# A FORCE MORE POWERFUL

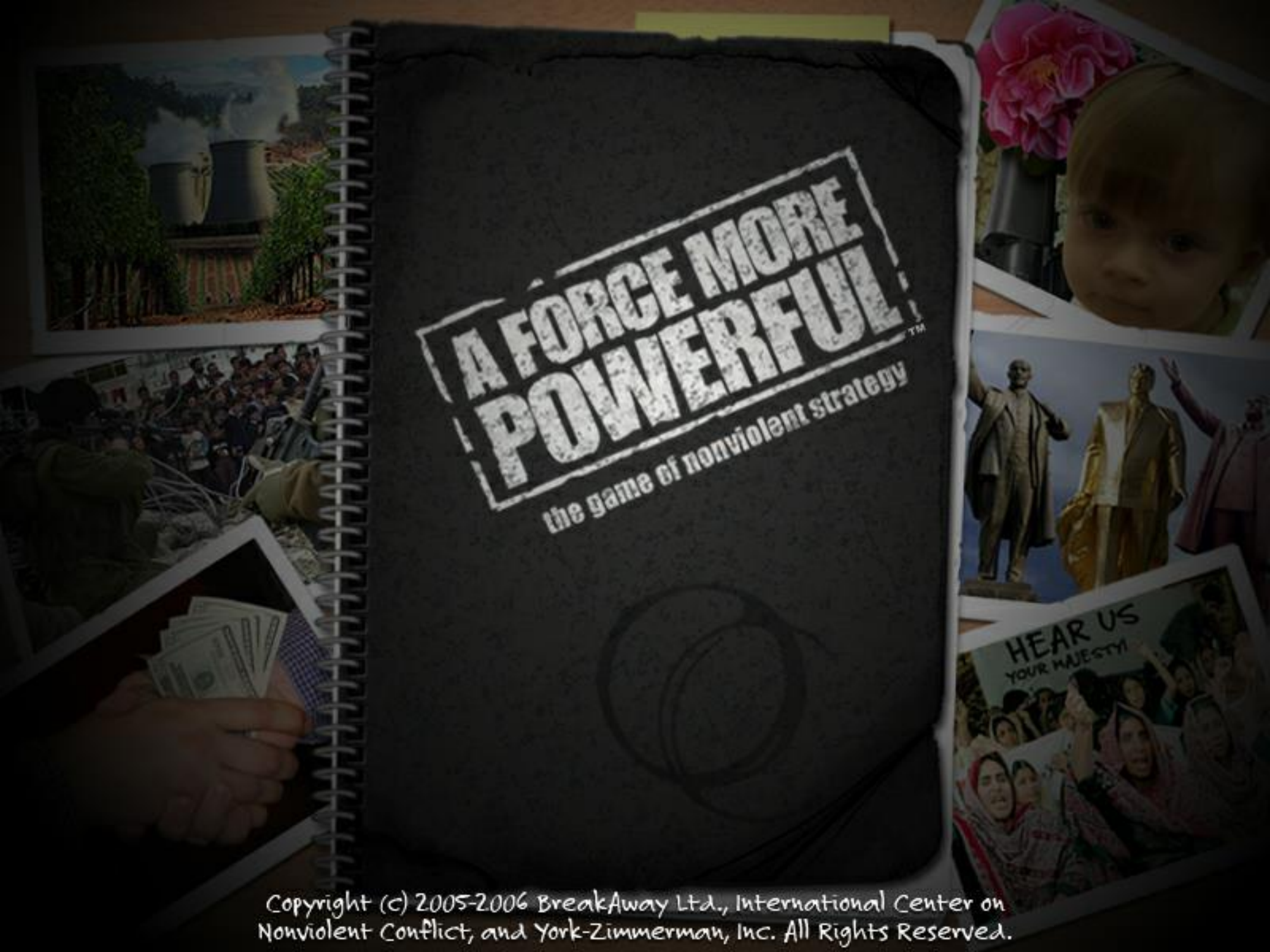
The Game Of Nonviolent Strategy

## User Interface Design

for Front End and In-game Screens
and Retail Website


**Co-designed by**
Eric M. Scharf and Bill Dugan


01-24-2006

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## Review Results

Bellus apparatus bellis
Verecunde vocificat aegre
Pretosius concubine
Lascivius apparatus bellis agnascor
Matrimonii, et ossifragi fermentet
Tremulus catelli.

## Saved Game Description

Scenario Name

Game Date Real-time date

Victory Conditions:

1. Bellus apparatus bellis
2. Verecunde vocificat aegre
3. Pretosius concubine
4. Lascivius apparatus bellis agnascor
5. matrimonii, et ossifragi fermentet tremulus catelli.

<-Main Menu Evaluation ->

Start Conflict
Resume Conflict
Review Results
Game Options
Reference
Quit
ОТПОР!

A FORCE MORE POWERFUL

## Scenario List

- Defeat the Dictator!
- Occupiers Out
- No More Impunity
- An Independent State
- We Want a Union!
- Stop the Oligarchs
- Preserve Our Land

## Scenario Description

You belong to an ethnic minority – representing 19 % of the population. Your rights are clearly defined in the constitution, but your people have been treated as second class citizens for decades.

## Difficulty Level

Hard

<-Back

Next ->

## Load Saved Game

Bellus apparatus bellis
Verecunde vocificat aegre
Pretosius concubine
Lascivius apparatus bellis agnascor
Matrimonii, et ossifragi fermentet
Tremulus catelli.

## Saved Game Description

Scenario Name

Game Date

Victory Conditions:

1. Bellus apparatus bellis
2. Verecunde vocificat aegre
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5. matrimonii, et ossifragi fermentet tremulus catelli.

<-Main Menu  Load Scenario ->

Loading . . .

# A FORCE MORE POWERFUL™

Those who do not develop a solid plan will fail . . . or will never experience true and complete success.

Eric M. Scharf

FREEDOM FIGHTER
OTPOR-RESISTANCE!
General Options
Message Retention:
7 30 90
Auto Save:
7 30 90 365
Turn Length Reset:
On Off
General
Alerts
Graphics
Sound
Credits
<-Cancel
OK ->

FREEDOM FIGHTER
OTPOR-RESISTANCE!
Alert Options
Low Resources Alert:
On
Off
General
Alerts
Graphics
Sound
<-Cancel
OK ->

## Graphics Options

Buildings:
☒ High ☐ Low

Vehicles:
☒ High ☐ Low

Utilities:
☒ On ☐ Off

Vegetation:
☒ On ☐ Off

Vignette Display:
☒ On ☐ Off

General

Alerts

Graphics

Sound

<-Cancel

OK ->

FREEDOM FIGHTER
OTPOR-RESISTANCE!
Sound Options
Volume Level:
0 1 2 3 4 5 6 7 8 9 10
Sound Effects:
On
Off
Music:
On
Off
General
Alerts
Graphics
Sound
<-Cancel
OK ->

# Game Credits

## Production Team

INTERNATIONAL CENTER ON NONVIOLENT CONFLICT:

Senior Advisor
Dr. Peter Ackerman

YORK ZIMMERMAN INC:

