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Mutually Assured Destruction: Barcelona

World History:

The Nuclear Race:

Before Hiroshima and Nagasaki, the world was already excited about the possibility of a nuclear future, but after those terrible events took place, the need to innovate in the nuclear field accelerated. Due to these efforts, a race to make the most efficient nuclear power starts between the USSR and the USA. The first nuclear power plant was built in 1950, and in the following years advances in technology allowed these reactors to be downsized. Breakthrough after breakthrough, nuclear reactors, generators, and batteries went from being the size of a building to the size of a room, then a truck, a car, a person... until nuclear technology reached the point of being portable. By the early 1970s, plans to commercialise nuclear-power products were already underway, and by the 1990s household nuclear technology was already an established fact of life. It's not uncommon to walk down the street in most major first-world countries and see nuclear cars, or buildings that get their electricity from a nuclear generator in the basement.

The Second Spanish Civil War:

In 1954 in Barcelona, after months of preparations, a group of communist protesters tried to lead a popular revolt against the state forces. When the USSR heard about the revolt, they decided to aid it, sending weapons and men to help the protesters. Thanks to Soviet aid, the revolt became an outright revolution, with the city of Barcelona liberated in less than a week.

The United States saw this as a possible threat, as they thought that because of the domino effect, the spread of communist and left-wing ideas in Spain could spread throughout Europe. Because of this, they secretly started funding the Francoist Regime, sending weapons, ammunition, and vehicles to hopefully smash the communist revolution. This, unfortunately for them, didn't work entirely. The Francoist army did become stronger, but because of the secret nature of the American operation, they couldn't send everything they wanted to, and therefore the Republican army still stood at an advantage.

The war advanced in favour of the Republican Army, with most of Catalonia being liberated by the end of the month. Two months later, the entirety of Catalonia was free, as well as most of Valencia and a chunk of Aragon. The quick advance of the Republicans forced an official response by the USA. The Americans, seeing that

their efforts weren't being successful, decided to drop the facade and start officially supporting Franco. The fact that the two political factions were now clearly defined as "Supported by America" and "Supported by the USSR" meant that if things continued escalating, this Civil War could end up becoming another World War, or even a Nuclear War. Because of this realisation, negotiations began to take place. After lots of painful and difficult negotiations, a deal was struck between the two parties: the republicans could keep most of the territories they had liberated, but a big chunk of Catalonia would have to be given to the Nationalists, which would happen in exchange for the Balearic Islands. Because of this deal, Barcelona would be divided into two parts, the Nationalists (Estado Español), and the Republicans (República Socialista de España).

The Soviets saw the compromise as beneficial; since their newborn ally controlled a big chunk of the Mediterranean, which would allow them to have better control over trade and other movements in Western Europe.

Barcelona 1999:

The game takes place in 1999, in the divided city of Barcelona. Almost 50 years after the Spanish Split of '54, the city is home to two mainline cultures, the fascist outlook of the Nationalist Barcelona and the leftwing views of Republican Barcelona.

Nationalist Barcelona is a microcosm of the Estado Español. Thanks to the United State's support during the 2nd Civil War, a lot of America's culture has been imported to this side of the city, with a large number of American cars, movies, perfume and fashion making their way into Spain.

The main thing that hasn't been imported from America is its culture of freedom. The Estado Español's views on freedom of speech and individuality already were dodgy before the separation took place, but after the communist revolution proved successful and divided the country, the government became more authoritarian and brutal towards anyone or anything that might be a threat to Spanish unity. It's not unusual to see the military on the streets; even when there's no threat in sight, a tank could drive past you at any time.

Although from the outside Nationalist Barcelona might look like a first-world country, the reality is that most of the people buying expensive American cars, perfumes and dresses are either actual Americans on vacation, or rich Spaniards, typically relatives of high-ranking military men, businessmen, or politicians. While the Republicans suffer from an ideological divide, the Nationalists suffer from a class divide. Some parts of National Barcelona are known as "the poor zones", and alternatively some are known as "the wealthy zones".

This is because, apart from the inherent disequality of fascist societies, Nationalist Spain is going through a big economic crisis. Because of their extremely authoritarian and fascist politics, Spain is rather closed in itself economically. This

means that the Nationalist Government puts a lot of emphasis on the consumption of products grown on Spanish soil, with the exception of those imported from the US. The nature of the relationship between the United States and Spain is pretty one-sided economically speaking, with the United States exporting a lot of products to Spain, and Spain exporting very little to America. The main way Spain benefits from America is thanks to tourism. Spain is one of the principal countries that American families go to. American tourism is so prolific that entire neighbourhoods are composed of tourists and visitors.

Republican Barcelona is, like National Barcelona, a microcosm of the República Socialista de España. Mirroring National Barcelona, Red Barcelona features soviet cars and technology, as well as having a large number of immigrants coming from the USSR, soviet satellite states, Cuba, and communists (and leftists) from all over Europe.

Unlike Nationalist BCN though, there's not a class divide, instead, there's an ideological divide. Even though communists are still the majority, both in terms of numbers and international support, different leftist groups are prominent in different neighbourhoods and regions. These groups will be explored more in-depth in the "society" section.

The following image is a map showcasing the way Barcelona was divided. The red part is the communist zone, while the blue part is the fascist one. As you can see, each zone is divided into subsections, which are the different factions mentioned in the previous paragraph.



Societies:

Republican Barcelona:

The Republican side is very ideologically divided, with some sides being antagonistic with each other even though they are technically under the same state. Some of the factions we can find on the republican side include:

The Reds:

They're the majority group of the Republic, and they're usually referred to as "the reds" by everybody (although some other nicknames include "the communists" by people who are neutral, or "the commies", "the tankies", and "pinkos" by people opposed to them). People from this faction range from people roughly into the idea of communism, to hardcore Marxist-Leninists. The communist zones are multicultural, with various languages and dialects being spoken freely, although the main language is Spanish. Red zones are multi-ethnic, multilingual, and with varied amounts of age range. The reds are without a doubt the most qualified of the factions academically speaking. Thanks to their quality public schools, they have the highest educational enrollment rate in Europe.

Architecturally, these communist neighbourhoods have a lot of soviet influence.

There's a very clear contrast between the older, Catalan modernist buildings, and the newer brutalist buildings. Adding to this contrast, lots of buildings can be seen having different cultural iconographies, such as Cuban murals on the side of buildings, or traditional french bakeries to list some examples.

If you were to walk down the street somewhere where there's a communist majority, you would, at first glance, feel a huge sense of comradeship. This is in part, because of the openness and fellowship that's been instilled in the general population. It's not strange to be minding your own business when suddenly a person you've never seen before starts talking to you like they've known you their whole life. By default, even if you clearly look like a foreigner, the assumption will be that you've come to Barcelona because you're sympathetic to the communist cause. However, this apparent friendliness will quickly disappear once they start speaking about the other political factions. It's not uncommon to hear conversations among reds where they casually mention wanting to murder or destroy anarchists, socdems, or Trotskyists (and of course, fascists, but that's pretty obvious).

This inherent violence against other ideologies, even if they're left-wing, is seen as something common, and it never really disappears, not even when they're speaking with the supposed person they want dead. So for instance, a red could be speaking to an anarchist and nonchalantly mention how everything would be better if all anarchists died in a fire.

The most detrimental aspect of Communist Barcelona is the sense of intellectual superiority. This isn't to say that people living there are arrogant or full of themselves, but rather that because of their high level of education and their own society's biases, it's difficult for them to understand how people could have alternative government models. Their thought process is either "this person must not be very bright", or "this person is willingly choosing an alternative that leads to fascism".

The Anarchists:

Also known as "anarkos", or by the pejorative "anarkiddies". Anarchism suffered a resurgence in popularity in the 1980s, with the newly formed anarchist movement "Federació Anarquista Catalana". FAC members can be found all over the Republic in small communities, which garnered the humorous name of "FACultades" because most of their members are teenagers and university students, and a big chunk of these places give off a subtle but noticeable cannabis smell.

