



## **Installation**

### **Install**

Just run the UATSetup.exe file and follow the instructions.

### **Uninstall**

If you want to remove the game from your system, use the uninstall option from the start menu or go to the control panel, select the "add/remove programs" from the list, locate "Us And Them" from the list that comes up and remove it.

### **System requirements**

Pentium 4 or equivalent, 512 MB RAM, Windows XP/VISTA, screen resolution 1024x768, sound card, 250 MB free hard disk space.

## Overview

"Us And Them - Cold War" is a turn-based strategy game about cold war. Although it is a game of territorial expansion, the rivals do not attack their opponent using military force. Instead they are using an army of Spies, Assassins and Experts of various kinds (like economy, technology etc.) in order to destabilize the enemy's countries socially, economically, politically and finally to change their governments' ideology and attach them in their own political block.

The player will have to manage resources like money, oil and technology. He must place his units strategically on the map and create a series of spy networks waiting for the right moment to unleash a series of sabotages, assassinations, bribes, revolutions, arrests and interrogations of enemy units. Since most of the units are hidden to the enemy, the collection and interception of crucial information about the countries, the units' attributes and their whereabouts is essential for victory.

All units, as a representation of actual persons, have their own skills and attributes that make them unique and allow the players to personally connect with them.

A series of special rules will allow you to deploy special strategies like the "Domino Effect" and the "Communist sandwich" and to take advantage of great personalities like Che Guevara, Henry Kissinger, Mao Ze Dong, the Pope and others.

Also the players will be able to benefit from advance technologies, using gadgets right out of James Bond's laboratories and some famous equipment of real life spies.

Finally, the game features a series of random events that in the most part are real events well known to the majority of the public.

## **Getting ready to play**

### **Tutorial**

We recommend that you run the game tutorial at least once in order to learn how to play this game.

### **New game**

Starting a new game, the player must select to play a Communist or Capitalist campaign and to enter a name for this game.

### **Load Game**

If the player wishes to continue an older game, he will have to click "Load Game" and select the one he wants from the list that will appear.

### **Save Game**

Please note that the game is saved automatically and constantly during the player's turn, and so you will not find this option anywhere in "Us And Them".

### **News Options**

The player can choose which kind of news he wants to see via in a popup every turn (without having to go to the news screen, that is).

He can turn on or off the news popups in the below categories for both sides:

- Arrests
- Assassinations
- Bribes
- Military interventions
- Sabotages
- Steal Technology
- Revealed Units
- Revolutions

Please note that the game starts with all the options turned on, and the player can change that as he sees fit.

### **Sound Volume**

From here the player can switch the various sound categories On and Off.

### **Difficulty Level**

In general playing a Communist campaign is harder than a Capitalist campaign, but the user can select a more detailed difficulty level by selecting Easy, Normal or Hard game.

## Shortcut Keys

Several functions and screens of the game have shortcut keys assigned to them in order to make gameplay even easier and faster:

- F1 Help
- F2 Toggle Windowed mode On/Off
- ESC Main Menu
- B Build Units
- C Countries
- D Devices Research
- F Toggle Map Flags On/Off
- G Networks
- M Map
- N News
- P Force Pool
- S Space Research
- T Totals
- U Units
- W Nuclear Weapons Research

## Game Elements

### The opponents

In "Us And Them – Cold War" the two major sides, or "blocks", of the Cold War confront each other. The Capitalist Block, with U.S.A. as its leader, and the Communist Block under the leadership of the Soviet Union. In our game the Capitalists use as their symbol the star and the Communists the famous sickle and hammer. So the player takes command of the secret services of one side, facing the secret services of the other as his opponent.

### Countries

The countries are the field of action in Us And Them. They are the target, but also the resource base for each side at the same time. Target, because the primary aim for each block is to assimilate each country by influencing initially its population towards their ideology, and then changing its government. Resource base, because each side uses the resources they receive from their "own" countries (the ones with a government that supports their ideology).

