URBAN EMPIRE
BE A MAYOR PLAYER

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Glossary

Brain power: Generated by the school system, higher brain power points accelerate research.

Edict: A city law or decision voted on and passed by the City Council.

Era: One of the five time spans in **Urban Empire**. The player's character changes at the end of each era.

Event: Presents the player with an in-game situation and asks him or her to choose a solution; outcomes depend on the player's choice and on the game world.

Family: A set of five characters, one per era, that a player will experience and who share a broadly similar group of traits that affect their interaction with the game world.

Happiness: The citizens' satisfaction with their lives, which determines their political allegiance to the game's political parties.

Invention: New ideas or technologies that a player can bring to the city through research.

Political compass: A compass that shows how political parties behave, with two axes: left vs. right wing and liberal vs. conservative.

Wheel of Life: measurements of satisfaction in six life areas that determine a citizen's happiness, including fun, social life, security, health, physical environment, and personal growth.

Overview

Urban Empire thrusts you into the role of a mayor tasked with constructing and modifying districts of a city, maintaining its buildings and businesses, caring for and employing its citizens, upgrading its infrastructure, managing its economy, and engaging with its councilors, rights, laws, and political parties over the span of decades and centuries.

As you move from era to era, from smithies and thermodynamics to combustion, hydraulics, and the right to vote, the complexity of your settlement grows, demanding a keen eye for detail and the will to shape a societal landscape in whatever direction you see fit.

The game plays out over three main areas: the **City View**, which shows the bustle of the city buildings and district layout, the **City Council**, which displays the chambers where councilors debate and vote on edicts and proposals, and a progress view, called the **Progress Cloud**, that lays out the path you will take to municipal technologies with a direct historical counterpart. A wealth of information is available in the city data screen for those who like to know everything, from how citizens feel to what businesses employ them.

The mayor info screen reveals the changes in the nature and fortunes of your player character.

Whether you embark on a centuries-long campaign or jump into a ready-made scenario, your decisions will affect the lives of those under your influence. Will you reach the goals assigned to you by fate, ambition, and a fast-developing world?

Getting Started

Once you have started the game, you will be met by the **Game menu**, with the **New game**, **Load game**, **Settings, Credits**, and **Exit game** options.

Left-clicking **New game** opens the new game window, which offers you the choice of starting a **new campaign** or a **new scenario**. A new campaign starts you in Era I on a map with no districts and a family member of your choice. Your decision determines your starting attributes and funds.

The object of the campaign is to progress through each era until you reach a win state by completing the tasks in the **Victory progress** window.

But let's not get ahead of ourselves. Things will heat up soon enough!

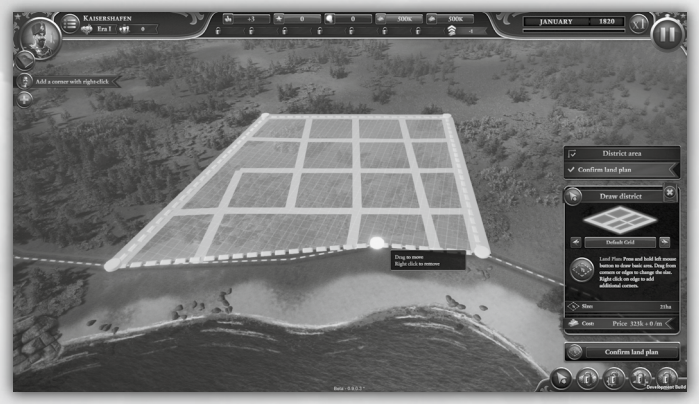
If you chose to start the campaign with the **Tutorial** checkbox enabled, you will be instructed by an **advisor** on how to play the game and must complete the objectives set out. If you start without the tutorial, the following steps will familiarize you with the game's main views and objectives.

Click New Game and Campaign

You will be transported to the location of your city.

Create the First District

Use the **Create district** button and **Draw district** function to start creating your first district.



Press and hold the left mouse button to draw the basic area. Right-click the edge of the area to add more corners. Note that sharp angles are not tolerated and that districts must be connected to a road and be above a predetermined size. The larger the district, the higher the monthly cost of its upkeep.

Place the **City Hall** to establish the district and propose the district using personal funding to pay for its establishment.

1.) Move the mouse pointer with the **City Hall** attached to your desired location and use left-click on your mouse.