Barcelona's anarchist movement is relegated to one or two neighbourhoods, which is considered by many as the main operations centre of the anarchist movement, also known as "FACultad central" (or FACC). When the anarchist resurgence of the 80s took place, the neighbourhoods with the most number of FAC members decided to self-proclaim as anarchists and cut ties with the rest of the Republic. These little pockets of anarchist activity have been self-proclaimed as independent anarchist zones, but in actuality, they have no international support, and the Republican Government still treats these zones like republican grounds. The Republican Government initially wanted to do a military assault on the anarchist zones, but that could be seen by the Americans as an excuse to intervene, so they decided it would be better to simply ignore the problem and to act just like nothing had happened.

Anarchists, despite their revel and punkish appearance, are for the most part quite welcoming and are ready to help anyone who asks. Surprisingly, the anarchists are pretty well organised, although they struggle to maintain the level of care that the other factions have in most aspects (academically, in terms of social order, etc). The anarchists proudly proclaim their lack of leadership as one of their strengths, but because of that very same reason quickly organising the population, and moving information to the masses can be a slow process. The closest thing they've got to a leader is "Grandfather Alan", the oldest anarchist in the FACC, but even then he's more of a trusted adviser than a boss.

Because of the unpopularity of anarchism around the world, as well as in Spain, the Anarchists don't really have a lot of possible allies. Most of the technology and food they gather come from the Republic itself, which they get either by stealing from other zones or by one of the very few cargoes the Republic itself sends there. These cargoes are only sent as a way to keep the zone under control, as well as a way of showing the other zones (and other countries) that they're the rightful owners of these parts.

The Catalanists:

The second largest group in the Republic is the Catalanists. Also known as the “demsocs”, “socdem”, or by the pejorative “revisionists”, “catalan nationalists”, and “demonrats”.

Unlike the anarchists, the catalanists haven’t had a revolution or tried to get a region to be independent of the Republic. Rather than doing that, they want to try to change the system from the inside, and transform the Republic from a single-party government into a democracy again, with the addition of changing its name to “República dels Països Catalans”. They believe that the current government will fall once the USSR falls, and that will lead to reunification with Nationalist Spain and in turn, to a loss of basic human rights and liberties, and their cultural heritage.

The demsocs are living under the rule of the reds and depending on where they live their attitude may vary. In red majority zones, they tend to keep pretty quiet about their political opinions in case they are ostracised. In catalanist majority zones, they can freely talk about their political opinions, and they tend to be prouder of their culture. In contrast to the multicultural red districts, a catalanist district is far more centered around the culture of Catalonia, Barcelona and the catalan speaking regions.

The Trotskyists:

Some years after the 2nd Civil War ended, old members of the old Trotskyist party “POUM” and their descendants decided to create a new Trotskyist party, the Partido Unionista Socialista Ibérico (PUSI). This party was, of course, only symbolic, as other political parties aren’t allowed in the Republic. Because of this symbolic nature, and the unpopularity of Trotskyism around the Republic, Trotskyists (also known as “Troskos”), are a very small percentage of the population.

Their main political objective is to create a global communist revolution around the world, starting with all of Spain, continuing with Europe, and finishing with the entire world. Their focus is set outward, and because of this, they don’t really tackle internal problems, because they believe that they will disappear once the entire world is united under socialism.

Trosko groups are very small, usually having a maximum of 10 or 15 members. These 10 to 15 members gather in meetings where they discuss the different ways in which they can bring new members in and put their practices into action, but because of their limited size, they can’t accomplish much.

Nationalist Barcelona:

The nationalist block of Barcelona has an even more marked distinction between its factions, but while the republican factions came about naturally out of ideological

differences, the nationalist factions are artificial, created by a very rigid class system. The factions in question are:

The Elite:

This is a blanket term for all of the higher ups in the Estado Español. This includes high-ranking military, politicians, oligarchs, and most of the wealthy people who benefit from the dictatorship. These people live in the “wealthy zones”, where they enjoy luxury and freedom to practically do as they please. The wealthy zones don't feature any kind of military supervision, aside from the odd military man walking down the street.

The military foot soldiers are an exception to this. They don't really live in expensive houses and rich neighbourhoods like the other elites, instead they live in camps and quarters. Their role is to be a military police that enforces the status quo and protects the elites. They can be found almost everywhere, but especially in poorer zones and in some of the numerous military camps and quarters found inside the city of Barcelona and in its outskirts. In these places where they appear in larger quantities. They are abusive to the general population and they regularly do random checks on them (in which they take advantage to confiscate/steal items from the citizens), and it's also pretty common to see them use violence unprompted against citizens for very small mistakes.

La Congregación de la Virgen del Martirio:

Also known as the CVM, the Congregación is a branch of the catholic church dedicated to religious purity. They were created to combat the rise in atheism in northern Spain, and their main function is to convert non-believers and to punish those who believe “in the wrong thing” (such as protestants, muslims, or hindus).

Their goal isn't just a religious one, as they have a big role in maintaining some of the nationalist pride in Spain. The CVM pushes hard for the idea of “Spanishness” being unquestionably tied to catholic morals and principles. Case in point: for someone to be legally labelled a citizen of the Estado Español you'd need to be baptised in a catholic church first.

Members of the CVM can be found in churches all over Nationalist BCN, it doesn't matter if the zone is poor or rich, there's always some kind of CVM representation. This being said, the CVM members do have a main church they attend, it's their biggest church: La Catedral de la Espiral.

La Sociedad Espiritual Continuista Sagrada:

Also known as the SEC, or SECS, the Sociedad Espiritual Continuista is a branch of the CVM dedicated exclusively to devotion to the previous generalísimo: Francisco Franco. The SEC has many members across different churches in the Nationalist side, but its main meeting place is the Iglesia de la Remembranza.

The SEC believes that Franco was a modern day saint, and they're completely devoted to studying his life, as well as the ways in which he's still performing miracles today (or so they believe). They're very ritualistic, even more so than the regular members of the CVM.

A subsection of the SEC has started looking for mystical and even occultist ways to resurrect Franco. The methods they use, of course, aren't based on any solid logic or facts, and they can't be proved to work as intended. Some members of the CVM, in fact, see their occultist rituals as dangerous (as they don't want to mess with dark forces), and others see them as completely useless and see the SECS with disdain.

The Common Folk:

This is the largest group of the population, and it features people with a pretty big variety of monetary incomes. Common Folk include homeless and very poor people, as well as middle class men. Although they are part of the same social group, common folk's relationship with the State and with the environment depend a lot on their income.

Poorer people will for the most part, be more left-leaning, although nobody will mention their political views aloud due to fear of repression. Poor folk are the most oppressed by the military, with them being the main focus of their assaults and random spurts of violence. Poor folk live in fear of the dictatorship, and because of this they have developed a pessimistic and nihilistic attitude towards life.

Middle class common folk tend to be more apathetic towards everything. They live life trying not to think too hard about their situation, and their life is mostly devoted to their work. Middle class families tend to live under acceptable conditions, even being able to afford American products. The few middle class workers that dare to think outside the box and are against the government will either be bullied into silence, will be persecuted and stripped of their rights, or will be turned into fugitives.

The Americans:

This faction is composed of American tourists, visitors, and immigrants who come on vacation to Spain. Usually, the tourists range from middle to high-class Americans, who come to Spain to have a good time. Americans live in a bubble, unaware of the social and political state Spain finds itself in. Essentially, they view Spain as an escapist fantasy.

They are found in designated neighbourhoods created specifically for the purpose of housing American citizens. The neighbourhoods are very similar to American neighbourhoods in terms of aesthetic, distribution, and economic status; in fact, they aren't managed by the Spanish government, but instead by a private American company (the Dinn Iberian Corporation). Aside from these neighbourhoods, they are also found in the MicroSpain Parks. MicroSpain Parks, known as "Parques Parodia"

by the locals, are small areas dedicated to restaurants, shops, and attractions which try to be as representative of Spanish culture as possible, which in most cases ends up falling into stereotypes. These MicroSpain Parks are essentially amusement parks for tourists, created as a way to incentivize tourism and increase the expenditure of visitors.

The Hidden Forces:

In the world of Barcelona 1999, there aren't any explicit Gods or higher powers. Instead, there are two hidden forces who have great control over the population of both Spains, they are like puppet masters, moving the strings without many people noticing. In addition to this, if things take a turn for the worse, one or both of these superpowers could potentially wipe out the entire continent of Europe with their nukes, so it's essential that the balance between them isn't broken.