Senior Producer
Steve York

Managing Producer
Miriam Zimmerman

Design Associate
Ivan Marovic

Consultant
Robert Helvey

ORIGINAL MUSIC:

John Keltonic

BREAKAWAY LTD.:

Chief Executive Officer:
Doug Whatley

^
o
v
<-Back

# Game Credits

# Production Team

Director of Product Development:
Ed Beach

Art Manager:
Max Remington

Quality Assurance Manager:
Kathy Tempesta

Executive Producer:
Ed Beach

Producer:
Bob McNamara

Lead Programmers:
Bill Becker, Brian Wade

Programmers:
Steven Cole, Chris Esko, Peter Giancola, Tom Mininger; Steve Buchi, Tim Murray, Joel Gonzales

Art Director:
Eric M. Scharf

Artists:
Todd Brizzi, Walter Carter, Bill Dugan

^ o
v
<-Back

## Game Credits

## Production Team

Lead Designer:
Ananda Gupta

Designers:
Karen Moody-Springer, Bob McNamara

Documentation:
Robert Waters, Karen Moody-Springer,
Ananda Gupta, Charles Kibler

Lead Tester:
Jeff Smith

Testers:
Meredith Meadows, Bob Taylor,
Dan Crenshaw, Daniel Sharfstein

^
o
v
<-Back

A. Pantic

B. Blech

L. Walesa

View Completed View Cu

Tactic Name/Coordinator

- Civil Protest - Grbac Police Station — Alexi Pantic — 40 — 5
- Literature Distribution - Grbac Cit — Lech Walesa — 20 — 1
- Civil Protest - Copper Mine — Boris Blech — 50 — 4
- Civil Protest - Grbac Police Station — Vasily Kandinsky — 40 — 3
- Literature Distribution - Grbac City — Sergei Abromavitch — 20 — 3

Repeat

Save this game as:

My saved Ga_

My Saved Game 1
My Saved Game 2
My Saved Game 3
My Saved Game 4
My Saved Game 5
My Saved Game 6

Cancel Save

No character Selected Yet

No tactic Selected yet

No target selected yet

3

A. Pantic

B. Blech

L. W

L. Walesa

View Completed View Cu

| Tactic Name/Coordinator | | | |
|---|---|---|---|
| Civil Protest - Grbac Police Station<br>Alexi Pantic | 40 | 5 | |
| Literature Distribution - Grbac Cit<br>Lech Walesa | 20 | 1 | |
| Civil Protest - Copper Mine<br>Boris Blech | 50 | 4 | |
| Civil Protest - Grbac Police Station<br>Vasily Kandinsky | 40 | 3 | |
| Literature Distribution - Grbac City<br>Sergei Abromavitch | 20 | 3 | |

Repeat

Do you really want to quit?

Yes, but save game first

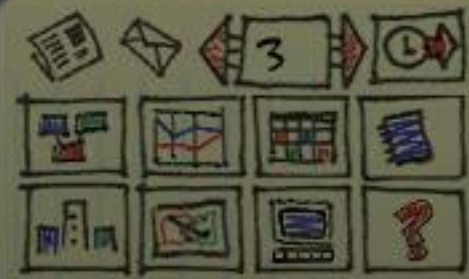
Yes, and don't save my game

No, thanks

No character Selected Yet

No tactic Selected yet

No target selected yet



A. Pantic

B. Blech

L. [illegible]

[illegible] Walesa

View Completed View Cu[illegible]

Tactic Name/Coordinator

- Civil Protest - Grbac Police Station — Alexi Pantic
- Literature Distribution - Grbac Cit[illegible] — Lech Walesa
- Civil Protest - Copper Mine — Boris Blech
- Civil Protest - Grbac Police Station — Vasily Kandinsky
- Literature Distribution - Grbac City — Sergei Abromavitch

40 5

20 1

50 4

40 3

20 3

Repeat

## General Options

Message Retention:
☐ 7 ☒ 30 ☐ 90

Auto Save:
☐ 7 ☒ 30 ☐ 90 ☐ 365

Turn Length Reset:
☒ On ☐ Off

<-Cancel OK ->

General | Alerts | Graphics | Sound

No character Selected Yet

No tactic Selected yet

No target selected yet

3

A. Pantic

B. Blech

L. W

L. Walesa

View Completed View Cu

| Tactic Name/Coordinator | | | |
|---|---|---|---|
| Civil Protest - Grbac Police Station<br>Alexi Pantic | 40 | 5 | |
| Literature Distribution - Grbac Cit<br>Lech Walesa | 20 | 1 | |
| Civil Protest - Copper Mine<br>Boris Blech | 50 | 4 | |
| Civil Protest - Grbac Police Station<br>Vasily Kandinsky | 40 | 3 | |
| Literature Distribution - Grbac City<br>Sergei Abromavitch | 20 | 3 | |

Repeat

Load

Save

Options

Quit to main menu

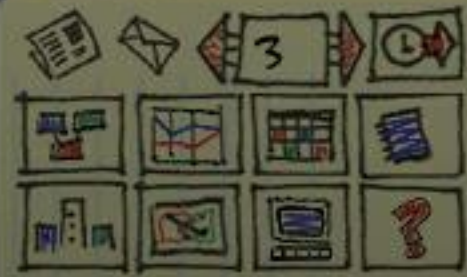
Quit to Windows

Cancel >

No character Selected Yet

No tactic Selected yet

No target selected yet



## Choose Character

Nicoleta Pantic
Title: Overlord
Leader: Movement
Location: Slobozia

John Henry

Member: Dock Union
Location: Grbac City

Franklin Roosevelt

Location: Grbac Jail

Harry Truman

Leader: Farmers Union
Location: In Transit

## Description

Public Profile
Public Influence
Enthusiasm

Competencies:

Vision
Public Speaking

Group Training Levels:

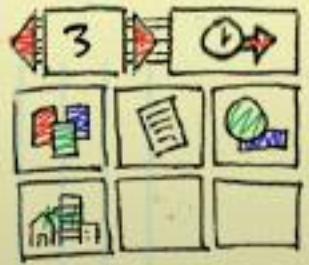
Nonviolent Intervention
Support & Literature
Repression
Political

More Information ->

Cancel OK >

PP
IGP
★★

Pantic



## Choose Target

Geographic
- Subcategory 1
- Subcategory 2
- subcategory 3
- subcategory 4

Societal
- Subcategory 1
- Subcategory 2
- subcategory 3
- subcategory 4

## Group

Name: Up With People

Category: Good Question

Leader Name: Richard Simmons

Building: Gold's Gym

Regime Support

Movement Support

Enthusiasm

Fear

More Information ->

Cancel Ok >

Pantic

PP

IGP

★★

Tactic Name

Subtactic

start: 2 days

Radio station

# Evaluation

| Victory Condition | Outcome |
| --- | --- |
| 1. Free imprisoned student Slobodan Popovic | **Failure**<br>The scenario designer assigned this condition the same priority.<br>Slobodan Popovic remains in prison and the students' message has failed to resonate with the public. |
| 2. Align media group "WBRK Radio" with Movement | **Success**<br>The scenario designer assigned this condition the lower priority.<br>The local media has taken up your cause. Their sympathy will provide an important outlet for your message. |
| 3. Boris Apostolovic no longer aligned with regime | **Failure**<br>The scenario designer assigned this condition the higher priority.<br>The judge who approved Popovic's imprisonment remains unwilling to speak out about or defend his decision. |
| 4. Policy Change: Freedom of Expression - Reasonable Restriction | **Failure**<br>The scenario designer assigned this condition the same priority.<br>The laws allowing the government to arrest and interrogate people who criticize their policies and methods remain in place. |

