



# WORLD of LEADERS

  
eVersim

## TABLE OF CONTENTS

<b>I) Synopsis.....</b>	<b>4</b>
<b>II) Starting the game.....</b>	<b>5</b>
Creating an account.....	5
Creating an account.....	5
Downloading and Installing the game.....	6
Creating a character.....	7
Choosing a character.....	7
Characters' characteristics.....	9
<b>III) Main principles of the game.....</b>	<b>11</b>
Persistent universe in real time.....	11
Turn-based game .....	11
Popularity and reputation.....	11
<b>IV) Description of the interface.....</b>	<b>14</b>
Game Screen.....	14
The ID sheet.....	15
<b>V) Detailed description of menus.....</b>	<b>16</b>
Traveling and organizing your schedule.....	16
Map description.....	16
Description of the schedule.....	17
Selecting an action in a city.....	18
Staying informed through the media.....	20
World Press Agency (WPA).....	20
Newspapers.....	20
The Calendar of events and festivities.....	20
Using the messaging system.....	21
Discutions threads.....	21
Contacts.....	22
Filters .....	23
Give your opinion.....	24
Create.....	24
The creation tool .....	25
Principles, objectives, and consequences of creations.....	25
Technical description of the tool.....	27
Creating Multiple Choice Questionnaires.....	33
Specific politician actions.....	35
Political party.....	35
Politicians - Mayor.....	37
Politicians – Members of Parliament.....	39
Politicians - Ministers.....	39
Politicians – Head of State.....	40
Information menus.....	40
Nation.....	40
Summary of previous turns.....	40
<b>VI) Detailed description of elections.....</b>	<b>41</b>

The electoral calculation.....	41
Score in a universal election.....	41
Score in an internal group election.....	41
Rules for combining mandates.....	42
Different electoral procedures.....	42
<b>VII) Scenarios and disturbances.....</b>	<b>44</b>
Scenarios.....	44
Disturbances.....	44





# I) Synopsis

*World of Leaders* is a massively multiplayer role-playing game.

Players take on the roles of politicians, artists, and journalists in today's world.

Their goal is to acquire maximum influence and develop their careers.

In this pursuit, they can become, for example, the country's most popular singer or its Head of State.

The game unfolds at the same pace as the real world. Each day, players can take action in the game to plan their travel, manage their budgets, establish contacts and develop their network, make statements, write articles, and create events.

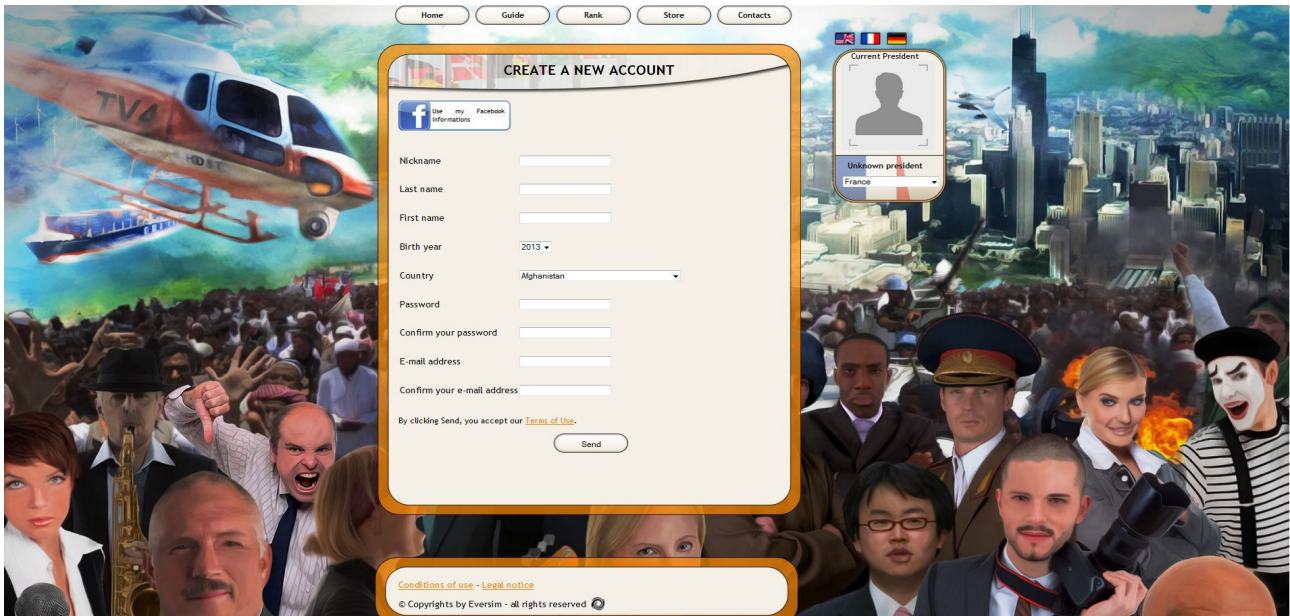
These events are free creations in which players can combine text, music, photos, and video - including webcam recordings of their own.