USSR:

After losing a lot of power recently, the USSR is trying to maintain control of the Republican side of Spain. USSR representatives are a common sight in red zones of the Republic, and they are also present in all of the other factions to a lesser extent, except they work incognito in those zones. Even then, their power doesn't necessarily come from their presence there, but rather from the political influence and their stash of weapons of mass destruction (some of which are actually in Barcelona).

USA:

American government influence mainly comes in the form of CIA agents. These agents try to stop the spread of communist ideas to their citizens, as well as trying to sniff out possible red spies. The CIA also works tightly with the CNI in some investigations and operations. Because of Western Spain's weaker economic situation, the American government has more control over it than the USSR and the Republic. Also like the USSR, their power also comes in the form of weapons of mass destruction.

DIC:

The Dinn Iberian Corporation (DIC for short), is an American corporation based on the Mediterranean dedicated to the entertainment and pleasure of American tourists in Nationalist Spain. They own the American Neighbourhoods, as well as the MicroSpain parks, which gives them full control over what happens in those zones. Their objective is to give Americans full immersion of an idealised version of Spain, blocking outside influence, and isolating them from what's actually happening out there. In short, they control the flow of information that their populated areas receive, and they can very easily influence public opinion in them.

Character Stats:

Base Stats:

Health Points:

Defines how many attack points a character can take before getting killed.

Physical Attack: Defines how much damage the enemy will take.

Physical Defence: Defines how much damage can be absorbed by an attack.

Steps: Defines the distance you can move in a turn.

Accuracy: Defines the possibility that an attack has of hitting an enemy. Depending on the distance, the type of weapon, and other factors (like the environment, status effects, etc), the accuracy will vary.

Verbal Attack: Sticks and stones may break my bones, but words... Yeah, they hurt too. Using different VAs will give different status effects, and they might even lower your enemy's Health and/or Psyche Metres.

Psyche Meter: Defines the mental/emotional exhaustion of a character. If it reaches 0 the character will become emotionally scarred. Once this happens, the character will no longer be able to perform Verbal Attacks, and their proficiency with physical weapons will go down.

Status Effects:

Physical Status Effects:

Irradiated: Irradiation will slowly lower your health points, and your lost health won't go back up to 100% even if you heal. You'll need iodine pills to get your max health back to 100%.

Burning: When you're burning, your health will rapidly decrease.

Bleeding: Missing a limb? Did someone stab you with a knife? Well, now you're bleeding. Bleeding will slowly reduce health each turn.

Unarmed: The enemy drops his weapons for x turns, resorting to punches or verbal attacks.

Blinded: Can't see anything... Accuracy drops dramatically, and targets can't be seen.

Psychological Status Effects:

Sadness: Sad enemies will be too busy crying or overthinking stuff to actually give accurate shots! The enemy's accuracy goes down by a certain amount.

Distracted: What? Where did you go? Make the enemy lose you from his sights. This only lasts 1 turn.

Confused: The enemy will mistake one of his teammates for you, causing him to attack him. This only lasts 1 turn.

Anger: An angry enemy's strength will be increased tremendously, but he will also see a small health drop, with the added disadvantage that he'll have the possibility to hit himself.

Fear: A fearful enemy will be in shock, unable to attack, and will move away from you whenever possible.

Terrified: A terrified enemy will be able to shoot you, but he won't be able to change his current position.

Convinced: Convince an enemy that you're on their side, and he'll stop attacking you altogether! Convince all enemies in an encounter and you'll be done with the battle, although you won't win any XP...

Psyche Status Effect Resistance:

Resistance to certain Status Effects, whether they be Physical or Psychological, will be given by different items and armors. For instance, a fireman's outfit will lower burning damage, antidepressants will give immunity to sadness for a few turns (and heal existing sadness effects), etc.

Characters:



Main Character - Neil Crowley:

He's the main character of the story. He was born on the 18th of November 1975, in Northampton, England. Neil is a tall, skinny looking man, with short black spiky hair. He has extraordinarily straight eyebrows, which sit on top of his tired, baggy eyes. His most characteristic facial feature probably is his long thin nose, which is noticeably slightly crooked.

His family life could be described as normal: he has a loving mother and a kind, but strict father. His father was in the military, and because of his work, Neil knows all of the basics of how to use fire weapons (thanks to the insistence of his father). As Neil grew accustomed to contact with soldiers, he became bored with the concept of the military, and so he decided to study a more peaceful career: journalism. Strangely, his closeness to soldiers made him a very big pacifist, he thought that there was never any need for violence, and that everything could be solved by sitting down and talking.

During Neil's journalism college years, the sheer variety of individuals he met instilled in him curiosity for the human condition and the thought process of people. Neil's views could be seen as relatively naive. He didn't really care about politics in general, he was more interested in the people themselves. After he got a job and gained some reputation in the newspaper agency he was working for, he got assigned the task of travelling to Barcelona to write a report for the occasion of the 45th anniversary of the Spanish split of '54. Neil had never left Britain, so this was a new experience for him.

Neil's story in-game starts like this: After arriving at Republican Barcelona's airport, Neil was supposed to meet with a fellow journalist, Miquel Akinola. Miquel wrote for an international newspaper, and was keen on helping Neil get familiar with BCN. It was very late, and night traffic was almost non-existent. While they made their way to the city, they encountered a blocked road. The road block looked like a police inspection. Miquel seemed pretty calm, like this kind of thing had happened before, so he didn't worry too much about it. Two men dressed in black suits got out of the car, approached Miquel, and asked for his papers. While Miquel opened the glove compartment, one of the men took out a gun with a silencer and shot Miquel in the head, killing him instantly. Neil, in shock by what just happened stood still and quiet, paralysed by fear. Luckily for him, this inability to move saved his life, as the "police men" didn't notice him. Neil is left wondering who those men were. They didn't act like policemen. Who were they working for? Why would they kill Miquel?

This event is clearly a traumatic experience for Neil, but how that affects his morals and stance on violence and humanity will be left down to the player. An important thing about Neil is that he needs to be a blank canvas for the player to be able to project their own morals, political views, and choices (or to roleplay as a person with completely different views). By introducing this event, this can be used as an excuse to make Neil question his beliefs; does he still believe that everything can be solved through dialogue? Or has this horrible display of coldness and disregard for human life changed his optimistic outlook? A big part of the game will see Neil (as well as the player) take a stance on certain political affairs, taking him out of his comfort zone and making him think about issues that he wouldn't have faced in his home country.

Neil Base Statistics:

STAT	VALUE
HP (Health Points)	100
PH ATK (Physical Attack)	30
PH DEF (Physical Defence)	50
STEPS	5
ACCURACY	90
VA (Verbal Attack)	20
PSY (Psyche Meter)	50

Neil's base stats will be upgraded with time. Aside from the usual levelling up of skills that comes with XP, the player will also be able to put skill points into specific stats.



Secondary Character - Grandfather Alan:

Alan is an anarchist icon in the Republic. His nickname "the Grandfather" comes from the fact that he's one of, if not the oldest person in the FACC. He's 68 years old. He's a tall, hunk of a man, which would be intimidating if not for the fact that he needs to use a walking stick to move around. His long, grey hair falls down the side of his face, covering most of his head and leaving only a spot for his face. Complementing his lengthy hair is a long white curly beard that covers the entirety of his lower face.

Alan lived through the first and second civil wars, and his experiences there shaped his ideology and the person he is today. In the first civil war, he saw his mother killed by fascist after fighting for the Republic, and once that was over, he saw his father killed by the reds in the purges of anarchists and “revisionists” that took place during the second civil war. At that point he realised something: the thing that killed his father and mother weren’t just people; they were people given power. This brought him to the conclusion that for a society to work peacefully and effectively, nobody should be able to hold significant power over another. His philosophy intrigued and inspired thousands of people, and eventually he brought a new age of anarchism to the Republic, eventually bringing about the anarchist revolt of the 80s.

Alan is a tired, pondering man that spends most of his days sitting on his terrace admiring the view of Barcelona while he smokes from his pipe. He is the closest thing the anarchists have to a figurehead, and although he might not directly manage or rule the anarchists, he serves as an advisor. He gives advice and offers his experience to whoever might need it, and his wise words have been instrumental in the way the FACC is currently run.