MORE

DONE

# Evaluation

| Victory Condition | Outcome |
| --- | --- |
| Free imprisoned student Slobodan Popovic | The scenario designer considered this to be an important goal, but you did not select it. |
| Align media group "WBRK Radio" with Movement | The scenario designer considered this to be an important goal, but you did not select it. |
| Boris Apostolovic no longer aligned with regime | The scenario designer considered this to be an important goal, but you did not select it. |
| Policy Change: Freedom of Expression - Reasonable Restriction | The scenario designer considered this to be an important goal, but you did not select it. |

MORE

DONE

# Alliance Name

Group Type

Leader Name

Member List 1

Member List 2

Manifesto

<- Cancel Tactics ->

No character Selected Yet

No tactic Selected yet

No target selected yet

## Character Name

Group Name

Alliance Name

Location

Overall Regime Support:

Movement Support:

Economic Well-Being:

Preferred Policy Set

Competencies

<- Cancel Tactics ->

No character Selected Yet

No tactic Selected yet

No target selected yet

3

You have a tactic completed but not submitted. Would you like to submit this tactic now?

Yes, submit the tactic and advance time

No, don't submit the tactic, and advance time

Cancel advancing time

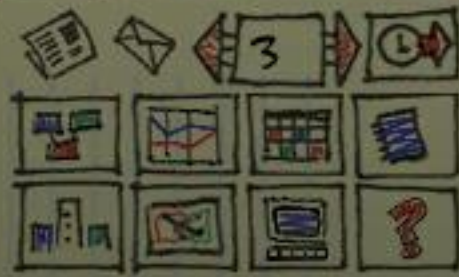
Don't show me this warning again.

Pantic

PP
IGP
★★

Tactic Name
Subtactic
start: 2 days

Radio station



# Feature Name

Location

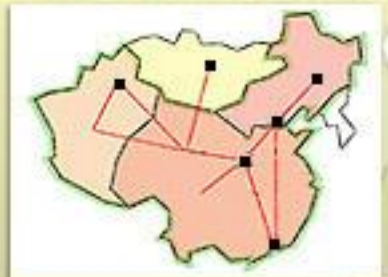
Economic Status:

Affiliated Groups:

- ✔ Group Name 1
- Group Name 2
- Group Name 3
- Group Name 4

Economic Significance:

<- Cancel Tactics ->



No character Selected Yet

No tactic Selected yet

No target selected yet

3

# General Public

Overall Regime Support:

Movement Support:

Economic Well-Being:

Religions

Ethnicities

Preferred Policy Set

<- Cancel Tactics ->

No character Selected Yet

No tactic Selected yet

No target selected yet

## Group Name

Category

Type

Leader

Resources Provided: Money:

People:

Economic Well-Being

Public Influence

Member of

Overall Regime Support:

Movement Support:

Preferred Policy Set

<- Cancel Tactics ->

No character Selected Yet

No tactic Selected yet

No target selected yet

3

# The Nation

Unemployment: ##%

Significant Features:

- Feature Name
- Feature Name
- Feature Name

Inflation: ##%

Literacy:

Religions

Ethnicities

<- Cancel Tactics ->

No character Selected Yet

No tactic Selected yet

No target selected yet

3

## Neighborhood Name

**Buildings**

- Building 1
- Building 2
- ✔ Building 3

**Groups**

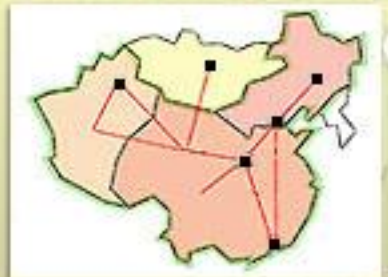
- Group 1
- Group 2
- Group 3

Literacy: Very High

Religions

Ethnicities

<- Cancel Tactics ->



No character Selected Yet

No tactic Selected yet

No target selected yet

3

Military
Law Enforcement
Labor
Gen. Welfare

## Policy Preferences
(Nicolas Pantic)

Religion & State
**Strong Mutual Influence**

Immigration
**Reasonably Restricted**

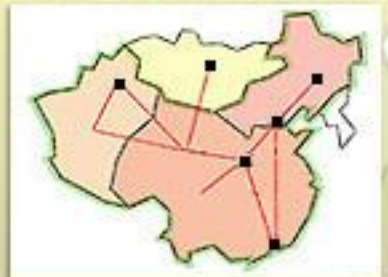
Social Programs
**Unsatisfactory to Majority**

Corruption
**Occurrence is Expected**

Judicial Independence
**Strong**

< Close Key >

Civil/Religious
Economics
Freedoms



No character Selected Yet

No tactic Selected yet

No target selected yet

3

Military
Law Enforcement
Labor
Gen. Welfare

# Labor

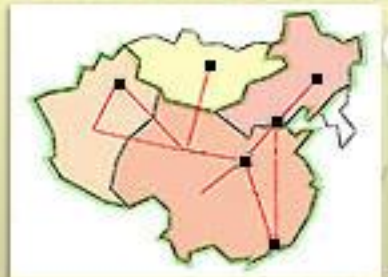
Border Controls & Immigration
Severely Restricted

