# The Peoples State

A turn based economy and social simulator, based on leading a totalitarian communist country after it gets occupied by a foreign power. The game is won by tallying up points, gained from three ‘’prongs’’ -> personal gain, i.e. how you used the state for your own personal financial gain, party gain, i.e. how the country was managed in according to party ideals, serving as a model communist nation, and state gain, i.e. how local traditions and culture was served.

# Core Systems

## Economy

Economy in the Peoples State is a turn-based calculation of various indicators within your state. The economic system is deeply integrated with the population system, as one works in close relation with the other.

|  |  |
| --- | --- |
| Industry | Description |
| Primary | Agriculture, raw materials production |
| Secondary | Light and heavy industry |
| Tertiary | Services, but mostly used as retail |
| R&D | Education, science and all that good stuff |
| Military | Armed forces & military industrial complex |
| State | State apparatus, your salary |

An industry has the following quantitative descriptive

|  |  |
| --- | --- |
| Descriptive | Description |
| Number of employees (Qemp) | The number of employees currently employed in the sector |
| Optimal number of employees (Qempopt) | The number of employees optimal for the sector (*note: this will not be visible to the player*) |
| Total number of employees (Qempmax) | The total number of employees employable in the sector, depicting how many workplaces are physically possible |
| Salary of employees (Semp) | The average salary of the sector |
| Industry value (Vind) | The value produced by one employee in the industry |

Every **five years** you get to pick a budget for each of these five sectors. The budget serves as the amount of investment into these sectors by the government – with each having various degrees of effect on both the economy itself, available decisions etc. These investments pay off incrementally during the 10 turns. Minimal budget is calculated every turn, hence it could mean that the budget runs out if close to minimal budget in case of huge shifts in population, industry or other events. This can be averted by redistributing reserves (i.e. budget above minimal in government).

The budget is used to pay salaries, create new factories and so on, hence there is a minimum required investment (i.e. keeping everything status quo), which is used to pay for existing assets, while anything above is used to expand them – creating higher upkeep, but netting new job spaces, which can create more **industry revenue**. Some industries (R&D) function differently, for example,

|  |  |  |  |
| --- | --- | --- | --- |
| Sector | Below minimal budget | Minimal budget | Above minimal budget |
| Primary | Lack of resources in other sectors, lack of food. Farms and industry is unable to function efficiently, revenue suffers (1 to 100%).  Decreased output of secondary, tertiary, military industries.  Severely negative population happiness. | No changes. Minimal budget is determined by size of economy[[1]](#footnote-1), employee amount in the primary sector and their salaries, and size of population[[2]](#footnote-2). | New farms and mines are created, increasing amount of potential employment slots. |
| Secondary |  | No changes. Minimal investment is determined by size of secondary industry and population size ( |  |
| Tertiary |  |  |  |
| R&D |  |  |  |
| Military |  |  |  |
| State |  |  |  |

State money is, at the end of the day, quite limited, and will need to be rationed out at the smartest way possible to achieve the goals of the player.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Industry revenue | = | Industry value (per capita) | \* | Employed population | \* | % Optimal employed population - % Actual employed population |
|  |  | The amount of value produced, on average, by one employee of the sector. It has a base value, and is dynamically changed by both events and decisions. |  | Amount of population of the state that is employed in the sector, note some sectors need educated or specialized employees. |  | Decimal multiplier 0.0 -> 1.0 that determines how efficiently the amount of employed population was for the industrial value creation. |

|  |  |  |
| --- | --- | --- |
| Income/expenditure | Description |  |
| Primary | **Pros:** massive early game employed population, no education, low investment cost  **Cons**: low industry value |  |
| Secondary | **Pros:** high industry value,  **Cons:** large investment cost, |  |
| Tertiary | **Pros:**  **Cons:** low industry value |  |
| Education, research, development |  |  |
| Military |  |  |
| State apparatus |  |  |
| Subsidies |  |  |
| Payments |  |  |

## Population

The population system is the second core system, which deals with how large the population is, how educated it is, in what sectors it is employed, how much money it makes, how happy it is and the loyalty of the population.

Population is divided into a social pyramid:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Population title | Size | Sector | Education | Happiness | Party allegience |  |
| Low ranking administrators | 100 000 | State apparatus | -percentage high- |  |  |  |
| High ranking administrators | 1000 | State apparatus | -percentage high- |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

Managed

Population

Characters

Events

Player character:

Name customizable, sex customizable, gender has no real impact on gameplay.

Trifecta allegiance – between **party**, **state** and personal **gain**.

Each criteria is the result of a points system, that comes from each group subservient to the criteria.

**Party:** Adherence to party ideals (subservience) + party happiness + state economic situation

1. To stimulate need for primary industry goods in other sectors [↑](#footnote-ref-1)
2. To simulante required food for total population [↑](#footnote-ref-2)