Each country has the following characteristics:

Name	The name of the country. Please notice that the countries appear with the names and borders of the cold war period.
Government	Capitalism or Communism (to which side it belongs). A country can have a Capitalist government even if the majority of the population supports Communism and vice versa.
Strategic Importance	This signifies how important the country is. This is very important in order to win the game as is better to have a country with importance 10, than four countries with importance 2. Every country that has common border with another one of the different government will influence its neighbor and will be in turn influenced by it. You can see the results of this interaction in the country panel. Strategic Importance is the most significant factor here, as the country with the higher value in that field 'wins' in this case.
Luxuries Level	The level of life quality in that country. In general, your units will have better morale and loyalty when they work in countries with high luxuries level.
Income	The amount of money that this country contributes to the side it belongs to.
Technology Production	It depicts how much this country contributes to the technological research of its side.
Military Power	The military power of a country is a measure of how easily (or not) this country will be able to resist a revolution attempt from the opponent, or a coup d'état (military intervention).
Resource Production	This is the amount of production in energy resources, like oil and natural gas.
Resource Need	The need for the aforementioned energy resources. The countries that consume more energy than they produce cover their needs from the total stocks of their block. If these prove to be insufficient at some point, the population will start to drift towards the opposite side.
Capitalism	The percentage of the people that supports Capitalism.
Communism	The percentage of the people that supports Communism.

At the beginning of the game, the majority of the above information is available only for the countries of your side. For the enemy countries, only a general evaluation in the scale of 5 is available. As the game advances, your units will gradually reveal the level for each characteristic of the enemy countries they are in (vaguely at first, more precisely as time passes by). This is very important because, as we will see later on, the only way to precisely calculate the probability of success for every action you want your units to take, you will have to know the levels of the several characteristics of the country the action will take place in.

## Units

Your "army" is comprised of an array of spies, assassins and specialized agents. Spies are the basic unit of the game and can perform a series of important actions. To be more specific, a spy can create spy networks, reveal information about a country, arrest or bribe enemy units, and of course spot and reveal enemy units that were up to that point acting under cover.

Special agents are divided in 5 categories: Financial, Military, Political, Resource and Technology. When they are in an enemy country they act as saboteurs in their area of expertise, when while in a friendly country they act as experts who increase production in their field.

The Political expert is a special case: he has the same function in both friendly and enemy countries, and that is to convert a percentage of the population towards his side's ideology. In an enemy country he has one more function; he can act as an agitator who will give the go for an attempt to overthrow the government through a revolution.

Assassins also have the same role in both friendly and enemy territory, to remove from the picture annoying enemy units once and for all.

Even if the roles and functions of each unit type are different, they share the same set of attributes:

Name
Code Name
Age (20 - 75)
Loyalty (1-99)
Morale (1-99)
Skill (1-99)
Experience (1-99)
Network Extra Skill
Time in country
Construction Cost
Upkeep Cost
Successes

All units start the game invisible to the opponent. This means that in "Us and Them", contrary to other games, you should be worried when you do not see many enemy units. It is very likely that you are surrounded by them and you do not know it! Only if one of your spies manages to reveal an enemy unit you will be able to see it on the map. The same of course stands true for your opponent. To keep a unit invisible is of imperative importance, since the enemy will not be able to take any measures against it (arrest, assassinate or bribe it – see *below in Unit Actions*).

If a unit is revealed to the enemy after all, it can become invisible again by withdrawing it from the map and placing it in the Force Pool for at least a turn. It

can then be sent to another country, and its tracks will have been lost. This of course has an impact on its efficiency, since its abilities are dependent on the time it spends in a country continuously (*Time in country*), while if it is not in a country for at least one turn it can perform no actions.

### **Networks**

A good way of increasing our units' efficiency is to organize them in spy networks. The larger a network is, the more efficient the units in it become. Beware though! The larger and more extensive a network is, the easier it is for the units that comprise it to be revealed and therefore neutralised. Furthermore, the larger a network becomes, the least effective it is taking into account the number of people in it. So it is better to have several smaller networks than one or two huge ones.

