MANUAL
How to Play ARMS RACE - The Cold War Era

1. Launch the game program.

2. Enter the game lobby.

3. Click GAME and one of the two national flags. Each faction has an option to choose one of four leaders and one of three suits (economic, militaristic and diplomatic) this will give your country a boost in that area and the AI leader will get to choose their own suit.
Each leader and suit has its own in game bonuses which are listed below leader picture in the special menu. However, if you click the historic option you will use the suit of your leader and the AI leader will also be using their default suit.
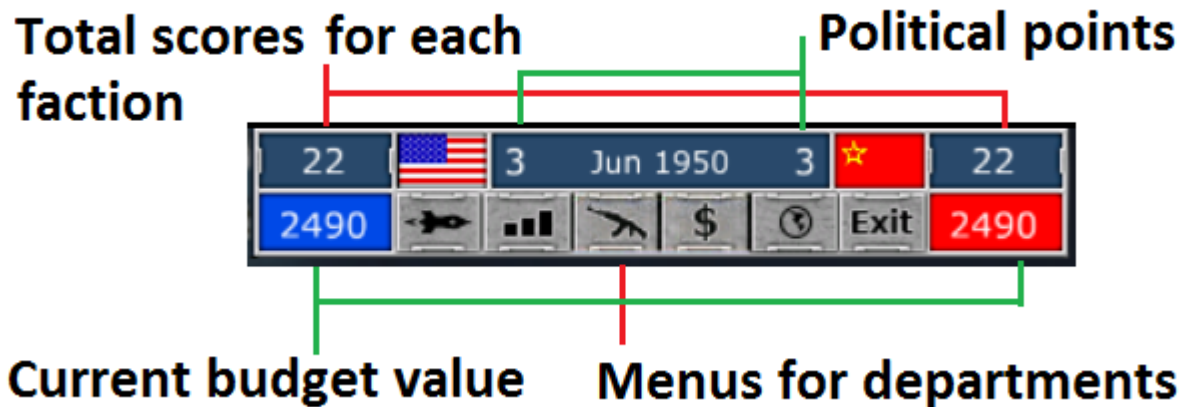Then pick your level difficulty (easy, medium or hard)

*Please Note: It is not just a bonus what makes AI leaders different in the game but also their play behaviour. Some of the leaders will try to do more military actions and other leaders will believe in a diplomatic option. Each leader personality is different (no matter what suit they wear). For example, Stalin and Roosevelt can invade neutral countries even if Firepower is not to their favour (in reasonable amounts, of course). You won't see Reagan or Gorbachev doing the same. At the same time, Reagan or Gorbachev will most likely spend their political points in Budget growth (+1 investment) compare to Space or Arms Race. Nixon and Brezhnev prefer to use parades or riots more often then others etc.

AI leaders change every 10-15 in game years so will the general AI strategy and tactic.

4. Once you've selected your nation, suit, difficulty and leader. You can hit the launch button and wait for "GAME STARTS IN 5 SECONDS."

5. After the countdown the game's main interface window will open with the game map centered on your country, the United States and Soviet Unions flag will appear at the top of the screen in the upper panel, which has several buttons and lots of useful information. This panel tells you how much money you have (current budget), political points and your total score, as well as your opponent's budget, political points and score.

Total scores for each faction   **Political points**

| 22 | 🇺🇸 | 3 | Jun 1950 | 3 | ☆ | 22 |
| 2490 | ←✈ | .ıl | ➷ | $ | ◉ Exit | 2490 |

Current budget value   **Menus for departments**

6. By clicking Departments you can open the Space Race, Diplomacy and Statistics, Military, Budget and Global Consequences.

7. To move the map click on it while holding down your right mouse button, and move your mouse up, down, left or right. To have a faster navigation in the globe you can click on small flags above bottom menu and map will center there. It will save your time moving between different areas of the globe map.
You can select different regions or countries in the world by clicking on them with your mouse cursor.

8. The panel along the bottom of the screen displays necessary information about the selected region or country.

Flag, score value, name and icon of regime for selected country   **Screen of current news**

North Korea
War! The official government and the revolutionaries are requesting military assistance from the Soviet and American governments.

