YOU ARE THE AMERICAN

LEAVING SECTOR

THE COLD WAR ERA

AD
alina digital

PC
DIGITAL

Updated for the version 1.5

# Quick Guide: How to Play The Cold War Era

## Overview

1. Launch the game program.

2. Enter the game lobby.

3. Click on one of the two national emblem icons in the top right corner, then choose single or multiplayer icon mode.



4. Wait for another player to join your game if you chose multiplayer mode. You'll know someone has joined your game when a new window automatically opens that says, "GAME STARTS IN X SECONDS."



5. After the countdown the game's main interface window will open with the game map centered on your country, either the U.S. or U.S.S.R. At the top of the screen is the upper menu, which has several buttons and lots of useful information. This menu tells you how much money you have (current budget) and your total score, as well as your opponent's budget and score.
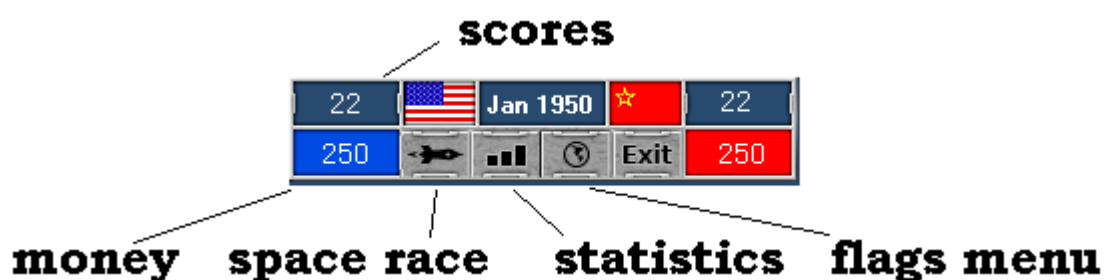
6. By clicking different buttons you can open the Statistics and Space Race central menus. Those will be discussed in more detail later. To select a country, simply click on it on the global map and the Cursor (small star surrounded by a target) will appear on it.



7. To move the map click on it while holding down your right mouse button, and move your mouse up, down, left or right. Clicking the left mouse button will switch between the two different map styles.

8. The menu along the bottom of the screen displays necessary information about all the countries on the map.



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

10. To support a riot or parade you must have a spy network stationed in the selected country. You can only perform these activities once per in-game three months.

*Please Note: You must have funds available in your budget to use any of these options. Also, some options can only be used a limited number of times within a certain game timeframe. The table below explains how these functions can be used.

| ADD | Cost $ | Number of actions allowed per in-game month |
|---|---|---|
| Military | $3 | No limitations |
| Influence | $2 | 1 |
| Spy | $1 | 1 |
| Support Parade | $1 | Once in 3 months |
| Support Riot | $1 | Once in 3 months |

# Proxy wars or/and peaceful coup

You can install a new government in a country through one of two methods: Politics or Revolution. To launch a Revolution the selected country must have a government opposition rating of at least 80%. You can initiate revolution in neutral countries only if your influence rating is lower than your opponent's (the neutrality of the country is not taken into account).

For example, in the image below, the USA can support revolutionary forces in a neutral country because the country's opposition to its government is 83.2%, and the American's influence is just 19%, compared to the Soviet's 81%.

Red stars – Soviet forces
Blue insignia – American forces
Grey stars or insignia – Neutral forces

If a neutral country is influenced more by, for example, the USSR, then the USSR player can send his troops to this country any time to strengthen the pro-government army (for example, the Soviets can add support any time in Indochina, illustrated in the image below).

You won't be able to see your opponent's revolutionary military forces in an allied country if you have no spy network operating there.

To install a government allied with yours through Politics, the selected country must have an opposition rating of at least 80% and your influence score must be at least 80%. Once the allied government is in place, the selected country's score value will be added to your score.

For example, on the picture below the USSR can install a new pro-Soviet government in Indochina peacefully by clicking the "new government" button.