### **Heroes**

Incorporated in the armies of the two blocks are some persons that stand out via their personality, skills and influence to the masses. Each side starts the game with 3 heroes, but during the course of a game more can appear. Each one of them has some special abilities:



**Ernesto "Che" Guevara** (14 June, 1928 – 9 October, 1967):

*Argentinean revolutionary and leader of the Cuban revolution. He believed that only through revolution the third world would be freed from the oppression of the United States, and the great financial injustice could be amended. Together with Fidel Castro he led the socialist revolution in Cuba and later tried to do the same in Congo and Bolivia, where he was arrested and executed by the government forces, which were acting under the guidance of the CIA.*

*After his death he became a legend and a symbol for the youth throughout the world, thanks to his heroism and the fact that he lived and died young for his ideals.*

In our game, he can move to any country he wants without having to spend a turn in the Force Pool like the other units. He has to be in a country for at least one turn in order to take some action, though, like all the rest. He can act as any kind of specialised agent when in an enemy country and gains Skill, Experience and Morale like any of them would. He cannot be arrested. If during the course of an action he is arrested, he just dies. He has no function or usage in a friendly country. If he is assassinated or killed during an action, the political alignment of all the countries on the planet moves 3% towards Communism.



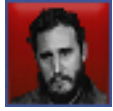
**Mao Ze Dong** (26 December, 1893 – 9 September, 1976):

*Chinese military and political leader who led the Communists to power after a long civil war versus the nationalists, thus creating the People's Republic of China.*

*Mao proved to be a charismatic leader, and communists throughout the world saw in his person and in China a strong opponent of western imperialism. This created a great worship and fanaticism towards him and Communism.*

Mao cannot be moved outside China. For as long as he is alive, Communism in all the countries neighboring a communist country adds 1% to its percentage every turn.





**Fidel Castro** (13 August, 1926 - ):

*He is the president of Cuba. In 1959 he succeeded to create a communist state right under the nose of the United States, a few miles from the coastline of Miami. Assuming power after a long and hard guerrilla war, he nationalised all the businesses and resources of Cuba which until then belonged to American interests. The United States made several attempts to remove him from power or assassinate him, all of which failed miserably, exposing in many occasions the secret services of America.*

Castro cannot be moved outside Cuba. The Political alignment of all the countries moves 1% per turn towards Communism for as long as he is alive.



**John Edgar Hoover** (23 January, 1895 – 2 May, 1972):

*He was the founder of the F.B.I. and its director from 1923 until his death in 1972. During this period Hoover accumulated a huge amount of power and influence, knowing, as it was said, a dirty secret for everybody. He also played a very significant role in the counterintelligence in his country.*

*In an attempt to smear the Communist Party, he launched a series of covert operations codenamed COINTELPRO. This program, although quite successful, utilised several immoral methods, such as illegal surveillance, forged documents and allegations and a series of assassinations.*

Hoover cannot be moved outside the United States. For as long as he is active, all enemy units that enter the United States become automatically visible.



**Henry Kissinger** (27 May, 1923 - ):

*He served as national security advisor and foreign minister. He was particularly able in this role and played a significant part in the foreign policy of the U.S. from 1969 to 1976. He maintained friendly diplomatic relations with anti-communist dictators throughout the world.*

Kissinger can move to any country he wants without having to spend a turn in the Force Pool like the other units. All friendly units in the country he is in at the moment can take 2 actions. Also, a Military Intervention in this country costs 50% less than the normal price.



**The Pope**

*As the head of the Catholic Church, the Pope is also a political figure totally opposing the materialistic theories of Communism. He is a symbol that will always exist as, even he dies or is assassinated, a new Pope will be elected in his place.*

The Pope can move to any country he wants without having to spend a turn in the Force Pool like the other units. His path of movement is not decided by the player though, but by himself. In any country he visits, Capitalism gains 5% to its political alignment.

## Navigation in the game

### Environment

The largest part of the screen is taken up by the map. Immediately above there is the info bar.

