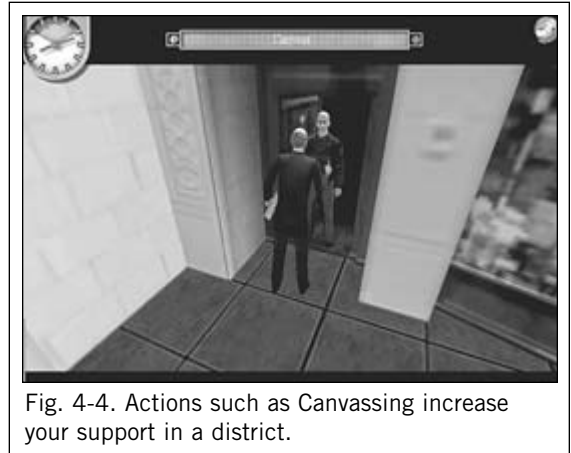



Fig. 4-4. Actions such as Canvassing increase your support in a district.

 <p><b>NOTE</b></p>	<p><b>Actions that increase your support in a district are only effective against the percentage of the district that is neutral. To gain support of a district percentage loyal to another faction, you must first use an attack action to neutralize some or all of your opponents' support base and <i>then</i> capture this newly neutral percentage using an increase support action.</b></p>
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## SUPPORT EROSION

Gaining a foothold in a district doesn't mean that your work there is done. The citizens of Novistrana are a fickle lot, quick to forget about your party and return to neutrality. Worse, they can easily be influenced by opposing factions and persuaded to dump your cause and support that of your opponent. Because of the possibility that your support will erode, you must be vigilant and ready to bolster your support where it begins to flag.

Two factors are the primary cause of support erosion:

- **Time:** Your support in a district wanes over time. The longer it has been since your last support-gathering action, the more support you are likely to lose to attrition.
- **Rival faction interference:** When a rival faction seeks support in a district where you have a strong presence, they are likely to attack your support in that district in hopes of supplanting your foothold there (see figure 4-5).



Fig. 4-5. Given the opportunity, rival factions attack your support in the districts where you have a strong presence.

As discussed in Chapter 3: Ideology, every district has an ideology that is set at the start of the game and never changes. When calculating the amount of support you lose over time, the district's ideology is periodically compared to your faction's ideology to determine the rate of erosion. The bigger the difference between your ideological slant and that of the district, the faster your support erodes in that district over time. The amount of potential support loss each time a support check is performed is shown in table 4-3.

**TABLE 4-3. DISTRICT SUPPORT LOSS OVER TIME BASED ON IDEOLOGY DIFFERENTIAL**

<i>Ideology Differential</i>	<i>Erosion Percentage (Per Ideology Check)</i>
0-20	1-2%
21-40	3-4%
41-60	5-6%
61-80	7-8%
81-99	9-10%



Loss of support over time is the easiest type of support erosion to deal with. When you need to maintain a high level of support in a district possessed of an ideology radically different from that of your faction, dispatch one of your inner circle characters to that district periodically (one time period every day or two) to bolster support with an increase support action (see figure 4-6).

In districts where your ideology and that of the district are more compatible, you needn't be quite as vigilant. Make your presence known once every week or so, however, to prevent the slow erosion of support.



Fig. 4-6. Run frequent increase support actions in ideologically different districts to prevent support erosion over time.



### TIP

Because it is easy to win and retain support in districts that closely match your ideology, make gaining the support of these districts a priority early in the game. Because your support there decreases slowly over time, you can rack up a lot of resource points from the compatible districts you capture early on while you concentrate your increase support efforts on districts that are more difficult to win.

Support erosion as a result of rival faction activity is more difficult to deal with. When you see a tremendous drop in support in a district over a short period of time, chances are that one of your rivals has successfully hit that district with a decrease support action (see figure 4-7).



Fig. 4-7. Decrease support actions launched against a district by opposing factions can result in a huge drop in support.

Decrease support actions include (but are not limited to):

- Vandalism
- Crime Waves
- Civil Unrest
- Poster Campaigns
- Hostile Press

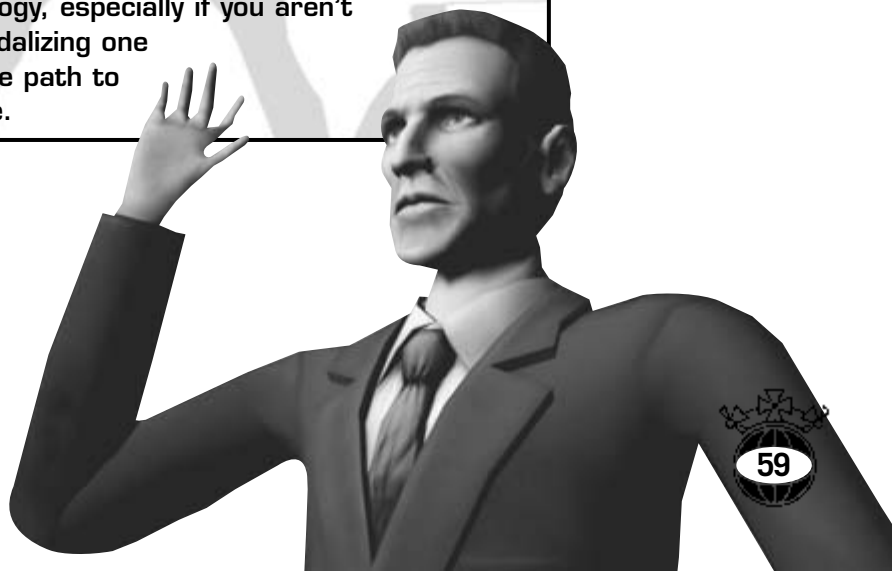
Like increase support actions, decrease support actions vary as to strength and effectiveness, and are subject to ideology and other bonuses and penalties. The percentage of support stolen from the target faction also varies with the strength of the action. (See Chapter 5: The Action System for complete details.)

Chances are that you, like your opponents, occasionally need to erode the support of a rival faction to gain a sufficient foothold in a target district. Running an appropriate decrease support action in the target district is your only recourse. If you find yourself in this position and none of your existing characters has an appropriate action available, recruit someone new. You should have at least one character in your faction capable of running a decrease support action of some sort at all times so that you can nip any support issues in the bud as soon as they arise.



### TIP

Although decrease support actions are available for all ideological types, the Force strand offers the quickest and most effective actions for eradicating opposing strand support from a target district. Keep in mind the effect a strong Force action can have on your own faction's ideology, especially if you aren't playing a Force game. Vandalizing one too many districts is a sure path to negative ideological change.





## Chapter 5

# THE ACTION SYSTEM

**T**he Action System is the heart and soul of *Republic: The Revolution*. Everything that you do—and everything that is done to you—is governed by a set list of activities that characters in the game are able to perform. As characters advance through the game, they learn new actions and are capable of launching progressively more powerful and effective actions.

This chapter describes all the actions available in the game. It also discusses the basic mechanics of the Action System, and provides strategies for dealing with what can often be the most difficult action types—those involving conversation with other characters.

## ACTION OVERVIEW

When the game begins, your Avatar is the only member of your faction and the actions available to you are very limited. You start off with two: Headhunt and an information gathering action associated with your dominant ideological strand (see table 5-1).

As you progress through the game and recruit new characters into your faction, your available palette of actions grows progressively larger and more diverse. As your characters gain experience, you also can add new actions to their repertoire.

**TABLE 5-1. AVATAR STARTING ACTIONS**

<i>Ideological Strand</i>	<i>Avatar Starting Actions</i>
Force	Headhunt; Scout
Wealth	Headhunt; Survey
Influence	Headhunt; Investigate

Actions are categorized primarily by their intended end result. There are nine primary action types:

- Strengthen Character
- Weaken Character
- Recruit Character
- Protect Character
- Kill/Remove Character
- Increase Support
- Decrease Support
- Information Gathering
- Misinformation

In addition to the nine primary action types, additional actions known as Plot actions pop up throughout the game. These actions only become available during specific missions, and remain active only until the mission objective that spawned them is complete.



Like characters and districts, every action is associated with one of the three ideological strands: Force, Wealth, or Influence. The strand with which an action is associated has several effects:

- The potential availability of the action to a character (based on the compatibility of the action with the character's ideology)
- The effect of the action on your faction's ideology each time it is used
- The effectiveness of the action versus the target's ideology

For most actions in one ideological strand, equivalent actions in the other two strands produce the same or similar results. The ideological difference between actions associated with different strands represents a different method for accomplishing the same thing. For example, Vandalize, Revelation, and Leafleting are all decrease support actions that produce the same end result under ideal conditions. The effectiveness of each varies from district to district, however, based on the district ideology (see figure 5-1). (For details on ideological strands and the relationship thereof, see Chapter 3: Ideology.) Table 5-2 lists all primary game actions by ideology, showing the equivalent actions in each strand.

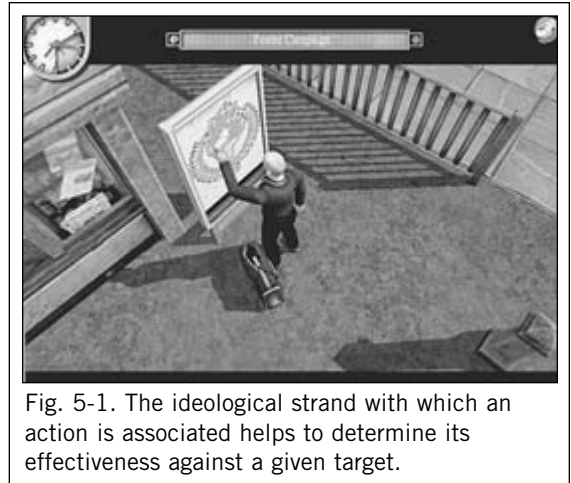


Fig. 5-1. The ideological strand with which an action is associated helps to determine its effectiveness against a given target.

**TABLE 5-2. PRIMARY ACTIONS ASSOCIATED WITH EACH IDEOLOGICAL STRAND**

<i>Force</i>	<i>Influence</i>	<i>Wealth</i>
Alpha Squad	Exile	Hitman
Army Draft	Rally	Propaganda
Assault	Frame	Debt Collection
Blood Brothers	Anoint	Easy Life
Code of Silence	Cover-Up	Pay-Off
Crime Syndicate	UN Intervention	Celebrity Endorsement
Crime Wave	Public Criticism	Hostile Press

TABLE 5-2, CONTINUED

<i>Force</i>	<i>Influence</i>	<i>Wealth</i>
Defame	—	Takeover
Disguise	Immunity	Safe House
Flatter	Favor	Gift
Graffiti	Canvass	Poster Campaign
Headhunt*	Headhunt*	Headhunt
Honey Trap	Discredit	Terrorize
Intimidate	Brainwash	Blackmail
Martial Law	Legendary Speech	Political Donor
National Strike	Charity Gala	Economic Crash
Persuade	Charm	Bribe
Racketeering	Evangelize	Music Festival
Riot	Passive Protest	—
Scout	Investigate	Survey
Union Strike	Charity Work	Business Deal
Vandalize	Revelation	Leafleting

\* Although Headhunt is ostensibly a Wealth-strand action, it is the basic recruit character action for all three ideological strands.

**TIP**

The equivalent actions available for each strand generally have different resource requirements. If you find yourself low on the resource you need to launch a particular action, check all your followers to see if they have an equivalent action available, and launch that one instead.

Keep in mind these three additional factors associated with each action:

- **Strength:** Each action is classified as either “weak” or “strong” according to its level of effectiveness. The stronger an action is, the more dramatic the results and the bigger the potential ideological consequences.
- **Secrecy:** The Secrecy level of the action and the location where the action takes place are key factors in determining whether or not your enemies notice the actions you are undertaking.

- **Sleaze:** Some of your actions leave “Sleaze” in their wake which, if found by your enemies, can be used against you. (See “Action Traces and Sleaze” later in this chapter for details.)

## ACTION BREAKDOWN

With so many actions available in the game, it's easy to lose track. The easiest way to keep actions straight is to categorize them by the function they perform. The following sections examine every action type available in the game.

## STRENGTHEN CHARACTER ACTIONS

Strengthen character actions are used to enhance the loyalty of your faction's characters to the cause at hand. Every time you run a successful strengthen character action, the targeted character's Resolve increases. The stronger the action, the larger the increase (see figure 5-2).

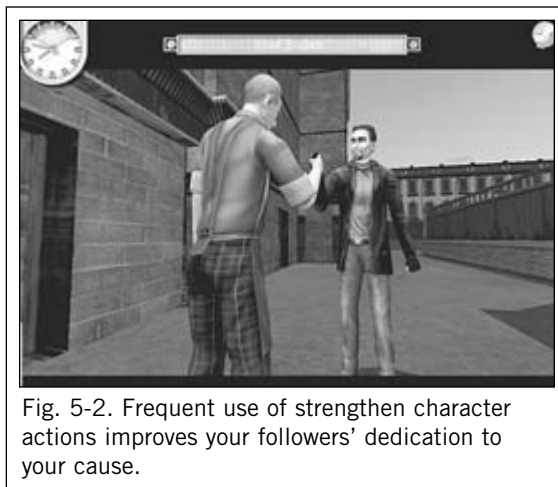



Fig. 5-2. Frequent use of strengthen character actions improves your followers' dedication to your cause.

 <b>NOTE</b>	<p>Action cost varies depending on a character's proficiency at a given action. Therefore, the “Resources Required” field in tables 5-3 through 5-11 merely shows whether or not a particular resource is required when launching the action. The higher the character's proficiency, the more of each resource is required to launch the action.</p>
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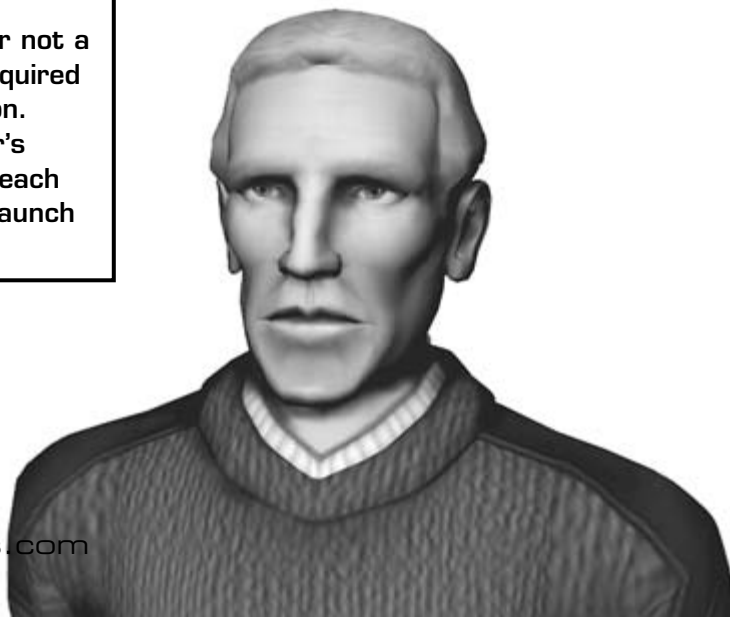


Table 5-3 shows the statistics for all strengthen character actions.

**TABLE 5-3. STATISTICS FOR STRENGTHEN CHARACTER ACTIONS**

<i>Action</i>	<i>Action Level</i>	<i>Ideological Strand</i>	<i>Resources Required</i>	<i>Can Leave Trace?</i>	<i>Can Leave Sleaze?</i>
Anoint	3	Influence	Influence	No	No
Blood Brothers	3	Force	Force	No	No
Easy Life	3	Wealth	Wealth	No	No
Favor	1	Influence	Influence; Wealth	No	No
Flatter	1	Force	Force; Influence	No	No
Gift	1	Wealth	Wealth	No	No

## WEAKEN CHARACTER ACTIONS



Fig. 5-3. Weakening a character in an enemy faction reduces his effectiveness and makes him easier to recruit.

While your followers are traveling all over the city spreading the word about your political cause, the followers of rival factions are doing the same. When the enemy's men become too effective at their jobs, a few well-timed weaken character actions can take the wind out of their sails and reduce their efficiency. In some cases, a successful weaken character action can reduce the target's Resolve to a point where you might be able to recruit that character into your own faction (see figure 5-3).

Table 5-4 shows the statistics for all weaken character actions.

**TABLE 5-4. STATISTICS FOR WEAKEN CHARACTER ACTIONS**

<i>Action</i>	<i>Action Level</i>	<i>Ideological Strand</i>	<i>Resources Required</i>	<i>Can Leave Trace?</i>	<i>Can Leave Sleaze?</i>
Assault	2	Force	Force; Wealth	No	No
Debt Collection	2	Wealth	Force; Wealth	No	No
Discredit	4	Influence	Influence; Wealth	Yes	Yes
Frame	2	Influence	Force; Influence; Wealth	No	No
Honey Trap	4	Force	Force; Influence; Wealth	Yes	Yes
Terrorize	4	Wealth	Force; Wealth	Yes	Yes



Fig. 5-4. You can't create a new political empire on your own. Successful recruiting actions ensure that you won't have to!

## RECRUIT CHARACTER ACTIONS

You start the game by launching a recruit-character action, and you continue to use these actions throughout the game to enlarge your faction (see figure 5-4).

Table 5-5 shows the statistics for all recruit character actions.

**TABLE 5-5. STATISTICS FOR RECRUIT CHARACTER ACTIONS**

<i>Action</i>	<i>Action Level</i>	<i>Ideological Strand</i>	<i>Resources Required</i>	<i>Can Leave Trace?</i>	<i>Can Leave Sleaze?</i>
Blackmail	5	Wealth	Force; Influence; Wealth	Yes	Yes
Brainwash	5	Influence	Influence	Yes	Yes
Bribe	3	Wealth	Wealth	Yes	No
Charm	3	Influence	Force; Influence	Yes	No
Headhunt	1	Wealth	Force; Influence; Wealth	Yes	Yes
Intimidate	5	Force	Force; Influence; Wealth	Yes	Yes
Persuade	3	Force	Force; Influence; Wealth	Yes	No

## PROTECT CHARACTER ACTIONS

Upon occasion, one or more of your characters might become targets of a rival faction's weaken character action. These attacks undermine your characters' Resolve and, as a result, adversely affect their proficiency. If one of your characters is afflicted frequently by outside influences in this way, a successful protect character action can shield him from attack (See figure 5-5).

Table 5-6 shows the statistics for all protect character actions.



Fig. 5-5. Protect character actions can protect your followers from attack.

**TABLE 5-6. STATISTICS FOR PROTECT CHARACTER ACTIONS**

<i>Action</i>	<i>Action Level</i>	<i>Ideological Strand</i>	<i>Resources Required</i>	<i>Can Leave Trace?</i>	<i>Can Leave Sleaze?</i>
Disguise	6	Force	Force; Influence	No	No
Immunity	6	Influence	Influence; Wealth	No	No
Safe House	6	Wealth	Force; Wealth	No	No



Characters targeted by successful protect character actions are placed under protection and cannot be harmed for three days (nine time periods). Unfortunately, they cannot perform any actions whatsoever while under protection.



## KILL/REMOVE CHARACTER ACTIONS

When a character in an enemy faction is so dangerous to your faction or so vital to his own faction that simply breaking his Resolve with a weaken character action won't do, you have to resort to more drastic measures. Kill/remove character actions, when successful, eliminate the target character from the game permanently (see figure 5-6).

Table 5-7 shows the statistics for all kill/remove character actions.

**TABLE 5-7. STATISTICS FOR KILL/REMOVE CHARACTER ACTIONS**

<i>Action</i>	<i>Action Level</i>	<i>Ideological Strand</i>	<i>Resources Required</i>	<i>Can Leave Trace?</i>	<i>Can Leave Sleaze?</i>
Alpha Squad	5	Force	Force; Wealth	Yes	Yes
Exile	5	Influence	Force; Influence	Yes	Yes
Hitman	5	Wealth	Influence; Wealth	Yes	Yes



Fig. 5-6. When all else fails, use a kill/remove character action to take out an enemy character once and for all.

## INCREASE SUPPORT ACTIONS

District support is key to success in *Republic: The Revolution*. On the most basic level, more support means more resources. Certain levels of support are also necessary to take control of power nodes and to complete many of the missions in the game. Therefore, your arsenal of increase support actions is vital to your success (see figure 5-7).



Fig. 5-7. Much of the game is spent gathering support for your faction.

Table 5-8 shows the statistics for all increase support actions.

**TABLE 5-8. STATISTICS FOR INCREASE SUPPORT ACTIONS**

<i>Action</i>	<i>Action Level</i>	<i>Ideological Strand</i>	<i>Resources Required</i>	<i>Can Leave Trace?</i>	<i>Can Leave Sleaze?</i>
Army Draft	2	Force	Force	Yes	Yes
Business Deal	5	Wealth	Wealth	Yes	No
Celebrity Endorsement	6	Wealth	Force; Influence; Wealth	Yes	No
Canvass	1	Influence	Influence	Yes	Yes
Charity Gala	4	Influence	Influence; Wealth	Yes	No
Charity Work	5	Influence	Influence; Wealth	Yes	No
Crime Syndicate	6	Force	Force; Wealth	Yes	No
Economic Crash	4	Wealth	Wealth	Yes	No
Evangelize	3	Influence	Influence	Yes	No
Graffiti	1	Force	Force	Yes	Yes
Legendary Speech	8	Influence	Force; Influence	Yes	Yes
Martial Law	8	Force	Force; Influence; Wealth	Yes	Yes
Music Festival	3	Wealth	Influence; Wealth	Yes	No
National Strike	4	Force	Force; Influence	Yes	No
Political Donor	8	Wealth	Influence; Wealth	Yes	Yes
Poster Campaign	1	Wealth	Wealth	Yes	Yes
Propaganda	2	Wealth	Influence; Wealth	Yes	Yes
Racketeering	3	Force	Force	Yes	No
Rally	2	Influence	Influence	Yes	No
UN Intervention	6	Influence	Force; Influence	Yes	No
Union Strike	5	Force	Force; Influence	Yes	No





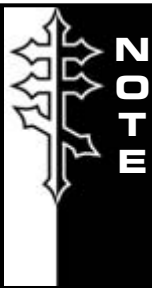
## DECREASE SUPPORT ACTIONS

A major hurdle you might experience when you set out to increase your support in a district is the existence of strong support for a rival faction in that area. Often, before you can gather the support that you need, you must first whittle down (or eliminate) support for your opponents. That's where decrease support actions come in (see figure 5-8).

Table 5-9 shows the statistics for all decrease support actions.



Fig. 5-8. Before you can increase your support in a district, it is often necessary to whittle down rival faction support.



The decrease support category is one of the few where one ideology has more actions available than the other two. There are four Force-strand decrease support actions, but only three each in the other two strands.

**TABLE 5-9. STATISTICS FOR DECREASE SUPPORT ACTIONS**

<i>Action</i>	<i>Action Level</i>	<i>Ideological Strand</i>	<i>Resources Required</i>	<i>Can Leave Trace?</i>	<i>Can Leave Sleaze?</i>
Crime Wave	5	Force	Force	Yes	No
Defame	7	Force	Force; Influence	Yes	No
Hostile Press	5	Wealth	Influence; Wealth	Yes	No
Leafleting	2	Wealth	Wealth	Yes	Yes
Passive Protest	8	Influence	Force; Influence	Yes	No
Public Criticism	5	Influence	Influence	Yes	No
Revelation	2	Influence	Influence	Yes	Yes
Riot	7	Force	Force	Yes	No
Takeover	7	Wealth	Wealth	Yes	No
Vandalize	2	Force	Force	Yes	Yes

# INFORMATION GATHERING ACTIONS

Nearly every action requires some level of knowledge in at least one district before it can be launched successfully. With every successful information gathering action you launch, you gain more knowledge about the targeted district. Your knowledge of even well-known districts can decrease over time, so a regular regimen of information gathering actions across the city is important (see figure 5-9).

Table 5-10 shows the statistics for all information gathering actions.



Fig. 5-9. Regularly launched information gathering actions keep your knowledge of the city's districts up to date.

**TABLE 5-10. STATISTICS FOR INFORMATION GATHERING ACTIONS**

<i>Action</i>	<i>Action Level</i>	<i>Ideological Strand</i>	<i>Resources Required</i>	<i>Can Leave Trace?</i>	<i>Can Leave Sleaze?</i>
Investigate	1	Influence	Influence	No	No
Scout	1	Force	Force	No	No
Survey	1	Wealth	Wealth	No	No

# MISINFORMATION ACTIONS



Fig. 5-10. The tactful use of misinformation actions helps hide your activities from the prying eyes of rival factions.

Some actions leave traces of themselves behind and, often, these traces contain Sleaze that can be used against you (see “Action Traces and Sleaze” later in this chapter for details). By running a successful misinformation action in the district where another of your actions leaves a trace or Sleaze, you can prevent your rivals from finding out what you're up to in that district (see figure 5-10).

Table 5-11 shows the statistics for all misinformation actions.

**TABLE 5-11. STATISTICS FOR MISINFORMATION ACTIONS**

<i>Action</i>	<i>Action Level</i>	<i>Ideological Strand</i>	<i>Resources Required</i>	<i>Can Leave Trace?</i>	<i>Can Leave Sleaze?</i>
Code of Silence	3	Force	Force	No	No
Cover-Up	3	Influence	Influence	No	No
Pay-Off	3	Wealth	Wealth	No	No

## MISSION SPECIFIC (PLOT) ACTIONS

The actions detailed in tables 5-3 through 5-11 are actions that are present (or at least available) at all times. These primary actions can be used repeatedly throughout the game.

In addition to these primary actions, dozens of mission specific actions appear throughout the game. These actions (which generally appear on your Avatar's Action Panel when they become available) enable you to complete the mission goals for which they were specifically tailored, and they disappear once the goal is completed. Most appear only once in the game, but others (such as Liaise) become available multiple times.

Plot actions include:

- Early Release
- Grand Opening
- Invest in Casino
- Leave Ekaterine
- Leave Pugachev
- Order Sermon

Every mission specific action has a fixed cost associated with it (as opposed to primary actions, the resource costs of which increase with each additional star. Mission specific actions don't affect your ideology, nor do they leave traces or Sleaze in their wake.



## DETERMINING THE SUCCESS OF ACTIONS

The determination of the success or failure of an action in *Republic: The Revolution* is a complex process involving intricate calculations and variables. It is impossible for you to calculate all these variables before every action. There are, however, some factors you can keep in mind to maximize your chances of success when you launch an action:

- Actions have a better chance of succeeding in districts where the ideology matches that of your faction or in districts where your ideology has an advantage. (See “Ideological Interaction” in Chapter 3: Ideology for details.)
- Actions have a better chance of succeeding in districts where the ideology matches that of the *action* or in districts where the action’s ideology has an advantage over the district’s ideology.
- Character actions have a better chance of succeeding if the instigating character is at a higher level than the target. Ideological factors also apply—the action has a better chance of succeeding against a character of similar or complementary ideology vis-à-vis the action.
- Higher-level actions have a more marked effect when successful than lower-level actions.

If you have enough of an advantage over a target character, actions that you initiate involving a conversation with that character can and do succeed without your intervention. But it is important to note that it is almost always worth conducting the conversation personally, as discussed in the next section.

## THE ART OF CONVERSATION

Perhaps the most difficult skill to master when you first start playing *Republic: The Revolution* is successful manipulation of the conversation system. Many actions in the game precipitate one-on-one interaction. They include:

- |                  |           |              |
|------------------|-----------|--------------|
| ▪ Blackmail      | ▪ Charm   | ▪ Headhunt   |
| ▪ Blood Brothers | ▪ Favor   | ▪ Intimidate |
| ▪ Brainwash      | ▪ Flatter | ▪ Persuade   |
| ▪ Bribe          | ▪ Gift    |              |

Conversation also plays a role in numerous mission specific actions.