Alan Base Stats:

Alan’s stats might not be very impressive, but killing him will result in having an antagonistic relationship with the Anarchists (the Anarchists will attack you on sight).

STAT	VALUE
HP (Health Points)	50
PH ATK (Physical Attack)	10
PH DEF (Physical Defence)	5
STEPS	3
ACCURACY	50
VA (Verbal Attack)	30
PSY (Psyche Meter)	100



Secondary Character - Nancy Dinn:

Mrs Dinn is the CEO of the Dinn Iberic Corporation. She inherited the corporation from her dying father, John Dinn. She's a relatively young businesswoman (31 years

old), and she's been running DIC for 2 years. She's a thin, average-height woman. Her hair is cut short to her left side, but it flows down the right side of her head. She has a long and slender face which ends in a very pronounced chin. Her eyes are a greyish blue, her nose would seem small if not for her long nose bridge, and her mouth is small but seems to have a lot of volume because of all of the lipstick she has on.

She's a successful business woman, having increased her company's value a lot in the 2 years since she took charge. Of course, this success has gone a bit to her head, and she has become more arrogant than she was before. Still, even as arrogant as she is, she does have the ability to hear out others and listen to their points of view (although it's very likely she'll call you an idiot depending on what you say to her). After becoming CEO, Nancy's sights have been set only on getting more money and more power to the company; when she was a kid she took having money for granted, but now that she's actually earning a lot of it, she has become obsessed with seeing her numbers go up. Her entire life now revolves around making money; if she were to suddenly lose her position as CEO she feels like she'd have nothing left.

She spends her day walking around her parks and neighbourhoods looking for things to improve (or rather, for things to blame others for). She's always accompanied by two or more bodyguards, except for when she takes her daily smoke break. Even when she's by her bodyguards she wears a subtle bulletproof vest under her blue-striped business suit, just in case.

Nancy Base Stats:

Nancy is almost always accompanied by her two bodyguards, so attacking her won't be as easy as it seems.

STAT	VALUE
HP (Health Points)	80
PH ATK (Physical Attack)	10
PH DEF (Physical Defence)	10
STEPS	5
ACCURACY	10
VA (Verbal Attack)	60
PSY (Psyche Meter)	70



New Character - Víctor Mora:

Víctor Mora is a catalanist inventor living in the southern part of Barcelona, specifically, in the catalanist majority zone. He's 38 years old, and he would appear younger than that if it weren't for his terminal illness, which gives him a pale and tired look.

Víctor's main objective as an inventor was to give the catalanist movement international (or at least european) acknowledgement by creating revolutionary products and inventions. He wants to achieve independence from the Republic, as he believes that the Republic is holding back economic growth and innovation with its deeply communist policies. In fact, some of his inventions (mostly his free-roaming automatons) were forcefully taken over by the reds for use in the public sector.

Víctor's inventions all used the existing soviet nuclear technology as a basis. One day, while Víctor was working on a new automaton, he realised that he was beginning to feel weak, and he ended up falling unconscious. He was diagnosed with a terminal disease because of direct exposure to radiation. Since this incident, he has been sitting in his bed, completely unable to move because of the pain. He is able to live his day-to-day life thanks to the help from his automatons.



New Character - Guillermo Morris:

Guillermo Morris is the president of the República Socialista de España. He's in his late 40s, and he's been running the country for at least the past 5 years. He's got a completely bald head, and protruding ears. His eyes aren't small, but because of his continuous squinting they do seem tiny. His eyebrows are very pronounced and considerably angular, giving him the look that he's serious or angry, even if he's not. He usually wears a variety of differently coloured ties, but he persistently wears a reddish suit everywhere he goes, probably to give consistency to his public image.

Morris genuinely believes in communism, and he also cares deeply about the population of Republican Spain. That being said, he also wants to get rid of every ideological group that threatens the communist status quo, such as anarchists, catalanists, and trotskyists. If it were up to him, he would send squads to the revisionists' zones and use force to gain back territory and let them know who's really in control; but he can't actually do that because showing any large-scale use of force could potentially rise the tension between the two Spains and be used as an excuse to restart the war. He'd also like to one day obtain part of the fascists' territory, but he isn't able to because of the same reason.



Antagonist Character - Paco Miller

Governing General Francisco Miller, commonly known as Paco, is the one in charge of Nationalist Barcelona. He's an old man (62), and he's only ever known life in the nationalist Estado Español. Physically, he looks pretty good for his age. He's a big, buff man, and this is only amplified by the fact that he constantly wears bulky combat gear. His head is completely bald, but since it's usually covered by a hat, that's not noticeable at a first glance. He has very thin, almost non-existent eyebrows, which contrast with his bushy short beard. His eyes are intimidating, thanks in part to the darkish bags underneath them.

Born in Barcelona in 1937, son of a colonel and a housewife, Paco was always surrounded by people who believed in fascism and Spanish exceptionalism. In his adult life, he joined the army and quickly climbed up the ranks thanks to his connections and knowledge of military society. Eventually, he became a pretty prominent figure in the Spanish military world.

After the previous governor of Barcelona died in 1977, Generalíssimo Carrero Blanco personally appointed General Miller as the new governor of BCN, and he has been in this position ever since. As the leader of Barcelona, his ideals and trust in fascism have amplified. He sees what happens on the republican side, with all of the divisions and ideologies that have spawned, and he's glad that his part of Barcelona is unified. "These people need a boot to kick them in the ribs once in a while, before they make the wrong decision", he thinks to himself. He's also glad that the presence of outsiders in Spain is reduced to a few Americans, he doesn't want people mingling and dirtying the gene pool. (He seems to miss the irony that his last name isn't of Spanish origin).

In addition to his fascist aspirations, he's also a very superstitious person. He's a firm believer of the Congregación de la Virgen del Martirio, and he's fascinated by the occult and the forces of nature. This fascination has resulted in a lot of experiments and rituals around his militaristic rule, such as blessing bullets with holy water, or wearing rings and necklaces to ward off evil spirits as part of military uniforms.

Paco Miller Stats:

Paco is always surrounded by other soldiers, so approaching him is difficult by itself. If you manage to kill him you'll have a bad time across all of nationalist BCN.

STAT	VALUE
HP (Health Points)	90
PH ATK (Physical Attack)	20
PH DEF (Physical Defence)	30
STEPS	4
ACCURACY	75
VA (Verbal Attack)	40
PSY (Psyche Meter)	20

Resources:

Name	Description
Uranium-235	The most wanted resource, this precious rock can make you win a war if used properly in a matter of days.
Lead	Used for making radiation containers with steel as an special alloy that is light and isolates completely the most dangerous radiation.
Steel	Used for making bullets, containers and armors.
Food	Substance consisting essentially of protein, carbohydrate, fat, and other nutrients used in the body of an organism to sustain growth and vital processes and to furnish energy.
Water	A very valuable resource used to hydrate troops and cool reactors.
Yodium	Used to contain the absorption of radiation through the thyroid.
Antidepressants	Removes the Sadness Status Effect, and adds immunity for a few turns.
Ammo	Normal ammo, it can be either used to shoot or make special bullets.
Uranium Ammo	Ammo that irradiates the enemy on contact.

In the link below we can see a schema of the creation, destruction and transformation of each resource in the world.

