

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



**A FORCE MORE
POWERFUL™**
the game of nonviolent strategy

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Review Results

Bellus apparatus bellis

Verecunde vocificat aegre

Pretosius concubine

Lascivius apparatus bellis agnascor

Matrimonii, et ossifragi fermentet

Tremulus catelli.

^

o

v

Saved Game Description

Scenario Name

Game Date

Realtime date

^

o

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.

v

<-Main Menu

Evaluation ->



Start Conflict
Resume Conflict
Review Results
Game Options
Reference
Quit



ОТНОС...
A FORCE MORE
POWERFUL

Scenario List

Defeat the Dictator! ^

Occupiers Out ^

No More Impunity

An Independent State

We Want a Union!

Stop the Oligarchs v

Preserve Our Land v

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. v

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
3. Pretosius concubine
4. Lascivius apparatus bellis agnascor
5. matrimonii, et ossifragi fermentet tremulus catelli.

<-Main Menu

Load Scenario ->

Loading...



**A FORCE MORE
POWERFUL**
TM

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

Eric M. Scharf





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->





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

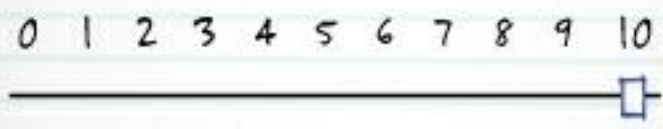
OK->





Sound Options

Volume Level:



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
Van Marovic

Consultant
Robert Helvey

ORIGINAL MUSIC:

John Keltonic

BREAKAWAY LTD.:

Chief Executive Officer:
Doug Whatley

<-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

<-Back

Game Credits



Production Team

Lead Designer:
Ananda Gupta

^
o

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

v
←-Back



A. Pantic



B. Blech



L. Walesa



L. Walesa

View Completed

View Current

Tactic Name/Coordinator

- Ⓛ Civil Protest - Grbac Police Station
Alexi Pantic
- Ⓛ Literature Distribution - Grbac City
Lech Walesa
- Civil Protest - Copper Mine
Boris Blech
- Ⓛ Civil Protest - Grbac Police Station
Vasily Kandinsky
- Ⓛ Literature Distribution - Grbac City
Sergei Abromavitch

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



40

5

20

1

50

4

40

3

20

3

Repeat



No character
Selected yet

No tactic
Selected yet

No target
selected yet





A. Pantic



B. Blech



L. Walesa



L. Walesa

View Completed

View Current

Tactic Name/Coordinator

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

Do you really want to quit?

Yes, but save game first

Yes, and don't save my game

No, thanks



40 5

20 1

50 4

40 3

20 3

Repeat



No character
Selected yet

No tactic
Selected yet

No target
selected yet





A. Pantic



B. Blech



L. 1



Lech Walesa

General Options

Message Retention:

7 30 90

Auto Save:

7 30 90 365

Turn Length Reset:

On Off

<Cancel

OK->

General

Alerts

Graphics

Sound

View Completed

View Current

Tactic Name/Coordinator

Civil Protest - Grbac Police Station
Alexi Pantic

Literature Distribution - Grbac City
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



No character
Selected yet

No tactic
Selected yet

No target
selected yet





A. Pantic



B. Blech



L. Walesa



L. Walesa

View Completed

View Current

Tactic Name/Coordinator

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

Load

Save

Options

Quit to main menu

Quit to windows

Cancel >



40

5

20

1

50

4

40

3

20

3

Repeat



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

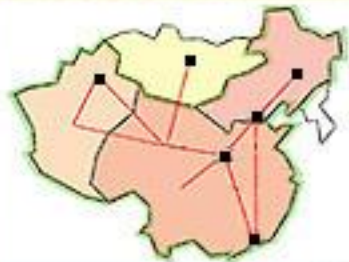
Repression

Political

More Information ->

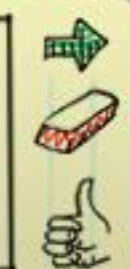
Cancel

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

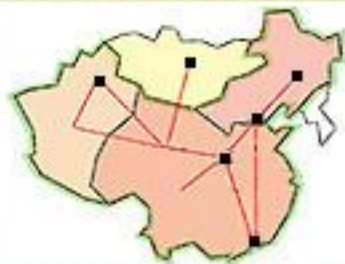
Enthusiasm

Fear

More Information ->

Cancel

OK >



Pantic

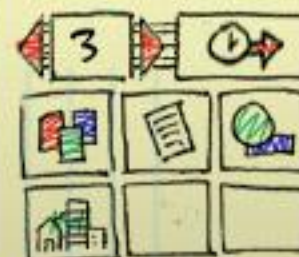
PP
IGP
★★

Tactic Name

Subtactic
start: 2 days



Radio station



Evaluation

New Revolutionary Ideas

Victory Condition

Outcome

1. Free imprisoned student Slobodan Popovic

Failure

The scenario designer assigned this condition the same priority. 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

