



## Game Scenarios

### "Corruption Is Stealing"

There is strong support for the corrupt status quo in the city of Grbac, but there are also opportunities to exploit divisions between the venal mayor and his cautious rivals. This is a straightforward, introductory scenario, with a step-by-step tutorial in the player's guide to help you get started.

### "We're Done with the War"

Soporia is a democratic nation with an aggressive foreign policy; you must try to change it and bring Soporia's troops home. Your greatest enemy is public opinion, as the president is popular and knows how to win elections.

### "The Weight of Tradition"

You must desegregate Bilal City – its shops, university and markets. The greatest danger you face is instability: the city government whose ethnic separatism you oppose must nonetheless be kept in power, or there will be very bad consequences for all of Bilal City's residents. Can you achieve your goals, and avoid harm at the hands of the Rahvani Circle – an ethnic terrorist group with few qualms about violence – while avoiding the city's collapse into anarchy?

### "Justice on the Waterfront"

Poverty and hopelessness are taken for granted in Kadenz, and your movement for labor rights has an uphill climb from the start. Money and volunteers will be difficult to come by, and moving a populace beaten down by decades of stagnation and misrule will prove problematic.

### "Eternal Vigilance"

A corrupt and unpredictable would-be dictator leads the regime, and his security forces are less timid than others you may have faced. Can you, as the planner for a nonviolent movement, stop the erosion of freedom?

### "Pain and Suffrage"

The struggle for women's rights is hard enough without religious fanatics and shadowy secret police watching your every move. If your movement becomes too high profile too quickly, expect a crackdown – with possibly tragic results. Fortunately, rumor has it the King of Ulmar has secret sympathies for your cause. But will his conscience be caught too late?

### "Bringing Down a Dictator"

Michael Kosanic, the president and dictator of Infeliz, is a canny and experienced political operator. His security forces are loyal and well-trained. Nonetheless, he can be defeated with the right planning. But the army of Infeliz watches closely from the sidelines and must be carefully placated if one dictator is not to be replaced with another.

### "Paradise Regained"

The Republic of Talutia has a problem and you're it. Popular support for your cause – independence for the Yari people – is minimal, and violent elements pervade your sympathizers. Thus, the government will face limited political fallout should bloodshed occur. Talutia is also an immense country, very difficult to get around, so careful planning will be needed to make sure your activists are in the right place at the right time.

### "Go Back to the Barracks"

A ruthless military junta has ruled Bedorven for many years. There is no due process and the military faces few limits on what it may do to stay in power. The junta's opposition is paralyzed by squabbling and old ethnic tensions. To make matters worse, a foreign country with no shortage of military hardware has taken an interest in Bedorven's internal affairs. Can you force the junta to allow elections whose results it will honor?

### "Unwelcome Guests"

Your country has been invaded and conquered by a land-hungry neighbor. It has no tolerance for any sort of opposition, and the international community is concerned with other matters. Can you tread carefully until international support can insulate you from massive repression, and then compel the occupier to withdraw?

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