We can see that there's a war number. This represents the current war situation, as the number goes higher the situation gets worse. All the resource production and demand depends on this value. The more conflict, the less production and more demand for it. "War" is created by consuming ammo that's made from steel, or steel and uranium. If there's not enough bullets to satisfy the demand, the "war" number will go down. This scheme creates a flow where the scarcity of some resources makes the system balance itself so there's some sort of curves and the graph isn't linear. The link to the machinations scheme is the following one:

<https://my.machinations.io/d/Mutually-Assured-Destruction:-Barcelona/5288903a588411eda2330626ff1c9bc8>

Items

Name	Description
Helmet	A light helmet manufactured in Spain
Leather Arms Armour	A light armour not very resistant made in Spain
Leather Torso Armour	A light armour not very resistant made in Spain
Leather Legs Armour	A light armour not very resistant made in Spain
Steel Helmet	A helmet imported from the USSR
Steel Arms Armour	An armour imported from the USSR
Steel Torso Armour	An armour imported from the USSR
Steel Legs Armour	An armour imported from the USSR
Anti Radiation Helmet	An useful helmet designed to protect from radiation
Anti Radiation Arms Armour	An useful armour designed to protect from radiation
Anti Radiation Torso Armour	An useful armour designed to protect from radiation
Anti Radiation Legs Armour	An useful armour designed to protect from radiation
Tactical Boots	High quality boots manufactured by the URSS
DPS-9	A silenced pistol manufactured by DIC.
PPCP	A sub machine manufactured by the USSR widely appreciated by the soviet soldiers.
DMA4-5.56	An automatic rifle used by the nationalists and manufactured by DIC.
MSA-109 (vyzhivshego)	A legendary rifle that has served the USSR during WWII, named survivor in russian due to its reliability in combat.
DSRP- 55 (Extradition)	Very precise sniper rifle delivered to the nationalist forces. Manufactured by DIC

RAP-55 (Raspautomat)	A light machine gun manufactured in the USSR.
RG-2	A grenade manufactured by the USSR.
Molotov Cocktail	A hand thrown incendiary weapon constructed from a frangible container filled with flammable substances equipped with a fuse (typically a glass bottle filled with flammable liquids sealed with a cloth wick). In use, the fuse attached to the container is lit and the weapon is thrown, shattering on impact. This ignites the flammable substances contained in the bottle and spreads flames as the fuel burns.
Medkit	Instant health boost. Usually pretty big.
Adrenaline Stim	Increases how many steps you can take for a few turns.
Food	Will heal you overtime.
Drinks	Instant health gain. Usually not very big.
Anti-depressant	Removes the Sadness status effect, and gives immunity for a few turns.
Anti-stress Ball	Removes the Anger status effect.
Sedative	Removes the Fear status effect, and gives immunity for a few turns.
Wake Up Call	Removes the Terrified status effect, and gives immunity for a few turns.
Iodine Pills	Removes the Irradiated status effect.
Eye Drops	Removes the Blinded status effect.
Extinguisher	Removes the Burning status effect.
Bandages	Removes the Bleeding status effect.

Combat System:

Battle Process:

1. Starting the Battle.

A battle starts when either the player sneaks around an aggressive enemy or an aggressive enemy sees the player. This decides which one has the first turn at battle. If the player sneak-attacks the enemy, the player has the first turn, and if the enemy sees the player, then the enemy has the first turn. A battle with neutral NPCs can be started if the player attacks them.

2. Choose Actions

Once the battle has started (and assuming that the first turn is for the player), the player will choose an action to perform. Actions are separated into two sections: movement, and combative. The player can perform one combative action per turn, and can move for as many steps as he has per turn.

Combative Actions: Combative actions include anything that helps the player in battle and that's not related to movement. So, making a physical attack, blocking, making a verbal attack and using an item all fall into this category, and thus can only be used once per turn.

Here's a list of how each combative action works:

Physical Attack: Any attack that uses weapons, doesn't matter if they're long range, melee, or fists. The distance and accuracy of your attack will depend on the type of weapon. For instance: melee weapons only work when you're close to your target; pistols work well at low-mid range, and their accuracy will be lower the further away the target is; sniper rifles will work very well at long distances, but won't be very accurate at closer distances.

When attacking an enemy a popup screen will appear asking the player to choose which limb they want to attack. Some limbs are vital and destroying them will lead to the death of the target (like the torso and the head), but others will simply lower the overall health of the enemy and give disadvantages (like the legs and the arms). Each limb has a different accuracy percentage, which depends on the overall base accuracy of the player, as well as the weapon's accuracy, and the position of the enemy and if he's covered or not.

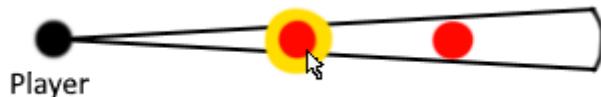
Finally, another thing to take into account is the fog of war. During the battle a fog of war will appear and the player will only be able to target the enemies within its vision. Having long range weapons such as snipers, will increase the fog of war, although certain wearable items will also have a similar effect (such as glasses, or contact lenses). Fog of war is only a mechanic found in battle, outside of it all of the players surroundings will be fully visible.

Blocking: Put on a defensive stance to increase your defence for one turn. For certain melee weapons, blocking might completely block all of the damage that it would usually do, but that's pretty rare.

Verbal Attack: These attacks are shot as sound waves. Because of this, the trajectory will be done in a cone-shape like it's shown in the picture below. If something very large is in the way of the player and the target (like a wall), then the VA won't work.



Only one person can be verbally attacked at a time. The enemy that will receive the attack is the one under the cursor. Here's an image for reference:



VAs usually give Psychological Status Effects, like Sadness, Anger, etc. but some specific Verbal Attacks can inflict physical damage. Some people will react more strongly to some attacks than others, which can also inflict physical damage, or other effects like depleting the Psyche Meter. For instance, if you know someone has self-image problems, selecting the VA "Insult How He Looks" will provoke the sadness effect, as well as reduce some of his health.

Items: This is pretty self-explanatory. Using any item will count as a combative action, so healing items, status effect removers, and offensive items like grenades will count as a combat action.

Movement Actions: Movement actions are anything related to the player's movement. This is mainly used for moving the player around the battlefield. All movement actions require using the player's step counter. Movement doesn't have to be done all in one go, a player that has 20 steps for example could move 10 steps, attack, and move 10 more steps.

During the movement phase, the player will be able to move to certain spots which will work like covers. Covers work differently depending on the material they're made of, their size, and their shape. Some of the most common covers include:

Road Blocks: covers the legs and the torso.

Walls: covers your torso, legs, and head.

Signs: covers your torso, arms and head.

Windows: covers your torso and legs.

Covers don't have to make the shots 0% accurate (in most cases), but they'll drastically decrease the accuracy percentage of whomever is attacking.

If the player doesn't want to use any movement or combative actions they can just skip their turn.

3. Enemy Actions

The enemy will react to the player's actions, and they'll have the exact same options as the player in terms of actions. The only player-specific action is the status effect "convince".

4. Ending the Fight

Finishing a fight can end 1 of 3 ways.

The first way is to win the good old fashioned way: defeating everyone with the power of extreme violence. If you do this with a faction or group that's aggressive by default it doesn't matter that much, but if you're doing this to an ally, or neutral faction then your reputation will lower, and you'll be one step closer to being their enemy.

The second way is to lose. In the case that you lose, you'll die and go back to a previous save point, usually to the start of the fight.

Finally, you can win the fight peacefully. This will require a lot of dialogue and verbal attacks, and you'll need to convince the enemies that you're on their side, or at least that you're not a threat to them or their values. This approach won't give you XP, instead you'll upgrade your conversation abilities and psyche. You'll need to have in mind the fact that not all enemies will become convinced, especially for hard-headed, paranoid, and non-human enemies, so this approach isn't always useful.

Adventure:

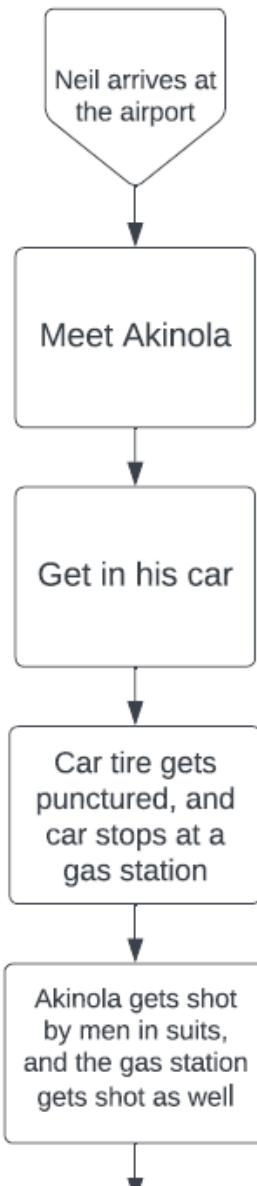
Our story can be played through an HTML and through the Twine application or website. To play the story directly, you can execute the HTML, but if you want to check out the complete narrative tree and all of its options, you have to check out the twee file and import it through Twine.

