

Interface map: main menu



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Year 2020
00:07:00
Operations

Map

Trade & Production

Society

Research & Projects

Fullscreen

Help

Log out

Current time in the simulation

Round timer and phase name

This tab allows you to **Buy** resources and to **Send** resources and money to other players

Economy & Trade can also:

- Sell resources and manage Facilities list

This tab allows you to check social needs and observe the consequences of players' actions

Education & Research can also:

- Invest in Education System

Society & Workforce can also:

- Provide resources for the population
- invest in Health and Law systems

Click for the best visual experience

Click for additional tips

Click to log out and exit the simulation

Role and its budget

Map shows Facilities, Natural Areas and Freshwaters in the whole region

Economy & Trade can also:

- Build and/or Destroy Facilities, manage Production

Water & Environment can also:

- Protect Natural Areas,
- implement Freshwater Projects

Country's flag and resources:

- Workforce Potential
- Water
- Energy
- Research Potential
- Food
- Goods & Services

Country's population with demographic forecast

Greenhouse Gases (GHG) accumulation meter

Economy & Trade

129

Rosa - resources:

2	17	0
3	4	0

20M

GHG accumulation

Interface map: Society screen



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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 its needs.

Population: 20M

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.