2.) Click **Propose district** and select **Use personal funding**.

Your district is now created! Before proceeding to the next step, it's probably a good idea to give citizens a few months to move in.

Add Grammar School

Click the district name plate, then click to modify the district and add a grammar school to the city. This will provide you with some initial brain power, which is needed to research new inventions in the **Progress Cloud**.

Research an Invention in Progress Cloud View

1.) Click the **Progress Cloud** button and choose one of the available inventions.

2.) Click **Start research**.

There is a lot more to the game, but this should get you started! While playing you will be switching between the **City**, **City Council**, and **Progress Cloud** views, managing districts, navigating events, reading newspaper headlines, viewing and upgrading individual buildings, following the economy and the happiness of your citizens.

For more information on each aspect of the game, see the individual chapters of this manual.

Families

Family values shape reality in **Urban Empire**; the upbringing your character received alters your starting point and political leanings, challenging you to pursue or diverge from the family legacy.

In the game, you play as a representative of one of four family lines, each of which has its own crest, creed, and traits that are expressed differently in each playable family member. Each trait affects multiple systems in the game. One character is available at the beginning of each campaign and more are accessed as you proceed through the four eras of **Urban Empire**.

The von Pfilzen Family

A family of landed gentry, the von Pfilzens are hardline conservative aristocrats with a strong military tradition. Their manor has overlooked the same estate grounds, fields and forests since the early fourteenth century, and throughout the reign of three different countries. The von Pfilzens, traditionalists, believe in social hierarchy and the need for national stability in a changing world.

Starting character: Gerbert von Pfilzen

A cruel, unsympathetic aristocrat, Gerbert von Pfilzen values empire and power over all else. His harsh upbringing in strict, militaristic nobility has left him emotionally repressed. Although respected, he tolerates no perceived incompetence and deals ruthlessly with anything he perceives as insubordination.

Extremely loyal to the empire, Gerbert believes the emperor has a God-given right to rule. He will protect the realm and "get things done," letting no one stand in his way.

As Gerbert, you inherit the **Cruel** and **Luddite** traits.

The Sant' Elias Family

The Sant' Elias family, patrons of inventors and innovators, believe in solving problems through technology. Known for their ravenous appetite for ideas and advancement and their furious disdain for established traditions and conservatism, they are notorious risk takers, a trait that is plain in their personal lives, where they can seem aloof and alienated from the needs of the people.

Starting character: Giuseppe Sant' Elias

Giuseppe, the eldest son of the science advisor to the Austrian emperor, was urged by his father to pursue hard science, but was more fascinated by architecture. He felt that the ornate buildings of the empire were outdated and envisioned a bold new architecture of straight lines and functional spaces, focusing on the needs of the people more directly than ever before.

As Giuseppe, you inherit the **Progressive** and **Solitarian** traits.

The Kilgannon Family

A working-class family with a history of involvement in politics and the labour rights movement, the Kilgannons have risen from grassroots community activists to major players on the city's political scene.

Respected as heroes of the people, their dedication has made them popular with the proletariat. Their contributions to society are appreciated, but their benevolence has led to increased costs in building prices.

Starting character: Conor Kilgannon

Conor Kilgannon grew up working along his famous father, Patrick Kilgannon. With his father's trusted aide, he grew to care about the wellbeing of his co-workers. When the Emperor of Austria called on his best Irish foreman, famous for efficiency and a low death rate at construction sites, to supervise the founding of a new city, Patrick declined politely and sent his son in his stead.

As Conor Kilgannon you inherit the **Honest** and **Optimist** traits.

The Shuysky Family

The Shuyskys, a family of Russian emigrants, pride themselves on being cultured and civil patrons of the arts and theatre. While on the surface they seem unassuming, even indifferent to political power, and none of their rivals view them as much of a threat, their awareness of and care in observing social obligations puts them in good standing with everyday citizens as well as other politicians.

Since dabbling in politics is new to them, they can boast of no particular experience in the field, but sometimes disruptive forces rise from surprising sources.

Starting character: Vasiliy Shuysky

Vasiliy Shuysky has gained a reputation as a talented banker and a refined patron of the arts. His family fortunes grew when the Austrian Emperor granted him the opportunity to oversee the building of a new city to connect Vienna to the Adriatic Sea. Aware that families of Jewish origin have often faced persecution, Vasiliy views this development as a chance to build a safe haven for all those who are interested in free thinking and love art.