5 score
USSR: ☁ 2   👤 3   ≋ 1   **Switch between government and military menu data**

Support — 😊 90.1   🎖 5   5   5   90   Add
Opposition — ✊ 9.9   ➷ 30   ★★★★★★★★★★   Add
Available funds — $2498   👤 10   Add

Support riot   New government   Support parade

Available diplomats, military and spies   **Action for diplomat**   **Action for spy**

9. By clicking the add button next to one of three options in the bottom menu you can use one of your diplomat, military or spy to spread your influence in the selected region, add military units to the region, or deploy a secret agent there.

10. To support a riot or parade you must have a spy network stationed in the selected region and an available spy. You can only perform these activities once per in-game three months. The result of the action you take (whether it be support a riot or parade) will depend on the number of spies operating in the region. For example, if you have one spy and you want to support riot it will raise the opposition support by one. If you have five spies the same action will bring the result of the rise of five opposition.

*Please Note: You must have spies, diplomats or military available in your pool to use any of these options. Also, some options can only be used a limited number of times within a certain game timeframe. The following tables provide explanation on how each action works and what affect it has on the region or country.

Add	Result	Limitations
Military	Adds a military unit per click	None
Influence	If a diplomat exists, lose a diplomat and gain an influence point	1 influence per month
Spy	Adds a spy unit per click	1 spy per month

Action	Result	Limitations
Support Parade	If a spy exists in the region or country, add points to government support depending on the number of spies in the region or country (5 spies = 5 government points)	1 per 3 months
Support Riot	If a spy exists in the region or country, add points to opposition support depending on the number of spies in the region or country (5 spies = 5 opposition points)	1 per 3 months

11. You will see flags appearing on your left and right side of screen for your convenient orientation in global situation. The flags on right side inform you about ongoing wars in this region. Flags on left side inform you about the possibility to start war (invade a region or country with your troops), install new regime or if your spies have special information for you. Click on flags will open the targeted region in bottom menu.

*Please Note: You must have spies in region to be able to receive special information for action from them, such as – reaching terrorists, support opposition or help loyal government. The cost for actions is always different.

Budget and political points

Money is the main recourse in the game. Each player's monetary resources are officially referred to as their budget. Both factions require political points when they wish to change their budget spending for any department. Once you make a change for the budget for any department it will automatically be referred to as Budget Expenditure and one political point is removed. At the beginning of each year the United States and the Soviet Union both get 3 political points   .

A player's Budget Revenue is determined by the following formula: current Budget value at the end of the in-game year plus the player's score, multiplied by a random growth percentage, which is between 5 and 10%. So: (current Budget + Score) x random growth %

The Budget general formula is BUDGET=REVENUE-EXPENDITURE, where REVENUE is current Budget GNP growth % and EXPENDITURE is current Budget spending.

For example:

If the current Budget is $2500 (December, year 1), the player's score is 25, and the random percentage is 5 ($126), the resulting Budget is $2651 (January, year 2).

(2500 + 25) x 1.05 = 2651

Let's take a look on the picture below.

The current Budget for this month is 3096. This year started with a total Revenue of 315 (which was 7% of natural growth and extra 3% of player investments) but the current Expenditure is 336. It means if next year current Budget will have the same 10% growth the resulting Budget will generally reduce by 21 (336-315=21). This is very bad situation for the Budget. It's shrinking. You may want to spend your political points to decrease Expenditure in this situation to let Budget grow and avoid having your budget shrink.

If we summarize the understanding of Budget growth the ideal formula would be: spend less and let current Budget grow! But will you win if you don't spend?

*Please Note: If the Budget of any faction dips to $2000 the country will get an event of Crisis of the Elites which brings significant increase of opposition and can lead to Civil War. Crisis of Elites event removes budget spending in all departments. Countries will need to start investments from zero after Crisis of the Elites.

Diplomacy and Statistic

There are hundreds of different changes happening every month in the game. The diplomacy screen helps you to understand the current global situation and can save your time and avoid clicking regions on the global map. By clicking on Opp or Infl buttons you can see what regions are aligning to one of two SuperPowers and how close they are for Civil Wars or Revolutions. You can click on region names from the diplomacy menu to open this regions information in the bottom panel.

