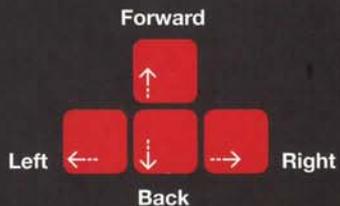


CONTROLS

Moving Around Town

General Camera Controls



Shift plus arrow key



Slower scrolling

Control plus arrow key



Faster scrolling

Game Speed



Decrease simulation speed



Increase simulation speed

Other Controls



View Diary



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INSTALLATION

Installing Republic

1. Insert the Republic DVD into the DVD drive and double-click on the DVD icon once it appears on your desktop.
2. Before doing anything else, read the file called 'Read Me' located in your country flag folder.
3. Double click on the 'Republic Install' icon.
4. Follow the on-screen instructions to install the game to your hard disk.
5. Once installation is complete the 'Republic' folder will open on your desktop.

Installation is a one-time process that will only take a few minutes.

Uninstalling Republic

If, for whatever reason, you should wish to uninstall Republic, simply drag the folder called 'Republic' from your hard drive to the Trash and select 'Empty Trash' from the Finder menu.

To remove all of the saved games and other preferences, delete the folder called 'Republic' located inside a folder called 'Elixir' inside your user's 'Preferences' folder.

SYSTEM REQUIREMENTS

	MINIMUM	RECOMMENDED
Mac Power PC:	1 Ghz	1.6 Ghz
Mac OS:	Mac OS X 10.2	Mac OS X 10.3 or later
Memory:	512 MB of RAM	1 GB of RAM
Controls:	Keyboard & Mouse	Keyboard & Mouse
Hard disk space:	1.35 GB	1.5 GB
3D Graphics Card:	32 MB VRAM	64 MB VRAM

A COUNTRY IN NEED OF CHANGE

The mighty Soviet Union has fallen and the fledgling republic of Novistrana teeters on the verge of collapse. The time for change has come - change led by you. Your coming struggle will not be easy - the road to political power is fraught with danger. You must learn to influence those around you and govern your own behaviour. Be as ruthless or compassionate as you want, velvet glove or iron fist, the choice is yours.

Welcome to Republic: The Revolution. You are about to embark on an epic political journey that takes you from being an unknown idealist on the streets of Ekaterine to the ruler of Novistrana.

"Comrades! The time is at hand where we must stand and fight for freedom and justice. We must liberate our beloved Novistrana from tyranny. The time of the dictator Karasov is coming to an end, his power is waning and we must strike hard at his heart without fear or mercy... today the Revolution begins."

From your first speech



GETTING STARTED

Starting the game for the first time

1. Place the Republic DVD into your computer's DVD drive. Once it has appeared on the desktop, double-click on the 'Republic' application icon (this will be in the 'Republic' folder installed on your hard drive). The game will launch.
2. The Republic Options screen will appear. Click Play to proceed.
3. The Main menu screen will appear. Click on "New Game", after which some intro screens, giving some background to the game, will play.
4. The Avatar and Faction screen will appear. Enter the name you wish to play under for your Avatar and your faction.
5. To launch the tutorial tick the box indicating that this is the first time you have played Republic: The Revolution.

Using this manual

Please take the time to read through this manual, it will prove useful in familiarising you quickly with Republic: The Revolution.

This manual is intended as a quickstart guide - for most players this is usually enough. However, if you wish to dig deeper into the detail of the game extra material is available on the Republic minisite at: www.feralinteractive.com/republic.

Using the mouse

This manual assumes that you are using a two-button mouse. However, should you be using a one-button mouse the left-click instruction is equivalent to a mouse click and the right-click instruction is equivalent to control-click.

AVATAR AND FACTION CREATION

Your first task in Republic: The Revolution is to create your Avatar - the character you play throughout the game. You do this by taking a personality test designed to measure your attitudes and reactions to certain situations.

There are ten questions. The answers you give determine your Avatar's attributes and ideology. These have an important

influence on the actions required in order to complete mission objectives and the difficulty of achieving them.

Once you have answered all ten questions, a breakdown of your Avatar and Faction's Attributes and Ideology will appear.