As Vasiliy Shuysky you inherit the **Socialite**, **Honest**, and **Elitist** traits.

How Character Values Affect Gameplay

Brain power
The higher your mayor's brain power, the quicker research will be completed, unlocking new buildings and effects.

Prestige
The more prestige your mayor has, the more unfavorable votes you can overturn.

Political goodwill
On the basis of traits and character, some parties will be more inclined to like or hate the player, changing the potential sensible alliances quite drastically.

Personal funds
The more personal funds a mayor has, the more event choices he or she can select and additions to the city he or she can pay for directly, bypassing the political process.

Citizen bonuses
Some characters and traits appeal to certain social classes or age groups more than others, making it easier or harder to make certain citizens happy.

List of Traits

Cruel: You are an evil sadist who takes pleasure in others' suffering.

Cynical: You trust no one and see hidden motives in everything.

Deceitful: You are manipulative and dishonest by nature.

Elitist: You are accustomed to dealing with the upper class and have little understanding for regular people.

Honest: You value honesty above all else.

Gullible: You lack willpower and are easily persuaded.

Luddite: You believe that the slower the change, the happier the society.

Optimist: You truly believe in people and in good.

Pessimist: You are pessimistic about everything.

Populist: You favor simple, forceful answers to complicated issues.

Progressive: You believe in progress and new ideas.

Socialite: You are famous for being famous.

Soft: You are not afraid to wear your heart on sleeve.

Solitarian: You value your privacy a lot more than other people's company.

Game States

The game has four main states in which you'll spend your time. The actions you can take in these states will be covered in the chapters of this manual.

The **City View** is where you'll spend much of your time, building and modifying districts and adding services, infrastructure, and institutions. It's the only state in which time flows forward.

The **City Council** is where you make political decisions, where all of your proposals will be approved or rejected; in it you can change taxes or funding, propose edicts, and deal with the game's political parties.

The **Progress Cloud** is where you decide which inventions your city administration will become familiar with. You'll unlock new gameplay features, edicts, services, infrastructure, and business areas.

The **Delegation View** is where you'll deal with other cities. It is unlocked last, allowing you to send business delegations and form twin-city partnerships with other cities, bringing bonuses to certain elements of your city.

The City View

The **City View** displays the city and terrain, allowing you to place and upgrade districts, services, and institutions.

Citizens

The citizens are the atoms of the game. They live in residential buildings, work in the city's companies, and shop in its stores. The happier they are, the better they work. Citizens vote for political parties on the basis of their satisfaction with the different aspects of their lives. Each citizen has a gender, social class, and age group that determine his or her individual demand for six needs.

Those six needs – the Wheel of Life – are **Fun, Social Life, Personal Growth, Health, Safety, and Physical Environment**. Municipal services, institutions, and infrastructures offer these services, but citizens can also acquire them by shopping with related businesses. The higher the citizens' tax rate, the less cash citizens have to shop with, but the more services you can provide to everyone.

The game rates satisfaction as follows: If a citizen obtains everything from a service that he or she desires, he or she will express a full +10 satisfaction with that service. If a citizen receives nothing he or she wants from the service, the game will record an absolute -10 satisfaction rating. Other satisfaction values lie between +10 and -10. To learn more about the six needs, consult the information window in the game's main UI view.

Districts, Zoning and Infrastructure

In **Urban Empire** cities are built one **district** at a time. Each district has a **running cost** and gains **revenue**, which impact the city's monthly budget balance. Districts are where all buildings, companies, and citizens are located. As you progress in the game, you will be able to adjust a district's **zoning** and **grid infrastructure** after clicking on the district map icon and then on **Modify district**.

Districts must be connected to the main road by being located directly next to it or connected to other districts. Districts have three zoning options, affording space for residential, commercial, and industrial areas. The density of the district determines the size and density of its buildings.

While service buildings can reach several districts in their area of influence, **infrastructure** only affects the district in which it is built.

To view and modify a district:

1.) Click the gold-framed **District** icon on the map.

2.) Click the **General info**, **Infrastructure**, **Services**, **Happiness**, **Residents**, or **Business** button to view information about the district.

3.) Click **General info** and then **Modify district** to access the **District zoning**, **Infrastructure**, **Place services**, and **District overview** buttons.

   a. Adjust the **District density** and **Area** bars in the **District zoning** window. Click **Confirm zoning**.