A voting system makes it possible to evaluate the popularity of these creations, elect political leaders, and approve laws proposed by the players themselves. These laws will affect economic, social, and political data and, consequently, the reactions of the people and social groups controlled by the artificial intelligence.

Through making the right alliances and being persuasive, players can also change how the world works according to their ideas.

## II) Starting the game

### Creating an account



# WORLD of LEADERS

### Creating an account

At the start of the game, you will have to create an account to connect to the world of *World of Leaders*.

To create an account, do this directly in the first game menu., by clicking on the "I don't have an account" button.

## Downloading and Installing the game

To download the game and install it on your computer, click the download link in the e-mail containing the purchasing confirmation.

At the beginning of the installation, you will need to choose your language and accept the license. After installation, a game icon will be placed on your desktop. You can start the game from this icon or from the Start menu. When starting the game, enter your username and password.



# Creating a character

## Choosing a character



When starting the game, you will have to choose your character from one of three categories: the politician, the artist, and the journalist.

Here are their descriptions:

- **The politician** : The politician can advance his career and become a Mayor, a Member of Parliament, a Minister, and even the Head of State. Within his political party, he can become a member of the politburo, head of the political group in Parliament, or party leader.

In his role as politician, he will have to travel and speak in public locations in order to promote himself. He can also create events to promote his ideas. All of this will contribute to raising his popularity and reputation, which will benefit him during elections.

As Mayor, he can manage his city in detail (taxation, budget, staffing, construction), create events, and handle agendas. As a Member of Parliament or a Minister, he can also participate in the development of a new society by voting in Parliament and

proposing his own laws.

His success will depend heavily on the development of his relational network and his alliance strategies.

- **The artist :** To advance his career, the artist must travel around the country participate in entertainment events in order to become famous and wealthy. He can reinvest his earnings and rent exhibition halls in order to show other players his personal creations, whether they are in written or audiovisual form. As his reputation grows, he will be able to do this in larger and more prestigious exhibition halls.

The artist is a citizen like any other, and he participates in the life of the nation; he votes, and can share his opinion on current politics. The more well-known he becomes, the more influential his views will be on society.

The artist can also be elected Head of State or be appointed Minister.

There are different types of artists. Whether you are a writer, poet, singer, musician, comedian, impersonator, graphic designer, or filmmaker, do not hesitate to show off your talent

- **The Journalist :** The journalist comments, informs, and, above all, analyzes and investigates everything that happens in the World of Leaders world. It is his job to find and showcase new talent, interview world leaders, and assert his own truths concerning people or events that influence society.

The choice of his newspaper is fundamental: general news, investigative journalism, specialized journalism, or a newspaper with strong political overtones.

The most widely read journalists will become famous, and their opinions will influence the community's decisions, especially during elections. Ultimately, the journalist's role will prove central and fundamental to the development of an effective multi-character strategy.

The journalist can also be elected Head of State or be appointed Minister.

You can create multiple characters by returning to this menu (by quitting the game or relaunching a game).



## Characters' characteristics

Photo

Name:

First name:

Maxim

Gender

☒ Male

☐ Female

Position : Mayor

Country: France

City : Paris

My political party

totalitarian extreme left : N.M.C.

Communist : C.O.

extreme left : F.R.L.L.

Communist : F.C.M.

Socialist : F.S.D.P.

center left : L.S.D.

Moderate Centrist Group

Number of sympathizers: 0

Last elections : 0%

Parliamentarians : 0

Players : 0

I like

All

All

All

I do not like

All

All

All

political persuasion: Moderate Centrist Group

Version: 1.05 modérateur

After choosing your character, you will need to define his or her characteristics on this screen.

1. Enter the character's first name, last name, maxim (optional), and gender
2. Choose the character's city of residence; the world map will be displayed, centered on your country. You are not required to choose a city within your country. However, if you choose a city in another country, you may encounter players who do not speak your language. Additionally, some countries may not be visited by many players.  
**Important:** As a politician, you will automatically become mayor of the chosen city if this position has not already been selected by another politician. If this is not the case, you must try to be elected mayor during the next municipal elections. Strategically, it is more beneficial to lead a large city than a small one, since your reputation will grow more quickly. However, since large cities are in higher demand, it is preferable to be the mayor of a small town than a simple politician in a large one. It's up to you.
3. Choose your character's avatar. You have several options: select a photo from our database, import a file from a directory on your computer, or capture a photo with your webcam (use the <Photo> button and then confirm).
4. Choose your profession based on the selected character.