TUTORIAL

Republic: The Revolution is a big game and can at first sight appear complex. Make sure you play through the Tutorial, it will help you get familiar with the game quickly.

The Tutorial takes you through the first steps required to grow your faction. At regular intervals a screen will appear with explanatory notes regarding what you need to do and how to do it. Take the time to read through the notes - getting a good understanding of the game at this point will greatly enhance your enjoyment later on.



A tutorial screen



THE GAME INTERFACE

The interface in Republic: The Revolution is very detailed, however after a short while playing the game it should feel natural and you will appreciate its ability to compress and present information in a useable way.

VIEW LEVELS

There are 3 view levels: Satellite, Rooftop and Action. They are each appropriate at different points in the game.

SATELLITE VIEW

Satellite view is a top-down 2 dimensional view of the current city. It gives a good overview of how your campaign is progressing.

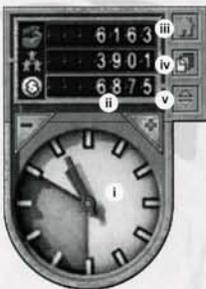


1. Clock
2. Minimap
3. Inner Circle Panel
4. Action Tracker
5. Support levels

6. Force District
7. Wealth District
8. Influence District
9. Alerts

1. CLOCK

The clock icon not only gives you the time but contains access to other important areas of information.



i. Time

Shows the current time in NMT (Novistranan Mean Time). Each day lasts 12 minutes of real time, and each day is divided into three segments. Each segment of the day (Morning, Afternoon and Night) each lasts 4 minutes.

If you would like to speed up game time, click on the "+" button located just above the clock. The maximum speed up is +5. Click the "-" button to slow down game time to normal. Game time can only be speeded up in Satellite View.

ii. Resources

In Republic: The Revolution every activity has a cost. The game has three types of resource; Force, Influence and Wealth, which you must learn to gather and spend wisely in order to execute the actions required to accomplish mission goals and advance your political cause.

- Force
- Influence
- Wealth



This board indicates the current level of your resources. At the start of the games you will have 300 points of each resource. Resources are needed to execute actions. If a resource is depleted to zero you will be unable to execute any action that requires that resource.

See page 11 for a more detailed explanation of resources.

iii. Faction Screen

The Faction screen allows you to check the status of your faction members as well as members of opposing factions. In order to keep an eye on your comrades and track your opponents; you will need to refer to this screen frequently.



iv. Diary Screen

Click this button to bring up the diary screen, which gives you instant access to the objectives you have been assigned and completed, the memos you have received and relevant news articles.

v. Toggle View

Click this button to toggle between Satellite and Rooftop views.

2. MINIMAP



The Minimap is usually present in the top right-hand corner of the screen and offers a wealth of information about the current state of play.

i. Field of View

The Field Of View is the black triangle that appears on the Mini-Map. This indicates which way you are looking, as well as your position in the city. Your position is indicated by the small black square close to the point of the triangle.

ii. Information Level

The green bar along the top of the Minimap indicates the level of information that you have accumulated in the currently selected district.

Knowledge is power! At its most basic, information indicates your faction's support within a district. Higher levels of information allow you to see what other factions are doing and discover new characters to recruit or attack.

You increase information by performing actions such as Scout, Investigate and Survey. However, information loses value over time - you will need to keep on investing to keep up your information level.

iii. Show/Hide Characters

All characters that have been discovered in the present district are shown on the Mini-Map. Known characters appear as coloured rectangles with black borders.

iv. Show/Hide Faction Actions

Shows or hides markers of your Faction's Actions in the Satellite and Rooftop Views. You can click on a marker to go directly to the location of the action.

v. Show/Hide Enemy Actions

Shows or hides flags of Enemy Actions that in the Satellite and Rooftop Views. Enemy Actions are shown as small diamond markers; their colour denotes which faction is responsible. Mousing over the diamond marker reveals more information. Clicking on the diamond marker takes you to the scene of the action.

vi. Show/Hide Support Level

Shows or hides the pie charts that illustrate support levels of districts. Pie charts are shown adjacent to the Mini-Map device in Rooftop View, or across the city map in Satellite View.

3. INNER CIRCLE PANEL

The portrait at the top represents you, the Avatar. As you play the game and recruit additional faction members, their portraits will be displayed below yours. The maximum number of people you can hire is five.