> Note
>
> Use the RCI indicator (indicator for different zoning demands; Residential – Commercial – Industrial) to help you zone more space for those areas with high demand. If demand is low, you may have zoned too much space. Recession, building size upgrades, and other elements can also affect demand. Follow the RCI indicator for an overview of the current situation.

   b. Click to add the grids you would like to enable for the district. Different grids enable more concrete infrastructure items. Enabling grids has a direct cost and incurs a **running cost**. Click **Confirm infrastructure**.

> Note
>
> Plenty of infrastructures influence traffic points. Each company and citizen engaging in work consumes traffic points in a district. If the district is overusing its traffic points, companies begin to suffer. Traffic congestion is a good indicator of a need for upgraded roads, traffic lights, a bus or another new transport network.

   c. Click the entry for any service you would like to add to the map; the icon for that service will attach itself to the mouse pointer. Click a viable location on the map and then **Confirm services**.

4.) Click **Propose district** and **Normal vote** or **Expedited vote** to submit the proposal.

Municipal Services

Municipal services are offered through buildings added to a district map in the **City View** by clicking the gold-framed **City district** icon then the

Modify district button to open the **Place services** window. Municipal services offer their effects to everyone within the service range, unlike shops, where citizens must pay for services, and which therefore do not influence everyone.

Each service – whether a municipal service or a shop – has an **optimal service range** and **secondary service range**. Areas within the service range receive the service bonuses offered by the service building. The optimal range area provides full service benefits, while areas within the secondary range receive inferior service benefits. The optimal service range varies based on the quality of the service. **Quality**, on the other hand, is always determined by the happiness of the middle class workers in the municipal service or company.

Left-clicking a service building will allow you to **endorse**, **demolish**, or **relocate** the service. Selecting endorse adds to the quality of the service, increasing the optimal service range. **Demolish** demolishes the service, erasing it and costing you some **prestige** and **personal funds**.

The **efficiency** of a municipal service determines the price of its upkeep.

Institutions

Institutions offer bonuses to the entire city, unlike municipal services whose range is limited to their **secondary service range**. Institutions include hospitals, courthouses, water and electric plants, ports, and universities.

Once unlocked by researching a path in the **Progress Cloud** view, institutions can be placed by left-clicking the **Place institution** button in the **City View**, which opens the **Place institution** window.

Clicking an institution entry in the **Place institution** window will attach the institution building to the mouse pointer. Clicking on the map in an appropriate place will select the proposed location for the building; clicking **Confirm institution** will open the **Vote on new institution** window, which offers the choice of submitting the proposal for a **normal vote**, an **expedited vote** at the expense of some prestige, or if available, to immediate production using **private funding**.

Institutions can be upgraded with the **Upgrade institution** button or relocated by clicking **Relocate institution**. Some of the institutions have predetermined locations while most can be placed wherever you want.

Economy

The **economy** of your city determines the quantity and quality of services, businesses, and institutions you can afford. Your player character has **personal funds** in addition to the **city funds**, which you can use to accelerate certain developments.

City funds come mainly from **taxes** imposed on the income of either **companies** or **citizens**. The higher the business tax rate, the more successful companies must be in making sales. Sales are based on a company's quality and efficiency, which in turn are influenced by the happiness of the citizens working in that company. You need to optimize how and whom to make happy if you want to avoid sweatshop conditions in your city.

City funds can be allocated after a proposal is debated and accepted by means of a city council vote. Personal funds may be used to bypass the voting system at the expense of your character's personal fortune.

If your city funds drop into the negative range – if you owe money – the district councilors are unlikely to support the introduction of new services or institutions in a vote, however often you **appeal** to parties in an attempt to sway them in favor of your proposal. This may lead to a situation in which the only proposal the council will accept is one to raise taxes or cut funding of certain services. However, in some cases, large tax increases will not provide enough funds for quick reinvestment.

Company types

There are two types of companies in this game: **industrial companies** produce refined resources such as metal and are usually least vulnerable to dissatisfied employees. **Commercial companies** include cafés, pubs, video arcades and music stores in which citizens can purchase one of the six wheel of life services that make them happy and satisfied.