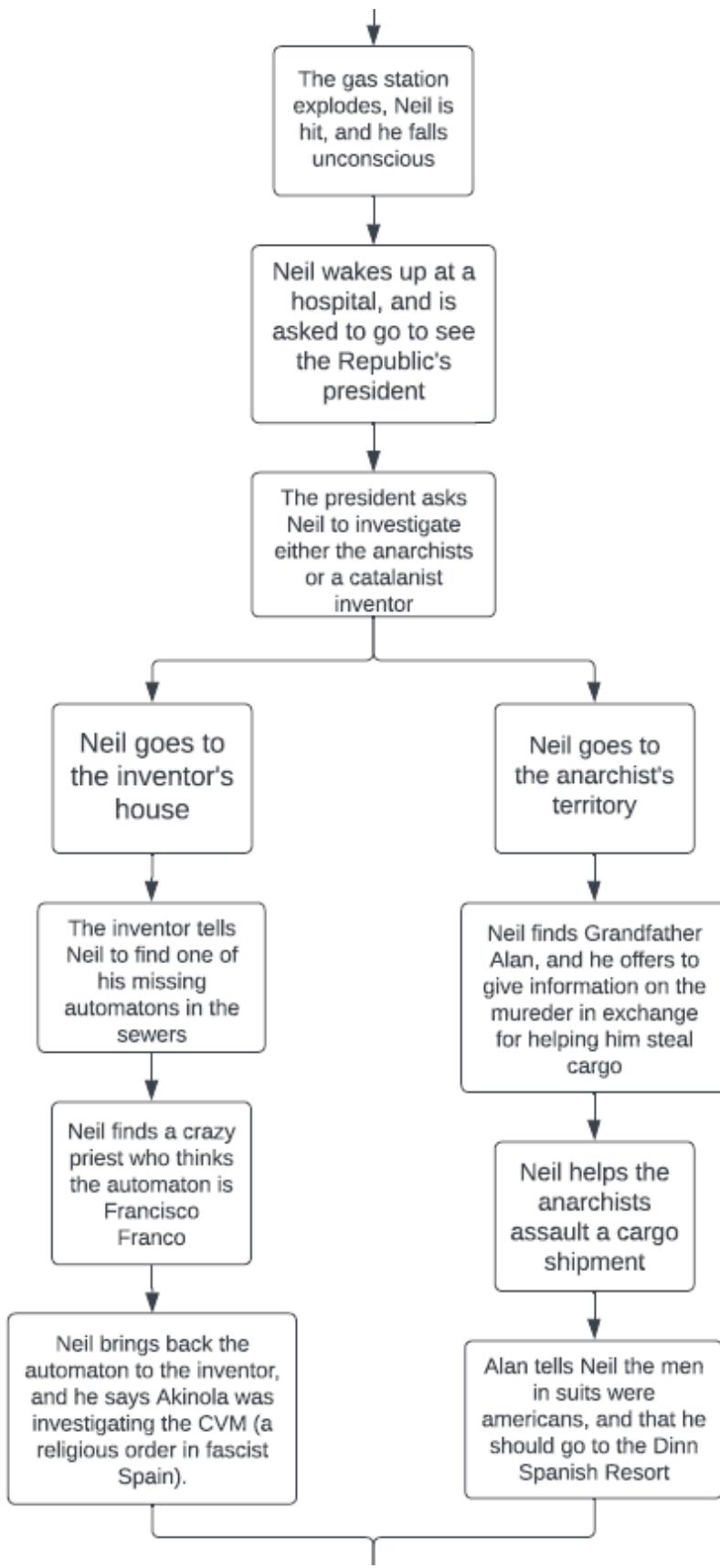
Our story's tree is very vertical in nature, and because of this, not all of it could fit in this document. To remedy this, we've made a very minimalist version of the story to include here. This minimalist version of the flowchart is mainly for you to get the idea behind the story, but it's recommended that you first play the game through the HTML file, or that you first check out the actual game tree by importing the twee file into Twine.

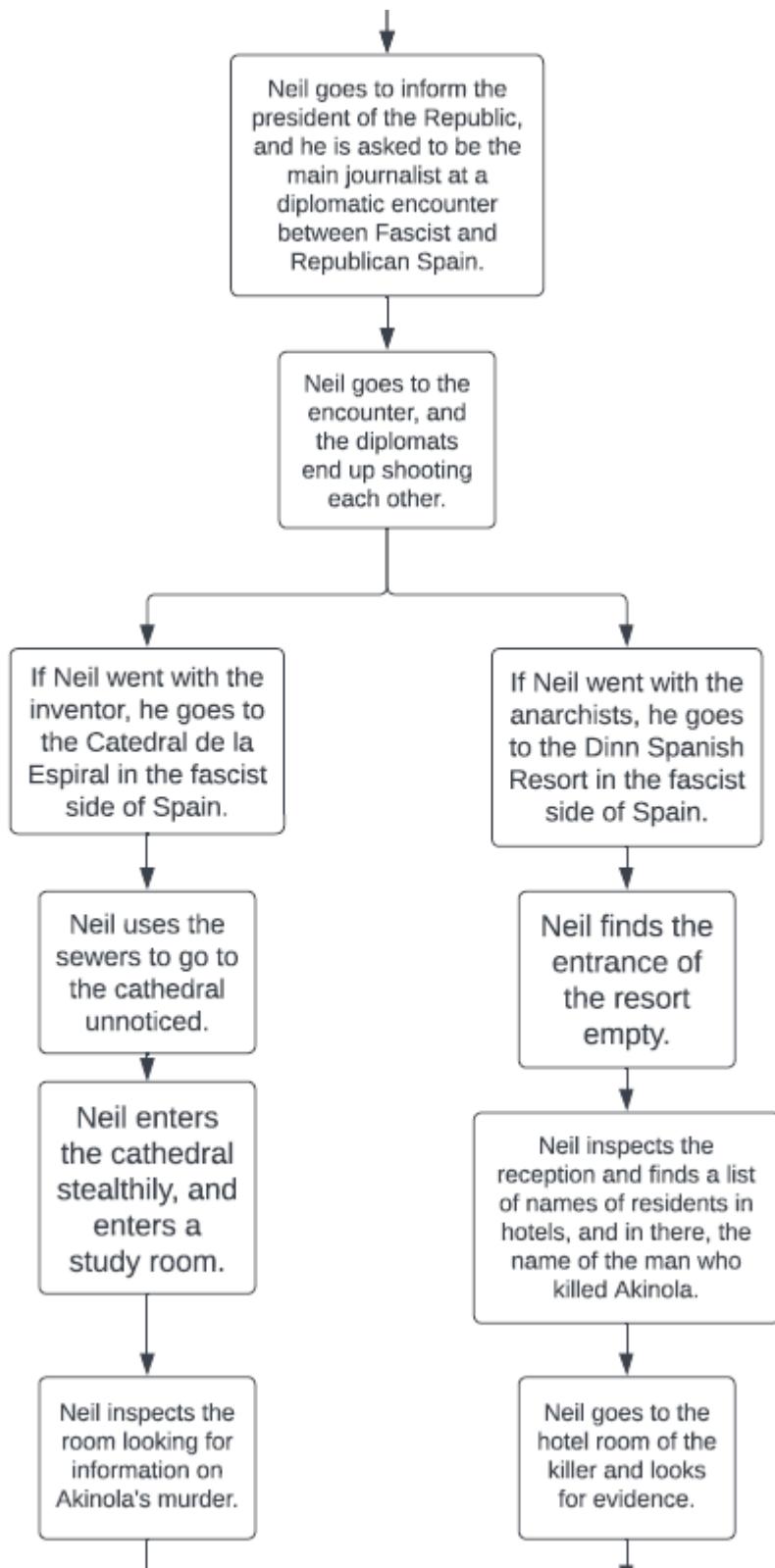
The game's files will be included alongside this pdf in a folder, but just in case, we'll also include all files in the following link (which includes the Twee file, the HTML file, and the simplified flow chart in a stretched pdf so it's even easier to read).

