

## Player's interface

Below you see a player's screen after you start the simulation. The player is from Triland, which is why 's territory is highlighted on the map. The remaining land is slightly grayed out. The player can click plots of land in all countries to learn more about what's there, but they can only act on their own territory within the boundaries of their roles





the enlarge / reduce screen buttons to zoom in or out and locate the part of the screen you need.

## Society

To learn more about a selected element in the Society chart, click its icon.

Country's population with demographic forecast. The bigger the population, the bigger it's needs.

Society & Workforce can:

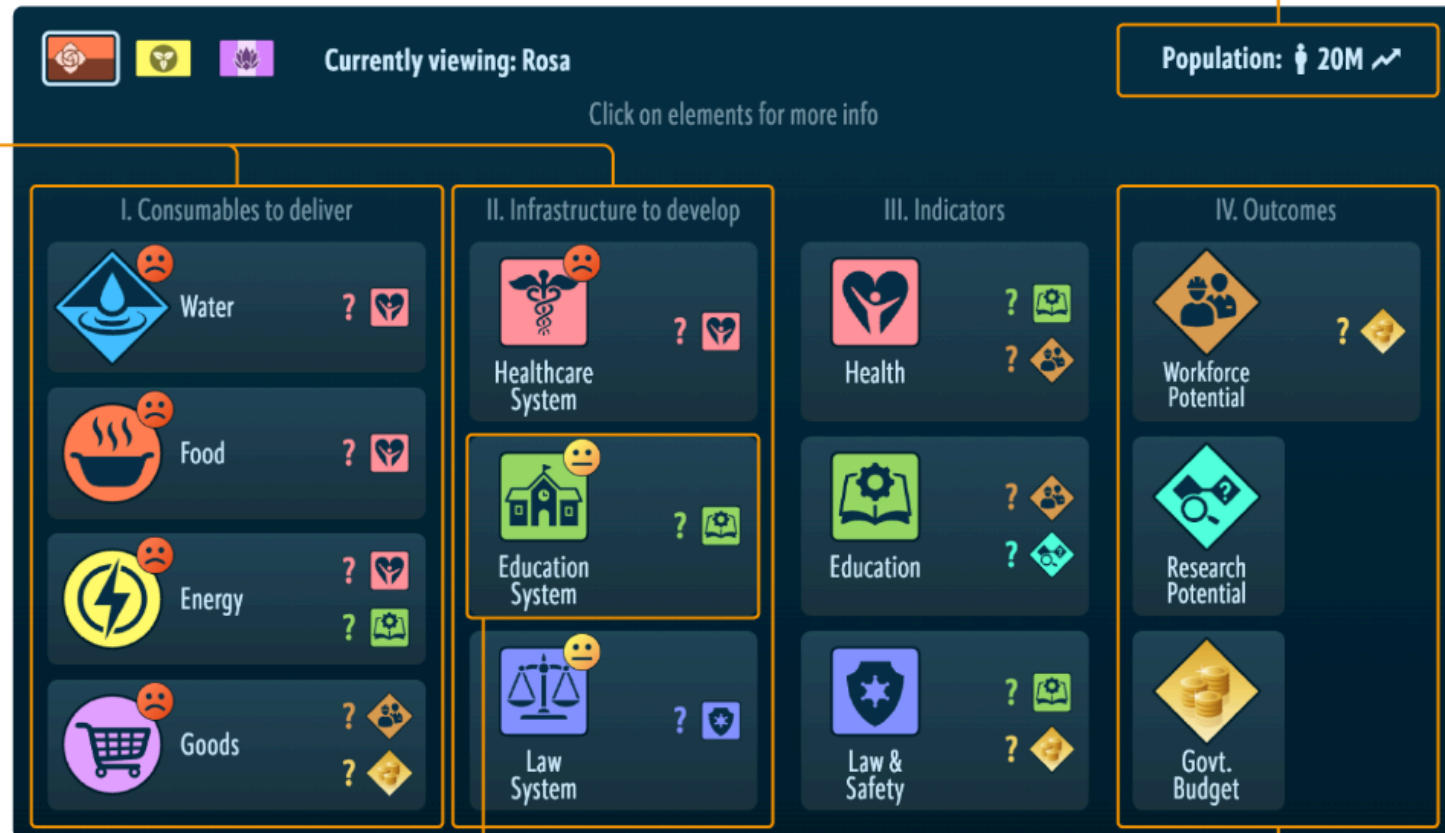
- Provide resources in the **Consumables column**
- invest in **Infrastructures**



Emojis represent how the population of your country feels about the current situation.

Here - the population is not very happy. It may have negative consequences on other elements in the Society chart.

If the society is provided with more than expected, you will see a green happy emoji. These elements that scored such emojis have a positive impact on other elements in the Society chart.



Education & Research can:  
- invest in **Education System**

Outcomes are the sum of your success in meeting society needs. They show resources that you will be able to use in the next round.

## Technologies and Research

Technologies can be used to enhance production in Facilities only by the Department of Economy & Trade. Technologies need to be researched first by the Department of Education & Research.