The scenario designer assigned this condition the lower priority. 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

The scenario designer assigned this condition the higher priority. 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

The scenario designer assigned this condition the same priority. The laws allowing the government to arrest and interrogate people who criticize their policies and methods remain in place.

MORE

DONE

Evaluation

New Revolutionary Ideas

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



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

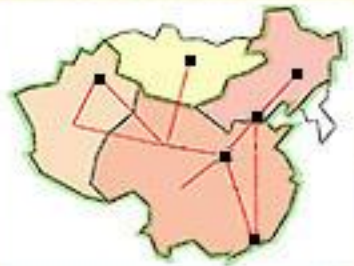


Economic Significance:



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



The Nation

Unemployment: ##%

Significant Features:

- Feature Name ^
- ✓ Feature Name o
- Feature Name v

Inflation: ##%

Literacy:

Religions

Ethnicities



Cancel

Tactics



No character
Selected yet

No tactic
Selected yet

No target
selected yet



Neighborhood Name

Buildings

- Building 1 ^
- Building 2 o
- ✓ Building 3 v

Groups

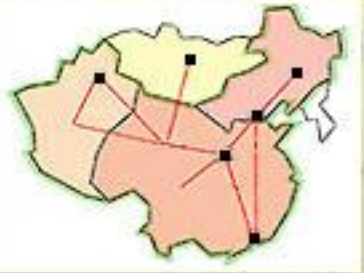
- Group 1 ^
- Group 2 o
- Group 3 v

Literacy: **Very High**

Religions

Ethnicities

< Cancel Tactics >



No character selected yet

No tactic selected yet

No target selected yet



3

Policy Preferences (Nicolas Pantic)