You and your first recruit

4. ACTION TRACKER

This is a schedule chart showing the actions that are currently being executed or will be executed in the future by yourself or by members of your faction. You can maximise or minimise the Action Tracker by clicking the right arrow button on the right vertical bar of the Action Tracker.



Planned actions



5. SUPPORT LEVELS

Support levels in each district are indicated as pie charts. Each pie chart shows you the level of support enjoyed by each active faction in a given district.

6, 7, & 8. DISTRICTS

Each city is divided up into a number of districts. It is in these districts that you will battle for support against other factions. The ideology of a district is indicated by its colour in the Satellite View.

Force District

Districts that have RED borders in Rooftop View, or are filled in Red on the Mini-Map and Satellite View are FORCE Districts.

Influence District

Districts that have BLUE borders in Rooftop View, or are filled in Blue on the Mini-Map and Satellite View are INFLUENCE Districts.

Wealth District

Districts that have YELLOW borders in Rooftop View, or are filled in Yellow on the Mini-Map and Satellite View are WEALTH Districts.

9. ALERTS

Alerts appear for a number of reasons; making progress in the game, recruiting or losing characters, warnings from characters and newspaper reports.



Alerts appear above your Inner Circle panel.

Mouse over the alerts to learn more about what they contain.

A left-click on the mouse will open an alert, but a right-click will delete an alert.

ROOFTOP VIEW

Rooftop view shows the city in great detail, and allows you to watch what other factions are up to at all times.

Left clicking most things (e.g. people, street furniture, cars etc) in this view will present you with a context-sensitive menu that can be used to discover additional information. Experiment to find out more.



Town Hall in rooftop view

ACTION VIEW

The Action View gets you down to street level in Novistrana. You can access it for most of the actions you execute by double-clicking on an action marker in the Satellite or Rooftop View.



An Alpha Squad in action view - let's hope they are on your side!

CHARACTERS

In Republic: the Revolution each city is populated with a huge number of people with whom you can interact. Most won't play a significant role in the game, but each city contains dozens of characters all with varying abilities with whom you must work or whom you must act against. These characters form the core of your faction and those of rival factions. They help or hinder your climb to power through the actions they perform.

All characters, including your Avatar, are defined by five attributes:



★ Status

The wealth and prestige of a character.

★ Control

The manipulative and scheming skills of a character.

★ Charisma

The charm and persuasiveness of a character.

★ Presence

The physical prowess and leadership qualities of a character.

★ Resolve

A character's commitment to the cause.

Each action in the game is linked to one or more character attribute. The attributes of the character you select to perform an action will help to determine the success or failure of an action.

Each character in Republic has their own personality and a unique set of abilities. The components that define these are:

★ Five Character Attributes

★ Ideology

★ Level

★ Class

★ Secrecy Rating

★ Action Set

★ Five Character Attributes

See opposite for details.

★ Ideology

Every character in the game has an ideology - a combination of Force, Influence and Wealth that determines:

- their ability to deal with other ideologies
- the actions they can perform
- their resolve

★ Level

As characters successfully complete actions, they gain experience points - once enough experience is gained, the character is promoted to a new level, which gives them access to more powerful actions and makes them more effective in carrying out actions already available to them.

★ Class

Most characters are assigned to one of 10 classes. Four classes are associated with Force, three with Influence and three with Wealth:

Force	Influence	Wealth
Police	Political	Media
Criminal	Religious	Celebrity
Trade Union	Academic	Business
Military		

Faction leaders belong to a class of their own, the Avatar class.

Every character class has five titles within it. A character's title within a class depends on the level he has attained. For example a character who's class is business can be salesman, deal broker, businessman, entrepreneur or tycoon. As an Avatar your aim is to move from Leader to Legendary Figure.

★ Secrecy Rating

Characters have a secrecy rating - a number that corresponds with the knowledge rating you must attain in the character's home district to discover their existence.

★ Action Set

A character is defined by the actions he can perform - his "action set". Early in the game, you must recruit to your faction characters whose available actions serve the immediate needs of your faction.