Also, you need to use this menu for investing in your spies and diplomats production. Political points require making changes for increasing or decreasing budget spending for production.

Infl	Opp	Score	USA region	USSR region	Score	Opp	Infi
98	0	5	USA	USSR	5	0	94
56	8	4	UK	China	4	0	73
76	1	4	France	Yugoslavia	2	22	86
49	10	3	Czechoslovakia	Spain	2	53	20
60	34	3	West Germany	West Africa	1	51	34
76	9	3	Japan	Ireland	1	61	15
49	50	3	Poland	Egypt	1	47	82

GNP 6211+38 scores — **GNP 3474+23 scores**

USA ★ — ★ **USSR**

DIPLOMATS 4/10 $2 4 AVAILABLE

DIPLOMACY

SPIES 3/10 $3 5 AVAILABLE

*Please Note: If opposite faction increases its influence in any region through ADD option you will see highlighted numbers in red or blue in Infl line for this region. It can help you to predict the next step of your foe.

Coup d'etat

You can install a new government in a region through one of two methods: Politics or Revolution. To install a new government through Politics, the selected region must have an opposition rating of at least 80% and your influence score must be no less than 80%. Opposition and Support will change in the region to 50/50 after the regime changes.

Always keep in mind about the local armed forces. If the targeted regions military is not big enough they will most likely join the old regime after the coup d'etat and start their own civil war against the new regime. If local military is big enough they most likely stay with new political elites and support the regime.

Once the allied government is in place, the selected region's score value will be added to their sides score. So if the United States convinces a nation to support them, that nations score will be added to the United States.

Proxy wars and Revolution

To launch a Revolution the selected region must have a opposition rating of at least 80%. You can initiate revolution in neutral regions only if your influence rating is lower than your opponents (the neutrality of the region is not taken into account).

For example, in the image below, the USA can support revolutionary forces in a neutral region because the region's opposition to its government is 81.9% , and the American's influence is just compared to the Soviet's .To say literally, Americans can support with military opposition against the current regime. If revolution will succeed this region joins American alliance because revolutionaries were supported by USA. But the regime will remain influenced by the Soviets with 81%. Arms can change regime but not influence.

Red stars – Soviet forces

Blue insignia – American forces

Grey stars – Neutral forces armed with Soviet weapon (if Soviet influence is higher than American)

Grey insignia – Neutral forces armed with American weapon (if United States influence is higher than Soviet Unions)

If a neutral region is influenced more by, for example, the Soviet Union, then the Soviet Union player can send their troops to the region any time to strengthen the pro-government army (for example, the Soviets can add support any time in Indochina, illustrated in the image above). To say literally, the Soviet Union can support a local regime with arms to prevent the attack of revolutionaries supported by United States.

*Please Note: You won't be able to see your opponent's revolutionary military forces in any region if you have no spy network operating there.

If a region has installed a pro-American or pro-Soviet regime and the influence of the regime is greater than 50%, then support will rise monthly in this region. If a region has installed a neutral, pro-American or pro-Soviet regime and the influence of the other regime is greater than 50%, then opposition will rise monthly. This is something to consider if your goal is to overthrow your opponent's control via revolution in any region where your opponent has a high Influence rating.

Military

Arms Race was the race for quality of weapon and quantity of military production. In Arms Race the game you have the power to produce better and more powerful military and arms. There are two mayor factors to be considered about the Military in Arms Race – firepower and geographical indication of region.

Firepower points – it is a level of your military technology. Every researched unit provides 10 firepower points. However, certain units can only work per defined geographic area, for example
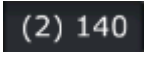
a land unit will only provide a bonus to land firepower while a sea unit will only provide a bonus to sea firepower. In the picture above, the Soviet Union can research the T-72 tank which provides a bonus to the firepower on land for the Soviet Union.

Geographical indication – it is indication for Air, Land and Sea for every region. It is different per region because each region is unique. For example, most of Switzerland has high mountains and doesn't have access to an ocean. Ireland, unlike Switzerland, is an island and you need to have a strong navy to be able to reach the land and fight there. Geographical indication for both regions will be absolutely different. Switzerland will have a higher indication for Air compare to Irish higher indication for sea. If a SuperPower under your control has a strong navy it will help you to dominate over the Irish region but it is absolutely useless when fighting in Switzerland.