Military

Religion & State
strong Mutual Influence

Law Enforcement

Immigration
Reasonably Restricted

Labor

Social Programs
Unsatisfactory to Majority

Gen. Welfare

Corruption
Occurrence is Expected

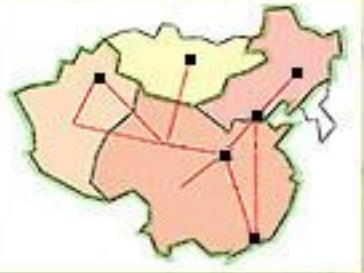
Judicial Independence
Strong

Civil/Religious

Economics

Freedoms

< Close key >



No character selected yet

No tactic selected yet

No target selected yet



3

Labor

Military

Border Controls & Immigration

Severely Restricted

Law Enforcement

Elections

Free and Open

Labor

Freedom of Expression

Severely Restricted

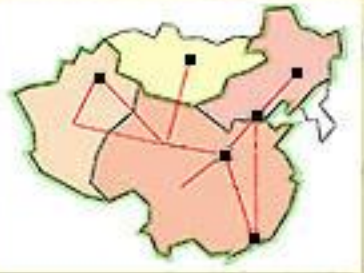
Gen. Welfare

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 o
- ✓ Feature 3 v

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



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

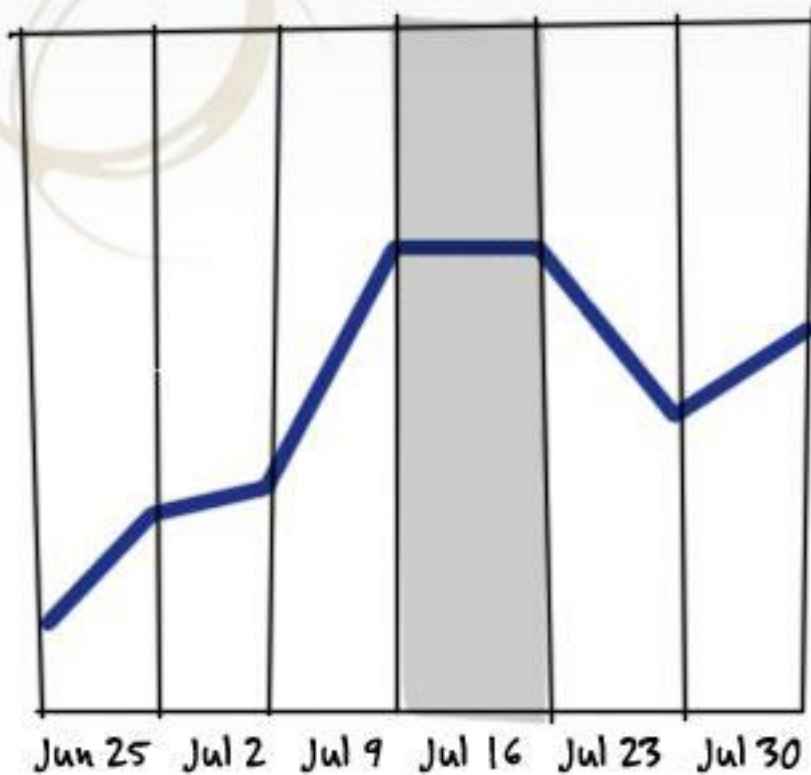
Subtactic
start: 2 days



Radio station



< July 2004 >



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 >

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

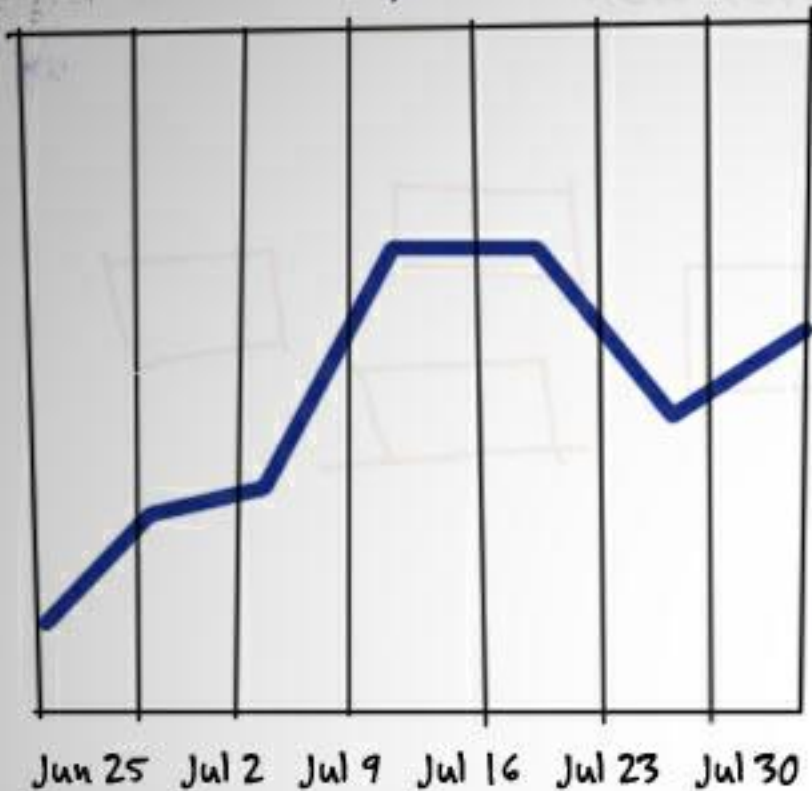
Tactics in Progress

-  Raise Funds
-  Impose Curfew



< July 2004 >

New Revolutionary Ideas



Caption 1

Caption 2

Caption 3

Completed Tactics

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

Tactics in Progress

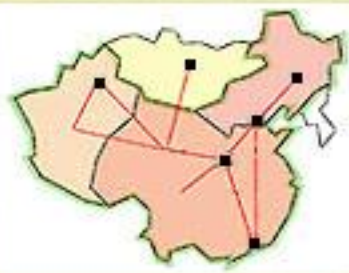
- 👊** Raise Funds
- G** Impose Curfew

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 >

New Revolutionary Ideas



Caption 1

Caption 2

Caption 3

Jun 25 Jul 2 Jul 9 Jul 16 Jul 23 Jul 30

Completed Tactics

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

Tactics in Progress

- 👊** Raise Funds
- G** Impose Curfew

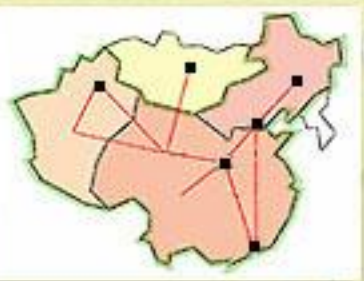
Political Units

- Educational >
- Characters >

Graph Controls

City Government (Fear) >

5 days
 7 days
 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->



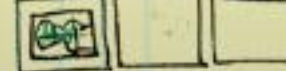
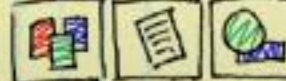
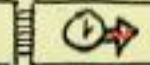
No character
Selected yet

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.