IDEOLOGY

Political ideology is the foundation upon which Republic: The Revolution's gameplay is built. Every character, faction, district and action is associated with an ideology. It is the interaction between your ideology and the ideology of a given place, faction or character that determines success or failure.

How is an ideology defined?

All ideologies are defined by their combination of three elements - Force, Influence and Wealth. Each of these three factors represents a different way of gaining political power. A higher weighting of any one element indicates that the subject being rated prefers that method of gaining power.

Force

This represents political power based on physical coercion. Force is always indicated by the colour red.

Influence

This represents political power based on persuasion and favours. Influence is always indicated by the colour blue.

Wealth

This represents political power based on money. Wealth is always indicated by the colour yellow.

How is Ideology applied to the game?

Ideology does not only apply to characters - it runs throughout the game and also applies to

- ★ Avatars
- ★ Factions
- ★ Districts
- ★ Actions

Avatar Ideology

This is determined by the answers you gave to the personality test at the beginning of the game.

Faction Ideology

This is the ideology of both your Avatar and your Faction. Unlike all other ideologies in the game, this one changes over time according to events.

District Ideology

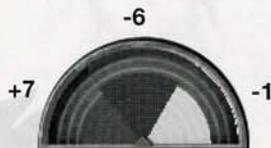
Every district has an ideology. The colour of a district in Satellite view indicates it's ideology.

Action Ideology

Every action is associated with one of the ideological elements, Force, Influence and Wealth. Every action has an influence on your faction's ideology.

Influence of actions on faction ideology

Each time you launch an action, the effect on your factions ideology will be indicated as shown below:

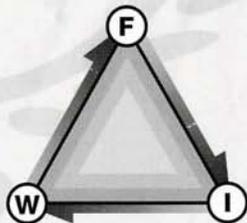


This hemisphere represents a faction ideology with, from left to right, Force, Influence and Wealth. The numbers around the edge of the hemisphere indicate the effect on the ideology. Force increases while Influence and Wealth decrease.

Ideological Interactions

The three ideological elements form a "scissors-paper-stone" triangle. Each element has an advantage of one other element and is at a disadvantage against the third element.

- ★ Force has an advantage over Influence but a disadvantage against Wealth.
- ★ Wealth has an advantage over Force but a disadvantage against Influence.
- ★ Influence has an advantage against Wealth but a disadvantage against Force.



These relationships play a key role in the outcome of actions; an action against a target whose ideology is at disadvantage to that of the attacking action is much more likely than an action against a target whose ideology has an advantage over the attacking action.

RESOURCES

RESOURCES

There are three types of Resource in Republic: The Revolution: Force, Influence and Wealth. They are each tied to the three ideologies with the same name and each type of resource is used for executing different types of action.

USING RESOURCES

In Republic: The Revolution resources are used up whenever you use an action.

Force

Force is physical power. This resource is the primary cost for all "red" actions.

Influence

Influence is favours and persuasion. This resource is the primary cost for all "blue" actions.

Wealth

Wealth is money. This resource is the primary cost for all "yellow" actions.

Although every action is associate with primary resource type, most actions require an expenditure of multiple resources.

EARNING RESOURCES

In Republic: The Revolution, you earn resources by gaining support in city districts. Every district in which your faction has a presence produces a certain number of resource points for your faction every game day. The number of resource points received from a district depends upon the population of the district and the level of support your faction enjoys in the district.

In order to ensure that your faction always has a good level of resources of each type it is vital to achieve a high level of support in as many different types of districts as possible.

GAINING SUPPORT

The level of support enjoyed by your faction determines the amount of resources it receives.

At the start of a level, all the city districts are neutral and are available for you to win their support. However, you will need to be quick as other factions will also be scrambling for a power base. Start your drive to get support by:

- ★ Investigating neighbouring districts to your home district.
- ★ Recruit a follower and send him out to gather support in your home district.

POWER NODES

Power nodes are key strategic buildings located at various points around the city. One of your aims should be to control as many power nodes as possible. Control of a power node will give your faction important bonuses.

A certain level of support is required before a Power node is awarded.

Power nodes appear in the Satellite view as icons.



A neutral coloured icon indicates a Power Node that is up for grabs.

A filled icon indicates a Power Node that is aligned. The colour and logo of the Power Node indicates the faction to which it is aligned.