To the right there is a panel, into which appear the attributes and available actions of the currently selected unit or country. Over this panel there are the following buttons: **Force Pool**, **Networks**, **Build**. Under the panel we have the buttons **Countries**, **Units**, **Research**, **News** and **End Turn**.



### Info Bar:

It depicts the available money and **Resources**, the ratio between **Resource** **Need** and **Production**, and also the production of **Tech Units**.

It also contains the bar of **Current Political Status**, which is the **Victory Condition** of the game.

### Victory Bar:

It is an indicator of the current ideological situation on the planet. So the player can see at a glance the changes in the population's preference and have an idea of who is winning at the moment.

### Map:

The map is divided in two parts. The upper part depicts the world divided into countries.

If he wants, the player can hide or show the indicative flag over the countries by using the appropriate button.

By clicking on a country, we can bring up on the panel all the information about it, and the same happens if we select a unit.

In the lower part of the map, we can see the active friendly and enemy units that are currently in the selected country, and also the name of the country and the side it belongs to. Be advised, though, that only visible enemy units appear here (that means the ones that have been revealed by our agents).

### **Countries Drop Down List:**

This is another method you can use to move to a country you do not know or remember where it is, as you can find all the countries listed in alphabetical order. You can also navigate from country to country in sequence, using the arrows that are on either side of the list.

### **Information Field:**

All the information and attributes of the selected country or unit appear here. Here also appear the change in the country's political alignment due to neighbouring influence, and the option for **Military Intervention**.

In the info field of units and heroes we have all the available actions the player can order them to take at the moment, and also a description of the actions they take by themselves. If a unit belongs to a network, here we can see the extra **skill points** he gains from it, and also the name of the network.

### **Force Pool:**

By clicking on the **Force Pool** button or withdrawing a unit from the map, we bring up the Force Pool screen. Here we can see all the available units that are not currently placed on the map, categorized by type, with some basic attributes visible to facilitate a quick choice. By clicking on the header of each field we can sort the units in ascending or descending order. By selecting a unit here and then clicking on a country on the map, we can place the unit there, if of course the unit has available actions.

When a unit is in the Force Pool we can also put her on training, by clicking the corresponding button next to its name.

### **Networks Panel:**

By clicking on the **Network** button we bring up the Network screen. Here we can see all our spy networks with their name and number of members. By selecting one of them, we can see it on the map.

### **Build Units Panel:**

By clicking on the **Build Units** button we bring up the corresponding screen. Here we can build units of every available type, and they will be delivered in the Force Pool at the beginning of the next turn.

Building units is quite simple and is done by using the arrows next to the icon of each unit type. The game informs us about the cost of every unit type and also the total cost of the units that we are building.

### **Research Screen:**

By clicking the **Research** button, we bring up the Research screen. Here we have three major categories: Space Race, Nuclear Weapons and Devices.

The first (**Space Race**) gives an advantage in population percentage only to the player who makes each advance before his opponent.

The second (**Nuclear Weapons**) gives every turn a bonus to the block that is currently more advanced. So a block that is one level ahead will get 0,5% in all countries, a block that is two levels ahead will get 1% and so on.

The third is the **Devices** category. Here we can manage the research and development of new devices and weapons that will make our units more efficient and their job easier.

Income % spend on each research category

Tech units spend on each research category

Currently researched advance

Cost

Time left to deliver

Item description

Device Research is divided in 4 categories: Surveillance, Weapons, Assassination and Interrogation. Surveillance makes your units better at revealing and protecting information. Weapons improve their attack and defence skills. Assassination makes your assassins more deadly and Interrogation helps you get information from captured enemy agents, and also makes your agents more resistant to interrogation if they are captured.

By clicking on each category, we can see a list with all the available devices. By selecting one, we see a picture of it, a short description of what it does, the cost in Tech units and how many turns it will take for the research to be concluded. Beware that when you leave the research screen, your scientists will continue working on the device we had selected last.