Each company provides workplaces for its citizens. From workplaces citizens receive salaries they can use to shop for services and pay taxes. The higher the citizen tax rate, the less they can afford to shop at companies for services and the more you, being the mayor, must provide for their needs by means of municipal services.

Every company has at least one middle-class workplace and one working-class workplace. Companies also have infrastructural needs that, with staff happiness, determine the company's quality and efficiency. Efficiency determines the maximum number of sales a company can make, while quality determines how many sales it will make. Shops resemble municipal services in the sense that quality dictates their service range. Conversely, efficiency determines the maximum number of citizens that can shop at a store each month.

Other Elements in City View

You can click each residential building in a city district to open a window showing its **building density**, the **happiness** of its residents and the **parties** they support. Clicking **Protect building** will ensure that as time passes or you increase the density of a district, this building won't be allowed to be replaced. Clicking **Demolish building** deletes the building, costing the player some funds and prestige.

Clicking an **industrial building** or business shows its **building density** and the production values for the commodity it produces. Clicking **Promote business** will increase the quality of the company.

Left-clicking the gold-framed **District** icon in the center of a district displays the local **District population**, **District traffic usage**, **Most popular party**, **District happiness**, **District employment**, and **District companies** for a quick overview of a city's current state.

Left-clicking on the **District** icon also displays a **Demolish district** and a **Modify district** button.

The Political System

The political system is at the heart of **Urban Empire**. Every time you propose a new use of city funds, the decision is submitted as a proposal to the city council. The council itself consists of political parties, each of which has its own agenda. The parties will support or oppose your proposals depending on what the decision concerns, the party's agenda, and fluctuations in power linked to the game's districts.

The **City Council** view allows you to interact directly with the council on issues involving the use of public funds. It displays information about the current political parties, council members, and your standing with them; and lets you submit proposals to raise and lower taxes and service funding, to issue edicts to change the behaviors and freedoms of citizens and companies, and to attempt to influence councilors in these votes. Multiple proposals can be submitted to the council at the same time.

The **Political compass** shows a party's position to the left or right and to conservative or liberal. A party can be **conservative left**, **conservative right**, **liberal left**, **liberal right**, or anything in between.

Note

A party's name is not a direct indication of its position on the left or right; historically the first liberal parties were laissez-faire, wanting as little government meddling and as few public services as possible.

Each party has an insignia such as a crown, an eagle, or a shield. Clicking a party insignia button over a party member on the council benches will also open the window for that party.

General Council UI

The **City Council** options bar in the bottom center of the screen contains the **Council overview**, **Political parties**, **Edicts**, **Taxation**, and **Service funding** buttons. Clicking any of those buttons will open one or more topic-specific information windows to the right of the screen.

The **Council overview** window shows the number of **City Council** members currently belonging to each current political party, and the **city budget** in terms of the city's **taxation**, **funding**, and **budget**.

The **Political parties** window shows each party's **council members**, **discipline**, **party values**, and **current support** as an overall percentage of the city's population, and then that percentage is further broken down into the proportion of **elite**, **upper class**, **working class**, **student**, and **lower class** citizens making up that support. It also indicates how many **important edicts** the party regards as significant, and its feelings towards your character in terms of **support**, **neutral**, and **dislike**. It also displays the party's current **goodwill** towards the player's character.

Edicts displays any **active edicts** and **available edicts**, including **citizens**, **morale**, **welfare**, **administration**, and **environment**, and the **cost per month** for any active edicts. The **Active edicts** and **Available edicts** buttons open their respective windows. **Taxation** shows the current **active tax**, including the current **business tax** and **citizen tax** in thousands per month and as a **tax percentage**. It shows the **tax revenue** in thousands per month.

Taxation

Raising and lowering tax is essential to maintaining revenue in **Urban Empire**. Each time you want to change a city's tax, submit a proposal to the **City Council** for a vote.

Left-clicking the **Propose tax** button in the **City Council** view will open the **Edit tax** window, where you can adjust the **Business tax** and **Citizen tax** bars to your preferred level before clicking the large **Propose tax** button to present the proposal to the council for debate and voting.

In other words, to submit a tax proposal:

1.) Click the **Taxation** button in the bottom center of the **City Council** view.
2.) Click the **Propose tax** button at the bottom right of the screen.
3.) Adjust **business tax** and **citizen tax** to your preferred level in the **Edit tax** window.
4.) Click **Propose tax** to submit the proposal.
5.) Click **Begin voting** to start the vote if the preparation is finished.