Churches are often power nodes

THE ACTION SYSTEM

Understanding the action system is central to your success in Republic: The Revolution. Everything that you do and everything that is done to you is governed by a set list of activities that characters in the game are able to perform. As characters advance through the game, they learn new actions and are capable of launching progressively more powerful and effective actions.

As the game begins, your Avatar is the only member of your faction and the actions available to you are very limited. You start with two: Headhunt and Information gathering. Successful execution of these actions are the basis on which you will grow your faction.

TYPES OF ACTION

Throughout the game there are many actions available to you. The easiest way to think about actions is to categorise them by their intended result. According to this classification there are nine general types of Actions:

- ★ Strengthen Character Actions
- ★ Weaken Character Actions
- ★ Recruit Actions
- ★ Protect Character Actions
- ★ Kill/Remove Character Actions
- ★ Increase Support Actions
- ★ Decrease Support Actions
- ★ Information Gathering Actions
- ★ Misinformation Actions

Strengthen Character Actions

These actions are used to increase a Character's Resolve; they have an additional side effect of temporarily increasing some of the character's other Attributes. Strengthen Character Actions can only be used on characters in your Inner Circle.

These actions can also be used to counteract the negative effects of Attack Character Actions performed on your characters by enemy factions.

Examples of Strengthen Character Actions: Flatter, Favour, Gift

Weaken Character Actions

These actions are used to permanently lower the Resolve of Characters; they have an additional side effect of temporarily reducing some of the target Character's other Attributes. These Actions are best used to soften up a character before employing them, or to make enemy characters less effective at their actions.

Examples of Weaken Character Actions: Assault, Honey Trap, Discredit

Recruit Actions

Recruit Actions are used to add a character to your Inner Circle. Characters targeted for recruiting may be neutral, or they may work for another faction.

Examples of Recruit Actions: Headhunt, Persuade, Blackmail.

Protect Character Actions

These are the only actions that can stop a Kill/Remove Character Action; if you discover one that is scheduled to take place on one of your characters, react as quickly as possible by running a Protect Character Action. The Character will be protected for three days, but will also be unable to perform any actions themselves during this time.

Examples of Protect Character Actions: Safe House, Disguise, Immunity

Kill/Remove Character Actions

Once initiated these actions always succeed. However, if discovered prior to being launched they can be countered by protecting the target agent with a Safe House or similar action. In order to launch a Kill/Remove Character action full and in-depth knowledge of the target character, a large number of resources and a large lead up time are all required.

Examples of Kill/Remove Character Actions: Hitman, Alpha Squad, Exile

SUPPORT ACTIONS

You must keep Support Levels high in your preferred districts as this is the basis on which your faction is awarded resources and knowledge.

District Support Levels erode according to ideological comparisons (Faction Vs District), similarly aligned districts will erode slower than those with differing Ideologies. Support in neighbouring districts and the ownership of Power Nodes also slow down support erosion.

Increase Support Actions

Use these Actions to increase Support Levels in a district.

Examples of Increase Support Actions: Rally, Leafleting, Music Festival

Decrease Support Actions

Before you can increase your support in a district you must weaken your opponents. Use these Actions to decrease Support Levels for rival factions.

Examples of Decrease Support Actions: Defame, Vandalise, Crime Wave

INFORMATION ACTIONS

Information plays a vital role in Republic: The Revolution. The more you know about your environment, and what the opposition are up to the better.

You can raise or lower Information levels around the city, either on a broad scale or in one specific place.

Information Gathering Actions

Use these actions to increase Knowledge levels in a given district. Knowledge in neighbouring districts will also increase slightly.

Examples of Information Actions: Scout, Investigate, Survey

Misinformation Actions

Use these Actions to keep your plans hidden from opposing factions. Misinformation affects the Secrecy of all of your actions in the target district.

Examples of Misinformation Actions: Code of Silence, Pay Off, Cover Up

PLOT ACTIONS

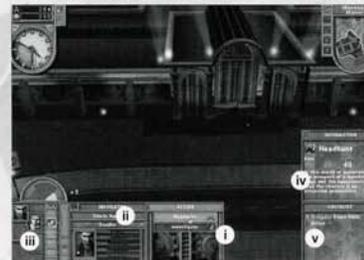
In addition to the nine primary types of action, additional actions known as plot actions occur throughout the game. These actions are only available during specific missions and can only be used in special circumstances. Read the memos and newspaper articles you receive as alerts to discover clues about Plot Actions.



