Government, Military, Media

Events:

-appropriation of resources

--either rely on resources of revolutionaries or steal from government

---if rely on rev resources, run low on food and such later on

---if steal from government, suffer initial poor press

-compromises with enemy (refuse or accept)

--one compromise will be a bum deal, the other will be legit

---if compromise, may not achieve goals

---if not compromise, may suffer increased retribution

-peaceful protests or armed uprising

---if peaceful protest, suffer complaints from radicals and possible retribution

---if armed uprising, public outcry and military retribution

-content of propaganda (all truth or some lies)

--either tell the impassioned truth or even more impassioned lie

---if truth, have lower initial public support and revolutionaries

---if lie, have heightened initial support, but suffer public outcry later on and lose face

-accept aid of foreign countries

---if accept, get resources, but suffer pressure to follow agenda of foreign country

---if decline, suffer risk of foreign country aiding enemy

-assassination

--do so or not

-an opportunity of betrayal (do so for cash for you family) or not (family is killed)

A person speaks to you about each problem (as a superior), and you delegate to unseen workers

Anton Novik:

* 1
* Former Prime Minister of Dryovska; was deposed and replaced by a puppet leader when Cheskova invaded 40 years ago
* Grizzled old man filled with anger who wants to retake his country and rule once more
* Deals with political missions

Dmitry Moroz:

* 2
* Reporter popular for the people who works at the government’s news station
* Idealistic young man who gets caught up the revolution’s hype and compromises an operation
* Deals with information and reputation missions

Ivan Rudenko:

* 3
* A bureaucratic official under the Cheskovan government
* He loses resolve midway through after multiple deaths occur
* Deals with supply and logistics missions

Maria Boyko:

* 4
* A general of the Dryovskan army who works under the government
* Originally level-headed, but begins to crave vengeance after her son is killed in the revolution
* Deals with military missions

Start small, head to big

Gentlemen, we wish to start a revolution

Intro missions are simulating unrest to generate actual unrest (inflammatory blogs, defacement of government artifacts)

* Blogs: fame up, moral standing up, gov’t standing down
* Defacement: fame up more, moral standing down, gov’t standing down more

Next tier is amassing resources and building public appeal/reputation (theft/fundraising and protests/bombing)

* Stealing resources: gov’t standing down
* Fundraising: troubles in late game
* Protests: fame up, moral standing up, gov’t standing down
* Bombing: fame up more, moral standing down, gov’t standing down more

After that is beginning the uprising (military action and political negotiation)

* Military: fame up more, moral standing magnified, gov’t standing down more
* Negotiation: fame up, moral standing up, gov’t standing up
* Gov’t propaganda against you: neutralize or counter?
  + Neutralize: fame up, moral down, gov’t down more
  + Counter: fame up, moral up, gov’t down

Lastly are tactical decisions that determine whether the uprising succeeds or fails (defensive/offensive, assault on gov’t building, targeting of civilian facilities with gov’t ties, etc.)

Define prerequisites of each mission and outcomes for both success and failure

Districts:

* Gov’t HQ = Vlada
* Hideout = Skroviste
* Docks = Dok
* Warehouse = Skladista
* Military = Vojni
* Police = Polis
* Black Market = Smaberza
* Shopping = Prodavnis
* Retirement = Penzio
* Factory = Fabrika
* Financial = Novac
* Ghetto = Zhilye
* Restaurant = Yeda
* Entertainment = Zabava
* Residential = Stambeni
* Residential = Domoy
* Residential = Kuci

One person has a relative killed by the government midway through and becomes radical

One person loses resolve after seeing people die

One person tries to seize command

One person blows valuable information after achieving internet popularity

1,2,3,4,5 start a revolution

They begin working, and it goes well enough at first (you can botch events with )

Standard Event:

* Succeed by having correct information (watching tv, receiving phone calls, succeeding at certain missions, having the right people)
* Each mission affects your fame, your moral standing and your gov’t standing