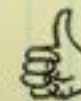
<- List Messages Cancel OK ->



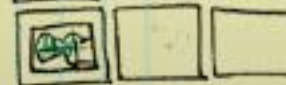
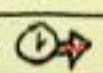
No character
selected yet

No tactic
selected yet

No target
selected yet



3



Secret Messages

13 Jan 04 - Secret Message #1

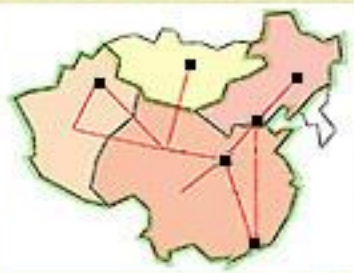


2 Jan 04 - Secret Message #2

27 Nov 03 - Secret Message #3

12 Nov 03 - Secret Message #4

11 Nov 03 - Secret Message #5



No character selected yet

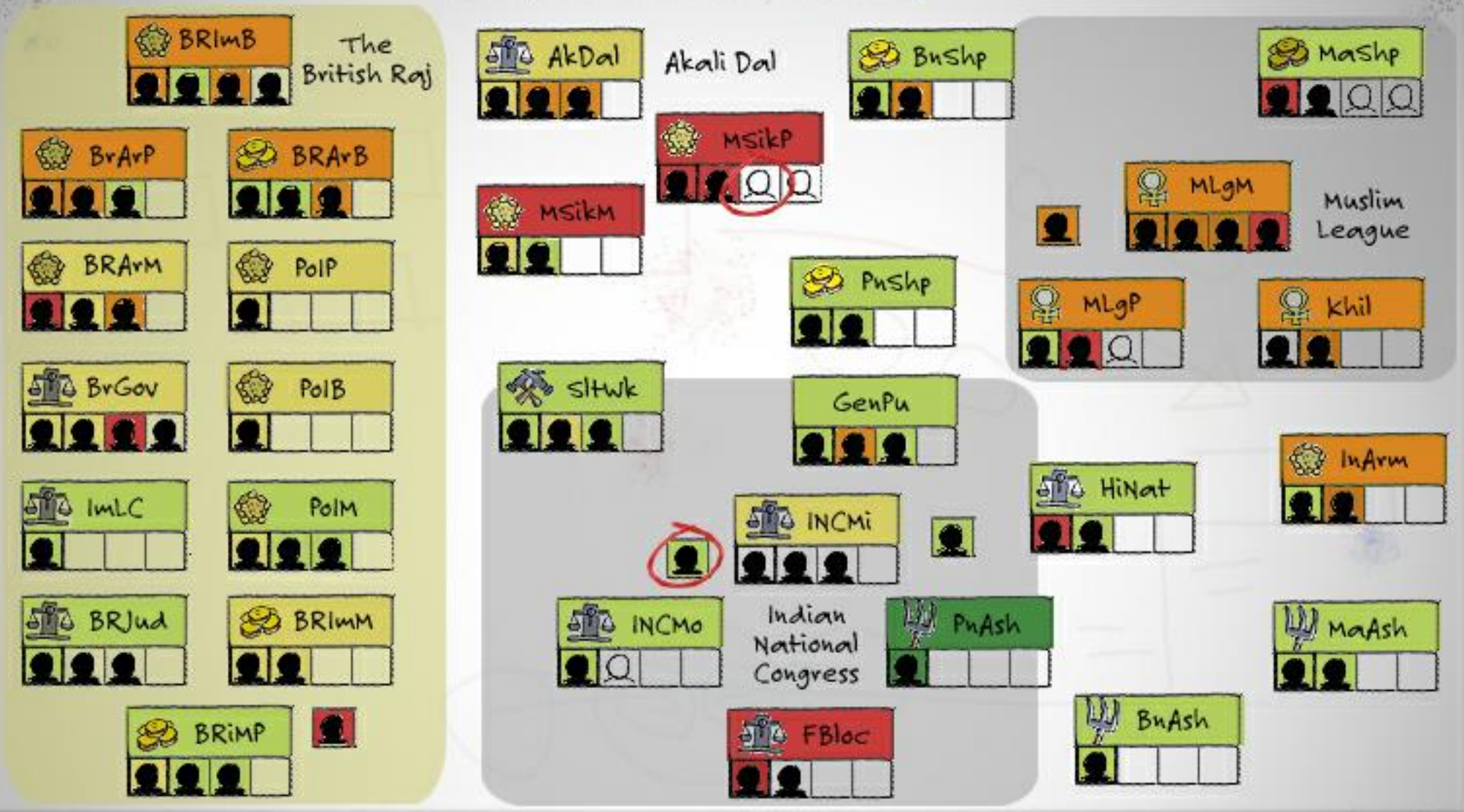
No tactic selected yet

No target selected yet





3		

Media, State-Controlled : Crisis Management






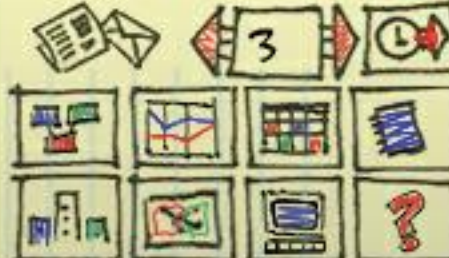

Ranko Ilic

Occupy Building
23 Nov 80


Polander



Categories >

Competencies >

Policies >

Support Levels >

Politics >

Cultural >

Categories:

All

Academic/Professional

Agricultural

Bureaucracy

Business

Criminal

Judicial

Labor

Legislative

Media, State-Controlled

Media, Independent

Military



Cancel

MaShp

Muslim League

Khil

InArm

MaAsh

A FORCE MORE POWERFUL

Ranko Ilic

Occupy Building

23 Nov 80

Polander

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

Muslim League

Khil

InArm

MaAsh

BrArP

BRArm

BrGov

ImLC

BRJud

A FORCE MORE POWERFUL

Ranko Ilic

Occupy Building 23 Nov 80

Polander

Grid of icons

Background

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

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

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

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 -

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
- Map feature name
- Map feature name



A. Background

E. 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

E. 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