LAUNCHING ACTIONS

Launching actions is a simple process:

1. Select the character you wish to perform an action from your Inner Circle Panel (iii) by left-clicking on their portrait. The actions available to this character are now listed in the Action Panel (i).



KEY

- i. Action Panel
- ii. Character Panel
- iii. Inner Circle Panel
- iv. Action Information
- v. Action Checklist

2. You can view the important details of an action by holding the cursor over it. The details will appear in an information window (iv) on the right of the screen.



3. Once you have decided which action to perform, left-click on it in the Action Panel.

4. The view now automatically changes to Satellite view.

Viable targets are filtered according to the action you are trying to instigate and will appear in the satellite view.

5. As you define more closely the target, district and location of your planned action, they will appear in the action checklist (v) in the bottom right-hand corner of the screen.



THE ART OF CONVERSATION

Conversation is an art that you will need to master quickly if you want your faction to survive and grow. It is a key element in many of the actions that you will execute and uniquely it is an action that you can influence once it has been launched.

Conversations in Republic: The Revolution are mini contests, that breakdown into 3 phases:

- i. Points allocation
- ii. Rounds 1-4
- iii. Rounds 5-8

Points Allocation

During the points allocation phase you will be asked to allocate all your available points between 4 conversation arguments, which appear as Argument icons on the screen.

Examples of Argument icons



Press



Coax



Ego Boost

You have only thirty seconds to allocate your points to your Argument icons, if you have not completed it within this time the computer will do it for you.

To allocate points amongst your four Arguments: Click on the Argument icons. Left click adds points to an Argument Right click subtracts points from an Argument

Once you have allocated points to an Argument icon, it's name will appear to the left of the image. The name of the Argument will vary according to the number of points you allocate to it.



A conversation in progress

Winning a Conversation

Once you have allocated your points you will be moved on to the conversation proper and start to "make" your arguments.

Each conversation is comprised of eight exchanges or rounds, with you and your opponent playing a single Argument Icon in each round. You have six seconds to play each Argument, if it is not done within this time the computer will choose an Argument for you.

You win a conversation by winning rounds. You win a round by your Argument being stronger (having more points) than that of your opponent.

The First Four Rounds

In the first four rounds your opponent's arguments are hidden i.e. you cannot see the number of points he has allocated to each Argument.

Also the number of points available to win in each round increases from 5 in the first round to 20 in the fourth round.

The combination of low information about your opponent's intentions and increasing value of each round means you need to think tactically about the order in which you play your Argument icons. As a general rule use your weakest arguments in rounds with the lowest points value.

The Last Four Rounds

The last four rounds are a repeat of the first four, with the exception that your opponent's arguments are displayed. This may help you determine the order in which you play your arguments; note which arguments he has played and adjust your tactics in response.

SECREC4, FACTS AND SLEAZE

ACTIONS AND SECREC4

Secrecy plays a key part in Republic, keeping some of your actions hidden from the prying eyes of enemy factions is a must, especially if you are using underhand tactics (Actions that contain Sleaze).

These actions benefit from a high level of Secrecy: Recruit, Attack Character, Any Sleaze Action.

You can see an action's Secrecy level before you launch it by checking in the Action Panel.

Actions and their traces

Every important action that is performed in the game world will leave behind a trace that it has occurred. Think of it as general rumours among the populace, or finding a clue left behind. This trace will only last for a finite time, you must discover it, and use it before it disappears.

Question Marks

If you do not have enough information in the current district to exceed the Secrecy of the action (an average of the Action's Secrecy and the Location where it took place) then you will see a Question Mark floating and rotating in the game world.

The size of the Question Mark indicates the shortfall between your Information level and the Secrecy of the Action it represents: the smaller the Question Mark, the more information you have to gather in the district where the fact is.

Left click on a Question Mark to discover its secrecy level and understand what must be done to turn it into a fact.