In all research categories you can modify the percentage of technology points that you assign, if you want to accelerate the development of one against the others. You can also allocate money to help speed up the research, in the form of income percentage.

### Countries Screen:

By clicking the **Countries** button we bring up the Countries screen.

Here we have all the information about all the countries collected together in one screen.

By selecting the symbol of each side, we can see the info about all the countries of that side only, while clicking on the globe we get the collective data of both sides.

By clicking on the header of each category, we can sort the data in ascending or descending order.

### **Units Screen:**

By clicking on the **Units** button we bring up the Units screen. Here we have together all the info about friendly and enemy units. Be advised though that only the visible enemy units appear here (that means only the ones spotted by our agents).

By clicking on the symbol of each side on the top of the screen we have the option to see the units of that side only.

By clicking on the header of each category, we can sort the data in ascending or descending order.

### **News Screen:**

By clicking on the **News** button we bring up the News screen.

Generally, "Us And Them" keeps you informed about all the important events during the course of the game with popup messages (*this of course depends also on your choice of news presentation*). But everything that happens in the game is recorded and can be viewed in this screen in one of the following categories:

- Sabotage
- Units' news
- Assassinations
- Units' arrests
- Bribes
- Revolutions
- Military interventions
- Units getting spotted

### **End Turn:**

When the player is satisfied with his actions, he can end his turn by clicking on the "End Turn" button, and the computer (or the other player in an internet game) starts his turn.

But if the procedures of "Collect Money" and "Pay Money" give a negative result (*meaning that this block has not enough money to pay the upkeep cost of all its' units*), then the game informs the user with a popup window and does not proceed further until the player solves the problem (by dismissing some units for example).

### **Movement and Placement of units:**

All units must at any given moment be either in a country or the Force Pool.

In his turn the player can move any units he wishes between the two, with the only restriction that the unit must not have performed any other action during the turn.

Every time that a unit moves to the Force Pool, the data field **Time in country** of the unit is set to zero and the unit is no longer visible to the enemy (if it was).

When the unit returns to a country on the map it will be again invisible until it is spotted by an enemy unit.

While a unit is in the Force Pool, its **Upkeep Cost** has to be paid normally.

***Important: A block can place only one unit of each type in a given country.***

### **Movement and Placement of Heroes:**

Contrary to the normal units, heroes do not go to the Force Pool. So when they move (those that are allowed to do so), they do it directly from country to country.

In his turn the player can move any units he wishes on the map, with the only restriction that the unit must not have performed any other action during the turn.

### **Change unit Code Name:**

The player can change the code name of a unit whenever he wants, by clicking on the corresponding field on the info panel while the unit is selected.

### **The Master Plan!**

As we will see below, you can give orders to each unit separately, even allocating to them some extra money to help their actions. If you wish to give collective orders, though, you can use the Master Plan.

This menu enables you to issue collective orders for your units, defining the lower limit in success probability, above which all the possible actions will be executed.

### **Military intervention:**

A block can intervene militarily in a friendly country whenever the player chooses to do so. He can select this action by clicking on the corresponding button on the info panel of a friendly country.

This action has severe consequences in case of a success and even more severe in case of a failure. So the only reason for a player to proceed in such an extreme action is to prevent a revolution that will lead the country to the enemy block. The success of this action depends on the military power of the country and of course the percentage of the population that supports each side. It also costs a lot of money depending on the strategic importance of the country (unless it belongs to the Capitalist block and Kissinger is present at the moment, in which case the cost is halved).

A successful military intervention has the following results:

1. The percentage of the government goes to 70% minimum and the rest goes to the enemy block.
2. All the enemy units that were there leave the country or die.
3. The country stops producing money, resources and technology and reaches again its initial production level gradually over a period of one year (12 turns).
4. The political alignment of all the other countries of this block moves by 3% towards the other side as a result of popular disapproval of this anti-democratic action.

Be advised that if the intervention fails (meaning that the people have successfully resisted the military movement), there will be a revolution that will bring the country over to the enemy side!