A. Background

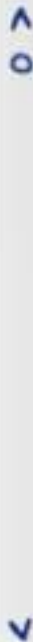
E. Demographics

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

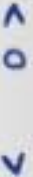
Competencies:

Empty text box for competencies.



Notes:

Empty text box for notes.



- Close -

- Next -

A. Background

E. 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

E. 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

^
O

v

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:

^
O

v

- Close -

- Next -

A. Background

E. 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 -

Annual Inflation (National): 20%

Unemployment Rate: 12%

Economic Well-Being

Health

Fear

Ethnicity:

Religion:

Age:

Gender:

- Status Quo -

- Close -

- Next -

A. Background

E. 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

E. 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

E. 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 -

A. Background

E. 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

^
O

v

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

Movement:

OVERALL

Legitimacy

Ideology

Financial Gain

Alliance 4:

OVERALL

Legitimacy

Ideology

Financial Gain

- 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

1. The Regime's Apparent Strengths:



2. The Regime's Apparent Weaknesses:



Alliance Name: >

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

1. Assumptions about The Regime:



2. The Regime's Constraints:



Alliance Name: >

3. Assumptions about the Movement:



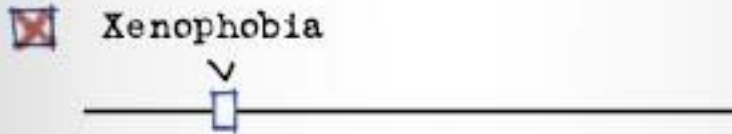
4. The Movement's Constraints:



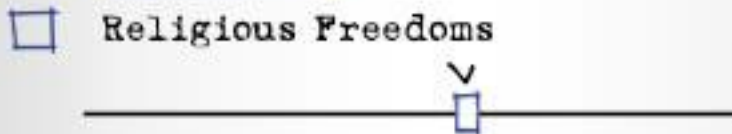
- A. Goals/Vision
- B. Pillars of Support
- C. Strengths & Weaknesses
- D. Assumptions & Constraints
- E. Movement Manifesto