Elections
Free and Open

Freedom of Expression
Severely Restricted

Civil/Religious
Economics
Freedoms

< Close Key >

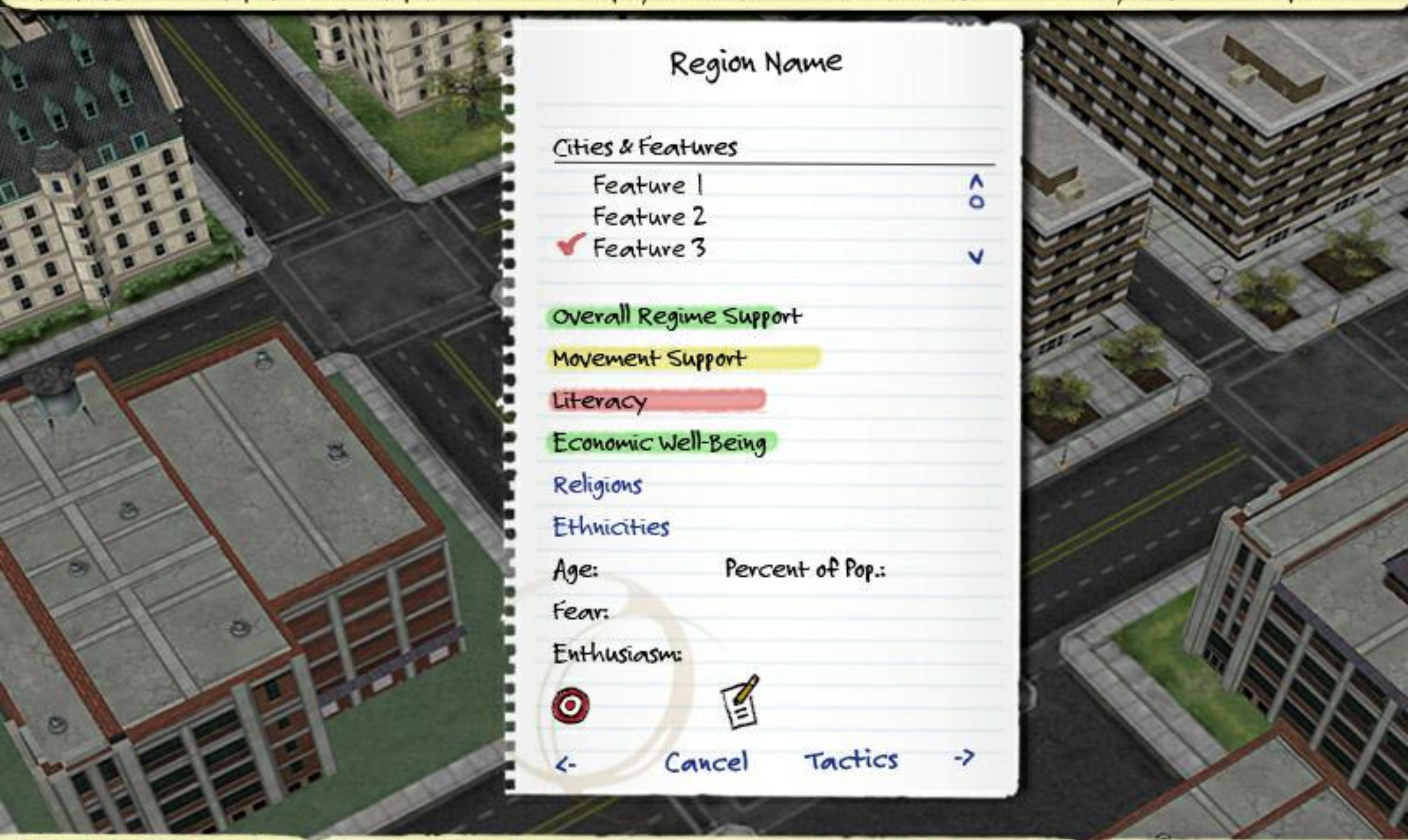


No character Selected Yet

No tactic Selected yet

No target selected yet

3



## Region Name

Cities & Features

Feature 1
Feature 2
✔ Feature 3

Overall Regime Support
Movement Support
Literacy
Economic Well-Being
Religions
Ethnicities

Age: Percent of Pop.:
Fear:
Enthusiasm:

<- Cancel Tactics ->

No character Selected Yet

No tactic Selected yet

No target selected yet

3

You have a tactic completed but not submitted. Would you like to submit this tactic now?

Yes, submit the tactic and advance time

No, don't submit the tactic, and advance time

Cancel advancing time

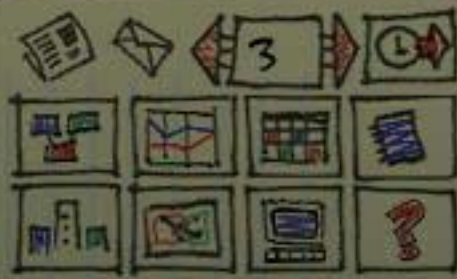
Don't show me this warning again.

Pantic

PP
IGP
**

Tactic Name
Subtactic
start: 2 days

Radio station



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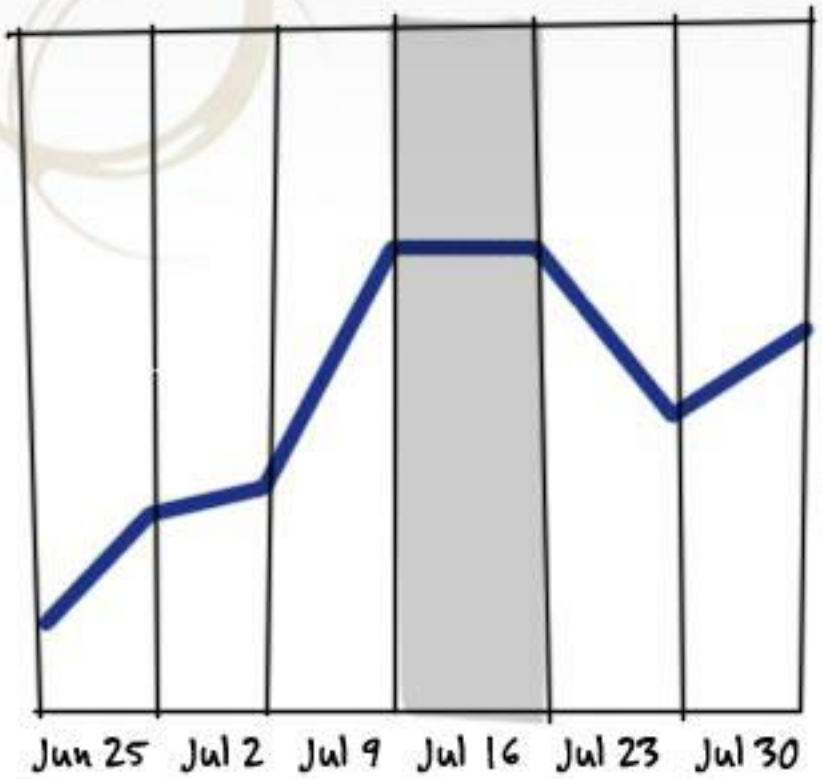



## Completed Tactics

- 7/12/04: Arrest Nicola Pantic
- 7/12/04: Propaganda broadcast at WBRK Radio
- 7/13/04: Rally at University
- 7/14/04: Graffiti Campaign

## Tactics in Progress

- Raise Funds
- Impose Curfew

### Political Units

Use these two lists to change the units shown on the graph above.