- For the politician, you can choose your political tendency. This is not required; leaving it blank constitutes a designation as "apolitical."
  - For the artist, you must select your primary artistic specialty. If you don't find exactly what you are looking for in the list, please choose the closest alternative.
  - For the journalist, you must choose the newspaper where he or she will work. Some newspapers have political connotations, others contain general information, and still others cover specific topics and subjects. The decision is yours, based on your preferences.
5. In this section, you can select your tastes and preferences in various predefined areas.

Once you have made your choices, click Confirm to launch the game.



# III) Main principles of the game

## Persistent universe in real time

Like many online games, World of Leaders takes place in a persistent world, meaning it never stops existing. Players can connect to their game whenever they want, even after several days of not playing. Other players do not necessarily need to be connected. The game unfolds in real time, at the same rate as reality; the date in the game corresponds to the date in the real world.

## Turn-based game

The game works on a turn by turn basis; the game server only calculates game development based on players' actions once every 24 hours, and always at the same time of day

This means that before this calculation is performed, players have the option to change their actions or perform new actions for the current day.

After this calculation is performed, players will learn of the new circumstances and can, for example, start working on their new daily schedule.

## Popularity and reputation

There are two variables that let you track your progress and the progress of other characters in the game and compare levels. These are the "popularity" and "reputation" variables. These two variables also figure into the calculation of election results, making them very important.

A character's score is the sum total of all the results of multiplying his or her Popularity by his or her Reputation obtained each day at the beginning of the game.

1. **Reputation** : measures how well-known your character is among the People (simulated by artificial intelligence) and other players. It is calculated as a percentage. At 100%, the character is known by all residents of the country. At the beginning of the game, reputation is set at 0%.

The reputation calculation includes:

- your reputation with the People, resulting from actions performed by your character during travel, actions performed in management of his/her local government (if he/she is Mayor), proposed and enacted laws (if he/she is a minister or the Head of State), and his/her creations (in this case, reputation depends particularly on the size of the room in which the creations are presented)
- your reputation with other players, calculated based on the number of characters interested in your character's creations, but also based on the number of creations in which your character is interested
- your reputation with your network of official contacts, i.e. the average reputation of each of your friends identified as such
- your spouse's reputation, if your character is married in the game
- your sponsor and/or protégé's reputation, if your character has one

Reputation decreases every day, so you need to stay active to maintain and increase it.

There are different types of reputation: local (in your city), regional, national, and global. Reputation, in its common usage, displayed in the character sheet, corresponds to national reputation.

2. **Popularity** measures how well-liked your character is by those who know him or her. It is calculated as a percentage. This popularity rating is set at 50% at the beginning of the game, meaning you have a neutral popularity level in the eyes of others. At 0% you are hated, and at 100% you are adored.

The popularity calculation includes elements similar to those for reputation, namely:

- your popularity with the People, resulting from actions performed by your character during travel, actions performed in management of his/her local government (if he/she is Mayor), and proposed laws (if he/she is a minister or the Head of State)
- your popularity with other players, calculated by votes ("Like / Don't like" evaluations) from other characters on creations made by your character
- your reputation with your network of official contacts, i.e. the average popularity of each of your friends identified as such
- your spouse's popularity, if your character is married in the game

Like reputation, popularity decreases every day (down to 50%) if it is higher than 50% to begin with.



There are also different types of popularity: local, regional, national, and global. Popularity, in its common usage, displayed in the character sheet, corresponds to national popularity



# IV) Description of the interface

## Game Screen



### 1) Personal ID sheet

### 2) Directory bar

This includes the "Parent Folder" button, which lets you navigate to the parent directory; the "Home" button, which lets you return to the button start menu, and buttons for levels in the currently selected directory.

### 3) Date

### 4) Menu buttons

- In order, the buttons shown are: Schedule / Media / Messaging / My Opinions / My Creations / City Hall (only for Mayors) / Political party (Only for politicians) / Parliament / Government / Nation / Summary of previous turns

## The ID sheet



### 1. **My characters**

This button lets you access all your characters and switch from one to another.

### 2. Options / Manual / Credits / Quit

To quit the game, load the manual, view game credits, or change the graphics and audio options..

### 3. Character's name and photo

Clicking on this button opens the window with detailed characteristics of the character.

### 4. Popularity rating

Clicking on this button opens the window with detailed information on your popularity rating.

### 5. Reputation rating

Clicking on this button opens the window with detailed information on your reputation rating.

### 6. **Political tendency (if any)**

### 7. Character's function(s)

For a politician, there is a distinction between the character's profession (politician, mayor, Member of Parliament...) and his/her function within his/her political party (member, politburo member, or leader).

### 8. **Budget**

Clicking on this button opens a window in which you can purchase credits or transfer previously purchased credits to a character's account.