If a country 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 country. If a country 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 country where your opponent has a high Influence rating.
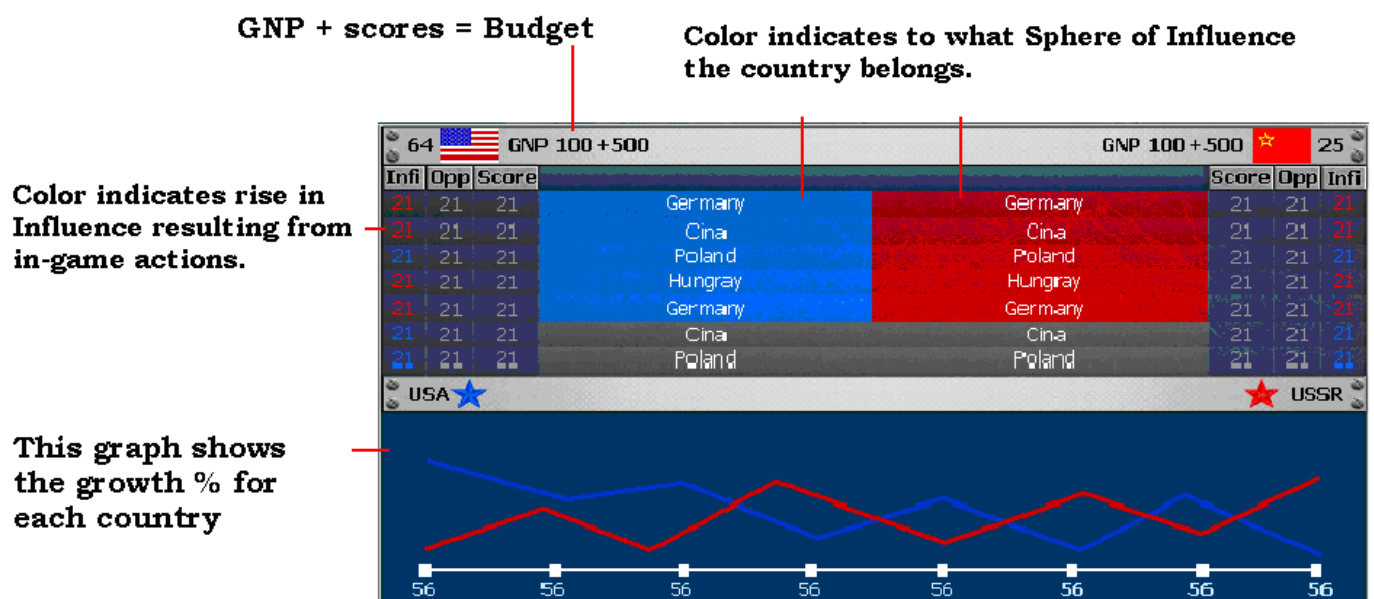
# Budget

Money is the main recourse in the game. Each player's monetary resources are officially referred to as their Budget. Nearly all actions in the game require money from the player's Budget. A player's Budget is determined by a calculation -- the current Gross National Product 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:

(GNP + Score) x random growth %

For example:

If the GNP is $250, the player's score is 25, and the random percentage is 4, the resulting Budget is 286.

(250 + 25) x 1.04 = 286.



Players' budgets are recalculated once per in-game year, in January.

*Please Note: Once your budget reaches $200 you can no longer spend money. If your Budget dips to $700 you will be penalized via a decrease in the random growth percentage range to 2 to 5% from 5 to 10%.

# Space Race

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

1. It's always best to be first!

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

3. There are two technological lines used to participate in the Space Race: the theoretical milestones (represented by the horizontal line) and the practical milestones (represented by the vertical line). 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 countries.

4. Vertical or practical Space Race milestones are the actual rockets and space crafts your country produces and launches into space. Each practical milestone you achieve increases your Influence globally -- even in countries 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 5% increase in Global Influence. If your rival achieves this milestone first but you still land on the moon, you will only gain a 2% increase in Global Influence. That's why it's best to be first!