**TIP**

Many conversation actions require your personal attention, especially later in the game. Never schedule two conversation actions simultaneously—you can only personally attend to one action in each time period.

Like any other action, you can allow actions that spawn conversations to play out on their own without your personal supervision. Unlike other actions, however, you can do something to influence the outcome of conversation actions. In some situations, your intervention is the *only* way you can succeed (see figure 5-11).

Consider several factors when deciding whether to handle a conversation personally:

- Your character's Presence and Resolve scores—the lower they are, the harder it is to win the conversation
- Ideological comparison between your faction and the target character
- Level of the target character compared to the level of the character initiating the action
- Level of the action that initiates the conversation
- The Resolve score of the target—the targets with lower Resolve are easier to win over.
- The secrecy of the location—the more secret the location, the better your chance for success.

The success threshold for the target character is adjusted for each of the factors listed above. Your goal during a conversation is to win enough points during the exchange to exceed the success threshold for the character with whom you are conversing, while also preventing the target character from exceeding *your* threshold. Characters whose ideology opposes yours have higher thresholds. High-level target characters and high-level actions raise the threshold even more.



Fig. 5-11. When a target character is significantly opposed to you, personal handling of conversation actions is critical.

**TIP**

Examine conversation targets carefully before the action takes place. Unless you know you have a significant advantage in the upcoming exchange, handle the conversation personally. The AI is usually successful in a conversation when you have the advantage, but seldom succeeds when the odds aren't significantly in your favor at the outset.

Conversations can be broken into three basic phases:

1. Point Allocation
2. Rounds 1–4
3. Rounds 5–8

## ALLOCATING CONVERSATION POINTS

During the point allocation phase, you have 30 seconds to allocate the points in your conversation pool to the four conversation arguments. Make sure you allocate the points yourself. If you run out of time and the computer does it for you, your chances of success diminish significantly.

Knowing how the computer allocates conversation points is the key to successfully allocating your own points. Quite often, the computer allocates a significant number of its conversation points—half or more—to a single topic. That means that most computer characters have one nearly unassailable argument and three weak to semi-weak arguments to play.

Follow a similar but slightly more conservative strategy when allocating your points. Starting at the top of your list, allocate your points as follows:

- **Argument 1:** A number of points equal to half the target character's point pool (round down).
- **Argument 2:** Two-thirds of your remaining points (round down).
- **Argument 3:** All or all but one of your remaining points (your choice).
- **Argument 4:** The remaining point (if any) or zero points.

This strategy doesn't work every time, but more often than not this point allocation method gives you the tools you need to win enough rounds to successfully complete the action.

**CAUTION**

Click the check mark after you allocate your points. If you don't and the timer runs out, the computer allocates your points for you (just as it would if you allowed the computer to handle the conversation without your intervention).



## ARGUING ROUNDS 1-4

You win points in a conversation by winning rounds. The point values for the rounds in each set of exchanges progressively increase—5 points for the first argument, 10 for the second, 15 for the third, and 20 for the fourth.



Fig. 5-12. In the first four rounds, use progressively stronger arguments in each round to maximize points.

Obviously, it is in your best interests to grab as many points as possible. Because each round is worth increasingly more points, concentrate on winning the later rounds. If you used the point allocation system suggested earlier, your strategy as to which of your arguments to pick for each round is clear:

- In the first round, choose Argument 4.
- In the second round, choose Argument 3.
- In the third round, choose Argument 2.
- In the fourth round, choose Argument 1.

Use your weakest arguments in the rounds worth the least points and your strongest arguments in the rounds worth the most points (see figure 5-12).

## ARGUING ROUNDS 5-8

When the fifth round begins, the opposing character's arguments are displayed. Ostensibly, this allows you to see how your opponent reacts to a given topic. In reality, your opponent's argument topics are no sure indicator of how the rest of the conversation will play out.

As a general rule, stick to your guns and use your weakest arguments in rounds with the lowest point values. Now that you know the point values of your opponent's counter-arguments, however, watch what arguments he has played and adjust your strategy accordingly.



If you need fewer than 50 points to win the conversation, there is another tactic that can be successful. Figure the highest possible point allocation for your opponent by taking three away from their total. Place one more point than this in your first field, place none in the second, and one in a third. Place your remaining points in the final field. In both rounds of the conversation, play your fourth, second, third, and first fields in that order. You are guaranteed to win 50 points.

For example, if you know that your opponent's strongest argument has already been played, you can use weaker arguments in the high-point rounds and take some additional points in the low-point rounds using your powerful arguments (see figure 5-13).

On easier difficulty levels, target characters quite often argue rounds 5–8 using the *exact same* argument progression they used in rounds 1–4. Armed with this knowledge, you can tweak your argument order in the last

four rounds to maximize your points. For example, if you know for certain that your opponent has an argument that beats even your most powerful argument and you know in which round he's playing that argument, you can use your weakest argument as a counter in that round and save your stronger arguments to win some points in the other rounds.



Fig. 5-13. Stick to the same general strategy of using your powerful arguments to win high-point rounds in rounds 5–8.

## ACTION TRACES AND SLEAZE

Many actions undertaken by you and your rivals leave some trace of the activity that took place in the location where they were launched. Trace information of this sort has a Secrecy rating based on an average of the Secrecy of the action that left the trace and the Secrecy of the location in which the action took place. Check action sites regularly for trace information, which you can often use against your rivals.

If you have limited information on the district where the action took place—that is, your knowledge level of the district is lower than that of the Secrecy of the action that left the trace—the information traces appear as floating question marks. The size of the question mark indicates how close you are to revealing the information the question mark represents. The larger the question mark, the closer you are to revealing the information.

To uncover the information represented by a question mark, launch an information gathering action in the district to raise your general information level. To uncover the information faster, perform a Dig Deeper investigation in the question mark's location. Speak to any citizens wandering through the area to get clues to the action that might have taken place there.





Fig. 5-14. Action traces left in areas where your knowledge rating is high appear as facts.

If your knowledge of the district in which the action took place is greater than or equal to the Secrecy rating of the action trace, the action trace appears as a fact icon (see figure 5-14). Clicking a fact icon reveals some or all of the following information:

- The action performed
- The faction that performed the action
- The character who performed the action (if the character is known to you)

Unlike question marks, fact icons appear on the Mini-Map and Satellite View. You can navigate directly to a fact location by double-clicking it.



### TIP

Action traces—whether in question mark or fact icon form—remain in the game world for only a limited time. If you want to make the best possible use of action traces, look regularly for question marks and facts left behind.

Some actions leave Sleaze in their wake. If you discover Sleaze in an action trace, you can use the Sleaze to modify certain actions to increase their chances of success. To use Sleaze, right-click on the fact icon and select Launch Sleaze. A list of all Sleaze-modifiable actions available to your Avatar and other characters shows in the characters' respective Action Panels. Select an action from the list to launch it.

Opposing factions can use Sleaze against you, too, and actions that you perform using Sleaze leave traces of themselves where they are launched. For this reason, launch Sleaze-modified actions only in locations with a high Secrecy rating. Running misinformation actions in the district where you are using Sleaze also helps to hide the Sleaze from your opponents.



### TIP

Your actions leave traces behind just as your rivals' actions do. This is why the Secrecy of the target location is important when launching an action. The higher the Secrecy of the action, the less likely it is that your rivals will be able to discover the trace and use that information against you. However, this also affects the effectiveness of an action. It's better to use Misinformation to cover up an action than to reduce the power of the action.

Whether or not an action leaves a trace or Sleaze (or both) behind is determined by the type and strength of the action. See the action tables earlier in the chapter for details.

## FACTION SCREEN ACTIONS

In addition to the individual actions your characters can perform, some general actions are launched from the Faction Screen. Some of the Faction Screen actions are merely links and shortcuts for targeting standard actions. These actions can be performed without the use of the Faction Screen buttons:

- **Strengthen:** This action designates the selected character from your faction as a target for any available strengthen character actions, which are then launched normally from the main interface.
- **Weaken:** This action designates the selected character from a rival faction for any available weaken character actions, which are then launched normally from the main interface.

Other Faction Screen actions are specific to the Faction Screen:

- **Move Home:** Use this command to change the home district of the selected character. Because this command renders the target character useless for 48 hours (six time slots), use Move Home only as a last resort. If you maintain a strong level of support in all your characters' home districts, you shouldn't need to use this command.
- **Change Slot:** Every character (besides your Avatar) is unable to perform actions for one slot per day. This command allows you to change that slot for the selected character. You may want to do this if all or most of your characters are inactive during the same time period. Or, you may need to change slots if your support gathering characters are out of sync with the support attacking characters. You want the support actions to follow the weaker actions. Like Move Home, Change Slot renders the target character unusable for 48 hours.
- **Move HQ:** In Pugachev and Berezina, you have the option to increase your recruitment capacity by moving to a larger headquarters building. This is sometimes necessary—the more characters you have, the better off you tend to be in the higher levels of the game. Be aware, however, that this action renders your Avatar unusable for 48 hours.
- **Sack Member:** This Faction Screen action is pretty self-explanatory—it allows you to kick the selected character out of your faction. The only penalty you incur is that it ties up both the target character and your Avatar for one time slot within a day of the time the order is issued.



## Chapter 6

# EKATERINE

**T**he first level of the game takes place in the small city of Ekaterine, your hometown in Novistrana. Ekaterine is where you cut your teeth as the leader of a new political faction. The challenges you face here, while indicative of those that you encounter throughout the game, are much easier to deal with than the missions in ensuing levels.





This chapter provides you with an overview of the factions, districts, and people you deal with in the first level of the game.

## POLITICAL FACTIONS

At the start of the game, you are up against four rival political factions. Early in the level, soon after the “Home District Support” mission (see Chapter 9: Level 1 for details), President Karasov eliminates one of your opponents (Democracy Now Party), making the remainder of the level easier to handle.

Table 6-1 provides the vital statistics for the rival factions vying for support in Ekaterine.

**TABLE 6-1. THE POLITICAL FACTIONS OF EKATERINE**

<i>Faction Name</i>	<i>Faction Symbol</i>	<i>Faction Ideology</i>	<i>Leader</i>	<i>Home District</i>
Church of Novistrana		Wealth	Abram Baranov	Lissitzki Towers
Democracy Now Party		Force	Robert Tarasov	Kandinsky Gardens
The Konstantino Cartel		Influence	Venedikt Markov	Korolyov Court
Union of Socialist Workers		Force	Viktor Kovak	Kutuzov Works



# THE DISTRICTS OF EKATERINE

Your home city is a small, tightly knit community that is divided into twelve districts (see figure 6-1). These districts are evenly distributed ideologically—four Force, four Influence, and four Wealth.

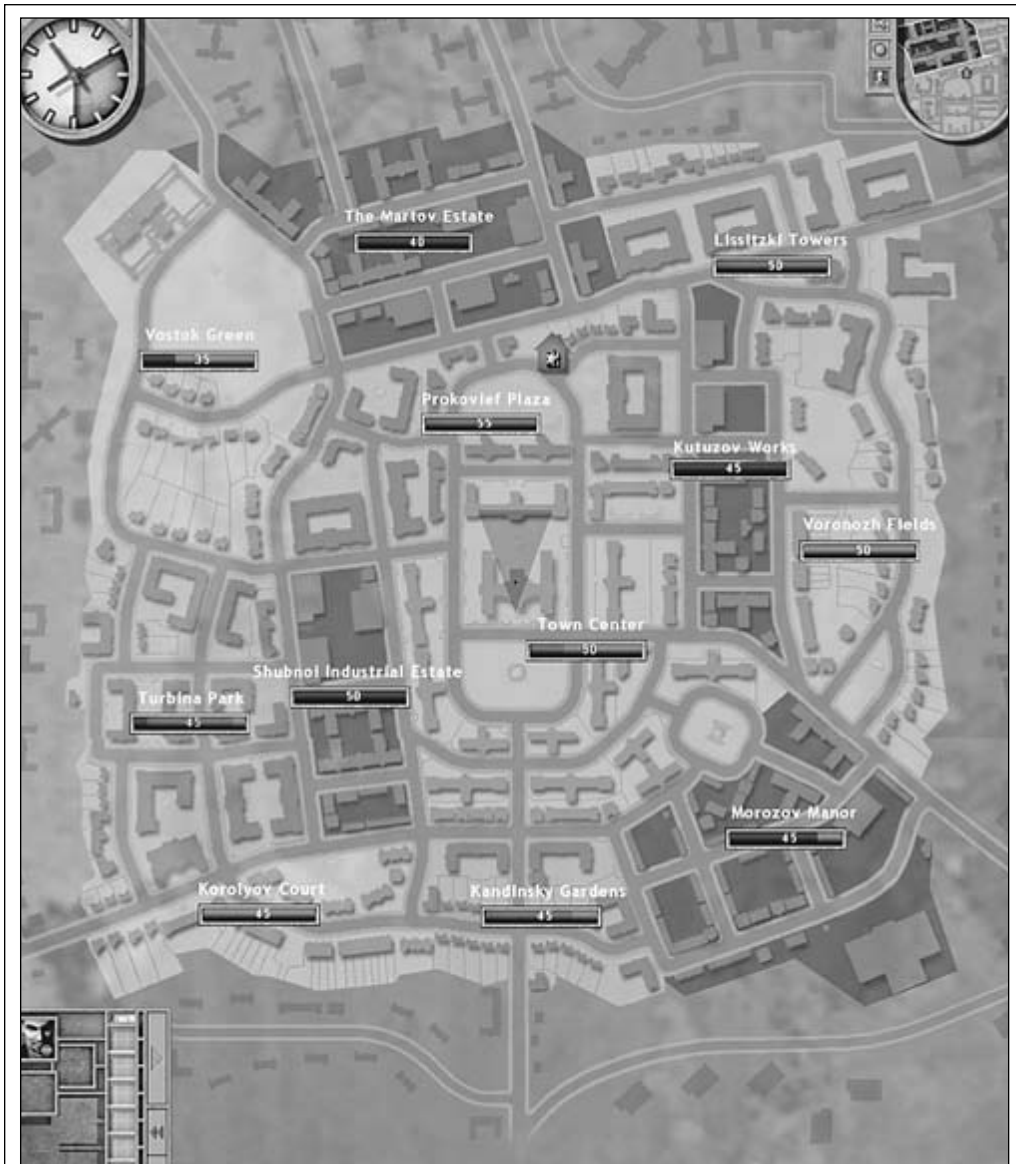


Fig. 6-1. Map of Ekaterine.

Table 6-2 provides the vital statistics for all Ekaterine districts.

**TABLE 6-2. EKATERINE DISTRICT STATISTICS**

<i>District</i>	<i>Ideological Strand</i>	<i>Resource Contribution (Force/Influence/Wealth)</i>	<i>Power Node</i>	<i>Power Node Support Level</i>
Kandinsky Gardens	Influence	0/35/10	—	—
Korolyov Court	Wealth	0/0/45	—	—
Kutuzov Works	Force	45/0/0	—	—
Lissitzki Towers	Influence	0/50/0	Church	70%
The Martov Estate	Force	40/0/0	—	—
Morozov Manor	Force	35/0/10	Casino	70%
Prokovief Plaza	Influence	0/55/0	—	—
Shubnoi Industrial Estate	Force	50/0/0	—	—
Town Centre	Wealth	0/15/35	Town Hall	90%
Turbina Park	Influence	5/35/5	Newspaper HQ	70%
Voronozh Fields	Wealth	0/0/50	—	—
Vostok Green	Wealth	10/0/25	Prison	70%

## POWER NODES

Ekaterine has five power nodes scattered across the city. Several of the missions you undertake in Ekaterine require the control of particular power nodes at some point in the level. The following sections describe the power nodes in Ekaterine.

### PRISON

- **District:** Vostok Green
- **Support Required for Control:** 70%
- **Benefits of Control:** 15% bonus for all attack character and information gathering actions

The Prison, one of Novastrana's most notorious penal institutions, houses some of the most dangerous criminals in the country. It is also home to numerous political prisoners, three of whom are of great interest to you in this level (see figure 6-2). You must eventually take control of this power node to complete a mission on this level (see Chapter 9: Level 1 for details). Because control of the Prison enhances your investigative abilities, early control and retention of the power node is very useful.



Figure 6-2. The Prison in Vostok Green houses the prisoner you must free in Level 1.

## CHURCH

- **District:** Lissitzki Towers
- **Support Required for Control:** 70%
- **Benefits of Control:** 10% bonus to all Influence actions

If you follow Robert Tarasov's mission path on Level 1, the Church in Lissitzki Towers figures prominently in your actions (see figure 6-3). Although you never specifically have to take control of this power node, you *do* gain control of it as a natural result of the

"Create Religious Hegemony" mission (see Chapter 9: Level 1 for details). As with any power node, it behooves you to retain control of the Church even though the ensuing missions don't require you to do so. Control of this power node is particularly useful if you use a lot of Influence-oriented actions.



Fig. 6-3. The Church in the Lissitzki Towers district is central to Artem Churbanov's mission branch on Level 1.



### TIP

Because one of the missions in Artem Churbanov's branch on Level 1 requires the accumulation of large amounts of Wealth, control of the Church power node is particularly helpful when following this mission path. (See Chapter 9: Level 1 for details.)

## NEWSPAPER HQ

- **District:** Turbina Park
- **Support Required for Control:** 70%
- **Benefits of Control:** provides a 10% bonus to all increase support actions

The headquarters of Ekaterine's one and only official newspaper doesn't figure into any mission in Level 1, but controlling this power node is desirable (see figure 6-4). In Ekaterine, most missions involve gathering support in districts throughout the city. Taking and retaining control of the Newspaper HQ early on in the game makes your job easier on this level.



Fig 6-4. The building that houses the Ekaterine Echo is the only power node that doesn't figure into a major mission on the first level.

## CASINO

- **District:** Morozov Manor Casino
- **Support Required for Control:** 70%
- **Benefits of Control:** 20% bonus to all Wealth resources gathered from district support



Fig. 6-5. The Morozov Manor Casino figures prominently in Pyotr Chenko's branch of Level 1.

Like the Church in Robert Tarasov's mission path, the Casino falls under your control as a natural result of the missions you undertake in Artem Churbanov's mission path (see figure 6-5). Control of the Casino is required as a part of Churbanov's branch of the level. After you complete the "Free Morozov Manor" mission (described in

Chapter 9: Level 1) the Casino is yours. Because of the Wealth income bonus you receive from this power node, early control of the Casino is quite useful if you use a lot of Wealth actions.



## TOWN HALL

- **District:** Town Centre
- **Support Required for Control:** 90%
- **Benefits of Control:** provides a 10% bonus to all recruit and strengthen character actions

If you have an eclectic mix of ideology types in your faction, chances are that maintaining Resolve takes up a good portion of your time. If this is the case, early control and retention of the Town Hall power node should be an important part of your strategy in Ekaterine. (see figure 6-6). Controlling this power node makes your efforts to raise Resolve more effective. It also helps you in your recruiting efforts, which is a nice bonus as well, but is really only useful if you take control of Town Center very early in the level.

Your eventual control of Town Hall, like the Church, is almost a given because it is a byproduct of one of your mission objectives (see Chapter 9: Level 1 for details). In this case, the mission in question, "Rally the Masses," doesn't come until late in the level. You shouldn't wait that long to take advantage of this power node.



Fig. 6-6. Control of Town Hall is useful for maintaining your character's Resolve.

## EKATERINE CHARACTERS

Because Ekaterine is well removed from Novistrana's political mainstream, it stands to reason that most of the characters you encounter here are low-level people. This makes them easier to deal with than the characters you encounter on later levels. This, combined with the large number of neutral characters in the city, makes Ekaterine the perfect arena for winning over choice characters you can promote as the game progresses. Characters you choose here, if properly handled, can remain at your side throughout the game.

Table 6-3 provides you with statistics for the characters you encounter in Ekaterine.



Characters, with a Resolve rating of over 100, who work for the Novistranan government cannot be recruited by you under any circumstances. Characters with a Secrecy rating of 130 are extremely difficult to find. Characters with a secrecy of 9,999 never show up on the satellite view except for certain Supporting Characters, who show up under certain circumstances during specific missions.

**TABLE 6-3. EKATERINE CHARACTER STATISTICS**

<i>Name</i>	<i>Ideology (Force/ Influence/Wealth)</i>	<i>Dominant Ideology</i>	<i>Class</i>	<i>Resolve</i>	<i>Secrecy</i>
Abram Baranov	24/46/30	Influence	Business	90	85
Oleg Baturin	32/48/20	Influence	Religious	55	27
Konrad Belov	46/24/30	Force	Trade Union	40	50
Eduard Berezin	18/26/56	Wealth	Media	35	50
Bishop Breshnov	16/58/26	Influence	Religious (Supporting Character)	50	9,999
Oleg Brylin	27/26/47	Wealth	Casino Owner (Supporting Character)	50	9,999
Pyotr Chenko	47/30/23	Force	Police	20	9,999
Artem Churbanov	26/26/48	Wealth	Media	25	9,999
Boris Filatov	29/30/41	Wealth	Business	10	0
Yuri Kalinin	30/27/43	Wealth	Celebrity	20	27
Moriz Kalmakov	19/38/43	Wealth	Media	80	30
Nestor Kamenski	42/28/30	Force	Criminal	80	50
Fr. Aloysha Karamozov	21/48/31	Influence	Religious	70	60
President Karasov	90/5/5	Force	Faction Head	100	9,999
Dieter Karimov	29/27/44	Wealth	Celebrity	50	9,999
Viktor Kovak	70/15/15	Force	Faction Head	90	85
Ivan Livinov	43/40/17	Force	Town Mayor (Supporting Character)	65	9,999
Pev Markov	44/29/27	Force	Criminal	20	27

**TABLE 6-3, CONTINUED**

<i>Name</i>	<i>Ideology (Force/ Influence/Wealth)</i>	<i>Dominant Ideology</i>	<i>Class</i>	<i>Resolve</i>	<i>Secrecy</i>
Venedikt Markov	28/20/52	Wealth	Faction Head	90	85
Vitaly Melnikov	30/30/40	Wealth	Media	100	9,999
Josef Nasarov	42/30/28	Force	Trade Union	15	0
Vsevelod Nikolishin	23/49/28	Influence	Printer (Supporting Character)	50	9,999
Efim Novikov	51/19/30	Force	Chief Guard (Supporting Character)	60	9,999
Pavel Pavlov	27/24/49	Wealth	Business	40	50
Valentino Polyakov	21/34/45	Wealth	Business	100	9,999
Ivan Prochnow	21/33/46	Wealth	Business	40	50
Bogdan Raczinskii	31/40/29	Influence	Academic	25	65
Ilyin Radetsky	21/36/43	Wealth	Celebrity	50	60
Venedikt Shulgin	48/20/32	Force	Prison Governor (Supporting Character)	60	9,999
Robert Tarasov*	33/54/13	Influence	Faction Head	100	9,999
Robert Tarasov*	33/54/13	Influence	Political	20	9,999
Semyon Titov	28/44/28	Influence	Political	15	0

\* At the start of the level, Robert Tarasov is a faction leader. After the President's Alpha Squad takes out the Democracy Now faction early in the level, Tarasov becomes a recruitable character.





## Chapter 7

# PUGACHEV




**I**n terms of size, Pugachev is a definite step up from Ekaterine—this city is twice as large as its predecessor. As a result, you have more people to deal with and, as a general rule, you must simultaneously gain and maintain support over more districts than you did in Ekaterine.

## POLITICAL FACTIONS

Despite its larger size, Pugachev still has only three major political factions other than your own. The Influence-strand Konstantino Cartel, one of the factions you dealt with in Ekaterine, remains a force in Pugachev. Joining the cartel are a new Force-strand faction and a new Wealth-strand faction.

Table 7-1 gives you information on the rival factions in Pugachev.

**TABLE 7-1. THE POLITICAL FACTIONS OF PUGACHEV**

<i>Faction Name</i>	<i>Faction Symbol</i>	<i>Faction Ideology</i>	<i>Leader</i>	<i>Home District</i>
Organized Anarchy		Wealth	Andrei Atlasov	Udalsova Precinct
The Konstantino Cartel		Influence	Kondrat Kamensky	Soyuz Park
The Red Mafia		Force	Arkady Ilyushin	Aleksandrovska Industrial Park

## THE DISTRICTS OF PUGACHEV

Because it is a larger city than its Level 1 counterpart, it stands to reason that Pugachev has more districts—six more than tiny Ekaterine, to be exact (see figure 7-1). As in Ekaterine, the districts are divided evenly among the three ideological strands—six Force, six Influence, and six Wealth.

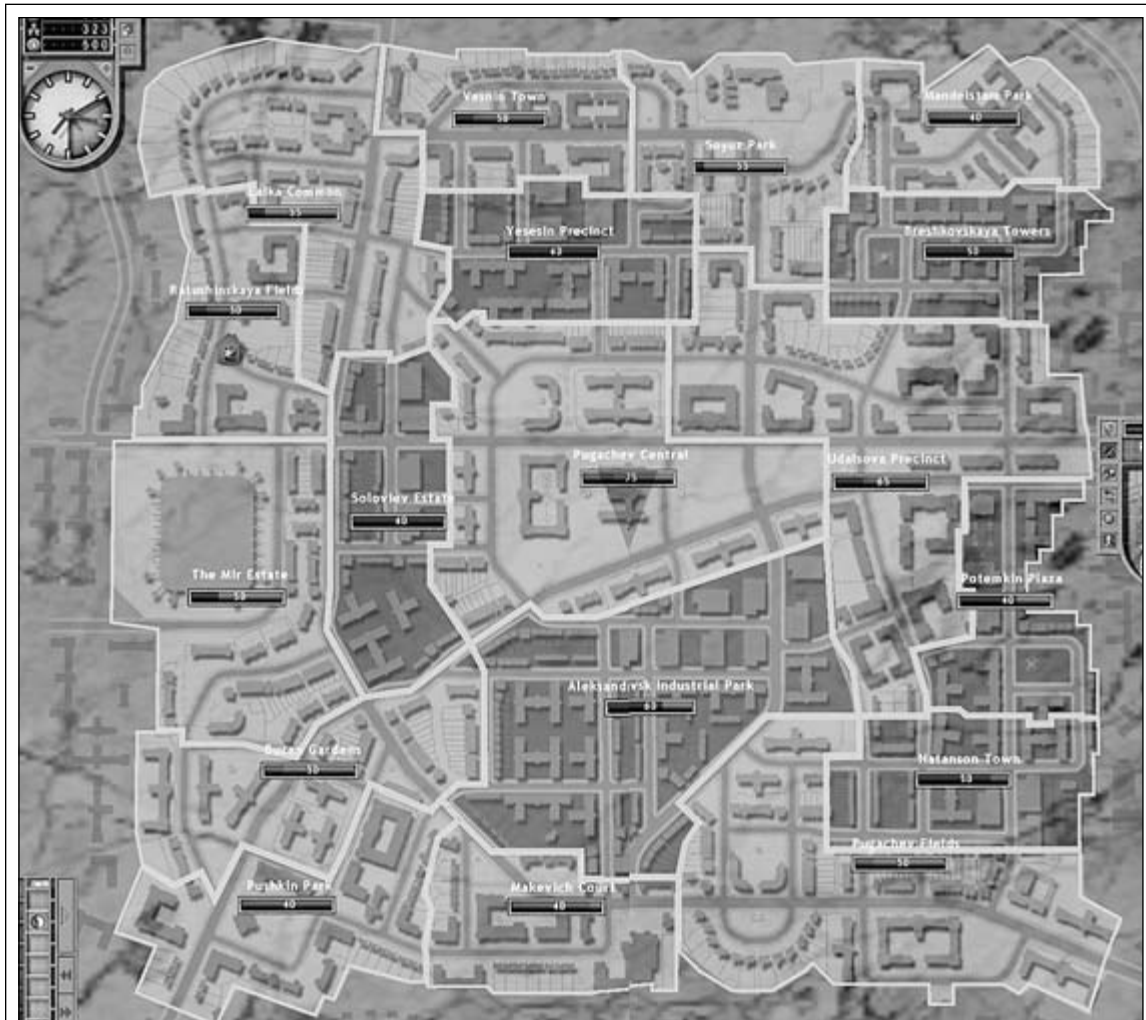


Fig. 7-1. Map of Pugachev.