## Unit Actions

### General:

Every time that you order a unit or hero to take some action, the game informs you about its probability of success. If the action is a sabotage of any kind, then the probability of success will be given according to the level of information available for this country. For example, if the target is on the first level of information (*only with stars*), then the success probability will be presented as equally obscure. The more precise information there is available for a country, the more precise the calculation of the success probability for an action will be.

When the game presents you the success probabilities for an action, it gives you the option to increase them by allocating some extra money, provided of course that you have money to spare.

In general, each unit can perform only one action per turn, unless some hero with special abilities (i.e. Kissinger) is present in the country, in which case they can perform more.

Every unit that performs an action has an increase of experience, regardless of the outcome. In fact, the less the success probabilities for the action are (and therefore more difficult to succeed), the bigger the increase in experience will be. Beware though that if you assign risky missions to them, there is a danger that there will be a decrease in their loyalty (they will feel that you are taking unnecessary risks and/or treat them as expendable).

In case that an action fails, your unit can be killed in action or get arrested. The latter is even worse, as it potentially exposes more of your units through interrogation. In that case perhaps it would be a good idea to withdraw the rest of your units to the Force Pool for a turn or two. Additionally to the danger they are in, they might feel neglected and exposed, with their loyalty decreasing as a result.

Finally, note that the assassination and arrest actions have a slightly better probability to succeed if they take place in a country that is friendly to the unit that makes the attempt.

### Financial, Political, Technological, Military and Resource Sabotage:

Sabotage is an action that can be taken by a special agent who is in an enemy country for at least one turn, in order to impede or completely interrupt the production in his area of expertise. In the case of political sabotage, the result is the change of a percentage of the population towards his side.

### Assassination:

This action can be performed only by an **Assassin**, who must be in the country for at least one turn before he can attempt it.

An Assassin can try to kill any type of enemy unit or hero.

### Arrest Unit:

This action can be performed only by a **Spy**, who must be in the country for at least one turn before he can attempt it.

The advantage of arresting an enemy over assassinating him is that his interrogation may lead to the exposure of more enemy units in this country.

**Bribe:**

This action can be performed only by a **Spy**, who must be in the country for at least one turn before he can attempt it.

When a Spy receives the order for this action, the game calculates the amount of money necessary for the successful bribery of the target.

If the bribe attempt is successful, the unit changes blocks and from then on it works for the other side.

**Steal Research:**

This action can be performed only by a **Spy**, who must be in an enemy country which produces more than 59 tech units for at least one turn before he can attempt it. If he succeeds (*and only if the enemy has made some discovery that his side has not*), he steals one of those that his side has not yet discovered.

**Incite a Revolt:**

This action can be performed only by a **Political Expert**, who must be in the country for at least one turn before he can attempt it.

The success of the revolution depends on the percentage of the population that supports the opposition, the skill and experience of the Political Expert and the military power of the country. The weaker a country is militarily, the better chances of success a revolution has.

If the action is successful, we have the following consequences:

- The country changes both government and sides, while popular support for the new government increases by another 5%.
- All the enemy units present try to flee the country, and die if they fail to do so.
- The production of money, resources and technology falls considerably and reaches its initial levels again gradually through a period of 6 months.
- The political alignment in all the enemy countries adjacent to the revolting one moves towards the side that just won over this country by a percentage corresponding to the difference of the strategic importance of the two countries.
- If there is a Spy of the new government connected to a network, he is automatically disconnected from it.

If the revolution fails:

- All the revolutionary units try to flee the country (and die if they do not make it).
- The percentage of the government rises up to at least 70%.

**Create / Connect to Network:**

This action can be performed only by a **Spy** who is in an enemy country.

He will have to choose one of his colleagues that are also in an enemy country and connect to him. When two spies connect to each other, regardless of who actually performed the action, both of them are considered to have spent their actions and can do nothing more this turn.

In the first connection of every new network you will have to give it a name.