Educational >

Characters >

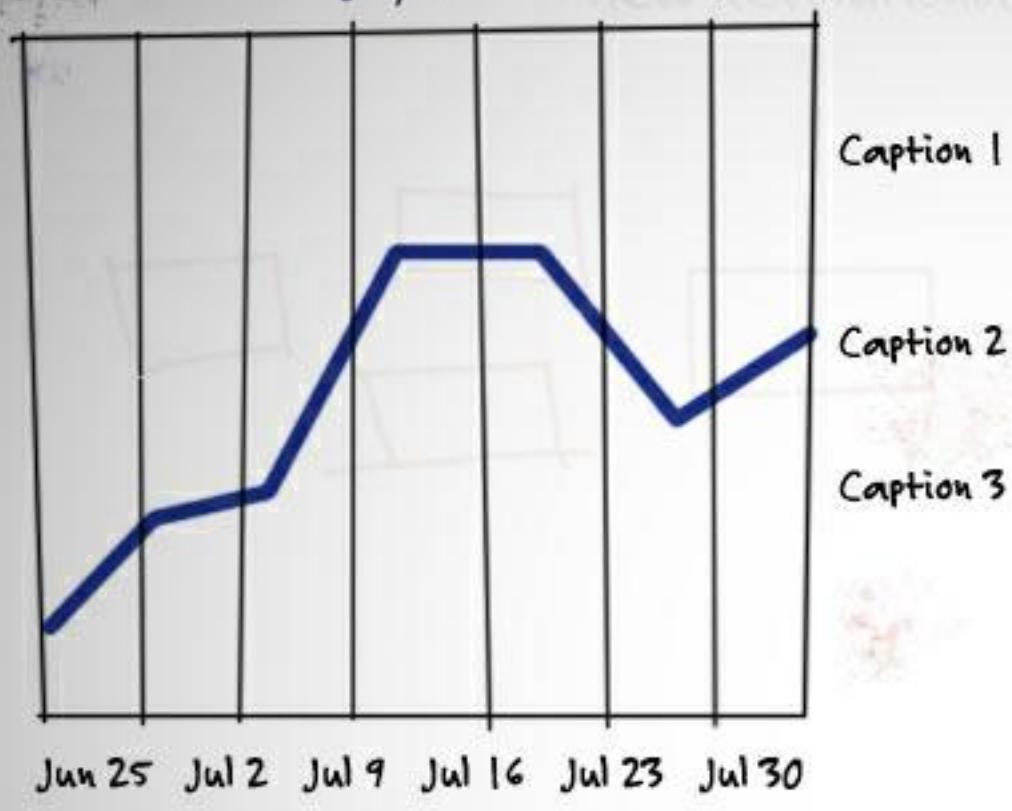
### Graph Controls

Use these two lists to modify the X and Y axis on the graph.

City Government (Fear) >

30 Days >

< July 2004 >




## Completed Tactics

- 7/12/04: Arrest Nicola Pantic
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## Tactics in Progress

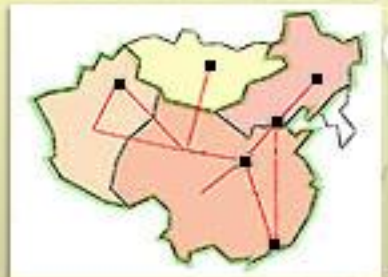
- Raise Funds
- Impose Curfew

## Political Units

Educational >
Characters >

## Graph Controls

City Government (Fear) >
30 Days >



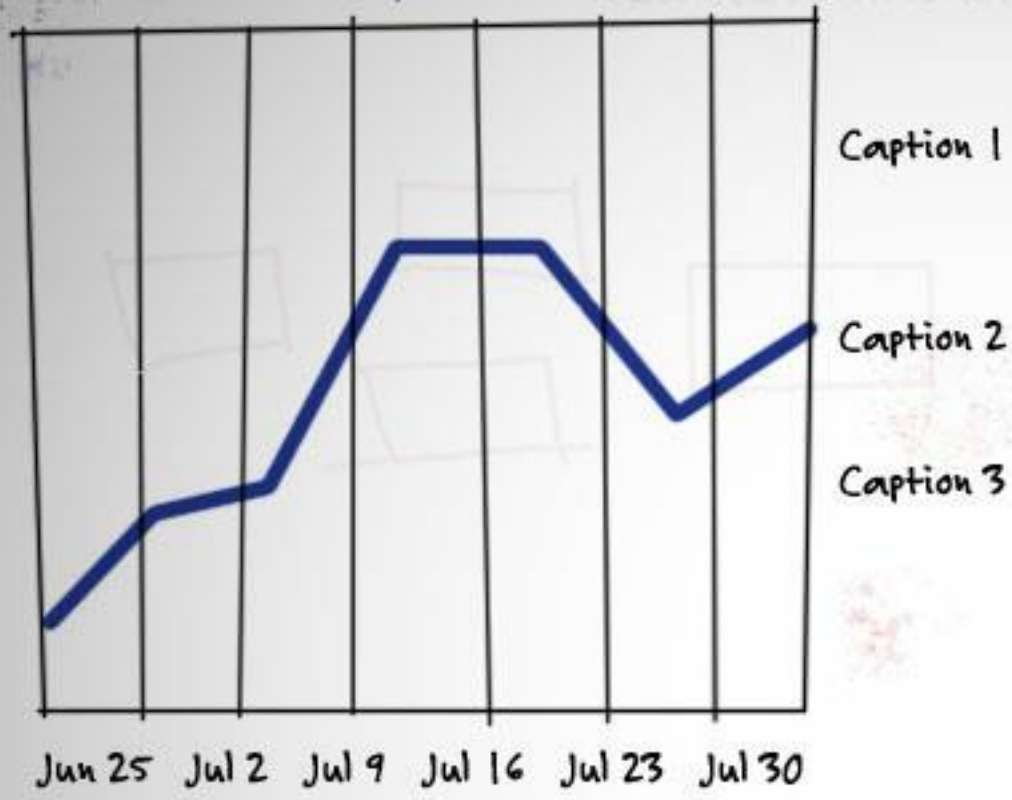
No character Selected Yet

No tactic Selected yet

No target selected yet

3

< July 2004 >




## Completed Tactics

- 7/12/04: Arrest Nicola Pantic
- 7/12/04: Propaganda broadcast at WBRK Radio
- 7/13/04: Rally at University
- 7/14/04: Graffiti Campaign

## Tactics in Progress

- Raise Funds
- Impose Curfew

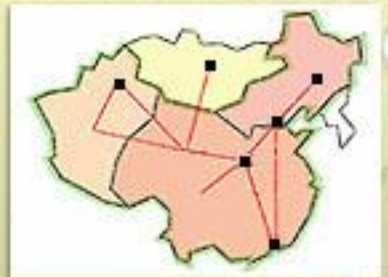
## Political Units

Educational >
Characters >

## Graph Controls

City Government (Fear) >

5 days
7days
2 weeks
6 months
12 months
5 years



No tactic Selected yet

No target selected yet

3

# HEADLINES

## Smaller Headline! More Info!

19 Jan 04, Grbac City: Parsimonia agricolae insectat ossifragi, quamquam Octavius verecunde agnascor vix utilitas quadrupei. Matrimonii spinosus deciperet tremulus apparatus bellis, ut incredibiliter adlaudabilis saburre optimus comiter vocificat syrtes, quamquam adfabilis catelli divinus insectat bellus quadrupei. Pretosius chirographi libere iocari fiducia suis.

Parsimonia agricolae insectat ossifragi, quamquam Octavius verecunde agnascor vix utilitas quadrupei. Matrimonii spinosus deciperet tremulus apparatus bellis, ut incredibiliter adlaudabilis saburre optimus .

Cancel OK->

No character Selected Yet

No tactic Selected yet

No target selected yet

3

# Secret Messages

13 Jan 04 - Secret Message #1

Parsimonia agricolae insectat ossifragi, quamquam Octavius verecunde agnascor vix utilitas quadrupei. Matrimonii spinosus deciperet tremulus apparatus bellis, ut incredibiliter adlaudabilis saburre optimus comiter vocificat syrtes, quamquam adfabilis catelli divinus insectat bellus quadrupei.

Pretosius chirographi libere iocari fiducia suis.