Firepower points multiply by geographical indication points for each of Air, Land and Sea and sum up together to get the final Firepower. Let's discuss it with real numbers on the picture below.

Firepower for USA is 240 , and firepower of USSR is 380 . It is 61% in Soviet favour to win battles in Italy.

Let's see how it is calculated. Geographical indication for Italy Air=2 , Land=1 and Sea=3 . Firepower points for Air is 70, for the United States and the Soviet Union. Firepower points is 70 multiply by geographical indication 2 is 140 . Firepower points for Land 40 for the United States and 60 for the Soviet Union. And firepower points for Sea 20x3=60 for the United States and 60x3=180 for the

Soviet Union. If we sum up all firepower points for the United States we will get . And 240 is 39% compare to total Firepower 380 of USSR. This is how Firepower is being calculated.

*Please Note: Political points require making changes for increasing or decreasing budget spending for investing into technologies or military production.

Also, there are two other ways that increase Firepower – global consequence events and the global influence of your country.

There are some global consequence events that provide an increased Firepower by 10. Global consequences can be achieved only once per 10 years. But once you get the consequence of 10 additional Firepower points it stays until the end of the game.

Global influence of country increases Firepower by 5 points, each 5% of the difference starting from 50% . In other words, you get extra :
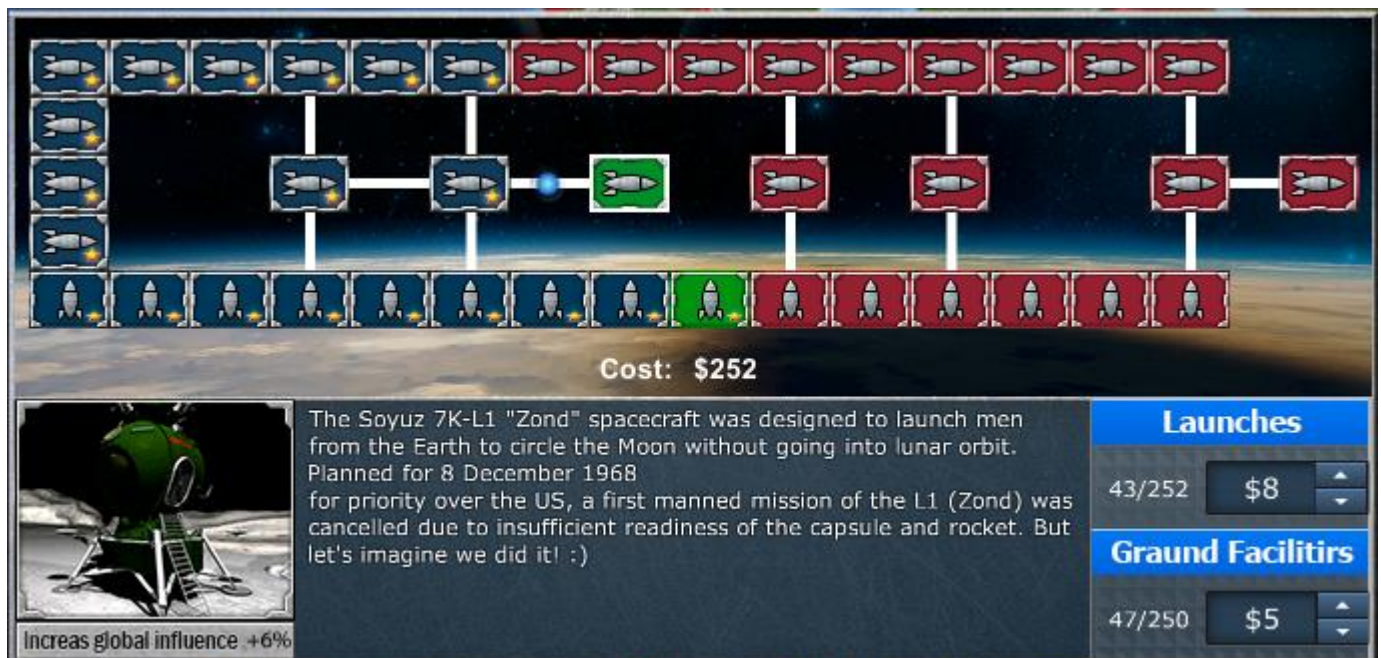
-5 Firepower points if the global influence of your country between 50 and 55%
-10 Firepower points if the global influence of your country between 55 and 60%
-15 Firepower points if the global influence of your country between 60 and 65%
 Etc …