Table 7-2 provides you with details on the 18 districts of Pugachev.

**TABLE 7-2. PUGACHEV DISTRICT STATISTICS**

<i>District</i>	<i>Ideological Strand</i>	<i>Resource Contribution (Force/Influence/Wealth)</i>	<i>Power Node</i>	<i>Power Node Support Level</i>
Aleksandrovsk Industrial Park	Force	40/0/20	—	—
Breshkovskaya Towers	Force	45/5/0	—	—
Buran Gardens	Wealth	0/10/40	—	—
Laika Common	Wealth	10/0/45	Grand Hotel	75%
Makevich Court	Influence	0/35/5	Grand Theatre	75%
Mandelstam Park	Influence	0/40/0	—	—
The Mir Estate	Wealth	15/0/35	The Anvil Stadium	75%
Natanson Town	Force	40/10/0	—	—
Potemkin Plaza	Force	25/0/15	Potemkin Tower Skyscraper	75%
Pugachev Central	Wealth	0/25/50	City Hall	75%
Pugachev Fields	Wealth	0/10/40	Police Headquarters	75%
Pushkin Park	Influence	0/40/0	NoviBank Headquarters	75%
Ratushinskaya Fields	Influence	10/40/0	—	—
Soloviev Estate	Force	40/0/0	—	—
Soyuz Park	Wealth	5/0/50	Oil Refinery	75%
Udalsova Precinct	Influence	20/45/0	—	—
Vesnin Town	Influence	10/40/0	—	—
Yesesin Precinct	Force	40/0/0	—	—

## POWER NODES

With so many districts, it's not surprising that there are more power nodes up for grabs in Pugachev than in Ekaterine. Eight power nodes are located throughout the city. Unlike Ekaterine, none of the power nodes in Pugachev must be specifically controlled to accomplish a mission, but control of several nodes is an inevitable byproduct of the missions on this level.



### NOTE

As in Ekaterine, all Pugachev power nodes are neutral at the start of the level. One, if left unattended (the Skyscraper in Potemkin Plaza), falls under the control of The Red Mafia very early in the level.

The following sections describe Pugachev's power nodes.

### GRAND HOTEL

- **District:** Laika Common
- **Support Required for Control:** 75%
- **Benefits of Control:** 25% bonus to all Influence resources gathered from district support

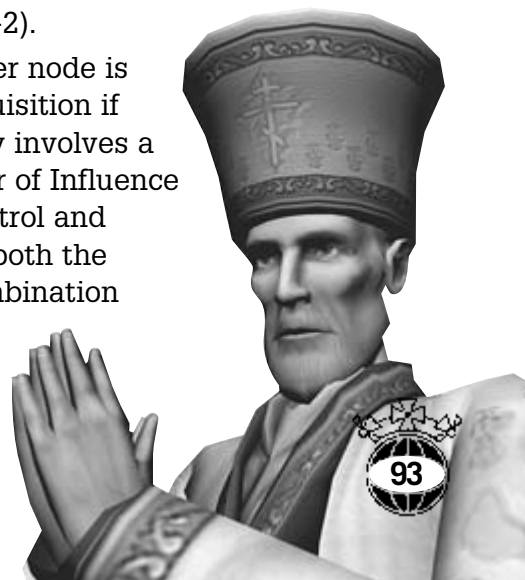


Fig. 7-2. This is the Grand Hotel, an Influence-oriented power node in Laika Common.

The Grand Hotel comes under your control as a result of the “Celebrity Endorsement” mission (see Chapter 10: Level 2 for details), although taking control of the power node is not a specific objective of the mission (see figure 7-2).

This power node is an ideal acquisition if your strategy involves a large number of Influence Actions. Control and retention of both the

Grand Hotel and the Grand Theatre make an ideal combination for an Influence-heavy strategy.





## OIL REFINERY

- **District:** Soyuz Park
- **Support Required for Control:** 75%
- **Benefits of Control:** 25% bonus to all Wealth resources gathered from district support

The Oil Refinery is another Pugachev power node that inevitably comes under your control as a result of a specific mission—the “Workers Rights” mission in this case (see Chapter 10: Level 2 for details). As with the Grand Hotel, taking control of this power node is not a specific mission objective, it simply occurs as a byproduct of accomplishing your stated goals (see figure 7-3).

The Oil Refinery is to a Wealth strategy what the Grand Hotel is to an Influence strategy. When combined with control of the Skyscraper, control of the Oil Refinery creates a veritable Wealth-strand juggernaut.

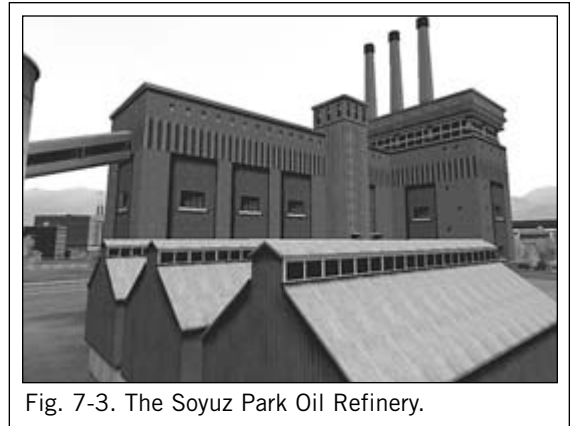


Fig. 7-3. The Soyuz Park Oil Refinery.

## THE ANVIL STADIUM

- **District:** The Mir Estate
- **Support Required for Control:** 75%
- **Benefits of Control:** 25% bonus to all Force resources gathered from district support

The Anvil Stadium power node is central to the “Match Day Riot” mission (see Chapter 10: Level 2 for details). Although you gain control of this node as a result of the mission’s stated objectives, controlling the Anvil Stadium is not a specific mission requirement (see figure 7-4).

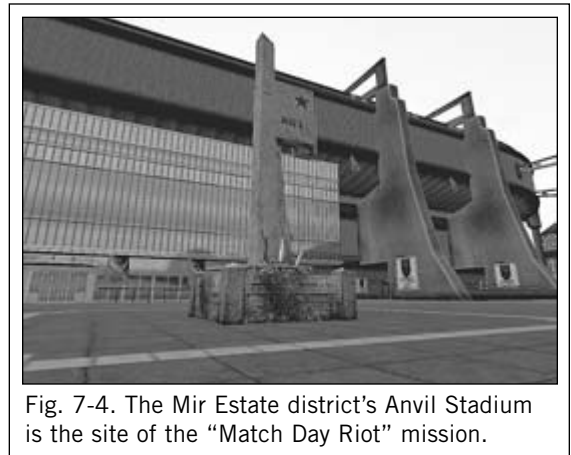


Fig. 7-4. The Mir Estate district’s Anvil Stadium is the site of the “Match Day Riot” mission.

Just as Influence-strand players should control and retain the Grand Hotel and Wealth-strand players should control and retain the Oil Refinery, Force-strand players should strive to take control of the Stadium as early in the level as possible to take maximum advantage of the Force resource benefits it provides. Combine control of this power node with control of the Bank Tower to reap the maximum Force benefits.

## CITY HALL

- **District:** Pugachev Central
- **Support Required for Control:** 75%
- **Benefits of Control:** 17% bonus to all recruit and strengthen character actions

Unlike the Town Hall in Ekaterine, City Hall in Pugachev is not directly associated with any particular mission in the level (see figure 7-5). That doesn't mean you should ignore it, however.

Like Ekaterine's Town Hall, this power node enhances your ability to recruit characters to your faction and to keep

them happy once they've come on board. Although grabbing the power nodes that complement your faction's ideological strand should be your top priority, City Hall should follow closely behind.

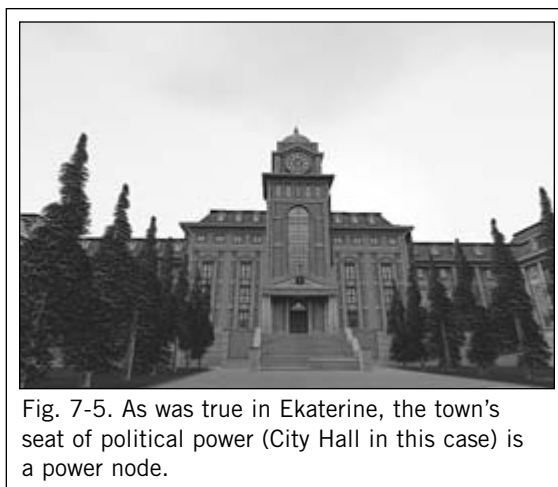


Fig. 7-5. As was true in Ekaterine, the town's seat of political power (City Hall in this case) is a power node.



### TIP

If you come into the level with a low number of followers, take control of City Hall fast to enhance your recruiting ability early in the level.



## POTEMKIN TOWER SKYSCRAPER

- **District:** Potemkin Plaza
- **Support Required for Control:** 75%
- **Benefits of Control:** 12% bonus to all Wealth actions

The Potemkin Tower Skyscraper in Potemkin Plaza is a favorite haunt of the Red Mafia (see figure 7-6). Given the opportunity, they generally take control of this power node shortly after the level begins. The Potemkin Tower Skyscraper is central to the “Business Empire” mission, but its control is but a byproduct of that mission’s objectives (see Chapter 10: Level 2 for details).

Wealth-strand ideologies benefit greatly from the control of the Potemkin Tower Skyscraper, especially if the same faction also controls the Oil Refinery.



Fig. 7-6. The Potemkin Tower Skyscraper power node in Potemkin Plaza is a popular acquisition for the Red Mafia.

## NOVIBANK HEADQUARTERS

- **District:** Pushkin Park
- **Support Required for Control:** 75%
- **Benefits of Control:** 12% bonus to all Force actions

Like City Hall, the NoviBank Headquarters power node is not specifically related to any mission on the level (see figure 7-7). It is, however, a very important power node if you are playing a Force-heavy game. The enhancement that control of the NoviBank Headquarters provides to all your Force actions is invaluable,

especially if you manage to combine it with the increased Force income you receive when you control the Anvil Stadium.



Fig. 7-7. The NoviBank Headquarters, Pushkin Park’s power node.

## GRAND THEATRE

- **District:** Makevich Court
- **Support Required for Control:** 75%
- **Benefits of Control:** 12% bonus to all Influence actions

The “Charitable Trust” mission revolves around the Grand Theatre power node but, like the other mission-related power nodes on this level, you do not have to control the Grand Theatre to complete the mission (see figure 7-8). Control comes as a natural byproduct of the mission goals. (See Chapter 10: Level 2 for mission details.)

The Influence action-enhancement effects of the Grand Theatre combine nicely with the increased Influence income provided by the Grand Hotel. If you are an Influence-strand player, it behooves you to take control of both these power nodes as early in the level as you possibly can so that you can reap their combined benefits.

## POLICE HEADQUARTERS

- **District:** Pugachev Fields
- **Support Required for Control:** 75%
- **Benefits of Control:** 17% bonus to all decrease support actions

As in Ekaterine, the missions in Pugachev often involve drumming up support for your cause throughout the city. This time around, the rival factions are a lot more aggressive about grabbing support of their own, and a lot more tenacious about holding onto that support once they have it.

The faction that controls Police Headquarters has an excellent advantage over its rivals in that it has a much easier time driving enemy support out of target districts, thus allowing its controlling faction to gain a foothold much more easily.



Fig. 7-8. The Grand Theatre in Makevich Court, site of the “Charitable Trust” mission.

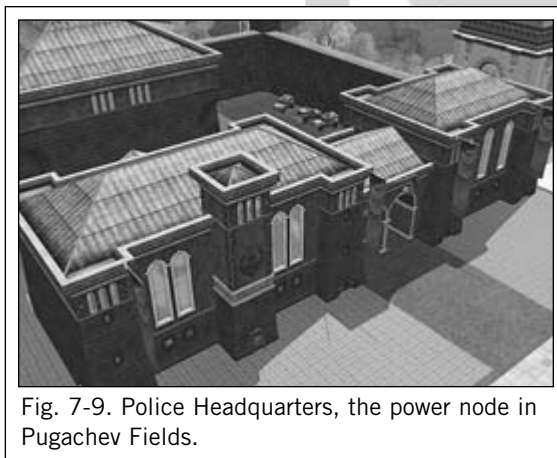


Fig. 7-9. Police Headquarters, the power node in Pugachev Fields.

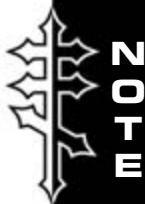

**TIP**

Even if you don't take control of Police Headquarters yourself, drum up enough support in Pugachev Fields to prevent any of your rivals from taking control of this power node. The last thing you want to make it easier for one of your rivals to attack your hard-won support in the districts you're targeting.

## PUGACHEV CHARACTERS

Pugachev is more in touch with the mainstream of Novistrana's political and social life than tiny Ekaterine. As such, the characters you encounter here tend to be more fanatically devoted to their ideologies, and are of a higher level than those in Level 1. They are a little tougher to deal with than the characters you met earlier in the game, but your experience has increased by the time you reach this city. You shouldn't have too much trouble adapting to the challenges they present.

Table 7-3 introduces you to the cast of characters with whom you interact in Pugachev.



Characters with a Resolve rating of more than 100 work for the Novistrana government and cannot be recruited by you under any circumstances. Characters with a Secrecy rating of 130 are extremely difficult to find. Characters with a Secrecy of 9,999 never show up on the satellite view except for certain Supporting Characters, who show up under certain circumstances during specific missions.

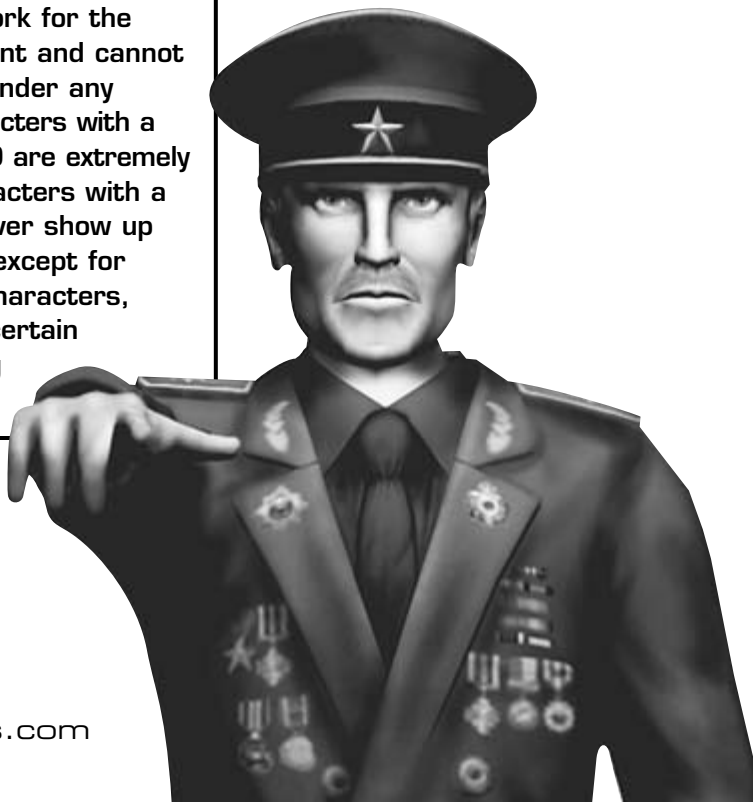


TABLE 7-3. PUGACHEV CHARACTER STATISTICS

<i>Name</i>	<i>Ideology (Force/ Influence/Wealth)</i>	<i>Dominant Ideology</i>	<i>Class</i>	<i>Resolve</i>	<i>Secrecy</i>
Filipp Akimov	8/64/24	Influence	Political	50	68
Grigorii Antonov	61/21/18	Force	Mayoral Candidate (Supporting Character)	46	9,999
Grigorii Antonov*	61/21/18	Force	City Mayor (Supporting Character)	46	9,999
Eugeny Aronov	65/20/15	Force	Fans Members Club Chair (Supporting Character)	68	9,999
Andrei Atlasov	5/75/20	Influence	Faction Head	86	68
Fedor Baburin	12/60/28	Influence	Religious	40	32
Danila Belinsky	15/22/63	Wealth	Celebrity	63	50
Igor Bobolenko	65/9/26	Force	Criminal	78	85
Danilov Bogdanov	12/68/20	Influence	Novistrana Football Team Captain (Supporting Character)	47	9,999
Mark Chukovsky	68/21/11	Force	Supporters Club President (Supporting Character)	53	9,999
Boris Churnyeav	72/20/8	Force	Military	56	57
Semyon Epsteinov	60/20/20	Force	Union Legal Advisor (Supporting Character)	42	9,999
Gennadi Ermalov	14/63/20	Influence	Political	74	42
Nikifor Fabrishnov	68/9/23	Force	Union Chair (Supporting Character)	60	9,999
Lavrin Fedchenko	60/20/20	Force	Union Events Manager (Supporting Character)	55	9,999
Evgeny Federov	30/13/57	Wealth	Warehouse Owner (Supporting Character)	48	9,999
Evgeny Federov	20/62/18	Influence	Academic	61	42
Ignatii Goryachev	16/62/22	Influence	Political	50	46
Micky Gusev	64/21/15	Force	Criminal	64	79
Nikolai Gusev	7/21/72	Wealth	Chief Executive Officer (Supporting Character)	43	9,999

**TABLE 7-3, CONTINUED**

<i>Name</i>	<i>Ideology (Force/ Influence/Wealth)</i>	<i>Dominant Ideology</i>	<i>Class</i>	<i>Resolve</i>	<i>Secrecy</i>
Vladimir Guzinsky	72/9/19	Force	Criminal Kingpin (Supporting Character)	54	9,999
Dieter Hazard	5/70/25	Influence	Superstar DJ (Supporting Character)	45	9,999
Gleb Ignatev	66/20/14	Force	Police	43	33
Arkady Ilyushin	75/20/5	Force	Faction Head	92	71
Guri Ikramov	60/27/13	Force	Trade Union	48	34
Timofei Ignatov	20/57/23	Influence	Aide to the Mayor (Supporting Character)	36	9,999
Kuzuma Kalinin	15/21/64	Wealth	Celebrity	50	37
Grigorii Kalinov	14/60/26	Influence	Academic	37	30
Anton Kamensky	12/20/68	Wealth	Reclusive Millionaire (Supporting Character)	48	9,999
Kondrat Kamensky	12/14/74	Wealth	Faction Head	87	82
Nikanor Karpin	15/20/65	Wealth	Media	58	61
Leonid Karyakin	15/63/22	Influence	Mayoral Candidate (Supporting Character)	45	9,999
Leonid Karyakin*	15/63/22	Influence	City Mayor (Supporting Character)	45	9,999
Yuri Kempinov	22/66/12	Influence	Theatre Director (Supporting Character)	42	9,999
Felix Lavanov	14/16/70	Wealth	Media	76	47
Roman Leonov	66/20/14	Force	Criminal	58	62
Stefan Luzhkov	20/60/20	Influence	City Mayor (Supporting Character)	66	9,999
Nikita Manakov	67/13/20	Force	Police	62	65
Petr Manakov	16/20/64	Wealth	Media	67	66
Sergei Mironovich	31/12/57	Wealth	Warehouse Owner (Supporting Character)	64	9,999

TABLE 7-3, CONTINUED

<i>Name</i>	<i>Ideology (Force/ Influence/Wealth)</i>	<i>Dominant Ideology</i>	<i>Class</i>	<i>Resolve</i>	<i>Secrecy</i>
Oleg Nemunas	13/23/64	Wealth	Accountant (Supporting Character)	60	9,999
Daud Pekarsky	20/18/62	Wealth	Factory Owner (Supporting Character)	45	9,999
Major Petrakov	72/24/4	Force	Spetsnaz Army Hero (Supporting Character)	74	9,999
Ivan Petrovich	23/20/57	Wealth	Factory Owner (Supporting Character)	41	9,999
Adam Rabinitzov	15/68/17	Influence	Union Undersecretary (Supporting Character)	52	9,999
Latif Riabov	30/16/54	Wealth	Warehouse Owner (Supporting Character)	44	9,999
Martan Rothskov	32/60/8	Influence	Union Publicity Officer	45	9,999
Aleksei Satarov	17/20/63	Wealth	Business	42	34
Abram Solomonovich	5/20/75	Wealth	Manufacturing Magnate (Supporting Character)	76	9,999
Feydor Stepanov	16/20/64	Wealth	Mayoral Candidate (Supporting Character)	44	9,999
Feydor Stepanov*	16/20/64	Wealth	City Mayor (Supporting Character)	44	9,999
Rodion Sukerov	19/69/12	Influence	Religion	46	9,999
Stepan Volkov	4/60/31	Influence	Model and Singer (Supporting Character)	45	9,999
Yaroslav Volkov	16/24/60	Wealth	Business Advisor (Supporting Character)	54	9,999
Dmitri Yakovenko	18/24/58	Wealth	Business	67	53

\* This character changes from Mayoral Candidate to City Mayor if he is elected to the office.





## Chapter 8





# BEREZINA

**T**he third and final level of the game takes place in the sprawling metropolis of Berezina. This city is the seat of President Karasov's power. His party is in firm control of three of its districts, and he has influence in others. Berezina's environment is fast-paced, its people are harder to deal with, and support is difficult to come by—and even harder to hang on to.

## POLITICAL FACTIONS

Berezina is home to four political factions (in addition to your own) at the start of the level. The factions and their vital information are listed in table 8-1.

**TABLE 8-1. THE POLITICAL FACTIONS OF BEREZINA**

<i>Faction Name</i>	<i>Faction Symbol</i>	<i>Faction Ideology</i>	<i>Leader</i>	<i>Home District</i>
Alexashenko's Army		Force	Ivan Alexashenko	Chersonesus Estate
The Konstantino Cartel		Influence	Alexei Konstantino	Zarya Green
Organized Anarchy		Wealth	Dmitri Barkan	Pasternak Enterprise Park
The President		Influence	Dr. Josef Kislov	Tsvetayeva Fields

## THE DISTRICTS OF BEREZINA

Berezina, the largest city in the game, is divided into 24 districts (see figure 8-1). Unlike Ekaterine and Pugachev, three of Berezina's districts are already spoken for at the start of the level. These districts—Karasov Square, Victory Square, and Saint Alexandria Square—are controlled by President Karasov's party, and are initially unassailable. These districts also are unique in that they are not affiliated with a single ideological strand. They are completely neutral.

The statistics for the districts of Berezina are listed in table 8-2.

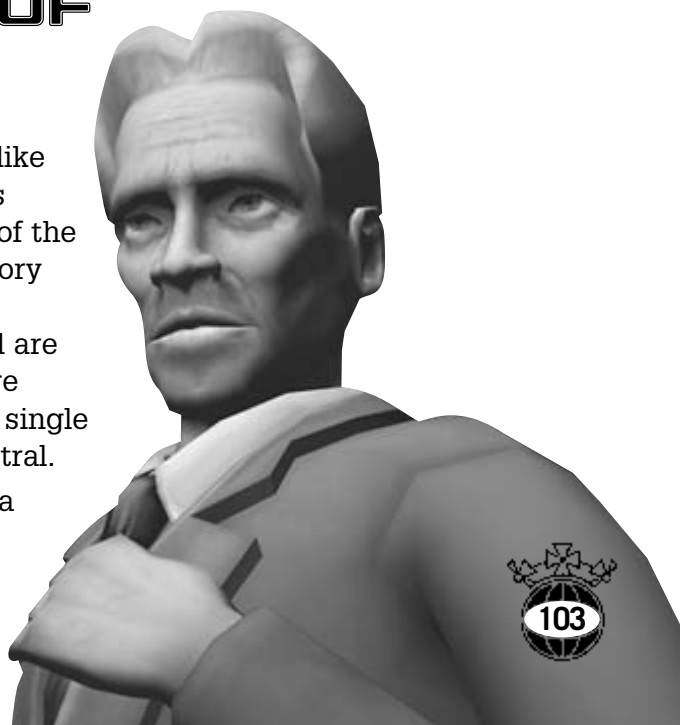




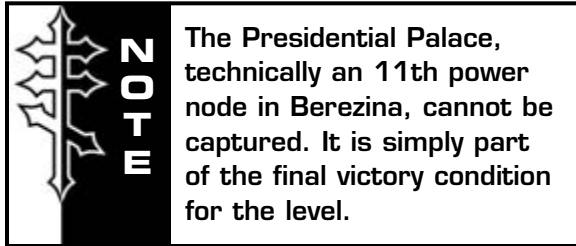
Fig. 8-1. Map of Berezina.

**TABLE 8-2. BEREZINA DISTRICT STATISTICS**

<i>District</i>	<i>Ideological Strand</i>	<i>Resource Contribution (Force/Influence/Wealth)</i>	<i>Power Node</i>	<i>Power Node Support Level</i>
Akhmatova Town	Influence	0/40/10	—	—
Berezina Central Square	Influence	0/55/10	City Hall	75%
Chekhov Industrial Estate	Force	50/10/10	Vodka Distillery	75%
Chersonesus Estate	Force	75/0/0	Armory	75%
Chomsky Gardens	Influence	0/50/10	Foreign Embassy	75%
Gagarin Fields	Wealth	10/0/55	—	—
Kamarov Town	Wealth	0/0/75	Central Bank	75%
Karasov Square	Neutral	0/0/125	Stock Exchange	110% (Special)
Kirov Precinct	Force	40/10/0	—	—
Lobachevsky Park	Wealth	0/0/55	—	—
Marat Manor	Force	50/0/0	—	—
Matiushin Green	Influence	10/55/0	Public Records Office	75%
Molniya Mansions	Wealth	0/10/40	—	—
Pasternak Enterprise Park	Influence	0/40/10	—	—
Petropavlosk Estate	Force	50/0/0	—	—
Poltova Manor	Force	45/10/0	—	—
Saint Alexandria Square	Neutral	50/75/50	Cathedral	110% (Special)
Stepanova Village	Influence	10/30/10	—	—
Tereshkova Gardens	Wealth	0/35/40	National Broadcasting Building	75%
Tsvetayeva Fields	Influence	0/50/0	—	—
Victory Square	Neutral	125/100/0	Secret Police HQ; Presidential Palace	110% (Special); 75%
Voskhod Arcade	Wealth	0/10/35	—	—
Zarya Green	Wealth	15/0/35	—	—
Zasulich Estate	Force	50/0/10	—	—

## POWER NODES

Berezina has 11 power nodes scattered throughout its districts. Unlike the power nodes in previous cities, not all of the power nodes are neutral in Berezina when the level begins. Four are under the control of The President. Most of the power nodes in Berezina are directly involved in one or more missions.



Several of Berezina's power nodes—those with a required support level of 110 percent—obviously require more than the usual increase support actions to bring them under your power. These nodes require that you capture two *other* power nodes before they are yours. (See Chapter 11: Level 3 for mission details.)

The following sections provide details on Berezina's power nodes.

### ARMORY

- **District:** Chersonesus Estate
- **Support Required for Control:** 75%
- **Benefits of Control:** 20% bonus to all decrease support actions

In Berezina, more than in either city that preceded it, whittling down enemy support in target districts is crucial to your success. The bonus the Armory imparts to decrease support actions is enough to recommend an early campaign to gain control of this power node, or at least a concerted effort to keep it out of enemy hands (see figure 8-2).

On top of its obvious benefits, control of the Armory is central to two missions on this level, the “Expose Arms Scandal” mission and the “Seize Secret Police HQ” mission. (See Chapter 11: Level 3 for details on both missions.)



Fig. 8-2. The Armory, a power node in the Chersonesus Estate district, plays a part in more than one mission.