Upon the completion of this action, every Spy in the network and every unit in a country with a Spy belonging to a network have an increased "Network Extra Skill", which is equal to the number of spies currently in the network. This stands true for all the members of the network.

**Disconnect from Network:**

This action can be performed only by a **Spy** who already belongs to a network. The disconnection is effective immediately and cannot be followed by a reconnection during the same turn. It goes without saying that in this case the



Spy loses immediately all the Network Extra Skill points that he got from the network. The other members of the network also lose a point in the same field.

**Dismiss Unit:**

The player can fire any of his units whenever he wants (*so that he won't have to pay their **Upkeep cost***). If a unit is dismissed, then the loyalty of all the units of this type that belong to its side drops by 1 point.

## **Automatically executed actions**

**Time:**

The game commences on January 1<sup>st</sup>, 1960 and every turn represents 1 month of actual time.

Every year all units age by one year, and when a unit gets older than 65 there is a possibility that it will retire (this possibility becomes higher as the units gets older).

On the contrary, heroes have a specific date of retirement, and their active service expectancy is much longer than that of ordinary units.

**Collecting Information:**

Every Spy in an enemy country that has not yet revealed all its information works continuously towards that goal. So you will slowly begin to see all the initially hidden information on the map (*depending on the skill of your spies, of course*).

**Counter spying:**

Every Spy in a friendly country is constantly on alert and looking for enemy units. If he manages to spot any, the enemy unit appears on the map and you get informed by a pop-up window in the news.

**Hoover reveals all enemy units in U.S.A:**

That which your spies strive to achieve based on their skill and experience (revealing enemy units), Hoover does automatically in the United States. So, for as long as he is active, the Communists cannot have a hidden unit in that country, they are always visible to the enemy.

**Ideological influence of neighboring countries:**

When two countries with governments belonging to different sides share common borders, they ideologically influence each other's population, with the one with the higher strategic importance having the upper hand. The bigger the difference in strategic importance, the bigger the influence.

As one can easily understand, this is very important: The population in a country surrounded by countries of the other side will gradually change sides over time and ultimately revolt!

**Automatic Revolution:**

If the political alignment in a country goes over 69% favoring the opposition, then there is a possibility that a revolution will break out, even without action from a Political Expert of any side.

This may be good for your plans, but can also be very harmful: The possibilities of success without the presence and preparatory work of a Political Expert and/or other agents (*military sabotage, for instance*), are considerably smaller.

Once it breaks out, its effects in both success and failure are similar to a revolution incited by an agent of any side.

**Increase units' experience:**

Generally speaking, the experience of your units increases through the actions they perform. But even without taking any actions they may have a small increase in experience over time if they are on the map, especially if they are in an enemy country.

**Increase units' skill:**

Generally speaking, the skill of your units increases through the actions they perform. The tougher a mission is (*with low probability of success*), the higher the increase will be, even in the case of failure.

Another way to improve your units' skill is through training (available when in the Force Pool).

**Update units' Morale:**

It is known that all people prefer a good and comfortable life. So the morale of your units could increase or drop in relation with the Luxuries Level of the country they are in and the time they spend there (everybody would prefer to work in Paris than Luanda, for example).

**Elect new Pope:**

In the case that the Pope gets murdered or dies from natural causes, you do not have to do anything, even when playing the Capitalists. A new Pope will be elected automatically in Italy within the next 2 months.

**Interrogation of arrested units:**

In case that a Spy, an Assassin or an Expert gets arrested, he will be interrogated by the enemy and there is a chance that he will reveal the presence of more of his comrades. The outcome of the interrogation depends on the arrested unit's experience, on the level of research of each side in this area, and of course on luck.

If a Spy that gets arrested is connected to a network, then not only the rest of the units in the country are in danger, but also the rest of the spies in the network.

## Random Events

In the beginning of each turn there is a chance that a random event will take place, which can affect the course of the game. It can be something almost insignificant, such as the random death of a certain unit, or of world significance that actually took place (or could have), such as the Chernobyl accident, with gross consequences on one or both sides.