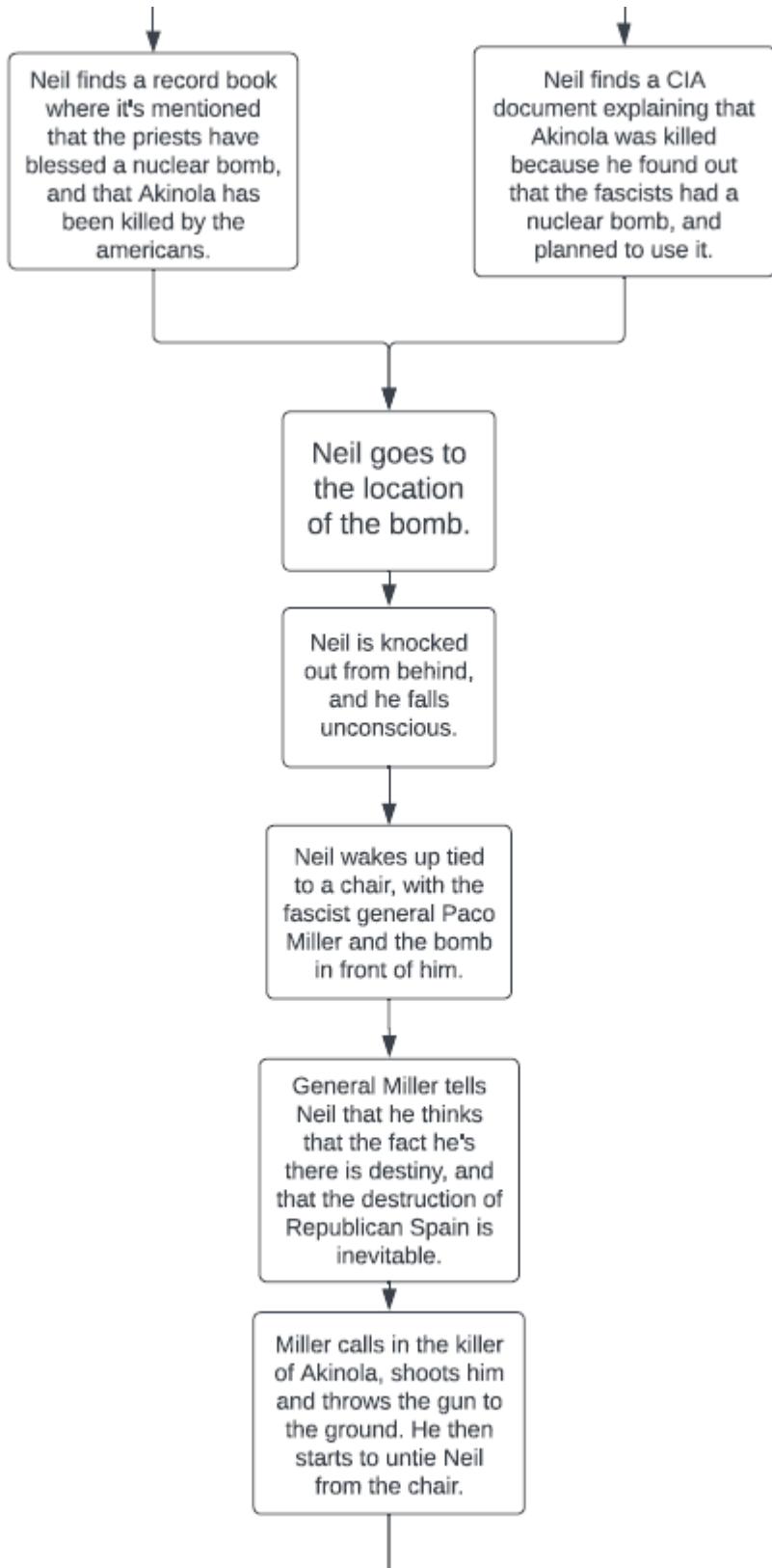
Game Files:https://drive.google.com/drive/folders/1w9d3mTmJN4ca2KMjYuJ57w7sXRty258X?usp=share_link

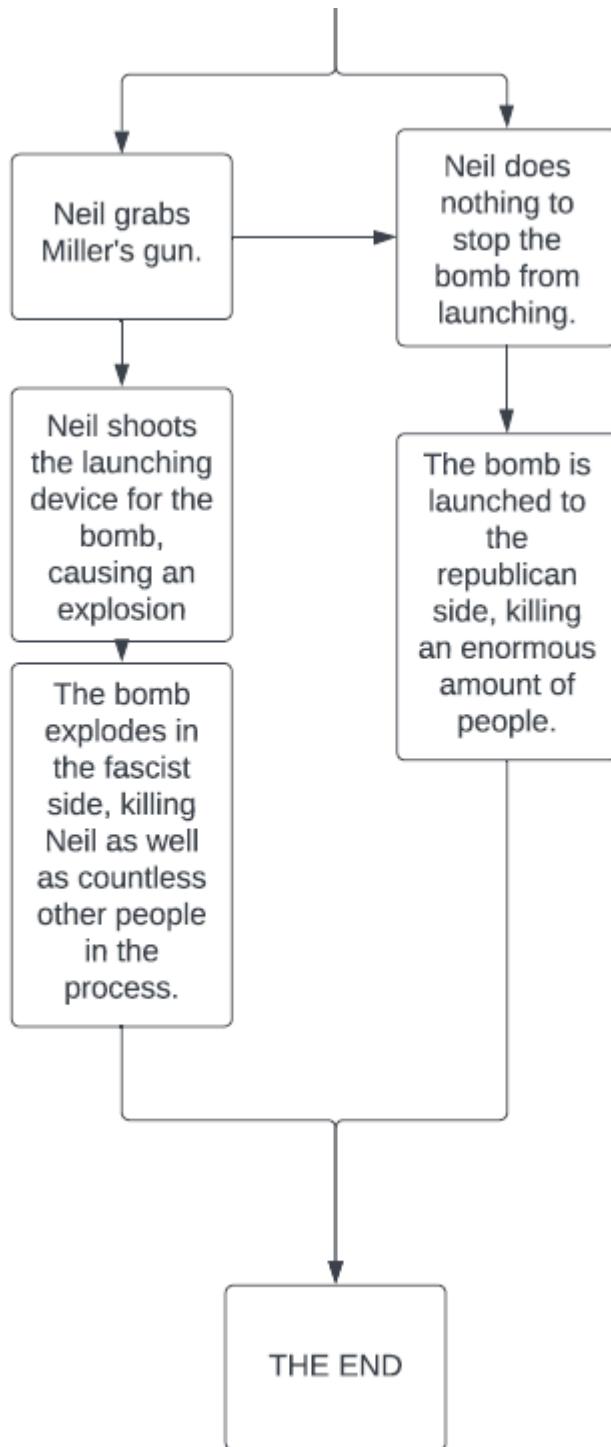
Simplified Flow Chart:











Battle Balance:

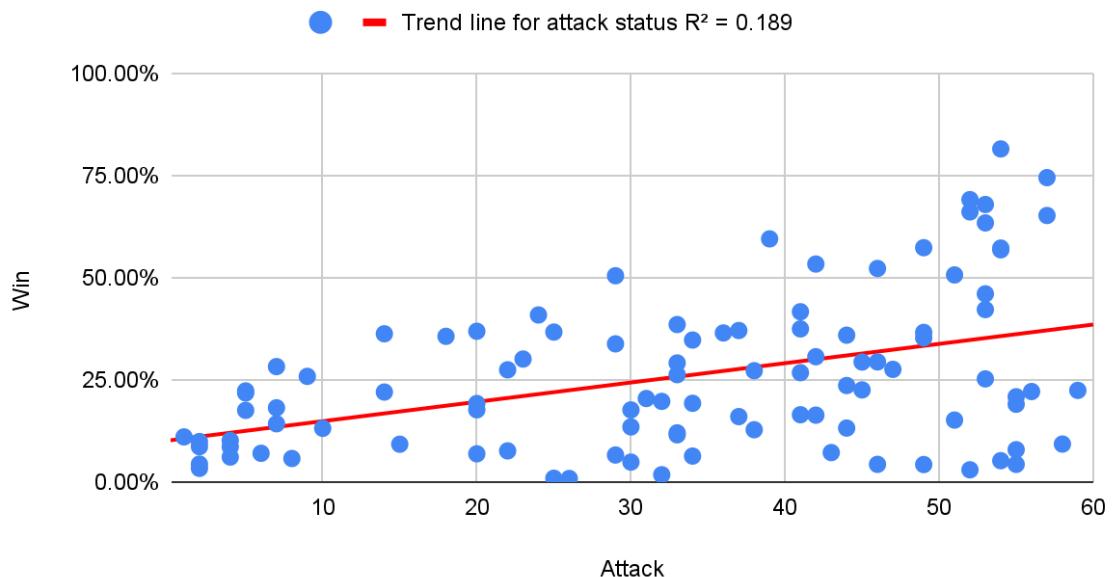
Sensitivity analysis of character statistics

We have performed 100 simulations with random values of PH attack, PH defense, Accuracy and verbal attack with predefined maximum. With the results we have created and watched their influence over the winrate.