## FOREIGN EMBASSY

- **District:** Chomsky Gardens
- **Support Required for Control:** 75%
- **Benefits of Control:** 40% bonus to all Influence resources gathered from district support

Although it isn't involved in any mission objectives, control of this power node is extremely useful if your strategy calls for a large number of Influence-strand actions (see figure 8-3). Like the Grand Theatre in Pugachev and the Church in Ekaterine, don't hesitate to take and retain control of this power node if you are an Influence player.

## CENTRAL BANK

- **District:** Kamarov Town
- **Support Required for Control:** 75%
- **Benefits of Control:** 30% bonus to all Wealth resources gathered from district support

Taking control of the Central Bank is a pivotal objective in the "Take Stock Exchange" mission. (See Chapter 11: Level 3 for details.) If you're a Wealth-strand player, strive to take control of this power node before you are required to do so. Like the Oil Refinery and Casino on the previous two levels, the Central Bank imparts a significant Wealth income bonus. It makes your life a lot easier if you use many actions with a high Wealth cost.



Fig. 8-3. The Foreign Embassy power node, located in Chomsky Gardens.



Fig. 8-4. Kamarov Town's power node, the Central Bank.

## CITY HALL

- **District:** Berezina Central Square
- **Support Required for Control:** 75%
- **Benefits of Control:** 20% bonus to all recruit and strengthen character actions

As in both Ekaterine and Pugachev, the seat of city government in Berezina offers a significant bonus that aids the recruiting and Resolve-bolstering efforts of the faction that controls it (see figure 8-5). In addition to this always-useful bonus, Berezina's City Hall also figures prominently in the capture of one of the special power nodes in the "Take Stock Exchange" mission. (See Chapter 11: Level 3 for details.)



Fig. 8-5. City Hall, in Berezina Central Square, is one of the Karasov-controlled power nodes.

## STOCK EXCHANGE

- **District:** Karasov Square
- **Support Required for Control:** 110% (Special)
- **Benefits of Control:** 15% bonus to all Wealth actions

The Stock Exchange is one of the three special power nodes in Berezina that require more than district support for control (see figure 8-6). Whereas other power nodes throughout the first two levels of the game have had missions related to them, taking Stock Exchange (and the two other special power nodes) are missions unto themselves. To capture the Stock Exchange, you must first take control of both City Hall and the Central Bank. (See Chapter 11: Level 3 for full mission details.)



Fig. 8-6. The Stock Exchange, another Karasov-controlled power node, is one of the three nodes you can't take control of in the usual manner.

Once you accomplish the daunting task of controlling the Stock Exchange, your Wealth-action abilities are significantly enhanced.

## SECRET POLICE HQ

- **District:** Victory Square
- **Support Required for Control:** 110% (Special)
- **Benefits of Control:** 15% bonus to all Force actions

Like the Stock Exchange, the Secret Police HQ (see figure 8-7) is a special power node, the capture of which is the primary goal of a mission. (See Chapter 11: Level 3 for details on the “Seize Secret Police HQ” mission.) To take control of this power node, you must first take control of the Armory and the Vodka Distillery.

Once captured, the Secret Police HQ works nicely in conjunction with the Vodka Distillery to greatly boost your ability to use Force-strand actions.

## PRESIDENTIAL PALACE

- **District:** Victory Square
- **Support Required for Control:** 75%
- **Benefits of Control:** Victory

Karasov’s Presidential Palace is a power node by definition, but it is different from other power nodes in the game in that it doesn’t provide you with any ongoing bonus (see Figure 8-8). Instead, its capture is a symbol of victory, in Berezina and the game in general. (See Chapter 11: Level 3 for the Presidential Palace’s role in game events.)



Fig. 8-7. The Secret Police HQ is one of two power nodes located in Victory Square, at the heart of the city.



Fig. 8-8. The rather immodest home of President Karasov is a special power node that comes into play only at the end of the game.



## CATHEDRAL

- **District:** Saint Alexandria Square
- **Support Required for Control:** 110% (Special)
- **Benefits of Control:** 15% bonus to all Influence actions

The Cathedral (figure 8-9) is the Influence-related special power node. Like its Force- and Wealth-related counterparts (the Secret Police HQ and Stock Exchange, respectively), the Cathedral is the central focus of a mission and cannot be controlled until two other power nodes—the National Broadcasting Building and the Foreign Embassy in this case—are under your power. (See Chapter 11: Level 3 for details on the “Take Cathedral” mission.)

Like the other special power nodes, the Cathedral boosts your effectiveness in actions of a certain strand (Influence). The Foreign Embassy and the Cathedral combined are invaluable to Influence-strand players.

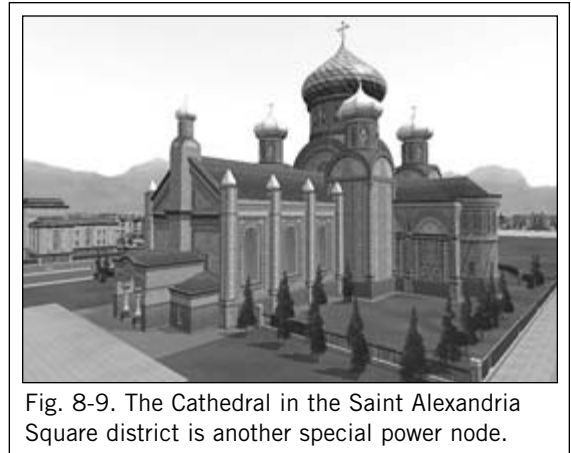


Fig. 8-9. The Cathedral in the Saint Alexandria Square district is another special power node.

## NATIONAL BROADCASTING BUILDING

- **District:** Tereshkova Gardens
- **Support Required for Control:** 75%
- **Benefits of Control:** 20% bonus to all increase support actions

The National Broadcasting Building is arguably the most valuable non-special power node in Berezina (see figure 8-10). Controlling the National Broadcasting Building, like the Newspaper HQ back in Ekaterine, allows you to spread your faction’s message more effectively by boosting your increase support action effectiveness. The importance of this boost cannot be stressed enough.

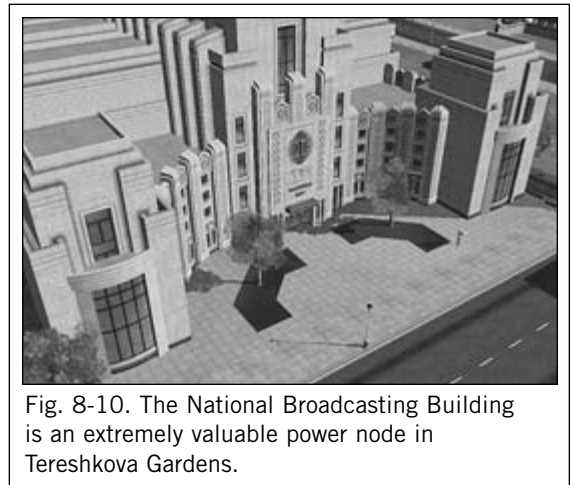


Fig. 8-10. The National Broadcasting Building is an extremely valuable power node in Tereshkova Gardens.

In a level where support is hard to come by and harder to hold, you need all the help you can get. At the very least, you need to keep this power node out of enemy hands where its power can be used against you.

In addition to its obvious benefits, control of the National Broadcasting Building is tied directly to the “National Radio Broadcast” and “Take Cathedral” missions. (See Chapter 11: Level 3 for details on both missions.)

## PUBLIC RECORDS OFFICE

- **District:** Matiushin Green
- **Support Required for Control:** 75%
- **Benefits of Control:** 20% bonus to all attack character and information gathering actions

The Public Records Office is one of only a couple of Berezina power nodes that aren't mission-related (see figure 8-11). Even so, it can be worthwhile acquisition. The information boost it gives you makes exploring the many districts of Berezina a lot easier, and the weaken character action bonus helps take the edge off the competition.

As with just about any power node, if you can't take control of the node yourself, rally enough influence in the district to prevent rival factions from reaping the node's benefits and possibly using them against you.



Fig. 8-11. Matiushin Green's power node, the Public Records Office.



## VOODKA DISTILLERY

- **District:** Chekhov Industrial Estate
- **Support Required for Control:** 75%
- **Benefits of Control:** 30% bonus to all Force gathered from district support

Like the Armory and the National Broadcasting Building, the Vodka Distillery (figure 8-12) is directly involved in two missions: the “Incite the Masses” and “Seize Secret Police HQ” missions. (See Chapter 11: Level 3 for mission details.)

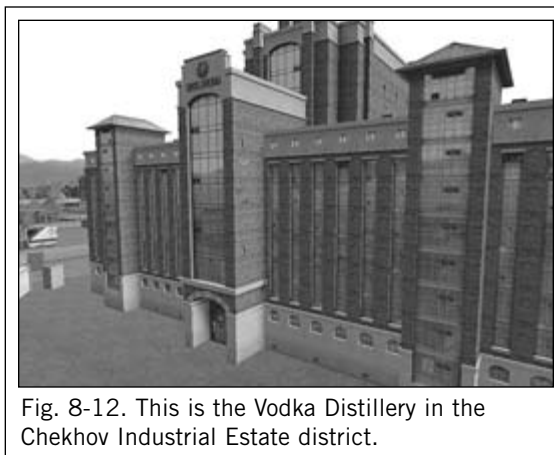


Fig. 8-12. This is the Vodka Distillery in the Chekhov Industrial Estate district.

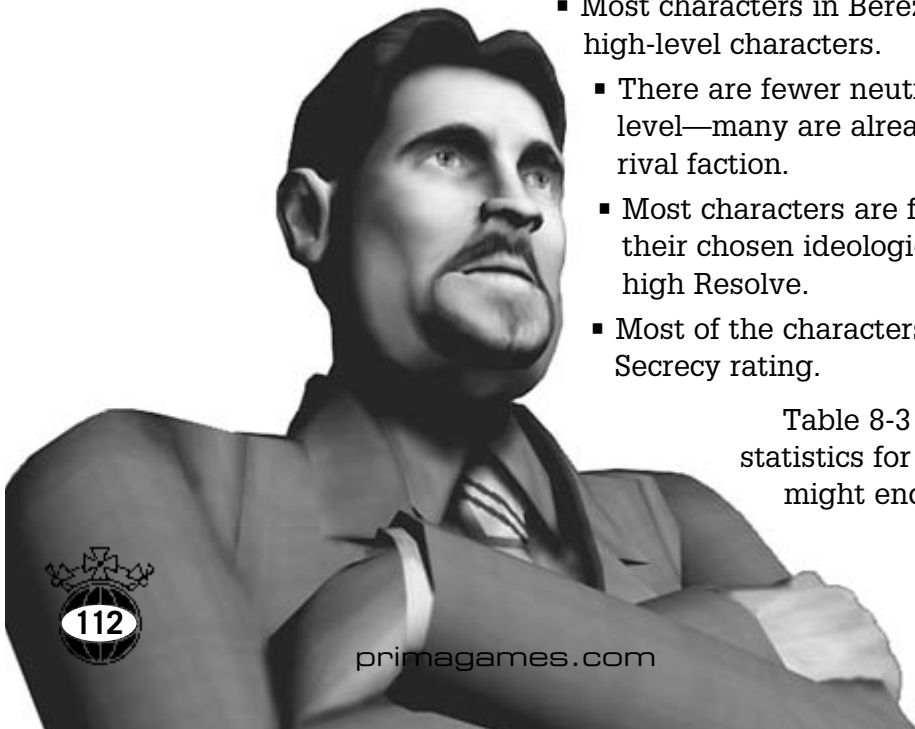
The Vodka Distillery is one of the two primary power nodes you should go for if you’re playing a Force-strand strategy. When its effects are combined with those of the Secret Police HQ, the resultant torrent of Force-boosting power is awesome.

## BEREZINA CHARACTERS

Berezina offers the same mixture of Force, Influence, and Wealth characters that you find in the previous two game levels. A number of factors set this city’s characters apart from their predecessors on the previous levels, however:

- Most characters in Berezina are high-level characters.
- There are fewer neutral characters in this level—many are already affiliated with a rival faction.
- Most characters are fanatically devoted to their chosen ideologies and have very high Resolve.
- Most of the characters have a high Secrecy rating.

Table 8-3 lists the names and vital statistics for all of the characters you might encounter in Berezina.





Characters with a Resolve rating of more than 100 work for the Novistrana government and cannot be recruited by you under any circumstances. Characters with a Secrecy rating of 130 are extremely difficult to find. Characters with a Secrecy of 9,999 never show up on the satellite view *except* for certain Supporting Characters, who show up under certain circumstances during specific missions.

**TABLE 8-3. BEREZINA CHARACTER STATISTICS**

<i>Name</i>	<i>Ideology (Force/ Influence/Wealth)</i>	<i>Dominant Ideology</i>	<i>Class</i>	<i>Resolve</i>	<i>Secrecy</i>
Artur Akimov	76/15/9	Force	Military	60	50
Ivan Alexashenko	87/9/4	Force	Faction Head	88	9,999
Illarion Anisimov	10/13/77	Wealth	Business	90	85
Demian Baburin	10/71/19	Influence	Radio Engineer (Supporting Character)	68	9,999
Anton Barankov	72/12/16	Force	Police	100	9,999
Dmitri Barkan	19/79/2	Influence	Faction Head	85	80
Dmitri Barkan	19/79/2	Influence	Faction Head	100	50
Vsevolod Biryukov	4/10/86	Wealth	Business	90	80
Anton Ermakov	5/15/80	Wealth	Celebrity	75	50
Garry Filatov	10/76/14	Influence	Media	80	85
Filipp Goryachev	54/12/34	Force	Media	100	9,999
Samael Goshnov	84/6/10	Force	Secret Police Chief (Supporting Character)	70	9,999
Vadislav Grigorev	10/6/84	Wealth	Media	75	60
Illarion Gusev	68/16/16	Force	Military	100	9,999
Kirill Gusov	74/14/12	Force	Political	90	50
Dieter Hazard	10/18/72	Wealth	Celebrity	60	20
Eduard Ivanov	54/16/30	Force	Business	80	9,999
President Karasov	60/20/20	Force	Faction Head	100	9,999
Yuri Karenin	13/75/12	Influence	Academic	100	85
Lucian Karyakin	11/12/77	Wealth	Media	70	60

**TABLE 8-3, CONTINUED**

<i>Name</i>	<i>Ideology (Force/ Influence/Wealth)</i>	<i>Dominant Ideology</i>	<i>Class</i>	<i>Resolve</i>	<i>Secrecy</i>
Yelizar Kassavatiz	56/30/14	Force	Religious	100	9,999
Alexander Kidrolivansky	12/78/10	Influence	Church Elder (Supporting Character)	67	9,999
Dr. Josef Kislov	5/83/12	Influence	Faction Head	100	85
Alexei Konstantino	10/2/88	Wealth	Faction Head	85	9,999
Pavel Kozlov	75/15/10	Force	Business	80	80
Leonid Kovalev	12/15/73	Wealth	Media	75	60
Major-General Kvashnin	91/7/2	Force	Major General (Supporting Character)	87	9,999
Vladimir Lukin	64/18/18	Force	Criminal	75	80
Mark Marchenko	76/10/14	Force	Police	70	60
David Mikhailov	12/69/19	Influence	Trade Union	90	80
Matvei Miranov	11/71/18	Influence	Academic	90	80
Leo Morozov	72/10/18	Force	Criminal	60	80
Maxim Nazarov	10/76/14	Influence	Political	60	40
Oleg Nesterov	7/20/73	Wealth	Academic	80	80
Archbishop Nesvitzkii	2/96/2	Influence	Archbishop (Supporting Character)	84	9,999
General Pavil Petrakov	82/9/9	Force	Military	70	80
Rostislav Petrov	8/82/10	Influence	Religious	75	80
Evgeny Prokhorov	10/72/18	Influence	Academic	60	50
Dr. Steven Richmond	6/84/10	Influence	Foreign Envoy (Supporting Character)	76	9,999
Jurgen Saveliev	73/17/10	Force	Criminal	65	80
Sergei Shkvartsev	2/4/94	Wealth	Head of Finance (Supporting Character)	84	9,999
Tresori Vilnov	18/73/9	Influence	Academic	100	60
Sgt. Kirill Vronsky	74/11/15	Force	Quarter Master of Stores (Supporting Character)	69	9,999
Anatoly Zholtok	79/9/12	Force	War Veteran (Supporting Character)	85	9,999



## Chapter 9

# LEVEL 1: EKATERINE

**Y**our political struggle begins in your hometown of Ekaterine, a small town in the Republic of Novistrana. In this level, you begin by recruiting several people to further your cause and help establish a firm support base for your faction.

This chapter breaks down the Ekaterine level into its component missions and goals. The missions are more or less covered in the order in which they appear in the level. Unless otherwise stated, you must complete one goal to move on to the next.

NOTE

Because *Republic: The Revolution* is such a free-flowing game, it is quite possible to accomplish missions and goals before they are assigned to you. If you have already accomplished the goals for a given mission at the time that mission is scheduled to appear, the mission is skipped and the next one in the path becomes active.

For example, if you already have two faction members in addition to your Avatar when the "Find Another Recruit" mission is scheduled to appear, the "Find Another Recruit" mission is skipped and you move on to the "Raise Public Profile" mission.

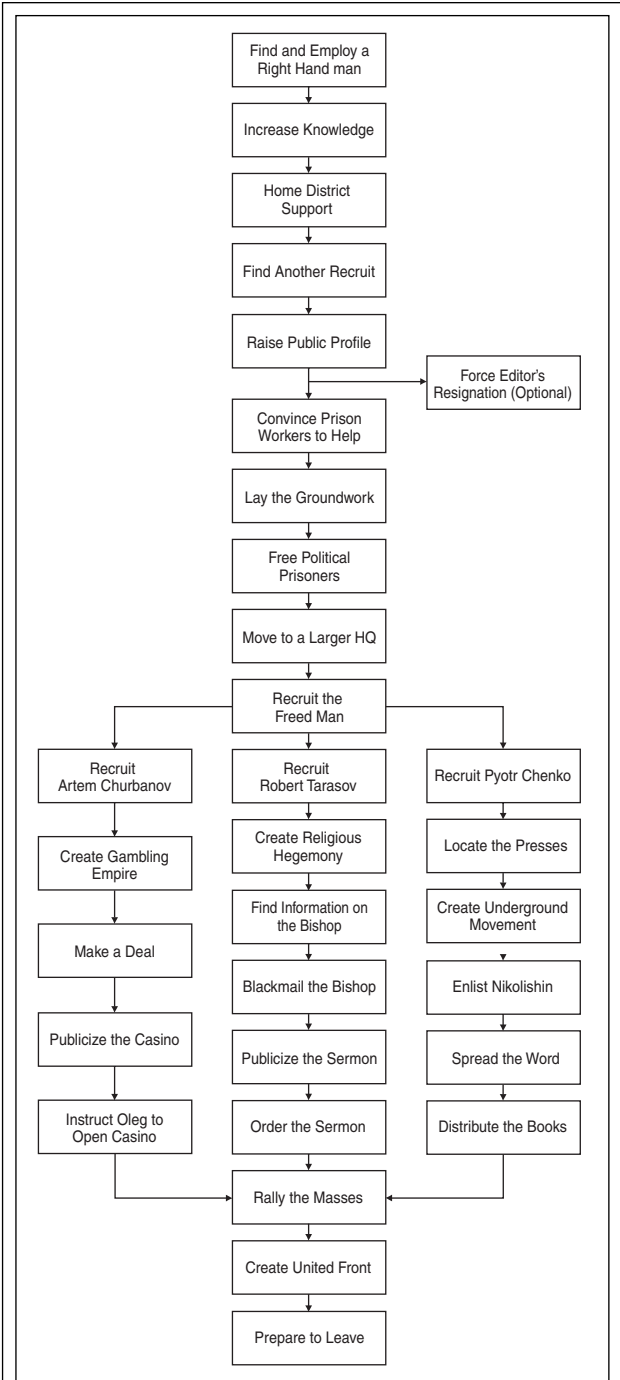


Fig. 9-1. Mission progression in Level 1.



The level walkthroughs presented in this strategy guide represent one possible method for progressing through the game. *Republic: The Revolution* is a very open-ended game, and you can take many possible actions to accomplish most mission goals. Feel free to diverge from the actions suggested in the walkthroughs and to experiment when you feel there is another way to accomplish the task at hand.

## FIND AND EMPLOY A RIGHT-HAND MAN

**Objective:** Meet up with an old friend and offer him a job.

Your first goal is the easiest to accomplish—simply persuade someone to join your political movement. When the game begins, select your Avatar's Headhunt option. If you embark on your headhunting expedition on Day 1, you have three potential political allies to choose from. All three are fairly neutral in their ideology, but each has a slight dominance in one ideological strand.

Because an upcoming mission requires you to gain support in your home district, select a character who can build support. Make things easier on yourself by recruiting the character who most closely matches your ideology, or one whom your ideology easily dominates. Not only is it easier to recruit a character whose ideology meshes with your own, it is also easier to maintain the character's Resolve as the game progresses.

Whether you handle the Headhunt action personally or allow it to take place automatically is up to you. The better your ideological comparison with the target character, the more likely it is that the person joins you no matter what. If your ideological comparison is zero or negative, you might have a better chance of recruiting the character if you handle the Headhunt action personally (see figure 9-2).

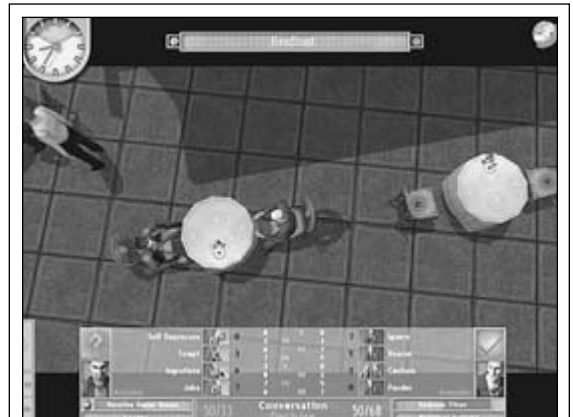


Fig. 9-2. Unless your ideological comparison with a target character is positive, handle conversations personally.



After you successfully recruit your right-hand man, you receive memos over the next day or so from the two candidates you didn't select. These don't indicate that you chose incorrectly, because there *is* no right or wrong choice.



## TIP

Never leave your Avatar idle. He is the only character you have who is available to work 24 hours a day. Take advantage of this. Assign him to investigate districts when you don't need him for anything else. An active Avatar gains experience and new actions quicker than an Avatar who remains inactive most of the time.

## INCREASE KNOWLEDGE

**Objective:** Scout/Investigate/Survey a district to increase our knowledge to 70 or higher.

The first task for you and your new operative is to find secret locations where you can conduct covert recruiting and other operations. You only need one such location to complete this level objective, but you end up uncovering many additional locations in the process.

To accomplish this task, order your Avatar and your recruit to perform investigative actions in your home district (see table 9-1 in the next section for details). This increases your knowledge of the district and reveals locations therein. Within a very short time—usually one or two days at most—you have uncovered all the locations in the district and completed your goal (see figure 9-3).



Fig. 9-3. With each investigative action you launch, your knowledge of the target district increases, revealing potential meeting locations therein.

# HOME DISTRICT SUPPORT

**Objective:** Gain at least 60 percent support in our HQ district.

To accomplish this objective, set your sights on your base of operations. Your dominant ideological strand determines which district you call home (see table 9-1).

**TABLE 9-1. DETERMINING YOUR HOME DISTRICT IN EKATERINE**

<i>If your dominant ideological strand is...</i>	<i>Your home district is...</i>
Force	Shubnoi Industrial Estate
Influence	Prokovief Plaza
Wealth	Voronozh Fields

Order your operative(s) to run increase support actions in your HQ district. Within a day or two at the most, you should gain sufficient support to move on to the next level objective (see figure 9-4).



Fig. 9-4. Home district support is quickly achieved through increase support actions.



**TIP**

Depending on the amount of support that other factions enjoy within the district, you might also have to run some decrease support actions to neutralize your opponents' hold on the district. If this is the case, and your existing follower doesn't have the appropriate actions available, you have to recruit a new character to help you out. Target the opposing faction that has the strongest support in the district for the greatest effect.



## FIND ANOTHER RECRUIT

**Objective:** Discover and recruit a third faction member.

Shortly after you gain support in your home district, President Karasov declares all opposing political parties illegal. At this point, he eliminates one of your rivals, thinning out the competition a bit.

You are now required to add another member to your faction. Use the same tactics that you used when recruiting your first member. The upcoming mission requires you to drum up a great deal of support in several districts, so your best choice is a character capable of running increase support actions. However, if you notice strong support for rival factions in the districts you intend to target with increase support actions, you might have to forgo the added increase support capability and recruit someone who can decrease your rivals' support.



### TIP

You needn't wait until you have completed your first three objectives to recruit a second member. The sooner you get your recruiting out of the way, the faster you can accomplish your other goals.

## RAISE PUBLIC PROFILE

**Objective:** Gain 25 percent or more support in every (Force/Influence/Wealth) district.

Your goal in this mission is to gain support in the districts that match your faction's strongest ideological strand—Force, Influence, or Wealth. You need to woo three new districts. (You have already secured the requisite support in your home district). Table 9-2 lists the city districts by ideology.

**TABLE 9-2. EKATERINE CITY DISTRICTS BY IDEOLOGY**

<i>Force Districts</i>	<i>Influence Districts</i>	<i>Wealth Districts</i>
Maartov Estate	Lissitzki Towers	Vostok Green
Shubnoi Industrial Estate	Prokovief Plaza	Town Centre
Morozov Manor	Turbina Park	Voronozh Fields
Kutuzov Works	Kandinsky Gardens	Korolyov Court



**TIP**

If you can afford the manpower earlier in the level, don't wait for this mission to start drumming up support in the districts that match your ideology. Gather knowledge on these districts and run your increase support actions there as soon as possible to get ahead of the game.

Start running increase support actions in the target districts. Note that you cannot increase support in a district until you have investigated it, so run information gathering actions in the district and build up your level of knowledge there before you begin your support campaign. Once you have access to a district, continue to use your Avatar to gather information in inaccessible districts while your followers begin drumming up support in the districts to which you have access.

Spread your actions equally across all the target areas rather than targeting one at a time (see figure 9-5). It's best to achieve your 25 percent goal in all the districts at nearly the same time. That way, you don't have to worry about your support eroding in one district while you're working on the others.

**CAUTION**

When you've achieved your support goal in a given district, don't make the mistake of ignoring that district while you concentrate on the others. Unless you maintain an active presence in a district, your popularity there can decrease dramatically, even over the course of a single time period! Run an occasional increase support action in the districts you control to ensure their continued loyalty.



Fig. 9-5. Try to spread your increase support actions evenly over the target districts.

When all four of the target districts are at least 25 percent in your camp, the next mission becomes available.

## CONVINCE PRISON WORKERS TO HELP

**Objective:** *Persuade all the prison workers we know to help.*

When this mission becomes active, a new action (Liaise) is automatically added to your Avatar's Action Panel. This action is similar to Headhunt in that it allows you to converse with characters. The point of a liaison is not to recruit the target characters, but to persuade them to see your point of view.



### TIP

While your Avatar is conducting his liaisons, have your other characters begin running increase support actions in Vostok Green. It gives you a good head start for the next mission.

You need to successfully Liaise with two characters—Chief Guard Efim Novikov and Prison Governor Venedikt Shulgin—to complete the second objective (see figure 9-6).

Handle a liaison the same way you would any conversation action—if your ideology comparison with the target is zero or negative, handle the conversation personally. It is quite likely that the prison officials are a hostile audience, so handle both liaisons personally.

## LAY THE GROUNDWORK

**Objective:** *Gather 80 percent support in Vostok Green.*

You must now raise support in the Vostok Green district. If your "Raise Public Profile" objective was to gain support in all Wealth districts, you've already got a head start.