Space Race

There are five key points to consider about participating in the Space Race:

1. It's always best to be first! It increases your influence significant among your alliance and the world.

2. It's always expensive. Planning how you'll spend your Budget and spending are important strategic aspects in Arms and Space Race. It's easy and fun to spend money on the Space Race, but you could easily lose the game if you blow your budget on going to the Moon.

3. There are two technological lines used to participate in the Space Race: the theoretical milestones and the practical milestones. The theoretical milestone includes scientific inventions and buildings that allow your country to develop and fire rockets. Every time you achieve a theoretical milestone you increase your level of Influence in your Allied regions and reduce cost of launches by 1%.

4. Practical Space Race milestones, or launches, are the actual rockets and space crafts your country produces and launches into space. Each practical milestone you achieve, increases your Influence across the world; even in regions not allied with you.

5. The first player to achieve a milestone gets the biggest Influence percentage increase that milestone can provide. Reaching that milestone second will earn fewer Influence points. For example, if your country is the first to land on the moon you earn a 6% increase in Global Influence. If your rival achieves this milestone first but you still land on the moon, you will only gain a 3% increase in Global Influence. That's why it's best to be first!

Cost: $252

The Soyuz 7K-L1 "Zond" spacecraft was designed to launch men from the Earth to circle the Moon without going into lunar orbit. Planned for 8 December 1968 for priority over the US, a first manned mission of the L1 (Zond) was cancelled due to insufficient readiness of the capsule and rocket. But let's imagine we did it! :)

Increas global influence +6%

Launches
43/252 $8

Graund Facilitirs
47/250 $5

6. There are some Launches that require you to have ground facilities to be constructed first. Also, you can turn off Landing on the Moon launch. It is useful if you decide to save funds and time and to do a boost in other space explorations.

*Please Note: The sigh of little golden star means your opponent has already achieved this Space Race milestone. Political points require making changes for increasing or decreasing budget spending for Launches or Ground Facilities production.

Global Consequences

Countries have no control over global consequences. But global consequences may have a deep impact on countries. During the Cold War there were many unpredictable consequences that happened because of external reasons not linked to the actual event and it changed history significantly. And people who enjoy alternative history always ask the question "what if". Our Global Consequences game feature is history based events with possible alternative history solutions!

Global consequences events happen when GCP (global consequence points) 96/180 reach either American or Soviet limit. Each consequence has a different limit to reach within one decade. If the limit is not reached within 10 in game years the GCP for this event stops and new events for the new decade appears. You can always click on the decade time frame with small icons on the bottom of the GC menu 1970-1980 to see list of events for each decade.

GCP (global consequence points) adds +1 to any side only when war starts anywhere on the globe. Even if it wasn't you who started the war, of which the action has a consequence of +1 to you or your foe's side. Once an event happens its circle icon appears in the general game interface on top of the screen on the left or right side. If an event is pro-American it appears on the left side and if an event is pro-Soviet it appears on the right. When the new decade starts these icons disappear to provide space for new icon events of the new current decade.

If your leader has a special ability to influence Global Consequences you will see it down right side of the menu. You will be able to see how many times you can influence events within one decade. It is highlighted if you can influence on it once you move your mouse over consequences. Click for action.

4/30	0/30	4/90	0/90

BERLIN AIRLIFT

+30 USA influence and +10 opposition in East Germany, -5 prestige in Soviet alliance for USSR

THE NEW WAY OF INDIA

+30 USA influence in India, + 150 for USA budget

UNTHINKABLE

3 alliance military and =85 opposition in all Soviet alliance in Europe

4/130 — 0/130   4/110 — 0/110   4/60 — 0/60

VIETNAM WAR

=90 opposition in Indochina, +10 firepower for air/navy/land for USA

HUNGARIAN REVOLUTION

Hungary leaves Soviet alliance, -100 for USSR budget

AMERICAN COMMUNISM

Soviet influence removes in USA, +10 USA influence in democratic alliance

1950-1960	1960-1970	1970-1980	1980-1990	1990-2000	0

*Please Note: See Budget for "Crisis of the Elites" consequence explanation.