Facts

Once you have exceeded a Question Marks' Secrecy level it will transform into a Fact; this means that you know all about the event that transpired in the game world. You can now use any Sleaze that the fact contains against the faction or person responsible for it.



SLEAZE

Some actions are less savoury than others. If you find out that an action containing Sleaze has taken place in the game world you can use this knowledge to help your Faction, or to attack other factions or characters.



Fact containing sleaze

You do this by publicising a Sleazy fact to the population of the current city using any of the following actions listed below:

Defame:	Attack Support
Discredit:	Attack Character
Frame:	Attack Character
Graffiti:	Gather Support
Honey Trap:	Attack Character
Hostile Press:	Attack Support
Leafletting:	Attack Support
Legendary Speech:	Gather Support
Passive Protest:	Attack Support
Poster Campaign:	Gather Support
Propaganda:	Gather Support
Public Criticism:	Attack Support
Revelation:	Attack Support
Terrorise:	Attack Character

THE FIRST LEVEL: EKATERINE

Ekaterine is a small city in Novistrana and your home town. If you can succeed in building your faction here, you will soon move onto a bigger stage.

Ekaterine's Political Factions

Ekaterine contains four factions to rival your own:

- ★ Church of Novistrana
- ★ Democracy Now Party
- ★ The Konstantino Cartel
- ★ Union of Socialist Workers

You'll soon discover who leads them, which districts they are based in and what their ideological affiliation are.

Ekaterine's districts

Ekaterine is comprised of twelve districts equally aligned between the different ideologies of Force, Influence and Wealth

District	Ideological alignment
Kandisky Gardens	Influence
Korolyov Court	Wealth
Kutuzov Works	Force
Lissitzki Towers	Influence
The Martov Estate	Force
Morozov Manor	Force
Prokovief Plaza	Influence
Shubnoi Industrial Estate	Force
Town Centre	Wealth
Turbina Park	Influence
Voronozh Fields	Wealth
Vostok Green	Wealth

Ekaterine's Power Nodes

Ekaterine has 5 power nodes:

- ★ The Prison in Vostock Green
- ★ The Church in Lissitzki Towers
- ★ The Newspaper HQ in Turbina Park
- ★ The Casino in Morozov Manor
- ★ The Town Hall in the Town Centre

Control of these power nodes is highly desirable, they will bring you numerous action-related bonuses.

Ekaterine's Characters

Ekaterine is your home town, but it's a backwater. Most of the characters you will encounter there are low-level people and are relatively easy to deal with. The characters you recruit here can, if you handle them correctly, remain with you throughout your long climb to power. Choose your inner circle carefully and treat them well.

Courage Comrade!
Your rise to power starts here!



CUSTOMER SUPPORT

Every effort has been made to make Republic as compatible with current hardware as possible. However, if you are experiencing problems with running the game, please read on. The following information **MUST** be obtained **BEFORE** contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A Republic Report.txt file, this contains:
 - An Apple System Profiler Report of your Mac
 - Any Crash logs that exist for Republic
 - List of all the files in the Republic game folder

All the information required can be obtained by opening Republic and clicking on the support tab when you get to the "Republic Options" Window. Then click on the "Generate Report" button. This will grey out and a progress bar and status message will appear below. This process may take a few minutes on older Macs. Once finished it will inform you that the file is on your desktop. If you have obtained this information and are still having problems, then Feral has a Customer Services Department that is ready to help you with any problems.

Our Customer Support Contact Details

Web address: www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

If you cannot find an answer to your question on the website, please email us at republicsupport@feral.co.uk Remember to include a report from the Profiler with your email.

If you are in the UK:
Fax: 0208-875-1846 Tel: 0208-875-9787

If you are outside the UK:
Fax: +44 208-875-1846 Tel: +44 208-875-9787

PLEASE DO NOT CONTACT FERAL'S TECHNICAL SUPPORT STAFF IN SEARCH OF GAME HINTS. They are neither permitted nor qualified to supply such information.



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WARRANTY

Feral Interactive Ltd. guarantees to the original buyer of the multimedia product that the digital video disc (DVD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product by registered letter to: Feral Returns, 3 St. George's Court, 131 Putney Bridge Road, London, SW15 2PA, United Kingdom together with this manual if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase.

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