Fig. 9-6. You must successfully Liaise with Novikov and Shulgin before you can release the political prisoner.

Begin by investigating Vostok Green to raise your knowledge level there. When you have enough information on the area to proceed, launch increase support actions in the district until you achieve your goal. If a rival faction (or a combination of rival factions) holds more than 20 percent of the district's support, run decrease support actions to neutralize their control.

Once you achieve the necessary level of control, the next mission becomes active.

## FREE POLITICAL PRISONERS

**Objective:** *Call in a favor with our new prison worker friends. Arrange for one lucky individual to receive an early release.*

After both prison worker liaisons are successfully completed *and* you have 80 percent or higher support in the district, a new action becomes available to your Avatar—Early Release. As soon as this action becomes available, you can free a prisoner. You have three choices (see figure 9-7). The prisoner you choose determines the mission branch you follow through the middle part of the level:

- **Artem Churbanov:** Churbanov activates the mission path that begins with the “Create Gambling Empire” mission. (This mission path is ideal if Wealth is your dominant ideological strand.)
- **Robert Tarasov:** Tarasov activates the mission path that begins with the “Create Religious Hegemony” mission. (This mission path tends to work best if your dominant ideological strand is Force or Influence.)
- **Pyotr Chenko:** Chenko activates the mission path that begins with the “Locate the Presses” mission. (This mission path works well if Force is your dominant ideological strand.)

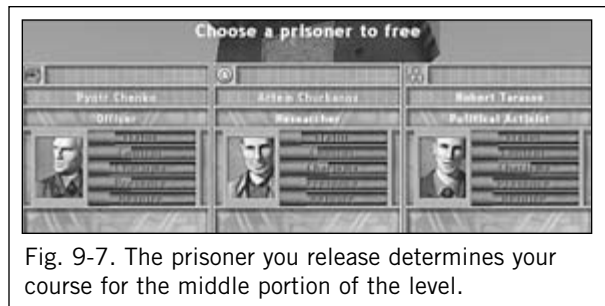
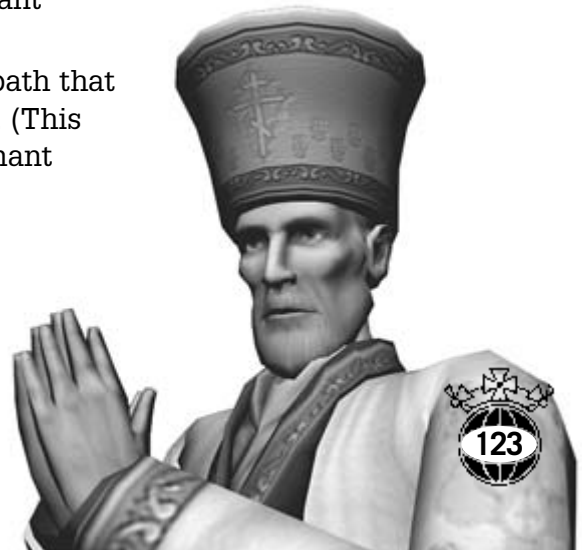


Fig. 9-7. The prisoner you release determines your course for the middle portion of the level.





As soon as you free the prisoner, the Liaise and Early Release actions disappear from your Avatar's Action Panel.

## MOVE TO A LARGER HQ

**Objective:** Move to an HQ that can house 4 people.

Up until this point, you haven't required additional room in your headquarters. Now, you need some extra space so that you can recruit the prisoner you just freed. That means you need to move to a new HQ.

Moving to a new headquarters costs you some Force, Influence, and Wealth resources. Until you have the requisite number of resources available, the Move HQ button on the Faction Screen is grayed out. When the button becomes active, click it and choose a new HQ building. Select a building with 4 berths (this information appears in the building info box when you select a target building).

As soon as you're ensconced in your new HQ, the next mission becomes active.

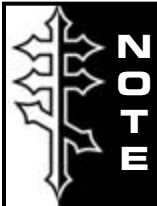


You may need to look in a new district of town for an HQ large enough to hold four members.

## RECRUIT THE FREED MAN

**Objective:** Recruit the freed prisoner.

Now that you have some extra room, you must recruit the prisoner you set free earlier. Do so by launching a Headhunt action and following the usual steps for successful recruitment (as per all other Headhunt actions). When the freed prisoner is successfully recruited, the first objective in the mission path associated with the freed prisoner becomes available.



Although you need to recruit a prisoner to initiate one of the mission paths that allows you to continue, you don't need to keep the prisoner in your faction after the mission path has begun. If the prisoner character's actions aren't helping your cause, feel free to sack him and recruit a character who better meshes with your strategy.

## ARTEM CHURBANOV'S PATH

The four missions in this section result from freeing Artem Churbanov in the “Free Political Prisoners” mission. If you free one of the other two prisoners, these missions are skipped.

### CREATE GAMBLING EMPIRE

**Objectives:** Remove Konstantino's support in Morozov Manor. Convert 80 percent of the people there to support us instead.



You are only required to complete this mission and the missions that follow it in this section if you choose to free Artem Churbanov from prison in the “Free Political Prisoners” mission.

As always, your first step to gain influence in a district is to raise your information level on that district. Run some investigative actions in Morozov Manor.

You only have to worry about the first objective if the Konstantino Cartel currently holds support in Morozov Manor. To remove Konstantino's support from the district, run a series of decrease support actions. At the same time, start your increase support activities in the district.



#### TIP

If the Konstantino Cartel has no support in Morozov Manor when this mission becomes active, begin your increase support actions immediately.

As soon as you gain the required support in Morozov Manor, the next mission begins.

### MAKE A DEAL

**Objective:** Find Oleg Brylin and make him an offer of investment.

Note that a new action has been added to your Avatar's Action Panel—Invest In Casino. This action remains inactive until you have enough Wealth available to make an offer. Depending on how much Wealth you've accumulated to this point, gathering the requisite funds could take several days to accomplish.



Investigate each of the Wealth districts if you haven't already done so (see table 9-2 for a list of these districts). Gain as much support as possible in these districts to give your fundraising efforts a shot in the arm. Gathering strong support in the Wealth districts gives you a jump on the next mission, where you need to take majority support in two of them (Town Centre and Voronozh Fields).


**TIP**

Diversify your resource intake early in the level to build a good base of every resource type *before* you get to the "Free Political Prisoner/Recruit Freed Man" mission. That way, you already have a jump on whatever resources you require to move through any given mission path.

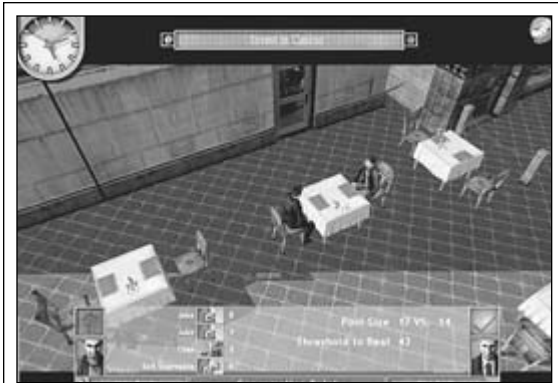


Fig. 9-8. Handle your offer on the casino just as you would any conversation action.

After you accumulate the required amount of Wealth, you can launch the Invest In Casino action. Your target character is Oleg Brylin (the only character available when you select the action). Like Headhunt and Liaise, this action involves a conversation (see figure 9-8).



**NOTE** The game subtracts enough Wealth from your reserves to make an offer to Oleg Brylin as soon as you launch the Invest in Casino action. Don't despair if you aren't successful! If you fail, the Wealth is returned to your stores and you can try again.

When you succeed, the newspaper announces that you have sealed the deal. Objective complete.

## PUBLICIZE THE CASINO

**Objective:** Take 60 percent support in the districts surrounding Morozov Manor.

To complete this mission, you need to gather strong support in each of the three districts surrounding Morozov Manor: Kandinsky Gardens, Town Centre, and Voronozh Fields. If you gathered a great deal of support in the Wealth districts to raise funds for your Casino, you're already ahead of the game because two of the neighboring districts are Wealth districts.

Use the normal increase support tactics to take control of the required districts. When all three show 60 percent support for your faction, the objective is complete.

## INSTRUCT OLEG TO OPEN THE CASINO

**Objective:** *Instruct Oleg Brylin to stage a grand opening for the casino.*

After the three districts surrounding Morozov Manor are within your grasp, a new action—Grand Opening—appears on your Avatar’s Action Panel. The mission objective seems to target a character, but the Grand Opening action actually targets a district: Morozov Manor. Launch the action when it becomes available. The action succeeds automatically, completing the objective.



When the “Instruct Oleg to Open the Casino” mission is completed, you’ve made it through Artem Churbanov’s branch of the level. You now proceed to the “Rally the Masses” mission.

## ROBERT TARASOV’S PATH

The four missions in this section result from freeing Robert Tarasov in the “Free Political Prisoners” mission. If you free one of the other two prisoners, these missions are skipped.

## CREATE RELIGIOUS HEGEMONY

**Objectives:** *Break the Church of Novistrana’s stranglehold on Lissitzki Towers. Gain 80 percent support in Lissitzki Towers.*

Breaking the Church of Novistrana’s hold on Lissitzki Towers is essentially the same as removing Konstantino’s hold on Morozov Manor in Artem Churbanov’s mission path. If the Church of Novistrana has no support in the district when the mission begins, the first objective is already accomplished. If they *do* have support, eliminate it by running some decrease support actions.

After the Church of Novistrana is out of the way, start running increase support actions in Lissitzki Towers until you have the requisite 80 percent support in the district.

Follow your established strategy for gaining support in the Lissitzki Towers district.

## FIND INFORMATION ON THE BISHOP

**Objective:** Watch Bishop Bresshnov to find some blackmail information.

When this mission becomes active, you must do a thorough investigation of the Casino in Morozov Manor in order to find some dirt on the Bishop. To do so, you must use the Dig Deeper feature. To Dig Deeper:

1. Launch an information gathering action in the target district (Morozov Manor in this case).
2. While the investigation is in progress, left click on the building (the Casino).
3. Click the portrait/icon of the character upon which you want to perform the Dig Deeper action when it appears over the building.

Note that you can only Dig Deeper once per investigative action.

Once you successfully complete the Dig Deeper task, the next mission becomes active.

## BLACKMAIL THE BISHOP

After you obtain the incriminating evidence you need to sway the bishop and get him to do your bidding, the Liaise option once again becomes available to your Avatar. Select this action, and target Bishop Breshnov in Lissitzki Towers. Successfully complete the liaison to move on to the next mission.



Fig. 9-9. The liaison with the Bishop can be one of the trickiest in the first level.



### TIP

The liaison with Bishop Breshnov is particularly difficult to complete successfully even when your ideologies mesh well. For best results, handle this conversation personally.

## PUBLICIZE THE SERMON

**Objective:** Take 60 percent support in the districts surrounding Lissitzki Towers.

To accomplish this mission, you must round up a great deal of support in the three districts surrounding Lissitzki Towers: Martov Estate, Kutozov Works, and Voronozh Fields. This should be a relatively straightforward task—simply run a series of increase support actions in each of the target districts.

One thing that could slow your progress is the presence of significant opposing faction support (41 percent or more) in any of the target districts. If this is the case, target the affected districts with appropriate decrease support actions to free up enough support for you to accomplish your goal (see figure 9-10). If none of your current followers is up to the task, recruit someone new to handle the job.

Remember that you must have 60 percent support in all three districts simultaneously to end this mission. Make sure your support doesn't slip below the required level in the districts you've already converted as you concentrate on winning over the remaining districts.



Fig. 9-10. If a rival faction's support interferes with your ability to accomplish your mission, you must respond accordingly.



### TIP

If you know ahead of time that you're headed down this branch of the level, start grabbing support in the districts around Lissitzki Towers early on to get a jump on the "Publicize the Sermon" mission.

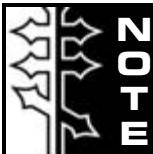
## ORDER THE SERMON



Fig. 9-11. The Bishop's sermon is the culmination of Tarasov's branch of the level.

**Objective:** Order Bishop Bresshnov to give his sermon.

At this point, the Order Sermon action is available on your Avatar's Action Panel. As soon as you have achieved your goal of 60 percent or more support in the districts surrounding Lissitzki Towers, select this action and target the church. The sermon automatically takes place, completing the last mission in this branch of the level (see figure 9-11).



NOTE

This requires a lot of influence! You may need to wait a day or two to build up the necessary points to order the sermon.

## PYOTR CHENKO'S PATH

The four missions in this section result from freeing Pyotr Chenko in the "Free Political Prisoners" mission. If you free one of the other two prisoners, these missions are skipped.

### LOCATE THE PRESSES

**Objective:** Scout out Kutuzov Works and Dig Deeper to find the underground presses.

Up to this point in the level, it is possible to play entirely from the Satellite View (with the exception of occasional conversations and trips to the HQ Screen). For this mission, however, you must make a personal visit to the target district.

Order one of your characters to begin an investigative action (your choice) in the Kutuzov Works district. This action *must* take place during the nighttime slot (the press you are looking for is hidden in the daytime).

While the action is in progress, switch to the Rooftop View. "Dig Deeper" on the building that houses the presses to discover its true nature. The building you're looking for is the Novi Storage Co., which is located in the northwestern section of the district, near the border of Prokovief Plaza (see figure 9-12).

When you successfully Dig Deeper and find the presses, you receive a memo that informs you of your next mission.

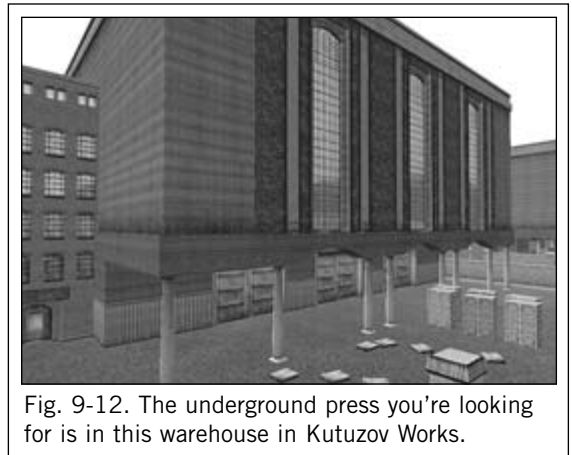


Fig. 9-12. The underground press you're looking for is in this warehouse in Kutuzov Works.

### CREATE UNDERGROUND MOVEMENT

**Objective:** Take 80 percent control of Kutuzov Works.

Your new goal is to gain 80 percent support in the Kutuzov Works district. As with all district control missions, you can plan ahead for this by starting your increase support actions in the area early in the level. In fact, if you're a Force faction, you've got a real head start in this mission path.

Use your tried-and-true techniques to drum up the requisite support in the district. If there is significant rival presence in Kutozov Works, you might have to undermine their support before you can succeed. Don't be shy about sacking one of your members and bringing in someone new if you don't have the appropriate actions available.

## ENLIST NIKOLISHIN

**Objective:** *Liaise with Vsevelod Nikolishin and persuade him to put his presses into action.*

After you gain 80 percent or more support in Kutuzov Works, you receive a memo letting you know that Vsevelod Nikolishin, the local Printer, wants to talk with you. Note that the Liaise action is now available to your Avatar. Select the action and target Nikolishin for a conversation. Handle this liaison using the same techniques you've used throughout the level. When you succeed, your mission is accomplished.



### TIP

You might find success in this liaison difficult to come by if you allow the computer to handle it for you. Take the initiative and handle the conversation yourself for the best results.

## SPREAD THE WORD

**Objective:** *Advertise your book.*

Now that Nikolishin is on your side, it's time to publicize your book. Choose a district where your level of support is low and raise your support level in that district using your preferred increase support action type—Canvassing, Poster Campaign, or Graffiti. As soon as you reach the required level of support in the target district, the mission is accomplished and the next mission becomes active.

## DISTRIBUTE THE BOOKS

**Objective:** *Distribute books.*

The Distribute Books action is now available to your Avatar. As soon as you have the requisite support in the four districts, launch this action and distribute books in one of the districts where you hold sway. Distributing the books is your final goal in this mission track (see figure 9-13). Upon successful completion of this goal, you proceed to the "Rally the Masses" mission.



Fig. 9-13. Once you've successfully distributed your book to the masses, it's time to start building support throughout the city.

## RALLY THE MASSES

### Objectives:

Take 60 percent support in at least 8 districts.


Meet with the Mayor.

Gain 80 percent support in Town Centre.

Hold a rally outside the Town Hall.

At this point, you probably have support of 60 percent or more in several districts, so this objective is pretty easy to accomplish. Using your established increase support strategy of choice, target districts where you already have a foothold first—it takes less time to hit the 60 percent mark in these districts (see figure 9-14). If, after these districts are within your grasp, you still require support in additional districts, gather information on them as necessary and hit them with increase support actions.

### CAUTION



At some point during the course of the level, the Rally action becomes available to your Avatar. When it does, add it to your Avatar's Action Panel *immediately*. Without this action, you cannot complete the level!



Fig. 9-14. Concentrate your efforts to gain support on districts where you already have a foothold.



### TIP

Include Town Centre among the eight districts in which you gain support in this portion of the mission. You need to capture significant support in this district before you hold your rally, and it never hurts to have a head start.

When you have reached the requisite level of support, the Mayor of Ekaterine contacts you via memo and asks for a meeting. You notice at this point that the Liaise action is once again available to your Avatar. Arrange a liaison with the Mayor in Town Centre, and handle the conversation using the techniques you've practiced throughout the level. Unlike the subjects of some of the earlier conversations in the level, the Mayor is fairly easy to win over—especially if you handle the conversation personally.

You are now very close to completing the level. Your last task is to gain overwhelming support in Town Centre so that you can hold a successful rally. Use your favorite increase support techniques to achieve this goal.

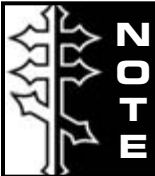
After the first three objectives are complete, select the Rally action from your Avatar's Action Panel. If the Rally action isn't available at this point, you must wait until your Avatar's next level-up session to add the action. If you've let your Avatar remain slack throughout the level, you might have to go through several level-ups before Rally becomes available.

Initiating the Rally action automatically starts the political rally at the designated time (see figure 9-15). You can choose any available location in Town Centre for the rally, but locations with lower Secrecy ratings are most effective. The rally is automatically successful.

This is the last major objective. You now move on to the "Prepare to Leave" mission, the final mission in Ekaterine.



Fig. 9-15. The political rally in Town Centre celebrates your success in Ekaterine.



**NOTE**

If any of your faction members have less than 70 percent Resolve, you cannot move on to "Prepare to Leave" after the "Rally the Masses" mission. You must instead complete the "Create Unified Front" mission to move on.

## CREATE UNIFIED FRONT

**Objective:** Strengthen every recruit to at least 70 percent Resolve.

After the successful completion of the "Rally the Masses" mission, you are normally ready to leave Ekaterine. Unfortunately, you cannot do so unless your followers are extremely loyal to you. All the characters in your inner circle must have a Resolve of at least 70 percent to complete the level.



**NOTE**

This mission is skipped if all of your characters has a Resolve of at least 70 percent upon completion of the "Rally the Masses" mission.





**TIP**

You can avoid this mission objective altogether if you make an effort to manage your followers' Resolve throughout the level. If you keep their Resolve at 70 percent or higher at all times, you move on to the next level of the game upon completion of the "Rally the Masses" mission.

There are a couple of ways to accomplish this objective:

- **Strengthen your characters.** Use any strengthening actions available to you to raise the Resolve of your followers. (See Chapter 5 for details on strengthening characters.)
- **Sack the affected characters.** Dump any follower who exhibits low Resolve. This is the fastest solution, but forces you to recruit new inner circle characters at the start of the next level. Also, you must have at least one follower remaining to complete the level.

## PREPARE TO LEAVE

**Objective:** Leave Ekaterine and proceed to the next level (Pugachev).

A new action—Leave Ekaterine—appears on your Avatar's Action Panel when all of the following conditions are met:

- You have completed the "Rally the Masses" mission.
- You have at least one character in your faction (in addition to your Avatar).
- All characters in your faction have a Resolve of 70 percent or higher.

When you receive the memo instructing you to tie up loose ends in Ekaterine and move on to Pugachev, select the Leave Ekaterine action. When the action plays out, you must choose one of your followers to remain in Ekaterine and take over your party's operations there (see figure 9-16). You can choose any character in your inner circle for this mission.

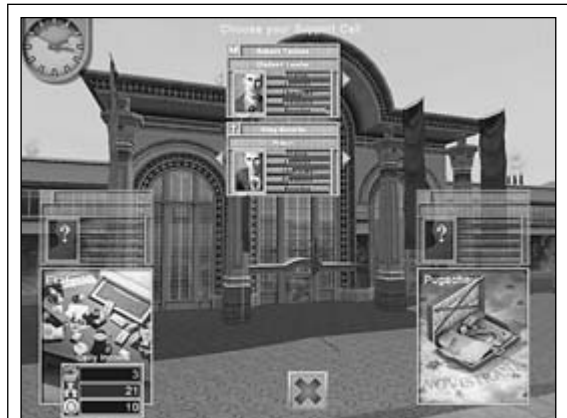


Fig. 9-16. Before the level ends, you must select one character from your faction to remain in Ekaterine.

You don't have to leave the city right away. If your level of support throughout the city is low, take some time to build additional support before you leave. You receive resources from Ekaterine throughout the rest of the game, and the amount of resources you receive is based largely on the amount of support you have in the city. The more support you have at the time of your departure, the more resources you receive from Ekaterine each day for the rest of the game.

After you select a character to leave behind, the Ekaterine level ends and you move on to Pugachev.

**TIP**

The character you leave behind in Ekaterine runs your party's operations for you in your absence and has a hand in distributing the city's resources. The higher the level and the better the statistics (including Resolve) of the character you leave behind, the more resources you receive from Ekaterine each day for the remainder of the game.

## OPTIONAL MISSION: FORCE EDITOR'S RESIGNATION

**Objective:** *Locate Moriz Kalmakov and force him to resign.*

There is one mission in Ekaterine that is not a part of the primary mission flow of the game. It usually shows up early in the level, when you get a memo that Moriz Kalmakov is printing slanderous articles about you in the local paper. This memo usually arrives shortly after you complete the "Raise Public Profile" mission.

You are in no way obligated to complete this mission when it appears—you can ignore it completely and still complete the level. However, if you want to weaken one of the rival factions (The Church of Novistrana), this is a good opportunity to do so.

Run some investigative actions in Lissitzki Towers until your knowledge level is sufficient to reveal Kalmakov's location. When you find him, have one or more of your characters run some weaken character actions against Kalmakov to drop his Resolve. When his Resolve drops low enough, he resigns from The Church of Novistrana, and the slanderous articles stop.

**NOTE**

If you don't wish to undertake this mission, another faction will usually silence Kalmakov for you.



## Chapter 10

# LEVEL 2: PUGACHEV

**P**ugachev is the next step in your rise to power. Here, you need to establish a strong power base before moving on to challenge Karasov in Berezina. Throughout this level, you need to accomplish a variety of goals. First, secure a source of revenue to give you the proper backing and support to challenge the government. You also need to get involved in local politics, deposing a corrupt Mayor and exposing the illicit activity of the Red Mafia.

At the outset, the Red Mafia controls most of the city, using the Force districts as their strongholds. They prove to be the biggest thorn in your side throughout this level, especially if you choose “Create Crime Syndicate” as your path. Two other parties also are at work in the city: Organized Anarchy and the Konstantino Cartel. These other parties lack the power of the Red Mafia, but they still pose a significant threat, especially in Pugachev’s Wealth and Influence districts.

On Day 1, you need to choose from three available paths. The path you take ultimately determines your source of revenue. For example, the Crime Syndicate path eventually leads to periodic payments in Force. The “Build Business Empire” path results in Wealth, and the “Form a Charitable Trust” path yields Influence.

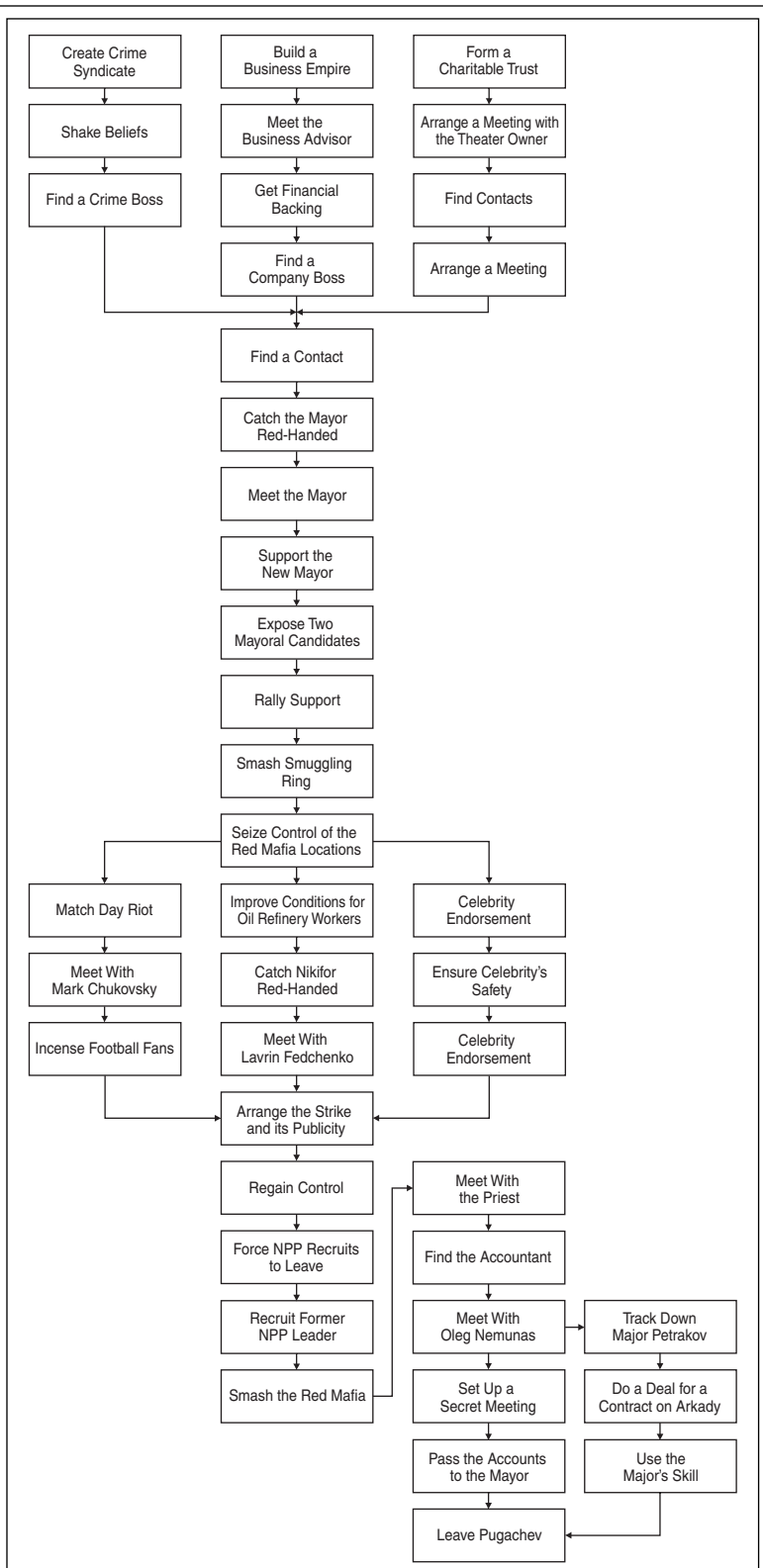


Fig. 10-1. Mission Progression in Level 2.