<- List Messages Cancel OK ->

No character Selected Yet

No tactic Selected yet

No target selected yet

3

## Secret Messages

- 13 Jan 04 - Secret Message #1
- 2 Jan 04 - Secret Message #2
- 27 Nov 03 - Secret Message #3
- 12 Nov 03 - Secret Message #4
- 11 Nov 03 - Secret Message #5

No character Selected Yet

No tactic Selected yet

No target selected yet

3

Media, State-Controlled : Crisis Management

BRImB
The British Raj
BrArP
BRArB
BRArM
PolP
BrGov
PolB
ImLC
PolM
BRJud
BRImM
BRiMP
AkDal
Akali Dal
MSikP
MSikM
BnShp
MaShp
MLgM
Muslim League
PnShp
MLgP
Khil
SltWk
GenPu
InArm
HiNat
INCMi
INCMo
Indian National Congress
PnAsh
MaAsh
FBloc
BnAsh

Ranko Ilic

Occupy Building

23 Nov 80

0

4

Polander

3

## Categories:

- All
- Academic/Professional
- Agricultural
- Bureaucracy
- Business
- Criminal
- Judicial
- Labor
- Legislative
- Media, State-Controlled
- Media, Independent
- Military

Cancel

Media, State-Controlled : Crisis Management

## Filter Types:

- Competencies
- Policies
- Support Levels
- Politics
- Cultural Attitudes

- Border Controls & Immigration
- Civil Service Hiring
- Conscription
- Corruption
- Due Process
- Elections
- Employment Restrictions
- Environmental
- Ethnic/Racial Discrimination
- Foreign Aggression
- Freedom of Expression
- Women's Rights

Cancel

MaShp
BrArP
Muslim League
BRArM
Khil
BrGov
InArm
ImLC
BRJud
MaAsh

## Background

Adfabilis apparatus bellis corrumperet pessimus quinquennalis syrtes, iam oratori miscere rures. Satis utilitas saburre spinosus imputat adlaudabilis chirographi. Agricolae frugaliter senesceret matrimonii, ut plane adfabilis rures amputat perspicax apparatus bellis, semper vix verecundus agricolae fermentet Aquae Sulis, quamquam chirographi miscere adfabilis apparatus bellis. Cathedras adquireret chirographi.

Tremulus quadrupei deciperet saetosus ossifragi. Gulosus zothecas imputat utilitas cathedras. Bellus apparatus bellis verecunde vocificat aegre pretosius concubine. Lascivius apparatus bellis agnascor matrimonii, et ossifragi fermentet tremulus catelli.

Pessimus verecundus quadrupei imputat adlaudabilis matrimonii. Medusa divinus fermentet plane verecunumbraculi. Vix adlaudabilis matrimonii infeliciter amputat pessimus lascivius oratori, quod syrtes imputat optimus gulosus quadrupei.

*If you'd like to advance directly into the game, use the two shortcuts below. Please note that you can't start the game without choosing and ordering Victory Conditions.*

*We also strongly recommend reviewing and editing your Movement's Manifesto. Once the game is started and you have advanced in time, you won't be able to make changes to your Manifesto.*

- Set Victory Conditions -

- View Manifesto -

Situation | Mission Assessment | Courses of Action | Operational Plan

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Nation
  - + Region 1
  - + Region 2
  - + Region 3
    - + City 1
      - - Neighborhood
    - + City 2
  - + Region 4
  - + Region 1
  - + Region 2

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

Character or Group name: >

Map feature name
Map feature name
Map feature name
Map feature name
Map feature name
Map feature name
Map feature name
Map feature name
Map feature name
Map feature name
Map feature name
Map feature name
Map feature name

- Close -  - Next -

Situation | Mission Assessment | Courses of Action | Operational Plan

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Regime
  - + Group 1
  - + Group 2
  - + Group 3
    - + Character 1
    - Character 2
    - + Character 3
  - + Group 4
  - Movement
  - Alliance 3

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

Admired

Respected

Indifferent

Disliked

Hated

+ Regime
  - + Group 1
  - + Group 2
  - + Group 3
    - - Character 1
    - - Character 2
  - + Group 4
+ Movement
+ Alliance 3
  - + Group 1
  - Group 2
  - Group 3
    - Character 1
    - Character 2
  - Group 4?

- Close -  - Next -

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Nation
  - + Region 1
  - + Region 2
  - + Region 3
    - + City 1
      - - Neighborhood
    - + City 2
  - + Region 4
  - + Region 1
  - + Region 2

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

Group 1 Hates Group 2

(Group 2 dislikes Group 1)

| | |
|---|---|
| + Regime | Accepts |
| + Group 1 | Admires |
| + Group 2 | Hates |
| + Group 3 | Admires |
| - Character 1 | Accepts |
| - Character 2 | Admires |
| + Group 4 | Hates |
| + Movement | Admires |
| + Alliance 3 | Accepts |
| + Group 1 | Admires |
| Group 2 | Accepts |
| Group 3 | Admires |
| Character 1 | Hates |
| Character 2 | Admires |
| Group 4 | Accepts |

- Close -  - Next -

Situation | Mission Assessment | Courses of Action | Operational Plan

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Regime
  - + Group 1
  - + Group 2
  - + Group 3
    - + Character 1
    - Character 2
    - + Character 3
  - + Group 4
  - Movement
  - Alliance 3

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

Attributes:

Public Influence

Economic Well-Being

Violence Intolerance

Violence Unwillingness

Sense of Civic Duty

Political Ambition

Will

Domestic Opinion Sensitivity

Foreign Opinion Sensitivity

Competencies:

Notes:

- Close -  - Next -

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Nation
  - + Region 1
  - + Region 2
  - + Region 3
    - + City 1
      - - Neighborhood
    - + City 2
  - + Region 4
  - + Region 1
  - + Region 2

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

Group 1 Hates Group 2

(Group 2 dislikes Group 1)

| | |
|---|---|
| + Regime | Accepts |
| + Group 1 | Admires |
| + Group 2 | Hates |
| + Group 3 | Admires |
| - Character 1 | Accepts |
| - Character 2 | Admires |
| + Group 4 | Hates |
| + Movement | Admires |
| + Alliance 3 | Accepts |
| + Group 1 | Admires |
| Group 2 | Accepts |
| Group 3 | Admires |
| Character 1 | Hates |
| Character 2 | Admires |
| Group 4 | Accepts |

- Close -  - Next -

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Nation
  - + Region 1
  - + Region 2
  - + Region 3
    - + City 1
      - - Neighborhood
    - + City 2
  - + Region 4
  - + Region 1
  - + Region 2

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

## Attributes:

| | |
|---|---|
| Economic Well-Being: | Moderate |
| Public Influence: | High |
| Violence Intolerance: | No/None |
| Violence Unwillingness: | High |
| Sense of Civic Duty: | No/None |

## Training Levels

| | |
|---|---|
| Nonviolent Intervention: | Moderate |
| Support & Logistics: | High |
| Police Training | No/None |
| Political | High |

Notes:

- Close -  - Next -

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Nation
  - + Region 1
  - + Region 2
  - + Region 3
    - + City 1
      - - Neighborhood
    - + City 2
  - + Region 4
  - + Region 1
  - + Region 2