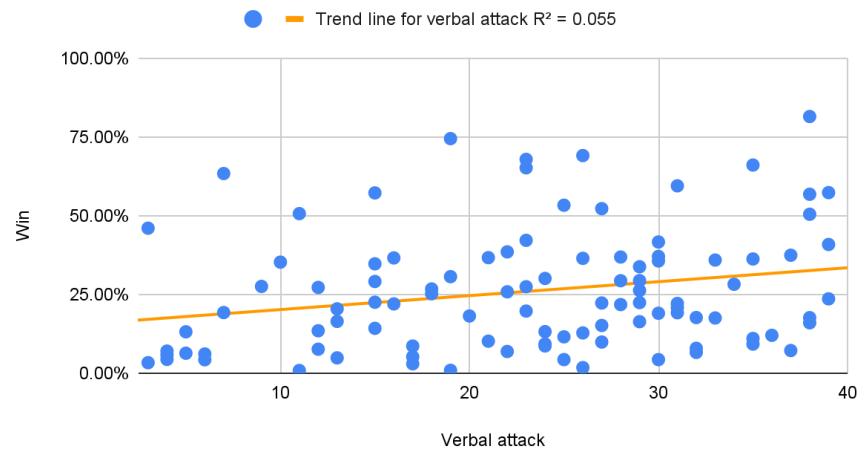
MAX ATK	MAX DEF	MAX ACC	MAX VA
60	30	100	40

To calculate the win we used this $\text{Win} = (2 * \text{PHATK} + 1.5 * \text{VA}) * \text{ACC} + \text{PH DEF}$. After analyzing the results we noticed that all the stats as their value increases the character has more probability to win (excluding defense). While the accuracy stat influences the most over winrate the defense stat doesn't make much difference due to the trend line being almost flat.

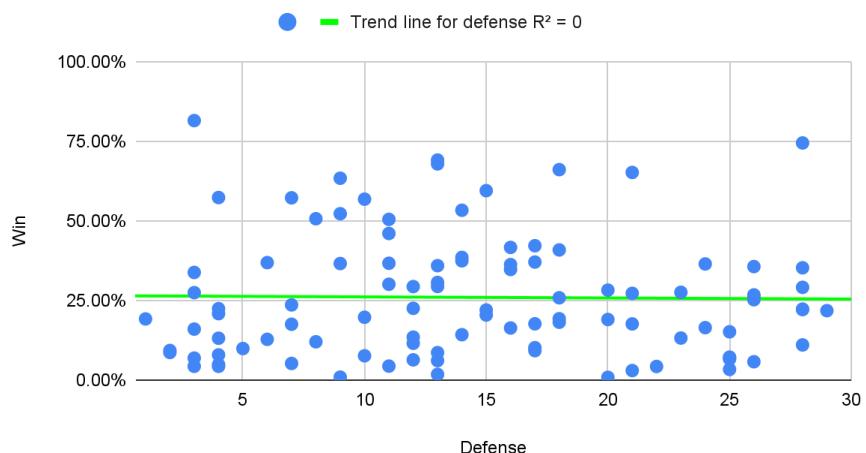
Win and attack probability



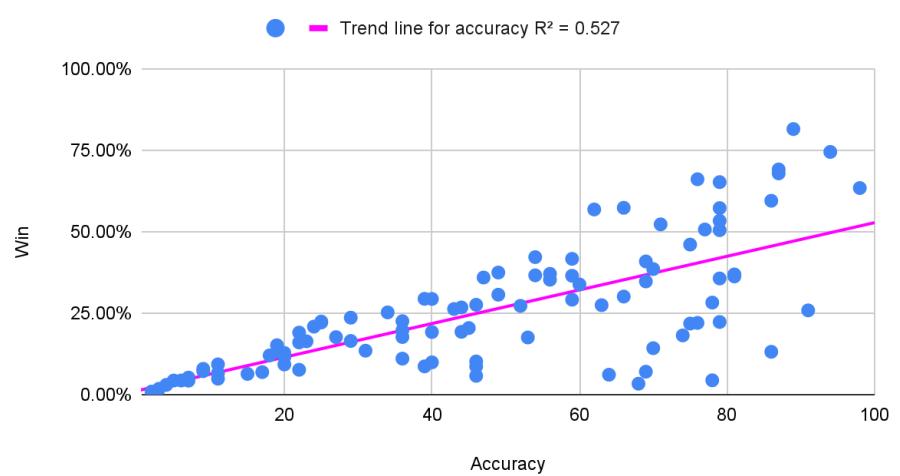
Win and verbal attack probability



Win and defense probability



Win and accuracy



Main character progression

For this analysis we have used the same win formula and we have set new base stats for enemies and the main character.

	PH ATTK	PH DEF	ACC	VA	Win = (2 * PHATTK + 1.5 * VA) * ACC + PH DEF
Boss	20	30	75	40	7530
Minion	10	5	50	30	3255

For character stats we use base + (level*mul)

PH ATTK Base	PH DEF Base	ACC Base	VA Base
12	5	20	10
PH ATTK MULT	PH DEF MULT	ACC MULT	VA MULT
0.4	0.25	0.8	0.235

With these stats we have run 100 simulations from level 1 to 100 in order to get the win rate against a minion and a boss. The graphic below shows a slight exponential increase until it reaches 100%. The minion win rate grows faster than the boss rate and a nice level to face easily the minion is lvl 20-25 and with lvl 40-45 would be an interesting fight against the boss.

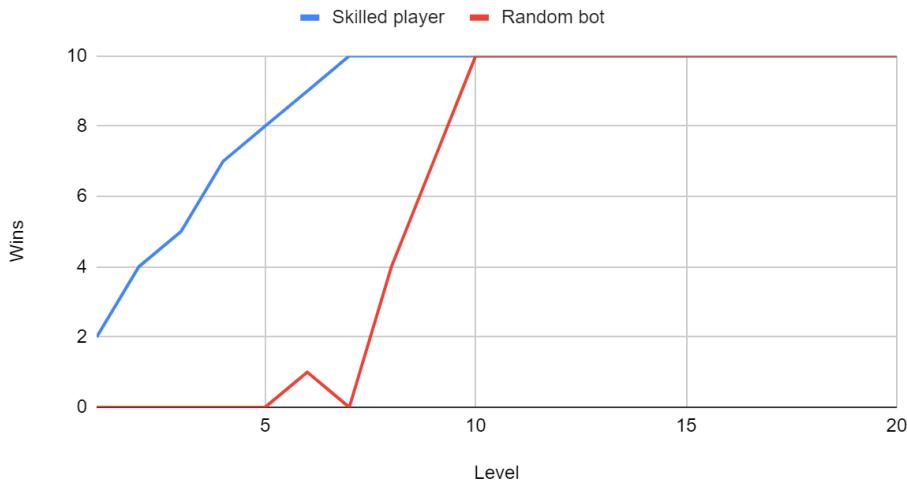
Win vs Level



Skill ratio

For this analysis we compared the wins of a skilled player (us) vs bot for each level. We can conclude that a skilled player has a constant increase in wins due to his decision making instead of the bot that from level 6 on can start winning due to the increase of stats.

Skilled player vs random bot



Dominant strategy

In this case we have released 100 simulations of each attack type: the verbal attack and the normal one. We registered the win rate of every 10% step frequency. The results show that spamming is as bad as not using it so you have to alternate the attacks in order to achieve the victory. This indicates that the battle is balanced.

Win% vs Attack Freq