Note

The Political compass shows the parties you can expect to vote for or against the currently selected proposed change. If the pointer of a party insignia is in the pink, it is likely that the majority of the members of that party will vote against the proposal. If the party insignia points to green, most of its party members will probably vote for the proposal. Yellow indicates a majority neutral stance; in other words, roughly half of the party will vote for the proposal and half against it.

Service Funding

In **Urban Empire** municipal services have five levels of funding; changes to that level can be proposed to the city council for a vote. The changes affect all municipal services of that type.

1.) Click the **Service funding** button in the **City Council** view.

Service funding shows the **active funding** of city services as proposed for debate by the player and decided by council vote, including the cost of all the services in the currently selected category. The categories are **All Categories**, **Mayor's Funds**, **Health Care**, **Education**, **Culture**, **Environment**, and **Administration**.

2.) Click **Adjust funding**.

3.) In the **Manage funding** window, click the entry for a service to open a **Service funding** window for that service.

4.) Click the + or - button to propose an increase or decrease in funding for that service.

Edicts

Edicts are submitted for approval in the **City Council** view. Once passed by vote, they regulate the freedoms and behaviors of the city's citizens and companies. Edicts must be researched and unlocked through the **Progress Cloud** view.

Once one or more edicts are available, you can propose its being made law in the **City Council**. Clicking the **Edicts** button will open the **Available edicts** window which shows the **effects**, **cost**, and the length of the **voting process** required for ratification for each edict.

Edicts under debate appear as a red flag to the left of the screen.

Influencing a Vote Through Appeals

During the run-up to a vote, you can try to influence the outcome with political parties using the **Plead**, **Demand**, and **Threaten** buttons, which will ask you to choose from several choices. Each of those choices will have different effects such as swaying voters to your cause, causing the party to dislike you a little, or both. The **Next party** button switches between political parties.

Note

The sooner you make an appeal in the run-up to a vote, the more likely it is to achieve the desired effect of swaying members of a party to your cause.

To appeal to council members after a vote is set in motion:

1.) Click the flag for a currently open debate.

2.) Click the **Next party** button to switch between political parties.

3.) Select the **Plead**, **Demand**, or **Threaten** buttons for the party you want to persuade. Note that many of the options have a cost in popularity.

4.) Select an option from the resulting window. The results of your attempt will be displayed, and the option to appeal to that party will be grayed out.

5.) Repeat steps 2 to 4 as necessary for each remaining party.

6.) Repeat steps 1 to 5 after a month of game time has passed.

7.) Click **Begin voting** to start the vote if the preparation is finished.

Each level of increased funding will add to values in the game such as **personal growth**, the number of **middle-class workplaces**, a **quality bonus** for the services, or the **range** of a service. As the level increases, so does the **cost** of the service.

Note

You can make one appeal to each party once a month for as long as a vote is being prepared.

Finalizing the Vote

Proposals currently under debate are flagged on the left of the screen with a scale icon. Clicking on a proposal flag will open a **Voting in preparation** layout that displays the name of the vote in question, a **Projected for and against** bar underneath, with numbers against a red, green, and bronze circle background showing the projected number of votes against, still

undecided, and for the proposal, respectively.

The party insignias are placed along a bar whose color shifts from red (against) to green (in favor of), indicating where the majority of the party's members are expected to vote. A graphic of a scale gives a quick visual indication of whether the green thumbs-up projected "in favor of" votes or red thumbs-down projected "against" votes are currently ahead.

The **Begin voting**, **Appeal to parties**, and **Exit voting** buttons at the bottom allow you to begin or exit a vote or "appeal" to members of each party in an attempt to sway them towards an "in favor of" vote.

Progress Cloud

The campaign mode takes the player through the five eras of the game, each tied to the in-game calendar year. Each era has its own research path and specific changes to the political and economic landscape of the game.

Era I – the Industrial Revolution, which lasts from 1820 to 1860, has 8 inventions and lets you become familiar with the city building aspects of the game before serious challenges occur.

Era II – the Birth of National Identity, which lasts from 1860 to 1913, has 13 inventions and introduces more political parties with a larger impact on themes of national awakening. Citizens demand more services as the level of wealth increases.