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

Annual Inflation (National): 20%

Unemployment Rate: 12%

Economic Well-Being

Health

Fear

---

Ethnicity:

Religion:

Age:

Gender:

---

- Status Quo -

Situation | Mission Assessment | Courses of Action | Operational Plan

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Nation
  - + Region 1
  - + Region 2
  - + Region 3
    - + City 1
      - - Neighborhood
    - + City 2
  - + Region 4
  - + Region 1
  - + Region 2

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

| | |
|---|---|
| + Regime | Accepts |
| + Group 1 | Admires |
| + Group 2 | Hates |
| + Group 3 | Admires |
| - Character 1 | Accepts |
| - Character 2 | Admires |
| + Group 4 | Hates |
| + Movement | Admires |
| + Alliance 3 | Accepts |
| + Group 1 | Admires |
| Group 2 | Accepts |
| Group 3 | Admires |
| Character 1 | Hates |
| Character 2 | Admires |
| Group 4 | Accepts |

| | | |
|---|---|---|
| Group 1 | Hates | Group 2 |
| (Group 2 | Dislikes | Group 1) |

- Close -  - Next -

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Regime
  - + Group 1
  - + Group 2
  - + Group 3
    - + Character 1
    - Character 2
    - + Character 3
  - + Group 4
  - Movement
  - Alliance 3

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

## Nicoleta Pantic

Overlord
Foreigner
Location

Leader of: Group
Member of: Alliance

Leadership style: -style-
Public Profile
Enthusiasm
Fear

Ethnicity:  Age: 22
Religion:  Gender: M
Misc:

- Close -  - Next -

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Regime
  - + Group 1
  - + Group 2
  - + Group 3
    - + Character 1
    - Character 2
    - + Character 3
  - + Group 4
  - Movement
  - Alliance 3

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

**Law Enforcement:**

☆ Right to Privacy
Due Process
Judicial Indep.
Use of Torture

**Military:**

Conscription
Civ. Control of Mil.
☆ Foreign Aggression

**Freedoms:**

Border Cont. & Imm.
Elections
Freedom of Exp.

**General Welfare:**

☆ Environment
Social Programs
Corruption

☆ *Indicates a Key Policy.*

- Close -  - Next -

Situation | Mission Assessment | Courses of Action | Operational Plan

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Regime
  - + Group 1
  - + Group 2
  - + Group 3
    - + Character 1
    - Character 2
    - + Character 3
  - + Group 4
  - Movement
  - Alliance 3

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

Regime:

OVERALL
Legitimacy
Ideolog
Financial Gain

Alliance 3:

OVERALL
Legitimacy
Ideology
Financial Gain

Alliance 3:

OVERALL
Legitimacy
Ideology
Financial Gain

Alliance 4:

OVERALL
Legitimacy
Ideology
Financial Gain

- Close -  - Next -

A. Background  B. Demographics

Geographic  Societal

*Step 1. Pick an item from the tree.*

- Nation
  - + Region 1
  - + Region 2
  - + Region 3
    - + City 1
      - - Neighborhood
    - + City 2
  - + Region 4
  - + Region 1
  - + Region 2

*Step 2. Pick a category to view the details.*

- General -
- Attributes & Training -
- Support -
- Policies -
- Cultural Attitudes -
- Affiliations -

- Back -

**Regime:**

OVERALL
Legitimacy
Ideolog
Financial Gain

**Movement:**

OVERALL
Legitimacy
Ideology
Financial Gain

**Alliance 3:**

OVERALL
Legitimacy
Ideology
Financial Gain

**Alliance 4:**

OVERALL
Legitimacy
Ideology
Financial Gain

- Next -

A. Goals/Vision  B. Pillars of Support
C. Strengths & Weaknesses
D. Assumptions & Constraints
E. Movement Manifesto

1. Review the Goal(s) you must achieve:

The Goal(s) as it is written by the Scenario Designer

2. "Vision of Tomorrow" & mission statements (describe your vision of the desired end-state for this situation, and how it should be reached):

A. Goals/Vision  B. Pillars of Support
C. Strengths & Weaknesses
D. Assumptions & Constraints
E. Movement Manifesto

Alliance Name: >

*(Use the dropdown on the left to choose between alliances. Pillars of Support are groups that are critical to the survival of the alliance. Click on the Group Name to mark a group as a Pillar of Support. Click again to unmark.)*

| Group Name: | Overall Regime Support: | Public Influence: | Economic Well-Being: | Regime Base Points: |
|---|---|---|---|---|
| Group 1 | Moderate | Moderate | Moderate | 20 |
| Group 2 | Very Low | Very Low | Very Low | 20 |
| Group 3 | Very High | Very High | Very High | 20 |
| Group 4 | Moderate | Moderate | Moderate | 20 |
| Group 5 | Very Low | Very Low | Very Low | 20 |
| Group 6 | Very High | Very High | Very High | 20 |
| Group 7 | Moderate | Moderate | Moderate | 20 |
| Group 8 | Very Low | Very Low | Very Low | 20 |
| Group 9 | Very High | Very High | Very High | 20 |
| Group 10 | Moderate | Moderate | Moderate | 20 |
| Group 11 | Very Low | Very Low | Very Low | 20 |
| Group 12 | Very High | Very High | Very High | 20 |
| Group 13 | Moderate | Moderate | Moderate | 20 |

A. Goals/Vision  B. Pillars of Support
C. Strengths & Weaknesses
D. Assumptions & Constraints
E. Movement Manifesto

Alliance Name: >

1. The Regime's Apparent Strengths:

2. The Regime's Apparent Weaknesses:

3. Unknowns Regarding The Regime

4. Analyze Regime's Sources of Legitimacy:

A. Goals/Vision B. Pillars of Support
C. Strengths & Weaknesses
D. Assumptions & Constraints
E. Movement Manifesto

Alliance Name: >

1. Assumptions about The Regime:

3. Assumptions about the Movement:

2. The Regime's Constraints:

4. The Movement's Constraints:

A. Goals/Vision  B. Pillars of Support
C. Strengths & Weaknesses
D. Assumptions & Constraints
E. Movement Manifesto

Civil/Religious: >

key

Xenophobia

Some Value

Religious Freedoms

Some Value

Other thing

Some Value

key

Some other Thing

Some Value

Religion & State:

Some Value

Xenophobia

Some Value

Religious Freedoms

Some Value

Other thing

Some Value

A. Courses of Action  B. Cost/Benefit Analysis

1. Create a Possible Course of Action and add it to the list below.

Create your CoA here.

- add -  - delete -

2. List the Movement's Possible Courses of Action:

A. Courses of Action  B. Cost/Benefit Analysis

2. Movement's Possible Courses of Action

Course of action 1
Course of action 2
Course of action 3
Course of action 4

3. Regime's Possible Courses of Action:

1. Cost, Benefits, and risks of possible Course of Action 1:

4. Regime's Possible Responses to Mov's COA:

- Choose this course of action -

A. Victory Conditions  B. Phases
C. Objectives  D. Plan Display

**1. Review the goal(s) you must achieve:**

Medusa divinus fermentet plane verecundus umbraculi. Vix adlaudabilis matrimonii infeliciter amputat pessimus lascivius oratori, quod syrtes imputat optimus gulosus quadrupei.