Pick the path that best reflects your ideology. It's possible to pick any of the three, but take some time and think carefully before striking out for a specific objective. Study your actions as well as those of your recruits. Determine whether you need more Force, Wealth, or Influence to get things accomplished. When you make your decision, begin laying the groundwork to complete your first objective. If you change your mind before completing the first objective, the other paths are still open. Once you complete one of the first three objectives, however, you're asked to commit to a specific path. When you commit to one path, the other two are locked.

## **PATH 1: CREATE CRIME SYNDICATE**

**Objective:** *Gain at least 50 percent support in all Force districts.*

The Crime Syndicate path is tough, but it has its rewards. You have to hit the ground running, building up a solid base of support on your home turf while simultaneously establishing a foothold in surrounding Force districts. Use Revelation and similar actions to challenge the stiff competition of the Red Mafia. Follow up with increase support actions to fill the power vacuum, preferably right after the opposing party has lost support.



### **TIP**

Pay close attention to how you schedule your actions. Maintaining support in all six Force districts requires you to plan ahead and use every shred of manpower at your disposal. Make a habit of planning at least one full day in advance. Giving your party members unnecessary time off only allows the opposition to move in on your territory.

Once you've carved out a presence in three or four districts, put one of your party members on the offensive. Whether you choose to attack your opponents physically or discredit them with more subtle methods, such tactics can be helpful in winning over hotly contested districts. Meanwhile, use the rest of your crew to maintain support in the districts you already control. If the Rally action is available, use it liberally. Try booking an attack support gathering action in the same district in the same slot. The combination means that you can capitalize on the neutral support you create.

Remember, your Avatar doesn't take time off, so don't feel bad about scheduling three rallies a day. This may be necessary as you get closer to the mission's objective. However, don't book too many of the same action in the same place as they become less and less effective. Use prole thoughts to monitor the effectiveness.



NOTE

Once you've gained the required support in all six districts, you receive a memo effectively asking if you want to commit to the Crime Syndicate path. If you don't release your intent, you can try the other paths. Committing to the Crime Syndicate path unlocks the next mission and disables the other two paths.

## SHAKE BELIEFS

**Objective:** Scare 50 percent of the people in 7 Wealth and Influence districts into neutrality.

Even if you haven't set foot in any of the non-Force districts in Pugachev, chances are those districts have felt your presence. In fact, after you complete the first mission, you may find a small percentage of supporters in surrounding Wealth and Influence districts. Harness your momentum and go after these areas first.

The opposition in these districts is fairly weak, so you probably won't need to use as much manpower as you did against the Red Mafia in the Force districts. You don't necessarily have to win favor with the people in these areas, you simply have to limit opposition party support to less than 50 percent.

## FIND A CRIME BOSS

**Objective:** Find an established Crime Boss in a Force district and arrange a meeting.

You need a Crime Boss to run your syndicate. If you still have a fairly decent presence in the Force districts, the Liase action should be available. Look for Vladimir Guzinsky in one of these areas and initiate a meeting. If the Liase action is not yet available, you must locate your new Crime Boss. Strengthen your support in the Force districts and run Investigate actions until you find him.



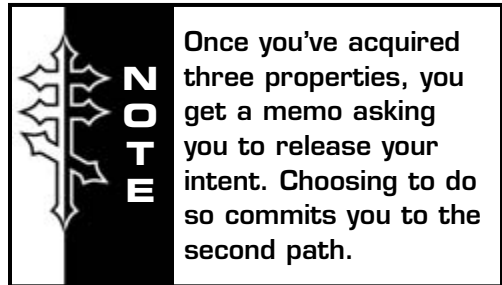
Fig. 10-2. You receive a memo once you've established Vladimir Guzinsky as your Crime Boss. Watch for future memos and set up meetings to renegotiate your take.

The meeting should go rather smoothly, but take control of the conversation to ensure everything goes well. When your crime syndicate is in place, you're prompted by memos to attend periodic meetings. Attend faithfully to maintain and increase the power of the syndicate.

## PATH 2: BUILD BUSINESS EMPIRE

**Objective:** Find three warehouse or factory owners and persuade them to sell their businesses.

Rather than build political support, this mission requires you to collect intelligence on the nearby Force districts to find warehouse and factory owners. The Force districts are home to the industrial complexes, so these should be the key focus of your Investigate and Scout actions. Four owners are spread through the Force districts. Find them all, then approach them one by one with the Liaise action. Take extra care in choosing which owners to talk to—three are pretty easy to win over, but one is not. The fourth guy (the hard one) is a shortcut. If you can beat him then you don't need to get any of the other people as he is a business magnate.



## MEET THE BUSINESS ADVISER

**Objective:** Locate and meet with the head of the Business Advisory Board.

Your latest acquisitions have caught the attention of the Pugachev Business Advisory Board. It is through the advisory board that you're able to set up offices in Pugachev's skyscraper. When you get the memo, meet Yaroslav Volkov in the same district as the skyscraper. If you can't find Volkov or the skyscraper, do some more exploring. Once you find Volkov, your Avatar's Liaise action is enabled. Chances are you aren't ready to gain the support of the Business Advisory Board until you raise your profile, which leads to the next mission.

## GAIN FINANCIAL BACKING

**Objective:** Gain 100 percent support in Potemkin Plaza. Gain 75 percent support in 3 Wealth districts.

To prove your worth, raise your party's profile in four districts. By now you should have a pretty good feel for the layout of the city and presence of other parties. Begin by building support in Potemkin Plaza—the district with the skyscraper.

This may require some Revelation-like actions to unseat any existing political parties. Follow up with increase support actions until you have complete control of the district.

Now turn to the Wealth districts and launch some Investigate actions to collect information. Instead of going for opposition strongholds, try to find three Wealth districts where opposing parties have minimal presence. If possible, focus on districts with only one party—fighting two parties at the same time isn't very desirable. Use any means necessary to discredit and run the opposition out, then build up your party's presence with increase support actions. Once the required support levels are met, you're prompted to meet with Volkov again. This time he sets you up with offices and gives you a lead on a potential CEO to run your new company.

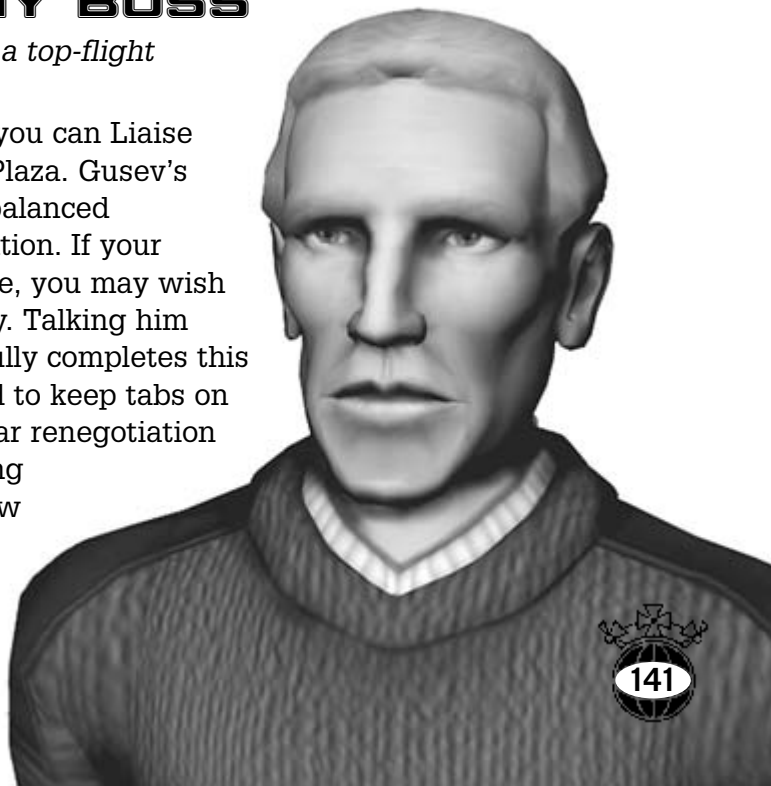


Fig. 10-3. Perform Rallies and other increase support actions to gain support in the vital Wealth districts.

## FIND A COMPANY BOSS

**Objective:** Meet with Nikolai Gusev, a top-flight businessman.

After meeting with Yaroslav Volkov, you can Liaise with Nikolai Gusev in the Potemkin Plaza. Gusev's ideology is rather moderate. A well-balanced character finds this an easy conversation. If your ideological leanings are more extreme, you may wish to control the conversation personally. Talking him into running your company successfully completes this branch of missions, but you still need to keep tabs on the business side by attending regular renegotiation meetings. Watch for memos reminding you to schedule these. Failure to show up at these meetings automatically results in a 20 percent penalty in your earnings.





## PATH 3: FORM A CHARITABLE TRUST

**Objective:** Gain 60 percent or greater support in five Influence districts. Perform at least some Charity Work in each one.

Only Religious and Celebrity recruits can do Charity Work. If you don't have any such recruits in your entourage, you can always hire some in Pugachev. The Priest, Fedor Baburin, is a good choice if you choose to go this route. Level him up to unlock the Charitable Work action. In addition to building support in five of the Influence districts, you also need to conduct at least one charitable action in each district you seek to control.

Gaining control of five Influence districts at once can be a bit tricky. Begin by scouting them out to determine the level of resistance posed by other parties. Of the six districts, the Udalsova Precinct, where multiple parties vie for control, is most likely the biggest challenge. Instead of jumping into the fray there, concentrate on the five other districts. Attack any parties present, then follow up with increase support actions until you gain the requisite 60 percent in 5 districts—don't forget the charitable actions, either. Once you reach your goals, you're asked to declare your intentions to the other factions. Doing so effectively commits you to the third path, locking the other two.



### TIP

If your ideology has leanings toward Wealth and Influence, the third path is the easiest. After the first mission, the remaining goals are achieved mainly by meeting with people and conducting successful conversations.

## ARRANGE A MEETING WITH THE THEATER OWNER

**Objective:** Arrange a meeting with Yuri Kempinov.

Yuri Kempinov is the director of the Pugachev Apollo Theater in the Makevich Court district. Before scheduling a fundraiser, get in touch with Kempinov to secure the theater for the event. If you have strong support in Makevich Court, finding the director shouldn't be a problem. If you skipped this district for some reason, you need to do some scouting. Find Kempinov and the Liaise action becomes available. Conduct a successful conversation with the director to proceed to the next mission.

## FIND CONTACTS

**Objective:** *Run a Fundraising Dinner at the Grand Theatre.*

After conversing with the theater's director, you can schedule your Fundraising Dinner. Do so by playing the action, now available, on the Pugachev Apollo Theater in the Makevich Court district. Once the event is under way, Pugachev's wealthy and influential citizens are treated to a red-carpet reception in front of the theater.



Fig. 10-4. The Fundraising Dinner attracts Pugachev's wealthy and influential citizens. Just the kind of people you need to head your Charitable Trust.

## ARRANGE A MEETING

**Objective:** *Find Anton Kamensky and arrange a meeting.*

Shortly after the Fundraising Dinner, Anton Kamensky, a reclusive millionaire, contacts you and asks for a meeting: He wants to head your Charitable Trust. Arrange a meeting with him using the Liaise action. After a successful conversation, Kamensky is named head of the Trust. As with the other paths, you need to stay in touch to renegotiate Kamensky's involvement and maintain the Trust. Look for memos in the days ahead to schedule these meetings. If you fail to show, Kamensky charges a 20 percent penalty in Influence.

## FIND A CONTACT

**Objective:** Investigate City Hall and Dig Deeper to find a contact.

This mission is similar to the one in Ekaterine where you had to locate the presses. Start off by launching an Investigate action of the Pugachev Central district, where the City Hall is located. Do this either in the morning or afternoon phases—at night, nobody works at City Hall. While the Investigate action is running, left click on the City Hall building and click the portrait to Dig Deeper into what is hidden there. The information window will open and tell you what you've found: Timofei Ignatov, an Aide to the Mayor who is sympathetic to your cause. Establishing this internal contact opens the next mission.



### TIP

Your “rendezvous” with the Mayor won't occur for a few days. Be sure to set a reminder on the Investigative action so you won't forget. This is particularly important if you're still trying to complete one of the three paths.

## CATCH THE MAYOR RED-HANDED

**Objective:** Use the Aide's information to search massage parlors for the Mayor and his associates.

Your contact at City Hall has come through with some potentially useful information. He gives you the day, time, and district of one of the Mayor's suspicious appointments. The time is always set in the evening, but the day and district change. The day of the meeting is usually two or three days after the Aide gives you the information. The district is a bit more random.

As soon as you get the information, turn your attention to the target district. If you haven't already, get your crew inside to gather information and drum up local support—this increases the chances of successfully uncovering the Mayor's actions. Then use the rooftop view to scour the district for potential meeting places. Ignore industrial and commercial buildings and focus mainly on residential areas to uncover massage parlors. Any one district usually has no more than two of these. Sometimes these are easier to spot at night, thanks to the telltale red light hanging in the doorway.

Once the district is thoroughly scouted, assign an Investigate action on the appropriate night. Set a reminder on this action so you won't forget. When the night phase begins, go to the district while the Investigate action is still in play. Using the rooftop view, click on one of the massage parlors you found earlier. After clicking on the building, click on the character's portrait icon that pops up to Dig Deeper and uncover the Mayor's ties with the Red Mafia.

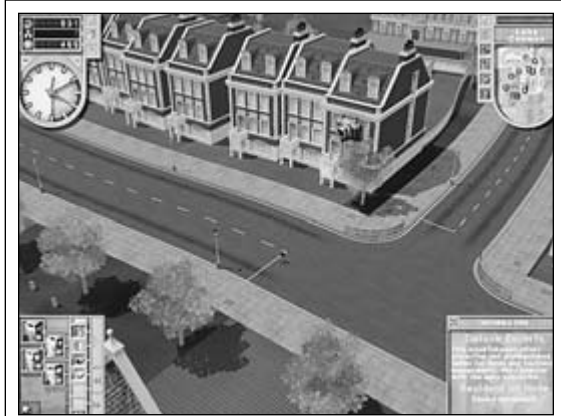
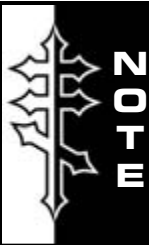


Fig. 10-5. Scout out potential locations beforehand, then Dig Deeper on the suspicious buildings to uncover the Mayor's dealings with the Red Mafia.

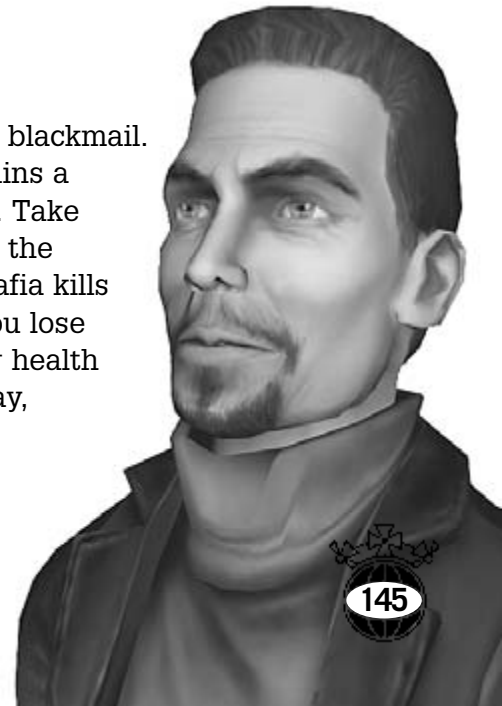


If you miss your opportunity to catch the Mayor, you have to contact Timofei Ignatov again to uncover the day and location of another meeting. Use the "Meet Aide" action to get in touch with Ignatov. Persuading the Aide to provide details of another appointment can be difficult. Take control of the conversation to ensure success. Then start from scratch, by scouting out the new district and building support.

## MEET THE MAYOR

**Objective:** Meet and manipulate the Mayor.

Once you have the dirt on the Mayor, it's time for a little blackmail. Immediately after the previous mission, your Avatar attains a Blackmail Mayor action. Use this to set up your meeting. Take control of the conversation to ensure success. If you win the conversation round, a contract killer hired by the Red Mafia kills the Mayor before you have a chance to expose him. If you lose the conversation round, the Mayor simply resigns, citing health problems. Either way, the corrupt Mayor is out of the way, leaving the city's highest office empty.



# SUPPORT THE NEW MAYOR

**Objective:** Investigate each mayoral candidate to discover the skeletons in their closets.

With the Mayor out of office, new elections are right around the corner. Three candidates have already stepped forward. Before you determine which candidate to support, do some background checks. The candidates are announced in a newspaper article along with some pertinent information on where they live and where they work or worked. Run Investigate actions on the districts shown in the table below. Once they're under way, switch to the rooftop view and Dig Deeper on the listed buildings to uncover dirt on the candidates.

## DIGGING DEEPER ON THE CANDIDATES

<i>Candidate</i>	<i>District</i>	<i>Building</i>	<i>Location</i>
Leonid Karyakin	Udalsova Precinct	Amiriova Delicatessen	Northwest Corner
Feydor Stepanov	Mir Estate	The Mir Galleries	Southwest Corner
Grigorii Antonov	Pugachev Fields	Police Headquarters	Southeast Corner

As it turns out, Leonid Karyakin is busy hooking up with an 18-year-old prostitute at a restaurant not far from his own residence in Udalsova Precinct. Feydor Stepanov has been selling counterfeit art pieces from his gallery in the Mir Estate district. Most disturbing of all is Grigorii Antonov's payoff to keep quiet about the murder of a city official's daughter while he was working at Police Headquarters in Pugachev Fields.

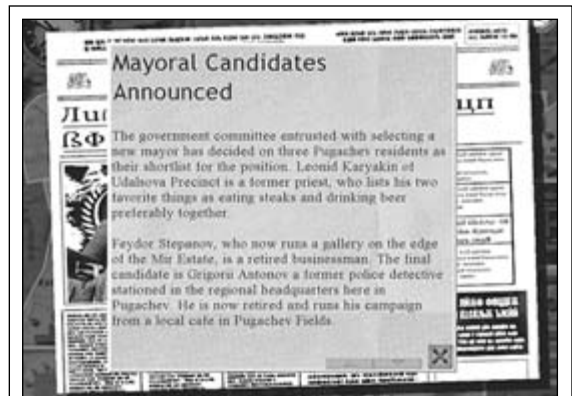
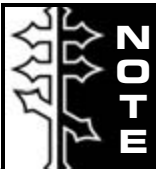


Fig. 10-6. The newspaper article announcing the candidates has all the information you need to begin gathering dirt.



You can move on to the next mission after uncovering dirt on two of the candidates. It's best, however, to complete this task and gather dirt on the third candidate. This helps give you a complete picture, making it easier to decide which candidate you wish to support.

## EXPOSE TWO MAYORAL CANDIDATES

**Objective:** Use the dirt you've uncovered to expose two candidates.

Now it's time to choose the least of three evils. Once you have dirt on all three candidates, you must decide which politician best serves your party's interests. The candidates' exact ideological stances aren't immediately clear, so make the determination based on the districts where they reside. Leonid Karyakin lives in Udalsova Precinct, an Influence district, while Feydor Stepanov resides in Mir Estate, a Wealth district. Grigorii Antonov lives in Yesesin Precinct, a Force district.

Choose one candidate, and then run Expose Candidate actions on the other two. The two targeted candidates are swarmed by the press, effectively taking them out of the race.

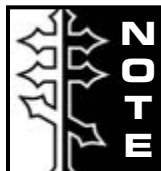


Fig. 10-7. Once their dirty laundry is aired publicly, the exposed candidates don't have a chance.

## RALLY SUPPORT

**Objective:** Organize a Rally outside City Hall.

To cement support for your chosen candidate, run a Rally outside City Hall. There's no real trick here, simply choose the Rally action and set it in Pugachev Central. For best results, run out all opposing parties beforehand and raise your support to 100 percent.



You can't proceed to the next mission until you've completed one of the three mission branches initiated on the first day.



## SMASH SMUGGLING RING

**Objective:** Dig Deeper to find the factories and warehouses used for smuggling.

The Red Mafia is using Pugachev businesses to operate a smuggling ring. Run Investigate actions in Force districts with factories and warehouses and Dig Deeper to uncover their true nature. You might see suspicious activity in the daytime, but in some cases you won't be able to verify the Red Mafia's involvement until nightfall. Schedule these actions at night just to be safe. You need to discover three business fronts. Their locations change with each game, but most can be found in either Soloviev Estate or Aleksandrovsk Industrial Park.

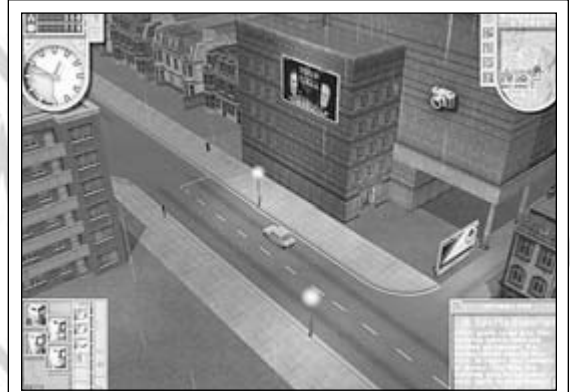


Fig. 10-8. Dig Deeper on factories and warehouses to uncover their ties to the Red Mafia.



### TIP

When looking for warehouses and factories, use the satellite view, which lets you make out the large square-shaped buildings better than in the rooftop view. You must switch to rooftop view to click on the individual buildings and Dig Deeper. Soloviev Estate and Aleksandrovsk Industrial Park have the largest concentration of warehouses and factories, so begin your search in those districts.

## SEIZE CONTROL OF THE RED MAFIA LOCATIONS

**Objective:** Arrange to seize control of Red Mafia smuggling locations. Increase the Secrecy of the event to 70 or greater.

This is a follow-up to the "Smash Smuggling Ring" mission. Use the information gathered earlier to take over Red Mafia's three business fronts. But before you drive in, you must increase the Secrecy of your actions. The business owners are a bit skittish and fear reprisal from the Red Mafia. Alleviate their fears by conducting Cover-Up and other Misinformation campaigns before the Seize Warehouse actions. This gives an immediate boost to Secrecy in the district.

Begin by targeting a district where one of the illicit businesses is located with a Misinformation action. While that runs, schedule a Seize Warehouse action in the next phase. For example, if the Misinformation action is running in the morning, the Seize Warehouse action should take place in the afternoon of the same day. This ensures the highest level of Secrecy.



Fig. 10-9. The warehouse seizures can turn ugly if Secrecy isn't upheld.



The path you follow here is the same as the path you followed at the start of Pugachev. For example, if you formed a charitable trust (Path 3), you'll follow Path 3 here.

## PATH 1: MATCH DAY RIOT

**Objective:** Locate the President of the FC Pugachev supporters' club.

A riot might be just the thing you need to shake up Pugachev and its inhabitants. Football fans are often ready to riot, so this seems like a natural fit. Run information gathering actions on the Mir Estate. Run one per day in the afternoon and Dig Deeper on the Anvil Stadium. You'll only find the man you need, Mark Chukovsky, on days with a match, so you may need to wait a few days. Matches are played every three days.



Fig. 10-10. On match days, you can find Mark Chukovsky and other football fans at the Anvil Stadium.



## MEET WITH MARK CHUKOVSKY

**Objective:** Meet with Mark Chukovsky.

This mission is simple. Use the Liaise action and arrange a meeting with Mark Chukovsky. It shouldn't be tough to convince him to start a riot, but you may wish to control the conversation just to make sure. Once you convince him, he'll be raring for a good riot at the next game, which should be just a few days away.



Fig. 10-11. The meeting with Chukovsky isn't difficult, but to make sure, you should handle it personally.

## INCENSE FOOTBALL FANS

**Objective:** Use Vandalize and Graffiti actions to gain 75 percent support in Ratushinskaya Fields, Soloviev Estate, Buran Gardens, and the Mir Estate. Use Graffiti actions in every district.

To pull off a successful riot, get the word out in the surrounding districts, using a method that the rioters will appreciate. Start boosting support in the four targeted districts with Graffiti actions. You may need to get rid of some support of the other factions if they hold more than 25 percent of the total in any district. Vandalize actions are the best method for doing so. If you don't have anyone in your faction who can perform Graffiti actions, get rid of someone, scout available characters, and hire someone capable.

It may take a few days to get the support you need. If you miss the next match, don't worry about it; there is a new one every three days in the afternoon.

Once you establish support and have performed Graffiti actions in all four districts, you can schedule the riot. Use the

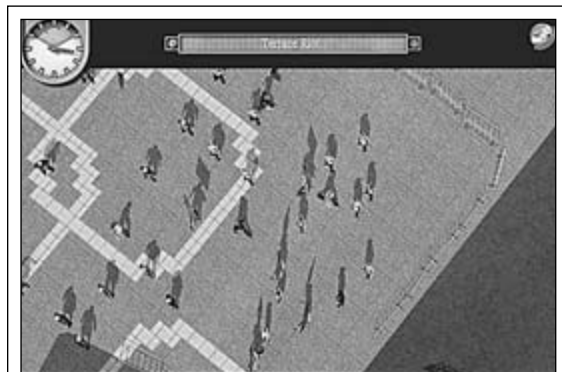


Fig. 10-12. The riot at Anvil Stadium is successful!

Terrace Riot action on your Avatar's menu, scheduling it for the same time as the next football match. It will work automatically, and the city will explode in chaos.

## PATH 2: IMPROVE CONDITIONS FOR OIL REFINERY WORKERS

**Objective:** Reduce all opposition support to zero in Vesnin Town, Mandelstam Park, Udalsova Precinct, and Soyuz Park.

The candidate of your choice is grateful for your help, and in turn provides information that may help you crush the Red Mafia once and for all. It appears that Fabrishnov, the Trade Union Chair, has ties in Berezina who have demanded that he run the union into the ground. The union is largely ineffective because of Fabrishnov's iron grip. To secure the trust and safety of the oil worker's union, you must run out all opposing parties in the non-Force districts surrounding the Oil Refinery. This includes Soyuz Park (a Wealth district) where the Oil Refinery is situated.

Go to work on the opposition by conducting Revelation and other actions that erode their support. You don't necessarily need to build support in these districts, but it prevents opposing parties from simply walking back in and setting up shop.

## CATCH NIKIFOR RED-HANDED

**Objective:** Investigate Fabrishnov's activities near the Refinery and the Bank.

Apparently Fabrishnov has been dipping into the union's funds for his personal use. Digging deeper at the Oil Refinery (in Soyuz Park) and the Bank Tower (in Pushkin Park) gives you enough evidence to persuade union representatives to stage a strike. Schedule Investigate actions at both Soyuz Park and Pushkin Park. While the actions are in play, switch to the rooftop view and Dig Deeper on the Bank Tower and Oil Refinery. Fabrishnov has been taking the union subs as soon as they are collected and depositing them into two separate accounts at the bank: one for the union, and one for himself.

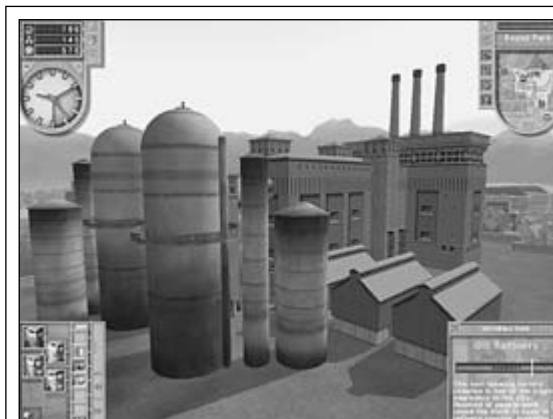


Fig. 10-13. Dig Deeper on the Oil Refinery in Soyuz Park to uncover what's been happening to the union's funds.