Era III – the Conflict of Values, which lasts from 1917 to 1939, has 18 inventions and changes the landscape considerably. Now in a newly independent country, you need to win elections and ensure that extreme ideologies on the left and right do not receive enough support to throw you out of power.

Era IV – The Dualism, which lasts from 1948 to 1990, has 19 inventions and covers the Cold War era. It sees the rise of youth culture, the environmental movement, and a sexual revolution.

Era V – The Fragmentation of Values, which lasts from 1990 to 2020,

has 18 inventions and covers times that are contemporaneous with the release of **Urban Empire**. It sees the rise of internet culture and populist movements.

Clicking on an available invention will show the **cost** and **research time** for the invention to the right of the screen. Clicking the **Start research** button will begin the research process and add a research readout to the left of the bar at the top of the screen, showing the name of the research, the options that will unlock upon completion, and the time to completion as indicated by the proportion of the green circle drawn around the research icon.

Only one invention can be researched at a time. Once the research is complete, the research readout will disappear; a window will appear listing the unlocked options and effects, which are now deployed and available in-game.

National Laws

National laws have a much greater impact than edicts. They take longer to process and represent the current status of the society in terms of the modernity and advancement of the legislation of the nation in which the player's city is located. National laws have several very important effects on the city.

National laws provide a boost to the city's brain power production, allowing the player to unlock new inventions faster. They also provide a temporary boost to satisfaction in the respective aspect of civic life, as citizens are pleased to have more rights and freedoms. However, they also increase the demand for the six Wheel of Life services, making it harder to keep citizens happy in the long term.

National laws allow you to determine the kind of society you want to build. The benefit of a monoculture in which everyone is pressured to look, behave, and think the same is that its citizens do not know any better and are easier to satisfy. However, a monoculture requires that you take care in choosing which inventions to unlock, as keeping pace with the rest of the world is challenging. A "progressive" society in which anyone can be whatever they want has its benefits, but a more enlightened population is harder to fool and requires more services to be satisfied. At times it might be politically savvy to go against your own personal beliefs to ensure you get elected. Then again, leaders need to lead, don't they? The choice is yours.

Newspapers

Newspapers may appear at any time in the game offering information on changes within the game and are tied to the in-game year. The main news always covers an event in the visible game world. Minor news may offer valuable information about particular business areas or comment on events in the rest of the world at large.

Newspapers also report on the results of elections, which change the number and distribution of council members among the current political parties.

Delegations

The **Delegation view** is unlocked when you research an invention unlocking either **Twin-city** or **Business delegations**, allowing you to interact with eight cities around the world.

Twin Cities

Sending a **Twin-city delegation** to a city forms a partnership with that city for the remainder of the era. First choose a location where you would like to send a delegation, then choose the **municipal service** or **institution** to

be represented in the twin-city partnership. Once you've finished, an event will launch in which your choice dictates the bonus the municipal service or institution will receive for the remainder of the era.

Business Delegations

Business delegations work much like twin cities, with two major differences. You choose the businesses to accompany you in the delegation and therefore, the business areas that will receive the bonuses provided by the trip. Business delegations only create opportunities for specific companies, and the bonuses last for a specific time. When the effects wear off, you can send a new business delegation. The business areas are, again, location-oriented: Location determines the businesses you can choose to accompany you.

Events

Events are one-off occurrences in the game that require you to choose from a number of options. They present complex topics in a contained way that often relates to decisions you have made. For example, if you have neglected health and sanitation, giving rise to an epidemic, an event might offer a choice of quarantining the district, sending in extra doctors, or imposing a city-wide curfew; each of these selections imposes distinct consequences.

Events appear to the left of the screen as text over a blue flag. Clicking an Event flag opens a window for the event that describes what has transpired and offers you two or more choices in response. Depending on the nature of the question and answer, your choice will affect certain values in the game and may add to your monthly outgoings or demand a vote or a one-off payment.

An event typically offers insight into the current state of the city. For example, a district with a particularly educated population may encounter an event requesting that a book club be opened at a local bar.

The outcomes of the events are dynamic. As you encounter the same events again, you may experience different outcomes even if you repeat a choice in the event itself.

