

Rules

1. Turn based game, both start on a turn basis.
2. Two players start with 50% of the map, decide between collectivist or individualist ideologies, and resources/ other factors start off being distributed equally.
3. There is a three minute time limit per turn, so watch carefully! If you exceed this limit, it will automatically advance to the next player.
4. There is a three minute time limit, and if their turn is not complete in this time, then the game will switch to the opposing player. Also, if the player wishes to end their turn sooner than the time limit, they can do so by pressing the 'End Turn' button.
5. On each turn, you can move troops, or support other troop units in holding or attacking a tile.
6. When troops attack a tile, the following occurs:
 - a. If the tile is unoccupied by the other player's military, it will be taken in one turn.
 - b. If the tile is occupied by the other player's military, and the previously occupying unit is dislodged, there will be a transition turn, in which the tile is under control of the capturing player, but does not earn any money. If the troop unit is moved or dislodged during this turn, the tile will revert to the previous owner. Also, if the tile is successfully taken (in this scenario), then the tile will lose three opinion level points since they do not have faith in their government to protect them. If the tile is not successfully taken in the military conflict, then it will raise three opinion level points since its people have proof of their government protecting them.
7. When a unit is defeated, it will disappear, and a new one must be created in its stead at a controlled province. Too many soldier deaths will result in reduced opinion in your own tiles.
8. When one side wants to use propaganda, different types can be used (in addition to the base amount for each ideology):
 - a. Regions you control:
 - i. Media campaign/ censorship (talk show host, celebrity, etc.) \$ - low efficiency
 - ii. Word of mouth (spread rumors about good living standards and plant moles) \$\$ - medium efficiency
 - iii. Detention camps for those who oppose \$\$\$ (can come with consequences, though)- collectivist only - high efficiency, chance of drop in neighboring, uncontrolled tiles.
 - b. Regions you don't control:
 - i. Propaganda leaflets \$\$ - low effectiveness on collectivists, medium effectiveness on individualists.
 - ii. Disseminate truth \$ -individualist only - high efficiency (once per 5 turns)
 - iii. Brain gain \$\$\$ -individualist only - increases money (once per 20 turns)
9. Revolting:
 - a. If opinion in a province(without troops) bordering yours is less than -4 (through opinion points) they can revolt and become yours. This has a 10% of happening every turn where opinion exceeds this limit, and the chance increases based on the opinion. 20% during 100% opinion.
10. Regardless of bordering tiles, a low opinion will result in lower revenue.
11. The highest opinion level that each territory can achieve is 10, and the lowest is -10.
12. Events can occur naturally. These events are always negative, and include nuclear accidents, natural disasters, social outrage, or biological mishaps (such as viruses).

13. You can only make one military-based move per turn, and you cannot buy and use a military on the same turn.
14. The game ends when one player reaches 100% conversion to their ideology.