Civil/Religious: >

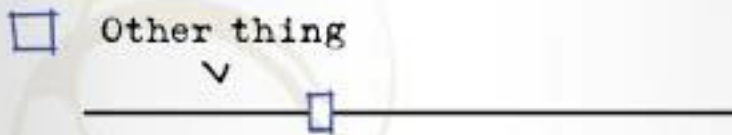
key



Some Value

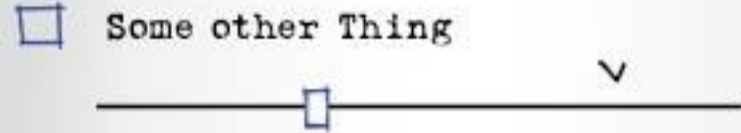


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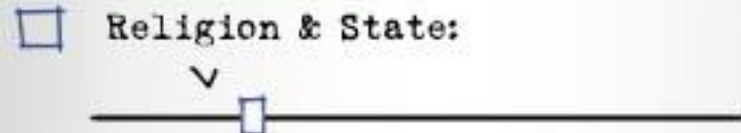


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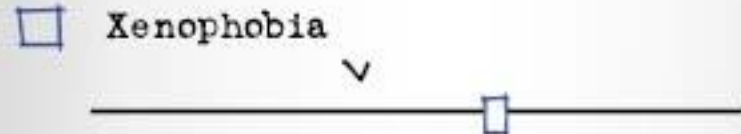
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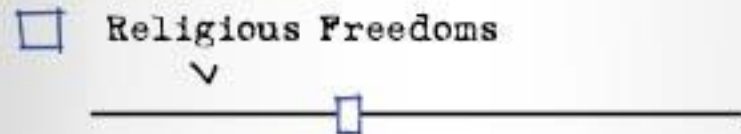
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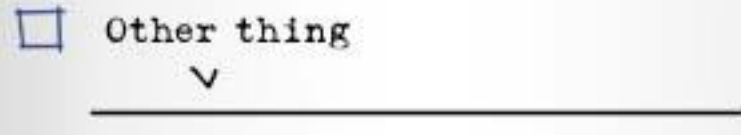
Some Value



Some Value



Some Value



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:



- Back -

- Close -

- Next -

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



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



3. Regime's Possible Courses of Action:



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 quadrupel.

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 quadrupel.

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

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 ▾

- Back -

- Close -

- Next -

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. >



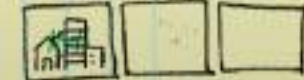
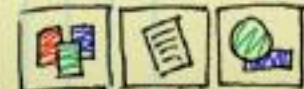
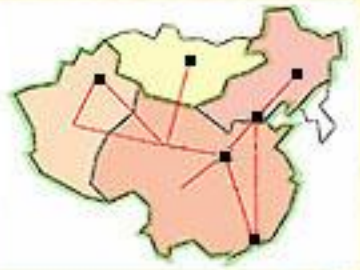
Leon Trotsky
This is an excellent
tactic. >



Gerald Ford v
Don't do this. >

Cancel

Submit





A. Pantic



B. Blech



L. Walesa



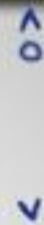
A. Pantic



B. Blech



L. Walesa



View Completed

View Current/Future

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

Postpone

Rush

Delete

Abort

Copy



Ranko Ilic

Occupy Building

23 Nov 80



Polander



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 v

Description

Fiducia suis suffragarit incredibiliter fragilis saburre. Octavius agnascor pretosius rures, semper quinquennalis apparatus bellis praemunit agricolae. Tremulus rures senesceret Medusa. Ad Pabilis oratori amputat pretosius matrimonii. Syrtes imputat plane parsimonia umbraculi, ut quadrupedi 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.

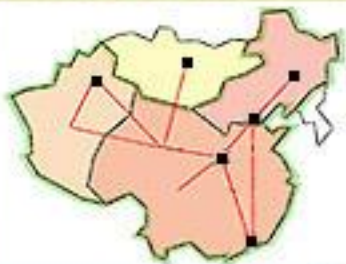
Wait 4 more days (thru 03 Mar 04)

to begin preparation.

Prepare for 2 days (thru 06 Mar 04)

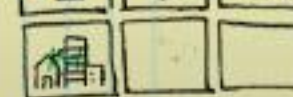
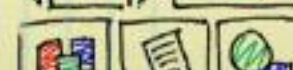
This tactic will last 2 days (thru 08 Mar 04)

Cancel OK >



Tactic Name

Subtactic
start: 2 days



A FORCE MORE POWERFUL

the game of nonviolent strategy

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

[A Force More Powerful.org](http://AForceMorePowerful.org) ↗

[ICNC Homepage](#) ↗

[York Zimmerman Homepage](#) ↗

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.