**List of technologies**

Спутник-1
Покрытие: 10000км; Надежность: 10;

LAUNCH

$ 436823

increas Gobal Infuence +2%

**The % of global or alliance influence you are able to rise by achieving this Space Race milestone**

**The cost of achieving this Space Race milestone**

*Please Note: The sigh of little golden star means your opponent has already achieved this Space Race milestone.

| | | 60/5 | | | 70/5 | | | 75/4 | | | 100/5 | | | 100/5 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | 55/5 | | | 65/4 | | | 70/4 | | | 90/4 | | | 90/5 |
| | | 50/4 | | | 60/3 | | | 65/4 | | | 80/4 | | | 85/4 |
| | | 45/4 | | | 55/3 | | | 60/3 | | | 70/3 | | | 80/4 |
| | | 40/3 | | | 50/3 | | | 55/3 | | | 60/2 | | | 70/3 |
| 20/2 | 20/2 | 20/2 | 20/2 | 20/2 | 25/2 | 25/2 | 25/2 | 25/2 | 25/2 | 30/2 | 30/2 | 30/2 | 30/2 | 30/2 |

# Map Symbols

- Symbol means the player can install a new government in this country through Political Action. A red star means the U.S.S.R. can take this action, a blue star means the U.S. can.

- Symbol indicates the player has the option to deploy military troops in the country to support radicals and initiate Civil War. Red star – USSR can provide this support. Blue star – USA can provide support.

- Symbol indicates a riot was initiated in this country against their government. Red fist -- Communists led a riot. Blue fist -- Democrats were involved.

- Symbol indicates a spy was liquidated in this country. Red star -- Soviet spy. Blue star -- American spy.

- Symbol indicates a pro-government parade was initiated. Red face – Communists led the parade. Blue face – Democrats.

- War! This symbol appears if revolutionaries are fighting pro-government military forces.
The national flag of the country in war will upper on the right top side of the screen. Click on the flag to move to the country options.

**PAUSE** - Press P for Pause (This function is available in single player RTS mode only.)

- Multiplayer Informer

# Multiplayer Informer

With Multiplayer Informer, if you want to play in multiplayer mode and everyone else online is in a single player game, you can start your game as usual, choose your country and click the "Multiplayer" button. After those other players playing in single player mode will receive an in-game notification. An icon will appear at the upper left corner of the screen and a telephone ring will sound. If another player wants to join you, they can end their single player game, go into the Lobby and join your game. As usual, they'll need to select the opposite country and click the Multiplayer button.

# Random events

| INDUSTRIALIZATION | Country's score value rises by 1 |
|---|---|
| NOBEL PRIZE | Support rises by 20% |
| FLOOD | Opposition rises by 10% |
| POLITICAL CRISIS | Opposition rises by 25% |
| FINANCIAL CRISIS | Opposition rises by 50% |
| NATIONALISM | Neutrality rises by 30% |
| COMMUNISM MOVEMENT | Soviet Influence rises by 30% |
| DEMOCRATIC MOVEMENT | American Influence rises by 30% |

# Difficulty level and missions

You are able to raise your game difficulty level ( in OPTIONS ) from EASY to MEDIUM and to HIGH only if you have completed some in-game missions and complete the actual game in 2000 as the winner.

⭐ - SPACE RACE. To archive this mission you need to develop all space technologies and finish the game as the winner.

🏅 - ONE AFRICA. To archive this mission you need to align all African countries to your sphere of influence (to make them all pro-Soviet if you play as USSR or pro-American if you play USA) 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.



Check out the game manual to see what missions have to be completed to be able to change the difficulty levels.

☐ Easy      ⭐      ☑ Medium      🏅      ☐ Hard
            🥇              👑

# You can find more useful information about the game in our game diaries

Diary 1 - Travelling Back in Time Through a TV Set; TCWE Innovates
http://blog.thecoldwarera.com/?p=23

Diary 2 - The Spheres of Influence and their Costly Bickering
http://blog.thecoldwarera.com/?p=27

Diary 3 - Overthrowing Governments: A Guide to Politics, Force and Revolution
http://blog.thecoldwarera.com/?p=36

Diary 4 - Conspiracy Theory: Deploying Spies and Military Units in TCWE
http://blog.thecoldwarera.com/?p=60

Diary 5 - His Majesty the Budget
http://blog.thecoldwarera.com/?p=97

Diary 6 – Proxy Wars
http://blog.thecoldwarera.com/?p=153

Diary 7 – Limitations of the Limited Edition
http://blog.thecoldwarera.com/?p=175

Diary 8 – Difficulty levels and in game missions
http://blog.thecoldwarera.com/?p=182