## MEET WITH LAVRIN FEDCHENKO

**Objective:** Meet with the Union Events Manager to organize a strike.

Before you can organize a strike, you must first ask the union's Events Manager for advice on the best way to proceed with the timid oil workers. A successful conversation with Lavrin Fedchenko allows you to press forward with plans for a strike at the Oil Refinery. Use the Liaise action to set up a meeting.

## ARRANGE THE STRIKE AND ITS PUBLICITY

**Objective:** Organize a union strike at the Oil Refinery.

The union strike will be held in Soyuz Park, the same district as the Oil Refinery. Before pushing forward, make sure you still have a firm grip on the district, ensuring that no rival parties have crept in. Once you're ready, use the Union Strike action and target a spot in Soyuz Park—the actual location doesn't really matter, but the lower the Secrecy of the location, the more effective the action will be.

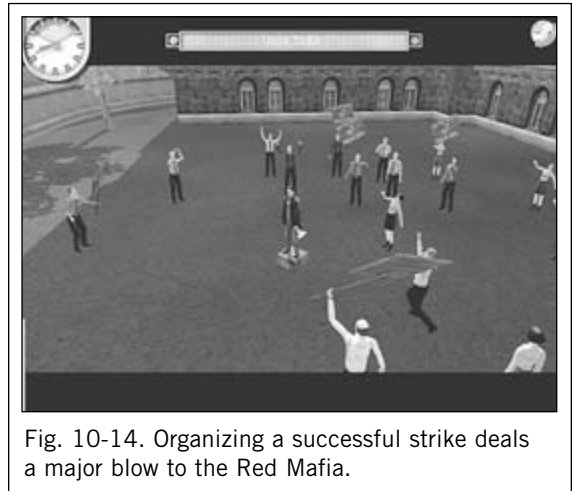
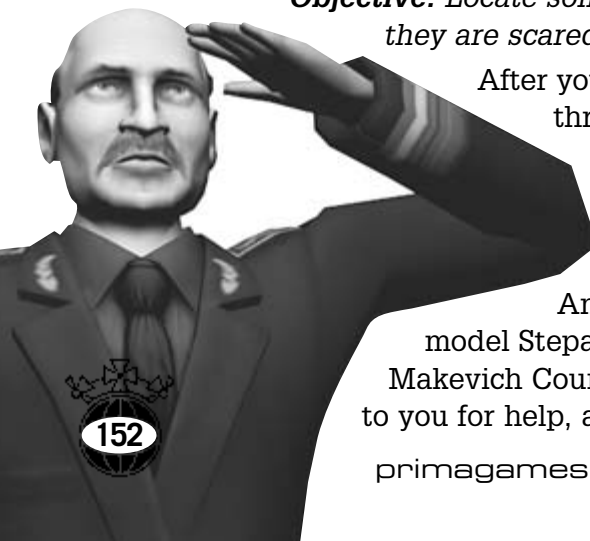


Fig. 10-14. Organizing a successful strike deals a major blow to the Red Mafia.

## PATH 3: CELEBRITY ENDORSEMENT

**Objective:** Locate some celebrities and uncover their secrets. Once they are scared, offer to hide the celebrity.

After you have rallied support for your Mayoral candidate, three celebrities appear in Pugachev. DJ Hazard, who has a reputation for crazy behavior, is staying at the Grand Hotel in Laika Common. A national hero in the form of football star Danilov Bogdanov is meeting with fans at the Anvil Stadium in the Mir Estate. Finally, singer and model Stepan Volkov is performing at the Grand Theatre in Makevich Court. If you can find dirt on the three stars, they turn to you for help, and you can garner endorsement deals from them.



Run Investigate actions on the three districts in question and Dig Deeper on the three power nodes. You'll find some interesting facts about all three of the celebrities. DJ Hazard has been gambling and binging—two things that don't sit well with the national image. Bogdanov, whose public persona is as a happily married family man, is on the run from his wife. Finally, the great singer Volkov has a voice that could crack mirrors.

Once you've uncovered the secrets of a single celebrity, the Hide Celebrity action appears in your Avatar's menu. Use this to protect the celebrities and keep them away from public scrutiny.



Fig. 10-15. The first step in gaining more public exposure is to hide the three celebrities.



The Hide Celebrity option appears after you investigate one of the three. Investigate and protect all three to complete the mission.

## ENSURE CELEBRITY'S SAFETY

**Objective:** Increase the secrecy of the hidden celebrities by using Misinformation. Once it reaches 60 percent maintain it there for three days. The celebrities are in:

*Laika Common*

*Makevich Court*

*The Mir Estate*

Now that the celebrities are hiding, you need to keep them safe. Run Misinformation actions in all three areas until the Misinformation level reaches 60 percent. Once it gets there, perform a single Misinformation action in each area every day until the celebrities are completely safe.



Fig. 10-16. Maintain a high Misinformation level to keep the celebrities safe.

## CELEBRITY ENDORSEMENT

**Objective:** Organize a celebrity endorsement

The three celebrities owe you, and they're going to pay in the form of a celebrity endorsement. The Celebrity Endorsement action appears in your Avatar's menu once you have successfully hidden and protected the celebrities. Run this action in Laika Common on the Grand Hotel. This action is automatically successful, and you now have the star power of three famous people behind your faction.



Fig. 10-17. Once you've protected the celebrities, they'll give your faction a ringing endorsement.

## REGAIN CONTROL

**Objective:** Regain all the support taken by the New Peace Party.

When this mission comes up, two of your recruits with the lowest Resolve branch off and start their own party, the New Peace Party. In addition to reducing your manpower, this new party takes about 50 percent of your support in every district. You must attack the new party's support and take over their share. Do this as soon as possible, before the new party gets a chance to establish itself.



Fig. 10-18. The rift in your party can seriously sidetrack your progress against the Red Mafia unless you quickly re-establish your support.



### TIP

Only get the support you need to complete objectives and maintain enough resources to run actions. That way you'll have less support to regain, making this objective much easier.

To begin, hire a couple of new recruits to replace the ones who left. You need the manpower to pull this one off, especially if the new party's presence is felt across the entire city. Look for recruits who complement your remaining actions. Recruits capable of both attacking and gaining support are great choices. While hiring new recruits, start whittling away at the New Peace Party's support. Attack their support during one phase, then follow up with increase support actions in the adjacent phase. Continue doing this until you've completely taken over the NPP's support in all districts.

## FORCE NPP RECRUITS TO LEAVE

**Objective:** Attack all NPP recruits until they quit.

Now that the NPP is on the run, strike them directly by stealing their manpower. If you were quick in eliminating their support base, chances are they haven't had a chance to recruit new members. This leaves only a former member of your party as the sole NPP recruit. Instead of using Discredit campaigns (which may take several days), get opposing recruits to quit by recruiting them yourself. You may have to sack a recent recruit in your party, especially if you hired two in the previous mission, to make room in your line-up and activate the Headhunt action. This mission is complete after all NPP recruits leave the new party for whatever reason.

## RECRUIT FORMER NPP LEADER

**Objective:** Bring the former NPP Leader back into your party.

Upon reducing the NPP's manpower, you receive an apologetic letter from the party's Leader. In the letter he mentions a district where he hangs out. To complete this objective, you must successfully recruit the former Leader of the NPP. Again, you may need to sack a recruit to make room. Once you have an available space, use the Headhunt action to recruit. Persuading a turncoat to rejoin your party may be particularly difficult, so take charge of the conversation yourself. If you fail, keep trying until you succeed.



### TIP

The missions dealing with the Red Mafia actually become available during your fight with the NPP. None of these missions is time-sensitive, so use the bulk of your manpower to deal with the NPP before attacking the Red Mafia.

## SMASH THE RED MAFIA

**Objective:** Find cafés, bars, and restaurants in Aleksandrovsk Industrial Park that are covers for the Red Mafia.

You've traced most of the Red Mafia's illegal activities to the Aleksandrovsk Industrial Park district. To gather more proof of their shady deals, run an Investigate action in the district. Hidden among the towering factories and warehouses are a handful of small bars and restaurants. Dig Deeper at these locations to discover their involvement with the Red Mafia. You must uncover a total of four such businesses to complete this mission. For the most part, these small businesses are used to launder the Mafia's dirty money.



Fig. 10-19. The Red Mafia uses certain restaurants and bars to launder its money. Dig Deeper to uncover the details.



### TIP

To better spot the small bars and restaurants, use the satellite view to focus on specific areas of the district. Most of the restaurants and bars can be found near the residential areas, specifically in the Northwest and Southeast. When taking a closer look in the rooftop view, tables and chairs in front of some of the restaurants are a dead giveaway. Rotate the camera view to spot any areas you might be missing.

## MEET WITH THE PRIEST

**Objective:** Meet with Father Rodion Sukerov and find out what he knows.

Apparently one of the Red Mafia recruits has given in to his conscience, making frequent confessions to a local Priest. In turn, the Priest, Father Rodion Sukerov, has come to you with pertinent information about the Red Mafia's smuggling operation. Use the Liaise action to meet with Father Sukerov. Take control of the conversation to yield the best results. If you're successful, the father will tell you about the Red Mafia's accountant.

## FIND THE ACCOUNTANT

**Objective:** Dig Deeper into the safehouses to find the Accountant.

To maintain Secrecy, the Red Mafia moves its Accountant between three safehouses in Pugachev's Force districts, especially Soloviev Estate, Potemkin Plaza, and Natanson Town. First, run Investigate actions to uncover the locations of the three safehouses. While the Investigate actions are in play, Dig Deeper to uncover the true nature of the buildings. The safehouses are all in rooms above shops, so you can ignore the factories, warehouses, and restaurants. This narrows it down to a few buildings in each district, making the search a little less arduous. If you're lucky, you just might find the Accountant at one of the houses on your first search. If not, memorize the locations of the safehouses and come back later. If you have the manpower and capability, run three Investigate actions during the same phase. While the actions are under way, Dig Deeper on each of the safehouses until you find the Accountant.

## MEET WITH OLEG NEMUNAS

**Objective:** Meet with Oleg on his way to the stadium on the afternoon of a match day.

The Accountant, Oleg Nemunas, is constantly under surveillance by the Red Mafia. However, on the days the city's football team, Dynamoe Pugachev, plays at the Stadium in Mir Estate, he slips away from his minders to take in an afternoon match. Football matches take place on Event Day, when your support erosion and loyalty checks are done. Look out for the message telling you that it is Event Day and book Meet

Accountant in the next slot. Select a secure location in Mir Estate to ensure a successful conversation. He has the goods to bring down the Red Mafia, but he needs three more days to gather the evidence. If you lose the conversation round with Nemunas, you'll have to find another way to take down the Red Mafia. If this happens, skip to the "Track Down Major Petrakov" step. Otherwise, continue working with Nemunas and proceed to "Set Up a Secret Meeting."

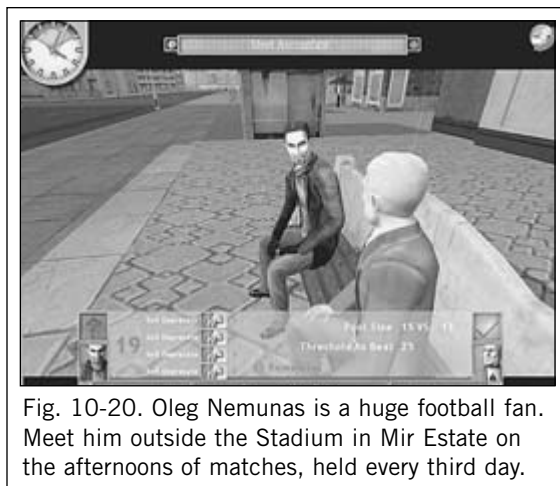


Fig. 10-20. Oleg Nemunas is a huge football fan. Meet him outside the Stadium in Mir Estate on the afternoons of matches, held every third day.



## SET UP A SECRET MEETING

**Objective:** Set up a meeting with Oleg Nemunas on the afternoon of a match day. Cover it up to 90 or greater Secrecy in advance.

After your first meeting with the Accountant, he tells you to meet him in Mir Estate again on the afternoon of a match. He'll provide incriminating evidence that can put the Red Mafia away for good. Use the Collect Financial Dossier action and schedule it for three days after your first meeting—and remember to set it for the afternoon.

Nemunas is really putting himself on the line here, and he won't hand over the documents unless he feels safe. The Secrecy of the meeting is essential to pulling it off. To put the Accountant at ease, schedule at least two Misinformation actions in the Mir Estate district the morning of the meeting. This will enhance the Secrecy of the meeting scheduled for that afternoon. When the meeting eventually rolls around, take charge of the conversation. When you succeed, the Accountant hands over a briefcase with the information you need to take the Red Mafia down.

## PASS THE ACCOUNTS TO THE MAYOR

**Objective:** Meet with the Mayor to give him the Red Mafia Accounts.

Your final mission in Pugachev is to turn over the Red Mafia Accounts to the Mayor. Use the Liaise action to set up a meeting with him. If you chose to support a Mayor whose ideology is similar to yours, the conversation should be rather simple. If not, take personal control. If you're successful, the Mayor holds a ceremony for you outside City Hall. After the ceremony, use the Leave Pugachev action to move on to the next city.



Fig. 10-21. For your involvement in bringing down the Red Mafia, the Mayor holds an award ceremony in Pugachev Central to thank you for your services to the city.



The following missions are only available if you lose the initial conversation with Oleg Nemunas.

## TRACK DOWN MAJOR PETRAKOV

**Objective:** Search places where the homeless hang out.

Having nixed your chances with Nemunas, you must settle for more drastic measures in your quest to bring down the Red Mafia. According to your sources on the streets, there's a retired Spetnaz officer living among the city's homeless. If you can find him, you may be able to convince him to take out Arkady once and for all. Your only lead is that he can be found warming himself over a burning barrel with a bottle of vodka in hand. This essentially narrows the search down to the Force districts. Run an Investigative action in Soloviev Estate. While the action is running, find a burning barrel and Dig Deeper to uncover the identity of Major Petrakov.

## DO A DEAL FOR A CONTRACT ON ARKADY

**Objective:** Offer Major Petrakov an Easy Life.

Before Major Petrakov goes after Arkady, you'll need to give him a reason to help you. Setting him up with steady source of income should do the trick. The Easy Life action is now available. Use this action and target Petrakov. Filling his empty pockets with money is enough to get him to listen to your plans for Arkady and ultimately the demise of the Red Mafia.

## USE THE MAJOR'S SKILL

**Objective:** Command the Major to Eliminate Arkady.

Once Petrakov is under your control, you can finally take out Arkady and the Red Mafia. Simply schedule this action and Petrakov will take care of the rest. When Arkady and the Red Mafia are gone, a ceremony will be held outside City Hall where the Mayor will thank you for your service to the community. Now you just need to Leave Pugachev to complete this city and move on to Berezina.



## Chapter 11

# LEVEL 3: BEREZINA

**B**erezina is Karasov's seat of power. To depose him, you need to build a strong base of support. As the new faction in town, you must increase your profile by staging a blatant challenge to the government's control. Then you need to consolidate with one of the other factions, pooling resources and information. As your party grows in strength, Karasov's power structure slowly unravels until you're literally knocking on the Presidential Palace doors...at least that's the plan.

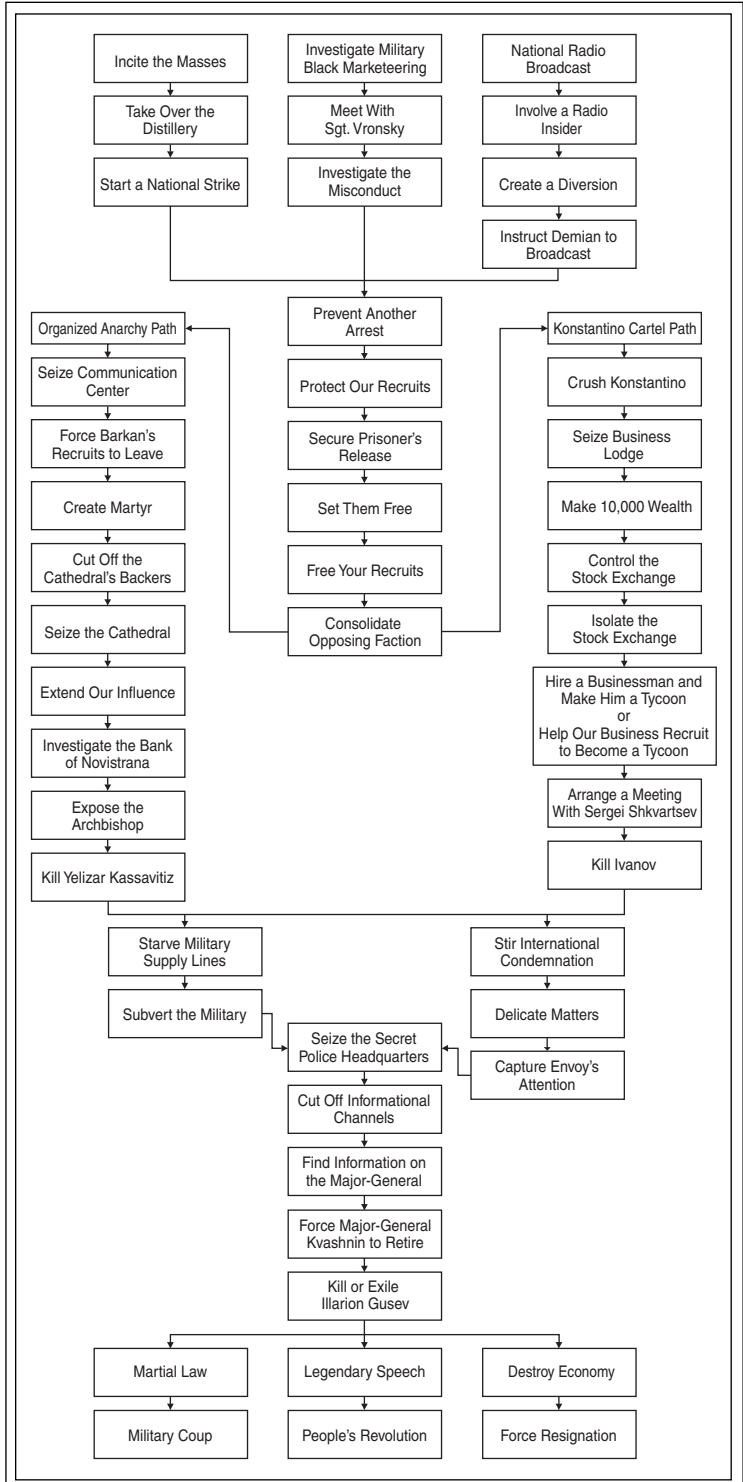
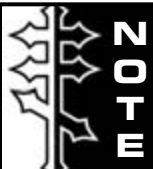


Fig. 11-1. Mission progression in Level 3.

As in the previous cities, you're not alone in Berezina. Along with the familiar Organized Anarchy and Konstantino Cartel factions, you face two new governmental factions: Alexashenko's Army and The President's Party. Alexashenko's Army is run by a rogue army general. His power base is found mostly in Force districts, particularly around Chersonesus Estate, where the Armory is located. The President's Party is far more secretive. Most of his inner circle work out of the restricted central districts.

On Day 1, all four opposing factions are fairly equal in terms of power, with only marginal support throughout most of the districts. However, that depends on how quickly you left Pugachev. If you hang around too long their support goes up until they own most of the districts. Take some time to work your way in and run frequent Investigate actions to stay informed of the opposition's actions.





Berezina features a number of mission branches. The paths you choose determine how you ultimately take down Karasov's regime. Study figure 11-1 closely and refer to the requirements for the three ending actions at the back of this chapter.

## PATH 1: INCITE THE MASSES

**Objective:** Gather at least 50 percent support in four Force districts.

As the new party in town, you must gain the support of the people before they consider rising up against the government. Begin by running Investigate actions in as many Force districts as possible. Once you've collected the intelligence, run increase support actions, targeting the districts with the least opposition. The other factions have some support in the Force districts, but for the most part, you should be able to collect the requisite 50 percent without running any attack campaigns. Include Chekov Industrial Estate (in the southeast corner) among the four targeted Force districts—establishing a solid base of support there prepares you for the next mission.



### TIP

If needed, hire some new recruits. Wait until you collect information on a few of the districts, then use the Headhunt action to view the options.

## TAKE OVER THE DISTILLERY TO RAISE VODKA PRICES

**Objective:** Gain 80 percent support in the Chekov Industrial Estate.

If you built support in the Chekov Industrial Estate district in the previous mission, you should already be close to accomplishing this goal. Chances are, however, you need to push out a faction or two. Attack the opposition factions, then follow up with increase support actions to push your support over

80 percent. Controlling the Distillery lays the groundwork for organizing a National Strike.

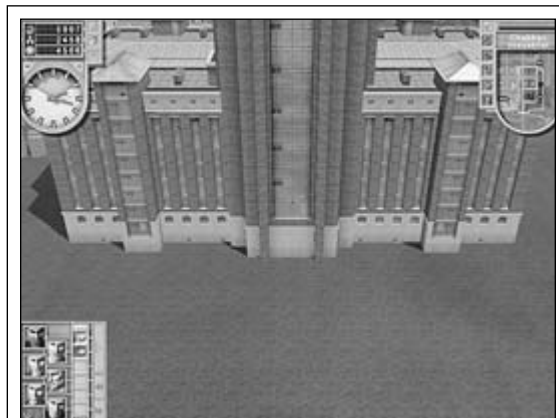


Fig. 11-2. The Vodka Distillery is in the Chekov Industrial Estate district.

## START A NATIONAL STRIKE

**Objective:** Start a massive strike to convince the people that they can act against Karasov's rule.

When you have adequate control of the Chekov Industrial Estate district, you can choose the National Strike action. This is an expensive action, costing 500 Force and 250 Influence. If you need more resources, take the time to increase your presence in the city. You need to run the strike at the Oil Refinery, so choose Chekov Industrial Estate for your district. Chase any opposition factions out to ensure the success of the action.



Fig. 11-3. The National Strike is bound to get Kasarov's attention.

## PATH 2: INVESTIGATE MILITARY BLACK MARKETEERING

**Objective:** Make sure that no other faction has support in Chersonesus Estate.

Before anyone in the military will talk to you, you must eliminate all opposition support in Chersonesus Estate, where the Armory is located. Begin with an Investigate action, then follow up with attacks on any opposing factions—the President and Alexashenko's Army are most likely to have the greatest support here. If you have the manpower and resources, stage an increase support action in the same district to keep other factions from moving in. Increasing support helps gather information on the district, which in turn reveals the Secrecy level of various locations, something that will come in handy for your next mission. Once all opposing support is eliminated, you receive a memo from Sgt. Vronsky.



Once you complete one of the first three objectives, you'll receive a memo asking you to commit to a specific path. Announcing your intent to your recruits immediately closes the two other paths.

## MEET WITH SGT. VRONSKY

**Objective:** Meet with Sgt. Vronsky in a location with a Secrecy of 70 or greater.

Sgt. Kirill Vronsky has voiced an interest in helping you uncover the military's shady arms dealings. But before he'll hand over vital information, he must be provided a safe and secure location. If you've established support in Chersonesus Estate, this shouldn't be a problem. Use the Liaise action to set up a meeting, and pick a relatively secret location. To ensure further Secrecy, schedule a Misinformation action in the phase before your meeting. Vronsky gives you information on when and where the military is selling surplus arms.

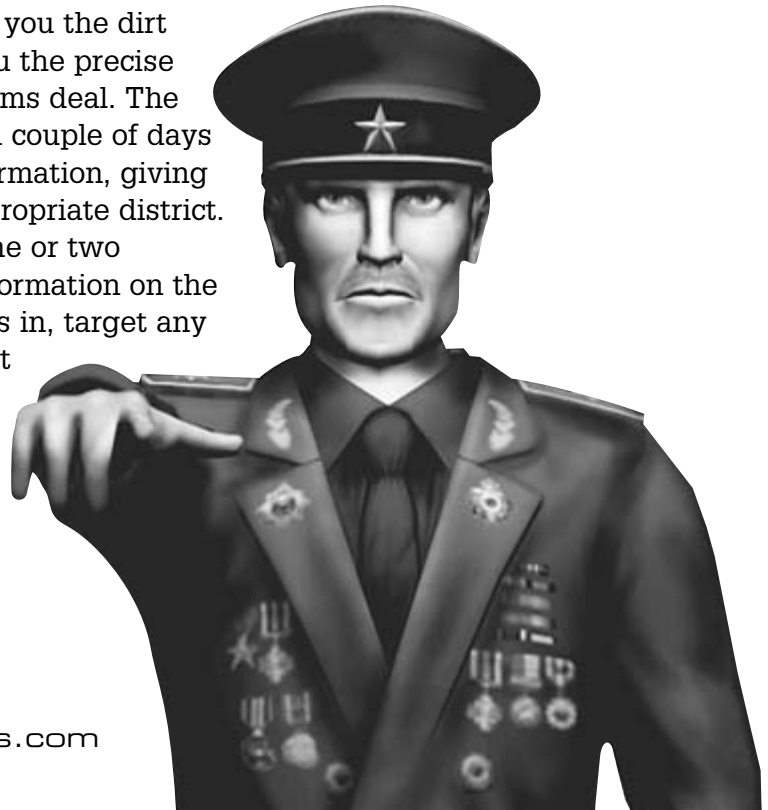


Fig. 11-4. Sgt. Vronsky wants to do the right thing, but you need to increase Secrecy before he spills the beans.

## INVESTIGATE THE MISCONDUCT

**Objective:** Dig Deeper concerning the Military Arms Deal.

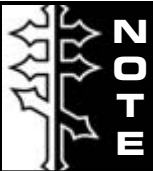
Not only does Sgt. Vronsky give you the dirt on the military, he also gives you the precise location and day of a planned arms deal. The arms deal is always scheduled a couple of days after Vronsky discloses this information, giving you ample time to scout the appropriate district. If you haven't already, launch one or two Investigate actions to gather information on the area. Once the information pours in, target any opposition factions in the district until their support drops to zero. Immediately move in with increase support actions to keep other factions out.



When you have strong support in the district, schedule an Investigate action on the day Vronsky disclosed. The military won't conduct illegal transactions during the day, so schedule this action during the night phase. During Investigate action, switch to the rooftop view and Dig Deeper on the building in question. The military has been busy selling weapons and munitions to local gangsters and other criminals. To complete this mission, use the Expose Arms Deal action to inform the press.



Fig. 11-5. Watch the press descend on the guilty parties in the aftermath of the arms deal scandal.



NOTE

The district and location of the arms deal is randomly generated, changing each time you play. Reference the objective memo to reveal this vital information.

## PATH 3: NATIONAL RADIO BROADCAST

**Objective:** Take over 80 percent of the support in Tereshkova Gardens.

The President makes a weekly radio address from the National Broadcasting Building in Tereshkova Gardens, a Wealth district in the southwest corner. If you can gain the support of an employee at the station, you'll get the opportunity to broadcast your message to all of Novistrana. Before you establish a contact inside the building, build up support in the district. Begin by unseating any opposition, then conduct increase support actions until you achieve 80 percent support or more. After you achieve this goal, an employee at the station sends you a memo.



## INVOLVE A RADIO INSIDER

**Objective:** Meet with the potential co-conspirator and turn him to the cause.

Demian Baburin is a Radio Engineer who works at the National Broadcasting Building. Set up a meeting with him using the Liaise action. His ideology is dominated by Influence, but by taking control of the conversation you should have no problem persuading him to help you.



Fig. 11-6. Meet with Demian Baburin and persuade him to help you broadcast a speech.

## CREATE A DIVERSION

**Objective:** Organize a series of riots or rallies in the districts around Tereshkova Gardens in the build-up to the event. Organize a Rally outside the National Broadcasting Building to keep the authorities busy while you set up the broadcast.

