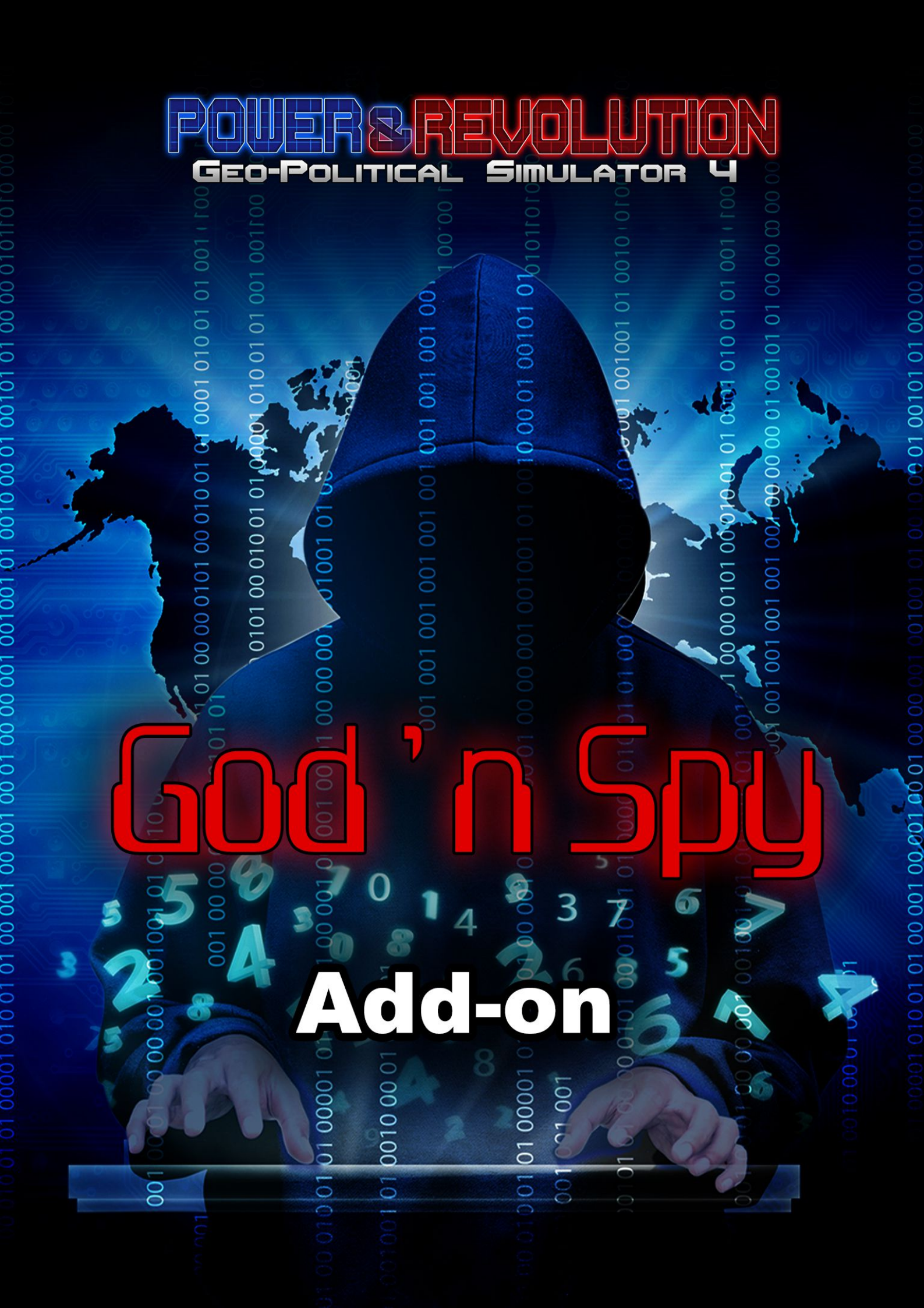
POWER & REVOLUTION

Geo-Political Simulator 4



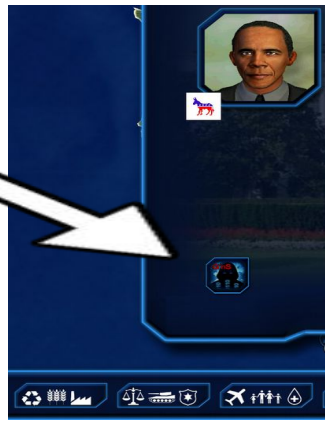
God 'n Spy

Add-on

"GOD'N SPY" INSTRUCTIONS

At any moment, the God'n Spy game mode enables you to view internal hidden game engine variables, to modify some of these variables, and to create and delete events.

These new functions are displayed in various panels, which are accessible by clicking the *God'n Spy* buttons displayed on the bottom left of the following pages:



- player information page
- head of state information page
- character information page
- country information page
- region information page
- city information page (by clicking on the map)
- volcano information page (by clicking on the map)
- nuclear power plant information page (by clicking on the map)
- disaster information page
- disturbance information page
- conflict information page
- construction project information page
- scientific discovery information page
- screen of bill submitted to Parliament
- screen of pending UN resolutions
- the panel of the menus "Budget" and "Taxation"
- the "Army" menu panel
- screen for the action "Assign Agent 001" to the secret service
- screen for the actions "Create a spy network" and "Manage the spy networks in the secret services"
- terrorist organization information page
- economic agreement panel
- screen for the action "Order a poll from the National Census Bureau" from the Head of State/Communication menu
- end of game screen
- Civil or Military City Battle Window
- Drone (or Home Military Base)
- Information Window

- Player's Rebel Camp Window
- Opposition "Financing" Panel
- Illegal Opposition "Armed Forces" Panel
- Nomalization Process for Illegal Opposition Window
- Protest Panel (when playing the opposition)

Please note :

- If you modify a variable in a *God'n Spy* panel, you will no longer be able to save your score online in the global ranking of players.

- Certain variables influence other variables: for example, if you modify a character's charisma variable, this will also affect their experience.

- Certain values cannot be modified immediately, nevertheless they can be modified at the end of the day (for example: acceleration of construction projects); still for other values, a feedback will only be given after several days (for example: acceleration of secret service actions)

- The list of a character's preferred topics comprise the topics they consider the most important and regarding which they wish to foster change (the smiley indicates if they appreciate or hate the topic concerned); you need to distinguish it from the list of topics addressed by your Head of State character which corresponds to the consequences of your actions organized by topic (the smiley indicates how much the public appreciated your actions regarding the topic concerned). In this list of topics, the grayed out topics without a smiley (which appear at the beginning of the game) correspond to the topics that have not been addressed.