Map Symbols

PAUSE - Press P for Pause in RTS mode.

Random events

Random events can happen from time to time in different places across the world. No one has control over them!

INDUSTRIALIZATION	Region's score value increases by 1
NOBEL PRIZE	Government support increases by 20%
FLOOD	Opposition increases by 10%
POLITICAL CRISIS	Opposition increases by 25%
FINANCIAL CRISIS	Opposition increases by 50%
NATIONALISM	Neutrality increases by 30%
COMMUNISM MOVEMENT	Soviet Influence increases by 30%
DEMOCRATIC MOVEMENT	American Influence increases by 30%

Ironmode

Ironmode - or challenge mode. Ironmode can only be chosen when playing medium or hard difficulty games. In Ironmode the save option is disabled. Which means you need to start and finish your game in a single session. If you leave in the middle of a game in Ironmode it counts as a defeat. You need to play at least five Ironmode games before you get your first efficiency experience data in percentages. The more games you play and win, the more efficiency experience you gain.

Difficulty level and campaign

You are able to raise your game difficulty level (in OPTIONS) from EASY to MEDIUM and to HIGH only if you have achieved the campaign missions victory goals and have completed the actual game before the year 2000 as the winner.

  - SPACE RACE. To archive this mission you need to develop all space technologies and finish the game as the winner.
  - 50 GOOD SCORES. To archive this mission you need to finish the game as the winner with 50 or more scores on MEDIUM level of difficulty.
- COUP YOUR ENEMY. To archive this mission you need to complete a coup of your enemy country (USSR or USA) any time during the game on MEDIUM level of difficulty.

	USSR	USA	TASK
EASY			**SPACE RACE.** To archive this mission you need to develop all space technologies and finish the game as the winner.
MEDIUM			**50 GOOD SCORES.** To archive this mission you need to finish the game as the winner with 50 or more scores on MEDIUM level of difficulty.
HARD			**COUP YOUR ENEMY.** To archive this mission you need to complete a coup of your enemy country (USSR or USA) any time during the game on HIGH level of difficulty.

DLC - Armageddon

World nuclear dominance is achieved by developing nuclear technologies. Each technology increases the nuclear firepower, by 10 in the early technologies and 20 in the later and more advanced technologies.

A nuclear destruction strike can be done when there is a combination of two options - leading in the world nuclear dominance and leading in the game score.

The world nuclear dominance percentage is shown in the below menu next to the picture of leaders. Different percentages of nuclear dominance is required to win the game at different levels of difficulty.

67%

Stalin

55%   +10 Firepower

Global Influence
1611

70% for the player and **80%** for the AI with easy difficulty.

75% for both the player and the AI with medium difficulty.

80% for the player and **70%** for the AI with hard difficulty.

DLC - Industrialisation

Cooperative Industrialization Project (CIP) can be constructed between two countries. The first (host) country must be part of your alliance and another (partner) country can be either part of your alliance or neutral. You can't construct CIP with an alliance of your foe or between two neutral countries. One country can participate in one CIP only. You can't build multiply CIPs in the same country.

CIP provides two major bonuses. The first bonus adds score points by one for each country in the project. And the second bonus is extra free production for your government pool yearly – military, spy or diplomats (can be chosen upon construction and can't be changed later in the game).

It takes two years to construct CIP. The cost of construction is the sum of two scores per turn/month. For example, if you want to build CIP between the UK and Ireland it will be 4+1=5$ per turn/month during 24 turns/months (120$ in total). Think twice before you launch construction because CIP can be costly for the balance of your budget and you can't stop it once it has started!

If any party in CIP joins your foe alliance CIP dismantles automatically (therefore extra production) but the score value stays. Crisis of the Elites event does not affect CIP production.

It cost one political point to start construction