

Ideological Warfare

Game Rules v0.8

Registration and Login

The system allows the user to register as a new Ideology. A colour is also chosen to visually represent their Ideology. Once registered, the user may log in to the system, and then depending on the state of the game, begin their conquest of the opposition. A successful login sends the user to the 'Game Status' interface.

Game Status

This is where the user can view the status of the city of Reality.

- The round and game time limits are displayed at the bottom left of the screen.
- The colour of the location indicates which Ideology currently dominates it.
- The user may view the status of each location by rolling over the location graphic.
- Each ideology is represented by a coloured bar and the location statistics are displayed underneath the bar chart.

If no other user is currently playing their turn the user may start their turn or place their headquarters (if this is their first time). Clicking 'Place Headquarters' sends the user to the Headquarters Placement interface.

Headquarters Placement

The user may nominate a location to place their headquarters as well as their Ideology colour.

- A user may only place their headquarters on locations that are Neutral (White).
- A user may only place their headquarters on locations with an influence ≤ 50 .
- The option to 'Place Headquarters' is available if the above criteria is met.
- A location that is chosen to be a headquarters is modified so that its Ignorance is 400 and its Influence is 100.

Once the user's headquarters has been placed, the user may begin to start their conquest of Reality. 'End Turn' returns the user to the 'Game Status' interface.

Ideological Warfare

The user may now spread propaganda to nearby locations in an attempt to convert them. The winner is determined once all locations have been converted to a single ideology.

This is all achieved through a basic point, click and drag system. Clicking and positioning the mouse cursor over sections of the screen displays contextual information and interaction options.

Ideological Warfare is a turn based application, which means only one user can interact fully at any one time (having a turn).

The detailed rules are as follows:

- If every location has been converted to a single ideology, the game is over.
- If one's headquarters has been converted by an opposing ideology, the game is over for that user.
- If no one is currently playing the game, and the user has not placed their headquarters, the option to place will be displayed.
- If no one is currently playing the game, and the user has already placed their headquarters, the option to start a normal turn will be displayed.
- If someone is currently playing the game, and neither the round or turn time limit has expired, then the amount of time left will be displayed.
- If someone is currently playing the game, and either the round or turn time limit has expired, the user currently playing will be kicked off and the turn status reset.
- After the turn time limit has expired, other users may attempt to start their turn, thus preventing the current user from continuing their turn.
- The user may have a turn as many times as they wish within a round, though their interaction is limited to how much of their propaganda remains.
- A new round begins once every user has had their turn for the round, or once the round time limit has expired.

Once a user has begun their turn:

- Propaganda can be applied to locations friendly to the user (the same colour).
- Propaganda can be applied to non-friendly locations within the sphere of influence.
- Propaganda applied to a Neutral or Friendly location is worth the full amount (1:1).
- Propaganda applied to an Enemy location is worth half (rounded down) the full amount.
- The amount of propaganda to apply is determined by the position of the slider.
- If the amount of propaganda is enough to convert a location, the colour of the location will change.
- Propaganda \geq to a location's Ignorance is required to convert it to one's ideology.
- Converting an opposing ideology's headquarters causes all their locations to convert to one's ideology.
- Converting an opposing ideology's headquarters causes all their propaganda to be added to one's total propaganda
- Propaganda successfully applied to a location is subtracted from the user's propaganda total.

- At the beginning of every round, an amount is added to one's propaganda, totaling the influence of all Friendly locations.
- One propaganda point is added for every point of friendly influence.
- The user may end their turn at any time by clicking on the 'End Turn' button.