Baburin agrees with your faction's politics, but he's not willing to go to jail for your cause. You must set up a simple diversion to keep the police busy. The goal is to stage rallies or riots, one after another, in the adjacent districts. Unless you have a Force background, go with Rally actions. Start off with a morning rally in Kirov Precinct, then move clockwise around Tereshkova Gardens with an afternoon rally in Stepanova Village and a night rally in Voskhod Arcade. Finally, stage one more rally for the next morning in Tereshkova Gardens, right in front of the National Broadcasting Building.



### TIP

Riots can only be organized in districts where there is opposition support. If there is none, you may have to wait for them to gain support there, or use a rally instead. If you choose this route, wait for support to erode in the nearby districts as well as in Tereshkova Gardens, or just attack it.



## INSTRUCT DEMIAN TO BROADCAST

**Objective:** Give Demian Baburin the go-ahead to run the speech.

After you stage four high-profile events in a row, the National Radio Broadcast action becomes available. This action costs 50 Force, 150 Influence, and 50 Wealth. The citizens of Berezina are surprised to hear your voice on their radios, but you can be assured that Karasov isn't amused.



Fig. 11-7. The citizens of Berezina get a kick out of your bold move to hijack the radio broadcast.

## PREVENT ANOTHER ARREST

**Objective:** Establish a contact in the Secret Police.

As the result of your provocations, one of your recruits is arrested by the Secret Police. The remaining faction supporters are wary of pushing forward unless you can prevent further arrests. To do this, you need to make a contact within the Secret Police. First, you'll need to uncover the location of the Secret Police Headquarters in Lobachevsky Park. If you haven't already, run an Investigative action in the district to uncover its location. The police station is located near the center of the district.



Fig. 11-8. While running an Investigate action in an adjacent district, Dig Deeper on the Secret Police HQ to uncover their plans for dissidents.

### TIP

The recruit who is arrested, is always the one who's run the most actions in Berezina. Keep this in mind when assigning your recruits and consider holding back on tasks for the more vital members of your inner circle.

When the action takes place, switch to the rooftop view and click on the building. Dig Deeper on the Secret Police HQ to get some dirt on the Police Chief.

## PROTECT OUR RECRUITS

**Objective:** Discover who the Secret Police's next target is and move him to a safehouse.

After running your investigation on the Secret Police HQ, you receive a memo stating that one of your recruits will be arrested within the next 24 hours, giving you exactly three phases to put the targeted recruit in hiding. This is the perfect opportunity to use the Safe House action. This works similarly to a strengthen action, requiring both the acting recruit and the targeted recruit to meet at a certain location during one phase. You won't be able to choose which building your recruit is hiding in, but you do need to select the district. Choose a district where you have a considerable amount of support. You may even wish to run a Misinformation action in the district to enhance Secrecy—this is advisable if your support in the district is weak or challenged by another faction.

## SECURE PRISONER'S RELEASE

**Objective:** Bribe Samuel Goshnov.

To get Goshnov to release your recruit, you can bribe him. Bribing costs you 2,500 Wealth. But first, you'll need to find him. Goshnov can be found in Victory Square. Since you can't run actions in this district, you'll need to gather information by running Investigative actions in the surrounding areas such as Gagarin Fields, Petropavlosk Estate, or Pasternak Enterprise Park. When you choose the action, do it with at least a three-star rating—anything less may result in failure. If you don't uncover Goshnov on the first try, keep running similar actions in the surrounding districts until you gain a significant amount of information on Victory Square. Once Goshnov is located, you can proceed with your choice of action. This is the first time you're able to conduct an action in Victory Square. Numerous benches here provide adequate Secrecy. Regardless of your choice, take control of the conversation to ensure success.

## SET THEM FREE

**Objective:** Free your recruit.

Having negotiated the release of your recruit, you must pick him up. Choose the Liberate Recruit action and target the Secret Police HQ in Victory Square—the only location you can choose for this action. Shortly after you pull up in a limo, your recruit is released, grateful for your loyalty and intervention.

## CONSOLIDATE OPPOSING FACTION

**Objective:** Reduce either Konstantino's or Organized Anarchy's support to 10 percent or less in every district.

You must choose which opposing party you wish to eliminate. Organized Anarchy and The Konstantino Cartel are about equal in terms of power, so no path is significantly easier than the other. Take some time to run Investigate actions and probe the support of both organizations. Once you're ready to make your move, work your way from the outside in, draining their support from outlying districts until they're cornered in one stronghold. When backed into a corner, they use all their manpower and resources to hold on to their last district. Attack their support multiple times per phase to whittle away at it. Meanwhile, conduct Investigate actions in other areas of the city to make sure they're not attempting a breakout somewhere else. Eventually, the targeted party capitulates, forcing you down a new path unique to taking down that specific faction.

## ORGANIZED ANARCHY PATH: SEIZE COMMUNICATION CENTER

**Objective:** Scour warehouses in Force districts to find and seize the Communication Center.

There's no simple way to get past this one. You must run Investigate actions on all Force districts, inspecting the warehouses in each. The location of the Communication Center is different every time, but you can fine-tune your search by concentrating on the districts with the most warehouses. Start in the southeast corner with Chekhov Industrial Estate and Marat Manor. To better spot warehouses, use the satellite view and look for large, square buildings, then inspect them with the rooftop view. Look for the Dig Deeper icon to pop up after you click on each suspicious building. If you're unsuccessful, continue running Investigate actions in the remaining Force districts until you find Organized Anarchy's Communication Center.

## FORCE BARKAN'S RECRUITS TO LEAVE

**Objective:** Find and de-motivate Organized Anarchy's members until they abandon the faction.

Of the many ways to soften up Barkan's recruits until they leave Organized Anarchy, the easiest and fastest is to persuade them to join your faction. You need at least one empty slot in your headquarters. Use Headhunt, Blackmail, Brainwash, or other coercive actions to make Barkan's recruits see things your way.



Some of the recruits won't fall for this. You need more drastic actions—including Assault, Discredit, or Frame—to chip away at their Resolve. After weakening recruits, try to sway them to your side. If that still doesn't work, continue weakening them until they quit.



**TIP**

If your headquarters becomes full, sack recruits to make more room. If you've managed to make one of Barkan's recruits switch sides, study that recruit's actions before sacking him—he might be more useful to you than someone else in your faction.



Fig. 11-9. Use any means necessary to get Barkan's recruits to leave Organized Anarchy.

## CREATE MARTYR

**Objective:** Meet with Dmitri Barkan.

Stripping Dmitri Barkan of all his recruits is enough to make him concede to your faction. He believes you can accomplish more by working together. Use the Liaise action to meet with him and persuade him to stage a protest in Victory Square. If the conversation goes well, the Force Martyrdom action becomes available—it is automatically scheduled to take place in Victory Square on the next afternoon. During this phase, a cutscene shows Barkan standing up to Karasov's troops, even as a tank rolls over him....



Fig. 11-10. Barkan's unfortunate death demonstrates Karasov's resolve to stay in power.

## SEIZE THE CATHEDRAL

**Objective:** Reduce Karasov's support in all Influence districts to less than 20 percent and hold it there.

After Barkan's tragic death, you need to take over a prestigious location to further challenge Karasov's rule. Before you can organize anything against the Cathedral (located in Saint Alexandria Square), you must reduce loyalty to Karasov among Berezina's influential residents. Begin by running Investigate actions on the seven Influence districts. Wherever Karasov's party has more than 20 percent support, attack his faction. The quicker you do this, the better.

Run multiple decrease support actions in each phase until the President's support in the Influence districts is either completely eradicated or reduced below 20 percent. Then run increase support actions in the same districts. You can ensure success by establishing more than 80 percent support in all Influence districts. This comes in handy later down the road.

**TIP**

While gaining support isn't necessary to succeed in this mission, it's a good idea to fill the void to prevent other factions from moving in. It also safeguards the Influence districts from increase support actions launched by the President.

## CUT OFF THE CATHEDRAL'S BACKERS

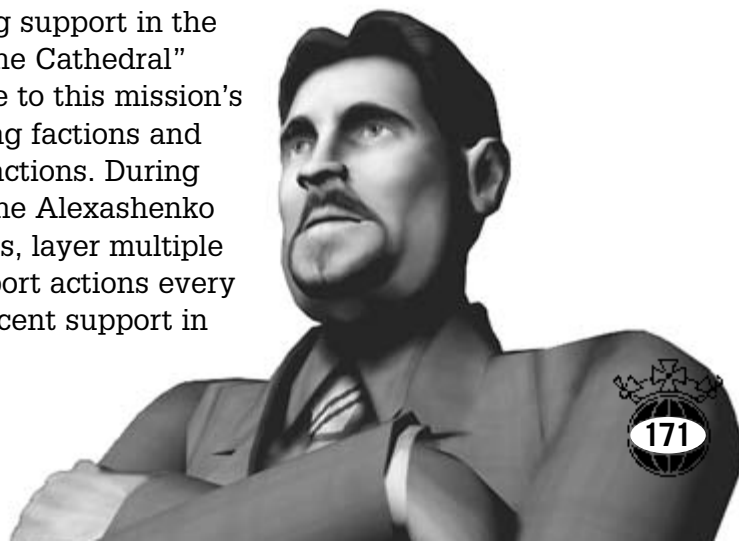
**Objective:** Take and hold the National Broadcasting Building and the Foreign Embassy.

Taking control of two power nodes is your next step in securing the Cathedral. The National Broadcasting Building is in Tereshkova Gardens in the southwest corner and the Foreign Embassy sits in the north within the Chomsky Gardens district. If you can't spot the buildings yet, run Investigate actions in each district until they are visible in the satellite view. To take control of the buildings, you need to gather approximately 80 percent support in both districts. Run any opposing factions out first, then conduct increase support actions to build a loyal following in each district.

## EXTEND OUR INFLUENCE

**Objective:** Gather at least 70 percent support in all the Influence districts in Berezina.

If you followed through with gaining support in the Influence districts from the "Seize the Cathedral" mission, you should already be close to this mission's objective. Chip away at any opposing factions and continue running increase support actions. During this mission you may come across the Alexashenko Army's home district. If this happens, layer multiple decrease support and increase support actions every phase until you have at least 70 percent support in the hotly-contested district.



## INVESTIGATE THE BANK OF NOVISTRANA

**Objective:** Investigate the Central Bank of Novistrana and find out why it is so kind to the Archbishop.



When this mission becomes available, you also receive a memo noting that you need an Archbishop in the immediate future. If you don't have one now, start looking as soon as possible. Rostislav Petrov is a good choice. Look for him in an Influence district.

The Archbishop seems to have quite a bit of money for a man of his humble profession. To get a closer look at his finances, run an Investigate action on the Central Bank in the Kamarov Town district. If you Dig Deeper on the bank, you find out that the Archbishop makes regular visits three days after Mass. You have to come back again and Dig Deeper to catch the Archbishop red-handed. In the meantime, keep an eye on the church in Saint Alexandria Square for Mass attendees, then schedule another Investigate action in Kamarov Town three days later during the morning phase. If you have the manpower and resources, you could also stake out the bank.

Keep Investigate actions going in Kamarov Town every morning and remember to Dig Deeper on the bank each time. Eventually you uncover the dirt you've been looking for.



Fig. 11-11. Run an Investigate action on Kamarov Town on the appropriate morning and Dig Deeper on the Central Bank to determine the reason for the Archbishop's suspiciously large bank account.

## EXPOSE THE ARCHBISHOP

**Objective:** Reveal details of the Archbishop's embezzlement to the world.

Use the Reveal Embezzlement action to discredit the Archbishop, forcing him to resign. Before you act, however, make sure you have an adequate replacement. You need a Level 10 Religious recruit in your inner circle, or Karasov installs one of his own faction members as Archbishop. If you don't have a suitable choice for the job, strengthen one of your Religious recruits to Level 10. When you're ready, reveal the details on the current Archbishop to the press.

## KILL YELIZAR KASSAVATIZ

**Objective:** Kill the new Archbishop.

If you fail to supply a replacement Archbishop, Karasov appoints Yelizar Kassavatiz, a member of his own party. Your only options are either to kill the new Archbishop or persuade him to join your faction—and neither is particularly easy. If you've taken a non-Force approach to the game thus far, killing the Archbishop is impossible unless you have Hitman or similar violent actions available. You can, however, recruit people in Berezina who are capable of getting the job done—General Pavil Petrakov's Alpha Squad action may come in handy.



Fig. 11-12. Convincing Kassavatiz to join your faction won't be easy, but it may be easier than killing him.

If you feel you can reason with the Archbishop in a more civilized manner, you might be better off trying to recruit him. He won't be easy to sway, but running a Blackmail action could do the trick if all else fails.

## KONSTANTINO CARTEL PATH: CRUSH KONSTANTINO

**Objective:** Persuade a recruit from the Konstantino Cartel to join your faction.



The following missions are only available if you choose to take on The Konstantino Cartel in the "Consolidate Opposing Faction" mission.

By now you should have discovered the identity of at least one Konstantino Cartel recruit. If not, conduct Investigate actions until you have. Persuade one of the opposing recruits to join your side, using Headhunt or any similar action. These actions are only available if you have an empty space in your headquarters. If all your slots are full, you must sack one of your own recruits to make room. Depending on your ideology, you shouldn't have too tough of a time persuading one of Konstantino's men to jump ship.




**TIP**

Before committing to the Konstantino path, make sure you have adequate means of acquiring Wealth. One of the subsequent requirements requires you to pay Konstantino off with 2,000 Wealth.

## SEIZE BUSINESS LODGE

**Objective:** Gain 100 percent support in Konstantino's home district.

You may have completed this objective already by mere coincidence, especially if you've been drumming up support in the Wealth districts. The location of Konstantino's home district isn't immediately clear. You have to run some Investigate actions in and around the city's Wealth districts to probe Konstantino's support. Start with the heavily supported districts and challenge the opposition with Leafleting, Revelation, and other decrease support acts. You know you've found Konstantino's home district when the response is quick and abrupt—usually within the next phase. Immediately concentrate your manpower and resources on converting the district.

## MAKE 2,000 WEALTH

**Objective:** Gather 2,000 Wealth to give to Konstantino.

After you challenge Konstantino on his home turf, his faction backs off. However, Konstantino himself isn't willing to help you out until you buy him off for 2,000 Wealth. Throughout the course of the level you've probably collected a fair amount, but you need to collect more to secure the valuable information Konstantino is keeping to himself. With the Cartel out of the way, controlling the city's Wealth districts should be much easier. Organized Anarchy may try to move in on the territory, but they can be driven back rather easily. Simply maintain the city's Wealth districts until you have enough to pay Konstantino.



Fig. 11-13. Buy Off Konstantino in exchange for information on Novistrana's Head of Finance.

You need to find Konstantino before you can pay him off, however. Run Investigate actions in the Wealth districts until you find him. When you find him and have enough money to pay him, the Buy Off action becomes available.

**TIP**

Collecting Wealth is much easier if you have firm control of the Kamarov Town district in the northeast corner. The Central Bank of Novistrana is in this district, and it provides a 40 percent bonus to all Wealth resources gathered in a given phase. This can significantly cut the time it takes to raise the funds to pay off Konstantino.

## CONTROL THE STOCK EXCHANGE

**Objective:** Take 70 percent Support in all Wealth districts.

It's possible you may skip this step if you already have the needed support in the city's seven Wealth districts. If not, get busy running increase-support actions in these areas. However, it may be necessary to run out opposition factions first. Attack their support in these districts and convince the neutral populace to support your cause. Once you have 70 percent in all districts (at the same time) you can move on to the next mission.

## ISOLATE THE STOCK EXCHANGE

**Objective:** Take control of the Central Bank and City Hall.

This is another objective you may have already completed. To gain control of these two power nodes, you must have significant support in their respective districts. The Central Bank is located in Karamov Town, a Wealth District in the Northeast. City Hall is on the opposite end of the map, in Berezina Central Square. Since these power nodes are located in Wealth districts, you should be pretty close to controlling them already, especially if you've maintained the minimum 70 percent support from the previous mission. While you don't need 100 percent support in these districts to control these power nodes, this should be your goal. Doing so will ward off opposing factions looking to drive a wedge in your base of support.

## HIRE A BUSINESSMAN AND MAKE HIM A TYCOON, OR

## HELP OUR BUSINESS RECRUIT TO BECOME A TYCOON

**Objective:** Groom a prospective candidate as the new Head of Finance.

This mission has two possible lead-ins. If you already have a business-oriented recruit, you can either choose to upgrade them until they reach Tycoon status, or you can simply hire a recruit who has already achieved such a rank.



If you currently have no Tycoons in your inner circle, the quickest option is to simply hire one of Berezina's existing Tycoons, assuming you have enough room in your headquarters. To uncover prospective recruits, run Investigative actions in the city's Wealth districts. Strengthening an existing Business recruit can take much longer, but may be the best option if you don't have enough room to hire anyone.

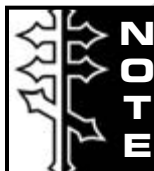
## ARRANGE A MEETING WITH SERGEI SHKVARTSEV

**Objective:** *Persuade Shkvartsev to leave the country.*

Konstantino provides some damning information on Sergei Shkvartsev, Novistrana's Head of Finance. He works out of the Stock Exchange in Karasov Square. You can't Liaise with Shkvartsev until you locate him. Conduct an Investigate action in one of the adjacent districts such as Lobachevsky Park. Running actions in these surrounding districts also gathers information on Karasov Square. Eventually you can Liaise with Shkvartsev in Karasov Square. If you win the conversation round, you persuade him to step down and leave the country.

## KILL IVANOV

**Objective:** *Kill Eduard Ivanov.*




This mission is only required if you didn't provide an adequate Tycoon to take over as Head of Finance.

As soon as Shkvartsev resigns, Karasov installs a close friend as the new Head of Finance. Eduard Ivanov is a member of The President's Party, making him a tempting target for a hit, but the Hitman action may not be available to you or any of your recruits—especially if you've taken a non-Force approach. If this is the case, you need to work on recruiting him. Ivanov possesses a number of useful actions that would make him an extremely valuable member of your faction. Plus, recruiting the current Head of Finance into your faction would be a tremendous embarrassment to Karasov.



Fig. 11-14. Persuade Ivanov to join your faction. His skills prove useful later.

As with any recruiting action, you need to make room in your headquarters beforehand. As a close confidant of the President, Ivanov won't be easily swayed. You may have to use a powerful and persuasive Blackmail or Brainwash action to make him see the light. A third option is to simply cast Ivanov into Exile, to get him out of the picture. Regardless of your method, take control of the conversation to ensure success.



**At this point, Stir International Condemnation is one of two options available. The Starve Military Supply Lines branch is the other. Read the subsequent objectives in each branch to determine which one is best suited to your skills and ideology. After holding a Charity Gala or taking control of Chersonesus Estate, you'll be asked to commit to one of these paths via a memo.**

## STIR INTERNATIONAL CONDEMNATION

**Objective:** *Organize a Charity Gala to make some useful contacts.*

Before you invoke action from the United Nations, you have to network with the right people. The UN won't act until you have substantial evidence to share with the international community. Hold a Charity Gala at the City Hall in Berezina Central Square to make the needed contacts among Berezina's wealthy and influential.



## DELICATE MATTERS

**Objective:** *Meet with Alexander Kidrolivansky and persuade him to part with evidence of Karasov's human rights abuses.*

During the Gala, you're introduced to Alexander Kidrolivansky, a Church Elder with evidence of human rights abuses in Novistrana. Use the Liaise action to persuade him to turn over the goods. With the evidence Kidrolivansky provides, you can now gain an audience with the United Nations—but you have to get their attention first.

## CAPTURE ENVOY'S ATTENTION

**Objective:** Find out the Envoy's itinerary and organize a protest march at every location he visits.

You could go straight to the United Nations with your allegations, but it would look best if they "discovered" the social unrest in Novistrana for themselves. Stage several high-profile events that coincide with the Envoy's schedule, in hopes that he takes notice and requests a meeting with you. First, uncover the Envoy's itinerary. Do this with an Investigate action and a Dig Deeper on the Foreign Embassy located in Chomsky Gardens. The Embassy staff does not work in the mornings, so schedule the action in the afternoon or evening.

A Dig Deeper at the Embassy produces a memo listing Dr. Steven Richmond's itinerary for the next couple of days. Use this information to schedule your events. Instead of running rallies or strikes, use the now-available Protest March action. Pay close attention to the itinerary and schedule these marches at the proper time and in the correct districts. To enhance their visibility, stage these marches in locations with *low* Secrecy.

Having encountered a few of your demonstrations, Richmond requests a meeting with you, but he insists on Secrecy. Run a Misinformation action to increase Secrecy in Chomsky Gardens beforehand. If you have nearly total support and complete information on the district, there should be plenty of inconspicuous benches where you can arrange a meeting. Use the Liaise action to set things up.

Richmond isn't a particularly easy sell, so take control of the conversation. After you succeed, you have the UN Intervention action available. Play the UN Intervention action on the Cathedral. The Cathedral is the only backdrop available for this action, whether you control it or not. Watch as UN Peacekeepers move in to secure the area.

## STARVE MILITARY SUPPLY LINES

**Objective:** Take full control of Chersonesus Estate.



### TIP

If you don't have a significant amount of Wealth, consider going the UN route instead. In the end, you have to pay the head of the army a minimum of 500 Wealth a week to remove the military blockade.

To limit the effectiveness of the military, take control of Chersonesus Estate, where the Armory is located. Alexashenko's Army won't give in easily. Begin by attacking any opposition support, then follow through with multiple increase support actions. If Alexashenko's faction puts up a tough fight, go after some of his recruits using actions that reduce their Resolve. If you're successful, some may quit, limiting Alexashenko's ability to hold on to Chersonesus Estate. Once you have 100 percent support in the district, Alexashenko calls a truce and requests a meeting.

## SUBVERT THE MILITARY

**Objective:** Meet with Alexashenko and convince him to help you.

Alexashenko has agreed to withdraw the military blockade in the city's central areas in exchange for a regular payment. The size of this payment, in Wealth, is determined by how well you perform in the conversation round. Use the Liaise action to set up your meeting with Alexashenko. If you do well, you can expect to pay no less than 500 Wealth a week. Alexashenko's asking price goes up to a maximum of 1,000 Wealth per week if the negotiation goes poorly. Either way, both parties get what they want.



Fig. 11-16. Win the conversation round with Alexashenko to secure a minimum bribe of 500 Wealth a week to keep the military out of the city's central districts.

## SEIZE THE SECRET POLICE HEADQUARTERS

**Objective:** Take control of both the Armory and the Vodka Distillery.

Apparently the Secret Police have been using the Vodka Distillery in Chekhov Industrial Estate as the location for clandestine interrogations. Increase support in Chekhov Industrial Estate as well as Chersonesus Estate to gain control of their power nodes. Establishing control over the Armory and the Vodka Distillery greatly reduces the Secret Police's operational potential.

## CUT OFF INFORMATION CHANNELS

**Objective:** Take 70 percent of all Support in Force Districts.

Now that you have firm control of Chersonesus Estate and Chekhov Industrial Estate, turn your attention to the other five Force districts. Begin by unseating any opposing factions, then move in with increase-support actions of your own. Once you've gained the needed support in one district, don't ignore it. While you're busy drumming up support elsewhere, another faction may come in and take control. To keep this from happening, try to gain total support. At the very least, keep an eye on the Force districts by running regular Investigative actions. This will allow you to spot any opposition incursions on your territory, giving you the chance to respond before things spiral out of control.

## FIND INFORMATION ON THE MAJOR-GENERAL

**Objective:** Find and interrogate Anatoly Zholtok.

As the newspaper article reveals, Anatoly Zholtok is a war hero who served with Major-General Kvashnin (now the head of the Secret Police) during the Grodnistan War 15 years ago. Zholtok now lives in Zasulich Estate. There is perhaps nobody in all of Berezina who has the same insight into the Major-General's character as Zholtok does. Use the Liaise action to set up a meeting with him.

When it comes to the conversation round, Zholtok is a very challenging opponent. Don't be surprised if he puts you to shame the first couple of tries.

Keep coming back until you get a firm grasp on his tactics. When you succeed, he reveals that Kvashnin isn't above taking a hefty bribe.

## FORCE MAJOR-GENERAL KVASHNIN TO RETIRE

**Objective:** Meet Major-General Kvashnin and bribe him with enough Wealth to persuade him to retire.

Just like Alexashenko, Kvashnin can be bought off. However, before you convince him to resign, ensure you have a Level 10 recruit with a Military background to take his place. If you don't and you proceed with the bribe, Karasov installs another close friend as the head of the Secret Police, requiring you to depose yet another government official. When you're ready, use the Bribe General action to initiate the meeting. How well you do in the conversation determines how much money it takes to bribe Kvashnin. Even if you fail in the conversation round, Kvashnin takes the money and resigns.



### TIP

If you're having a hard time finding Kvashnin, run an Investigate action in Gagarin Fields. If the action is powerful enough it should reveal Kvashnin's location in Victory Square.

## KILL OR EXILE ILLARION GUSEV

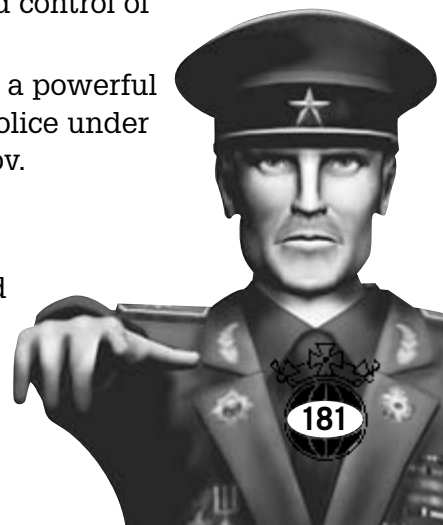
**Objective:** Put Illarion Gusev out of the picture.

If one of your own recruits isn't installed as the head of the Secret Police, you need to deal with another one of Karasov's men. You can find Illarion Gusev living in a Force district. Run Investigate actions until you find him. Of several ways to deal with Gusev, the best is to recruit him into your own faction. If you succeed you automatically gain 100 percent support in Victory Square and control of both the Secret Police HQ as well as the Presidential Palace.

Persuading Gusev to switch sides can be difficult, so use a powerful approach such as Blackmail or Brainwash. With the Secret Police under your control you can finally take your fight straight to Karasov.

## SEIZE POWER

Each of three possible ways to unseat Karasov is determined by your path to power. The three methods closely correspond to the game's key political ideologies of Force, Influence, and Wealth.





## MARTIAL LAW

**Objective:** *Impose Martial Law with a military coup.*

In the Martial Law option, you surround Karasov's Presidential Palace with tanks and other military vehicles. This impressive show of Force requires that you have control of the Secret Police HQ as well as one other power node in the central districts. Your Avatar must have reached Level 10 or higher and have unlocked the Martial Law action—an action in line with the Force ideology. After the Martial Law action is completed, use the Military Coup action to remove Karasov from power.

## LEGENDARY SPEECH

**Objective:** *Give a speech inciting the people to rise up against their government.*

The Legendary Speech is in line with the Influence ideology. To unlock this option, you must have control of the Cathedral power node as well as one other power node in the central districts. Your speech gains most of its emotional momentum from the martyrdom of Dmitri Barkan, meaning you need to have completed the "Create Martyr" mission. Your Avatar must also have reached Level 10 before you take to the podium. After the speech, run the People's Revolution action to start your popular uprising.



Fig. 11-17. The Legendary Speech is just one of three ways to depose Karasov's rule.

## DESTROY ECONOMY

**Objective:** *Make the economy crash by exposing the government's fraudulent activities.*

The final ending option is most likely open to those who took the Wealth approach. To pull this off, you need to have control of the Stock Exchange as well as one other power node in a central district. Much of what you reveal to the press was gathered during your investigation after consolidating with the Konsantino Cartel, making that branch a required path for this ending. Like the other endings, this one also requires that your Avatar be at Level 10. Once you've revealed the government's fraud, run the Force Resignation action to put an end to Karasov's corrupt regime.