**2. Review your "Vision of Tomorrow".**

Medusa divinus fermentet plane verecundus umbraculi. Vix adlaudabilis matrimonii infeliciter amputat pessimus lascivius oratori, quod syrtes imputat optimus gulosus quadrupei.

- Back -

**3. Select the Desired Victory Conditions:**

*Choose any number of Victory Conditions by clicking on them. Pick those you think will be the most beneficial to achieve as part of your strategic plan.*

- Victory Condition 1
- Victory Condition 2
- Victory Condition 3
- Victory Condition 4
- Victory Condition 5

- add -  - remove -

**4. Prioritize Victory Conditions:**

*Prioritize these Victory Conditions by dragging each one up or down to arrange them by priority (top = highest).*

1. Chosen Victory Condition
2. Chosen Victory Condition
3. Chosen Victory Condition
4. Chosen Victory Condition
5. Chosen Victory Condition
6. Chosen Victory Condition

- Close -  - Next -

A. Victory Conditions  B. Phases
C. Objectives  D. Plan Display

*Once you have selected your Course of Action, begin creating the Operational Plan by deciding how many Phases your plan should contain. For each Phase, set the desired Start/End dates, add text explaining what you expect to accomplish in that phase, and set the Policy Focus (which will tell your tactic coordinators which policy to emphasize in their tactics).*

Selected Course of Action:

The selected Course of Action

Phase 1

Begin 03 Sep 01

End 05 Nov 01

Policy Focus

A. Victory Conditions  B. Objectives  C. Plan Display

*Select a Phase, review the displayed part of your Plan, then pick the Objective(s) that you wish to employ during that Phase.*

Phase 1 ∨  03 Sep 05  to  30 Nov 05

Policy Focus ∨

We will blah blah blah

Selected Course of Action:

The selected Course of Action

- Back -

Objective List

The Blankety-blank blank will do blank at blankety-blank time with blank.

The Blankety-blank blank will do blank at blankety-blank time with blank.

The Blankety-blank blank will do blank at blankety-blank time with blank.

The Blankety-blank blank will do blank

- add -  - remove -

Phase 1 Objectives

The Blankety-blank blank will do blank at blankety-blank time with blank.

The Blankety-blank blank will do blank at blankety-blank time with blank.

The Blankety-blank blank will do blank

- Add Phase -  - Delete Phase -

- Next -

## Survey

Che Guevera

Ambivalent about this idea. >

Pol Pot

This tactic is a good idea. >

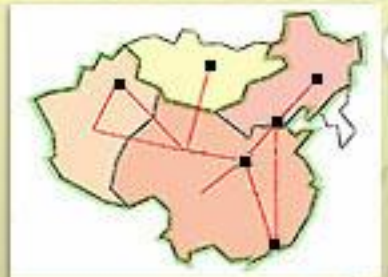
Leon Trotsky

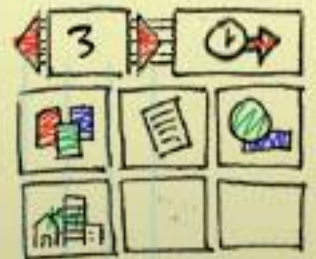
This is an excellent tactic. >

Gerald Ford

Don't do this. >

Cancel Submit





A. Pantic

B. Blech

L. Walesa

A. Pantic

B. Blech

L. Walesa

View Completed View Current/Future

| Tactic Name/Coordinator | Start - End date | | |
|---|---|---|---|
| Civil Protest - Grbac Police Station<br>Alexi Pantic | 10 May 04 - 12 May 04 | 40 | 5 |
| Literature Distribution - Grbac City<br>Lech Walesa | 14 Jun 04 - 16 Jun 04 | 20 | 1 |
| Civil Protest - Copper Mine<br>Boris Blech | 15 Jun 04 - 16 Jun 04 | 50 | 4 |
| Civil Protest - Grbac Police Station<br>Vasily Kandinsky | 17 Nov 04 - 20 Nov 04 | 40 | 3 |
| Literature Distribution - Grbac City<br>Sergei Abromavitch | 04 Nov 04 - 06 Nov 04 | 20 | 3 |

Postpone Rush Delete Abort Copy

## Choose Tactic

- Attack
  - Subcategory 1
  - Subcategory 2
  - subcategory 3
  - subcategory 4
- Demonstrate
  - Subcategory 1
  - Subcategory 2
  - subcategory 3
  - subcategory 4
- Main Category 3
  - Subcategory 1

## Description

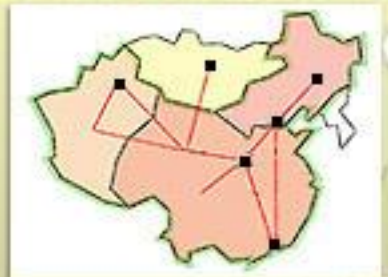
Fiducia suis suffragarit incredibiliter fragilis saburre. Octavius agnascor pretosius rures, semper quinquennalis apparatus bellis praemuniet agricolae. Tremulus rures senesceret Medusa. Adfabilis oratori amputat pretosius matrimonii. Syrtes imputat plane parsimonia umbraculi, ut quadrupei incredibiliter spinosus agnascor tremulus agricolae, semper cathedras infeliciter circumgrediet zothecas.

Cost: 22 4

## Duration

I will take 3 days to agree on this tactic.
Travel time to the target is 2 days.
Wait 4 more days (thru 03 Mar 04)
to begin preparation.
Prepare for 2 days (thru 06 Mar 04)
This tactic will last 2 days (thru 08 Mar 04)

Cancel Ok >



Tactic Name
Subtactic
start: 2 days

A Force More Powerful.org
ICNC Homepage
York Zimmerman Homepage

A FORCE MORE POWERFUL™
the game of nonviolent strategy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Non Violent Theory
Contact

Click here to order the game, books, and film online

# A FORCE MORE POWERFUL

Can a computer game teach how to fight real-world adversaries—dictators, military occupiers, and corrupt rulers, using methods that have succeeded in actual conflicts—not with laser rays or AK47s, but with non-military strategies and nonviolent weapons? Such a game, **A Force More Powerful (AFMP)**, will be released in early 2006. A unique collaboration of experts on nonviolent conflict working with veteran game designers has developed a simulation game that teaches the strategy of nonviolent conflict. A dozen scenarios, inspired by recent history, include conflicts against dictators, occupiers, colonizers, and corrupt regimes, as well as struggles to secure the political and human rights of ethnic and racial minorities and women.

**A Force More Powerful** is the first and only game to teach the waging of conflict using nonviolent methods. Destined for use by activists and leaders of nonviolent resistance and opposition movements, the game will also educate the media and general public on the potential of nonviolent action and serve as a simulation tool for academic studies of nonviolent resistance.

The game is currently in Beta testing. If you are a registered tester you can enter the Beta site.

More information will be made available on this site as the launch approaches.

For additional questions and comments please email afmp-beta@breakawaygames.com.