## Victory Conditions

If at any point during the game a side manages to fulfill the victory conditions, it wins the game. The percentage of world population that each block must have on its side to accomplish this is different for each opponent: the Capitalists must achieve 85%; the Communist block wins with 75% (*the communists begin the game with only about 1/3 of the countries, so their mission is considered to be more difficult*).

An alternative way of winning the game is by "conquering" the other side's motherland (*the United States and the Soviet Union, obviously*). This allows for a possibility of victory even if a block is in a bad situation and left only with a handful of supporting countries.

## Strategy

If you have read the manual up to this point, you must have realized that one of the most important elements of the game is surprise. You must keep your opponent's level of information to a minimum. As in the real life secret services field of operations, cover and concealment is the key to success. If a unit of yours is not visible to the enemy, then it cannot be killed, arrested or bribed. Also, if your enemy is not aware of the concentration of your forces in a sensitive area (*in oil producing countries for example*), he will not be able to prepare his countermeasures and repel your blow.

Regarding the actions that one must prefer against others, this is always related to the current situation of the opponent. So if he is close to a resource crisis, it would not be a bad idea to lend a hand! The same stands true when an opponent is in a bad financial situation.

On the other hand, resource sabotage in a country that produces no or very few resources is a waste of effort and potentially dangerous. The same is true for financial sabotage in countries of very low income, or technological sabotage in countries with no technology production.

If you are paving the way for a revolution in a country, it would not be a bad idea to try a military sabotage first, in order to soften up the defense of the government army. On the other hand, if you want to intervene militarily in one of your own countries, the presence of a capable Military Expert would stiffen up your troops before the coup.

In "Us And Them" we have also included a series of famous strategies or theories from the Cold War era:

### **The Communist sandwich!**

In 1976 Fidel Castro was head of government in Cuba, while the socialist Salvatore Allende came to power in Chile. The Americans feared that these two countries could function as an example for the rest of Latin America, driving the continent slowly but steadily towards the Communist block. So at one point the president of the United States, Richard Nixon, trying to describe the potential danger of that situation, used the following phrase:

"With Allende in power in Chile, combined with Fidel Castro in Cuba would make Latin America a red sandwich."

So we decided to include in "Us And Them" the Red and Blue sandwiches! How do you make such a sandwich? Quite simply, by using the rule of ideological influence between neighboring countries. So if you surround an enemy country with countries that support you, the people of that country will begin steadily to convert to your side. You can monitor the percentage of the change every turn in the info panel of the country.

### **The domino effect**

The domino effect is a simple chain reaction that occurs when a change causes a similar change nearby, which then will cause another similar change, and so on in linear sequence. This was what the Americans feared that would happen after the consecutive fall of Vietnam and Cambodia, in the shape of revolutions in neighboring countries.

It is exactly this effect that you can try to use in our game, since every country that revolts causes a wave of popular support in neighboring countries. So if you place your units strategically and wait for the right moment, you can follow up a first successful revolution somewhere with more in the countries that are nearby.

# Credits

## icehole

Product Manager  
Thanasis Triantafillou

Game Design  
Thanasis Triantafillou, Kostas Mavrikis

Programming  
Kostas Kladis

Database Programming  
Thanasis Triantafillou

Graphics  
John Magas, Vishy Moghan, Zacharias Psarakis

Sound  
Dimitris Plagiannis

Videos  
Thanasis Triantafillou

Quality Assurance  
Kostas Mavrikis

Testing  
Dimitris Kapogiannis, Xrisida Pefkianaki, Nikos Rizos, Maria Melissari, Yannis Skalidakis, Dinos Hantzopoulos

Website:  
[www.usandthemcoldwar.com](http://www.usandthemcoldwar.com)  
[www.iceholegames.com](http://www.iceholegames.com)

E-mail  
[contact@iceholegames.com](mailto:contact@iceholegames.com)

icehole thanks [www.freesound.org](http://www.freesound.org) as "Us & Them – Cold War" uses the following sounds from their site:

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