There are 3 types of Research options and Technologies:



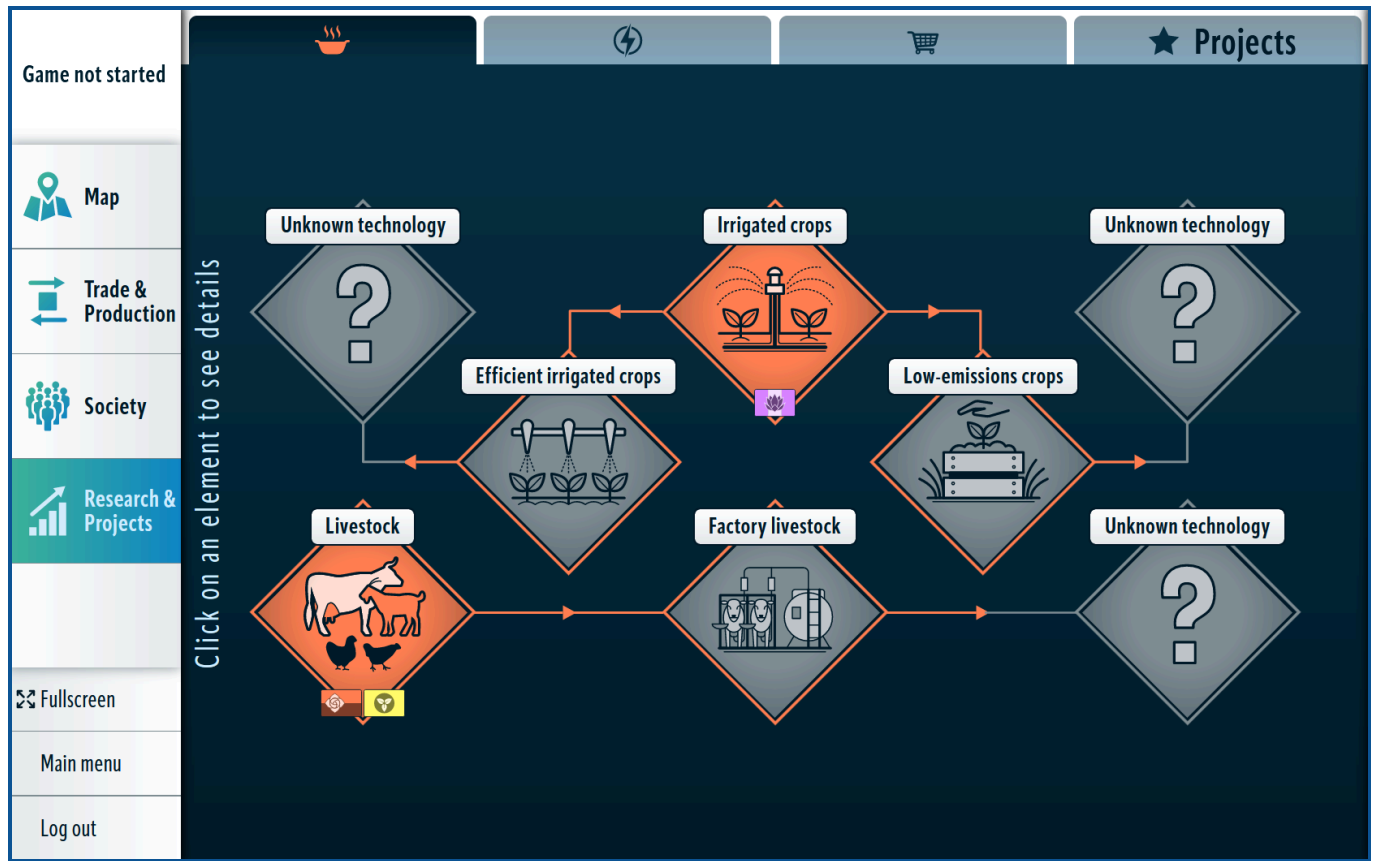
Agricultural



Energy



Goods & Services



The Resources produced or needed for production can be traded in the Trade & Production section (Buy, Sell, Send). Economy & Trade can also manage the production in all Facilities in the same section.

## Possible projects

Each role has access to different projects that acts as a long-term investment for countries.

	Economy & Trade	Water & Environment	Society & Workforce	Education & Research
Wasteland Regeneration		✓		
Gender parity in education programme (stage 1)				✓
Gender equality in a workplace programme (stage 2)			✓	
Anti-discrimination laws (stage 3)			✓	
Establish National Park		✓		

<i>Promote Goods as a Service model</i>				✓
<i>Eco-public transport subsidies</i>	✓			
<i>Rapid transit subsidies</i>	✓			
<i>New recycling policies</i>		✓		
<i>Promote Open science</i>				✓
<i>Public wifi network/ digital inclusion programmes</i>				✓
<i>Improve water distribution (stage 1)</i>		✓		
<i>Improve water distribution (stage 2)</i>		✓		
<i>Improve water purification (stage 1)</i>		✓		
<i>Improve water purification (stage 2)</i>		✓		
<i>Reduce food waste</i>				✓
<i>Reduce energy use</i>				✓
<i>Improve Disaster Risk Management (stage 1)</i>			✓	
<i>Improve Disaster Risk Management (stage 2)</i>			✓	







## ELEMENTS ON THE MAP



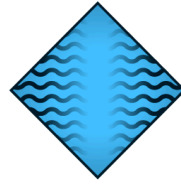
Populated areas



Natural Areas



Protected Areas



Freshwater Sources



Wastelands

Each country has Populated Areas. Their number will change during the simulation due to increase or decrease of population.

Freshwater sources in Up to You! look like lakes, but they are not. This is underground water, even though we have represented it as reservoirs. Each country starts with a different amount of Freshwater. It is shared between all roles within that country. It also cannot be sold or traded between countries.

Each country has some undeveloped Natural Areas. Although there are three countries which span different terrain, we assume they have access to the same basic underground resources, like coal and geothermal energy.

Wastelands are Natural Areas destroyed by pollution, disasters or human activity and are unusable by players.