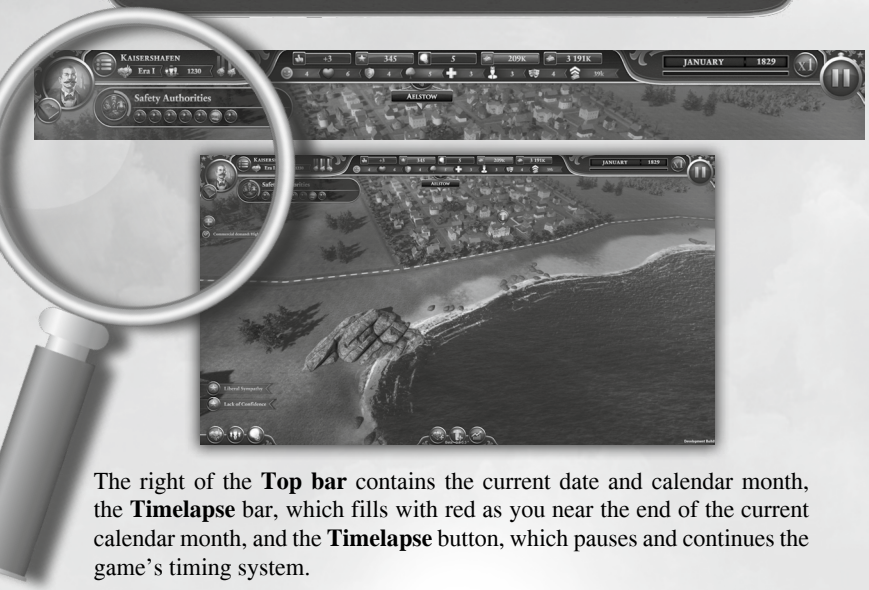
Scenario Mode

The **Scenario mode** throws you directly into specific situations with separate goals. Whereas the campaign tasks you with starting a city from scratch, scenarios give you a set of problems to solve in a pre-existing settlement with a pre-selected character.

The City Data Window

The **City data** window can be accessed by clicking the **City data** button in the **City View**. It offers comprehensive information on nearly every aspect of your city. It helps you to compare the districts and see their differences. It also helps you to understand why citizens are satisfied or unhappy and how to improve the situation.

The Top Bar



The right of the **Top bar** contains the current date and calendar month, the **Timelapse** bar, which fills with red as you near the end of the current calendar month, and the **Timelapse** button, which pauses and continues the game's timing system.

The center of the top bar is a quick-view information panel summarizing your current **party support** in the city, your **prestige**, your **brain power**, your **private funds**, and your **city funds**. Moving the mouse pointer over each button will cause a tip window to appear with the title of the value displayed. Moving the mouse pointer over **party support** will display the percentage of support from each party; moving it over **city funds** will display your city's monthly **revenue**, **expenses**, and **balance**.

The left of the top bar contains the current **time period**, the **city population**, and vertical bars displaying your city's current **residential demand**, **commercial demand**, and **industry demand**. It also contains the **Mayor info**, **Logbook**, and **Game options** buttons.

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HEAD OF PRODUCING
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Roman Eich

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Thabani Sihwa

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PR, MARKETING & PRODUCT MANAGER
Patrick Cahill

REBORN INTERACTIVE

CEO
Ilkka Immonen

ORIGINAL IDEA
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LEAD ARTIST & ART DIRECTOR
Niilo Alfthan

PROJECT LEAD
Juho Lyytikäinen

LEAD DESIGNER
Jussi Autio

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Mikko Kärkela

UI DESIGNER & ARTIST
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LEAD PROGRAMMER
Matti Pulkkinen

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Arto Härkönen
Aki Väätäinen

3D ARTISTS
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Tuukka Mäkinen
Antti Heikkinen
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Iñigo Echeverría (Intern)
Joonas Paakkunainen (Intern)

2D ARTISTS
Ulysse Verhasselt
Vely Nyström

QUALITY ASSURANCE
Juhana Mäntymaa
Matej Komár

ADDITIONAL CONTENT CREATION
Raisa Rautiola

ADDITIONAL WRITING
Cristian Read
Matti McCambridge

ADDITIONAL ART
Mikko Tyni
Juha Aalto
Kalle Muronranta
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Pekka Saari

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Mark Roberts
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Friends & Family of all Reborn people
Playtesters

COMPOSER
Tapani Siirtola

SOUND EFFECTS
Tapio Liukkonen

VOICE OVERS
toneworx GmbH

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Alan Orpin (English)

3D ART OUTSOURCING
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