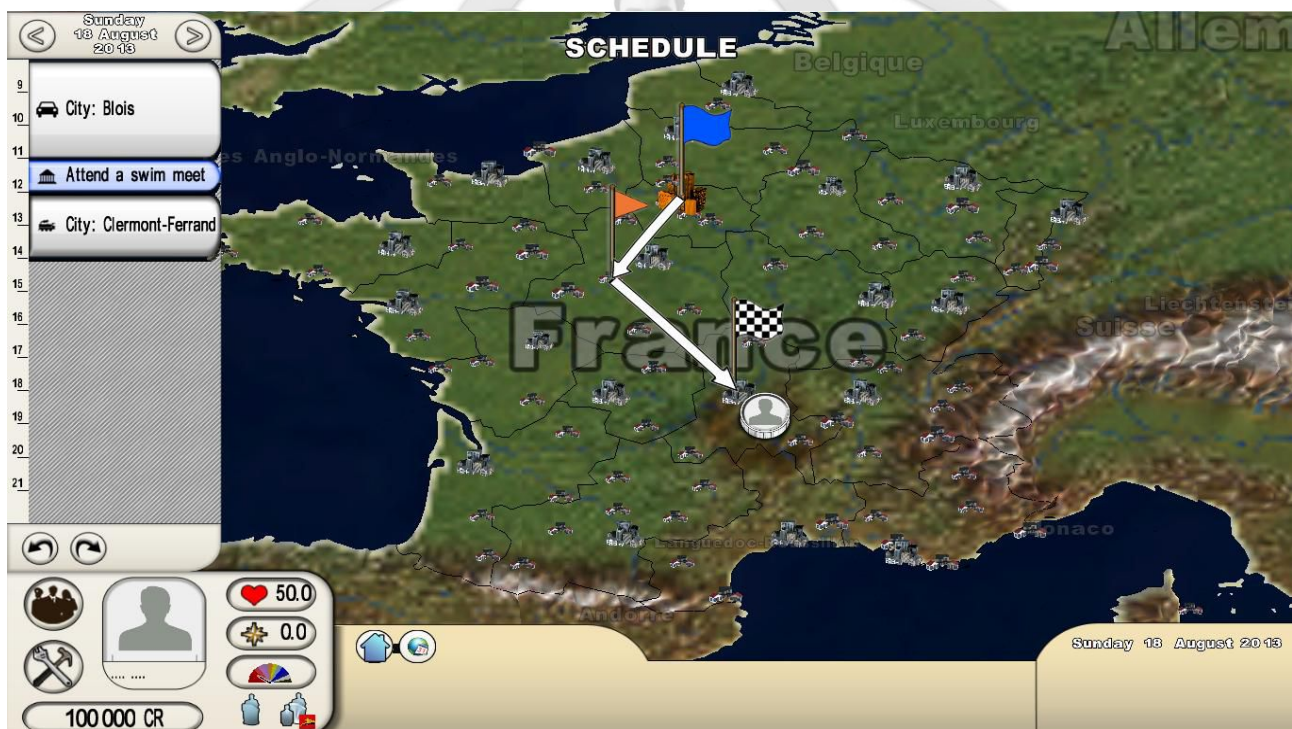
You can also purchase credits via the game's website.

# V) Detailed description of menus

## Traveling and organizing your schedule

Here, you can plan your travel and actions, which will influence your popularity and your reputation, and will let you see new events and make new contacts.

### Map description



The map takes up almost the entire screen. To zoom in and out, use the mouse wheel or the Page Up/Page Down keys. To scroll, hold the right mouse button and move the mouse, or use the arrow keys on the keyboard.

The large city icons correspond to country capitals, the medium icons to regional capitals, and the small ones to other cities.



If you click the left mouse button once on the map, the information window for the selected country will be opened.

If you double-click the left mouse button on the map, the information window for the selected region will be opened.

If you click on a city, a detailed information panel with a list of its locations will be displayed. This is where you can choose what actions to schedule (see below).

On the map, the green flag indicates where your itinerary begins, the checked flag indicates where it ends, and the orange flags indicate different steps (if applicable).

## Description of the schedule



In the left portion, your travels and actions will automatically be filled in on your schedule.

Arrows 1) and 2) let you navigate within the calendar. The two buttons 3) and 4) on the bottom are used to Cancel the last action and Restore the last canceled action, respectively.

The schedule includes time slots between 8 AM and 10 PM. From 10 PM to 8 AM, the character is resting. If an action takes too long (travel, for example) and goes past 10 PM, it will end the next day after 8 AM.

## Selecting an action in a city



The information panel for a city opens with the list of the city's locations in the Vignette view. You can switch to the Details view by clicking the <List> button on the top right. Most panels offer this choice between displays. In the Details view, all columns can be sorted by clicking the title.

To exit the city and return to the map – whether or not you have selected any actions –, click on the <Return> arrow in the bottom right of the panel.

Four buttons are displayed on the bottom, in the menu area.

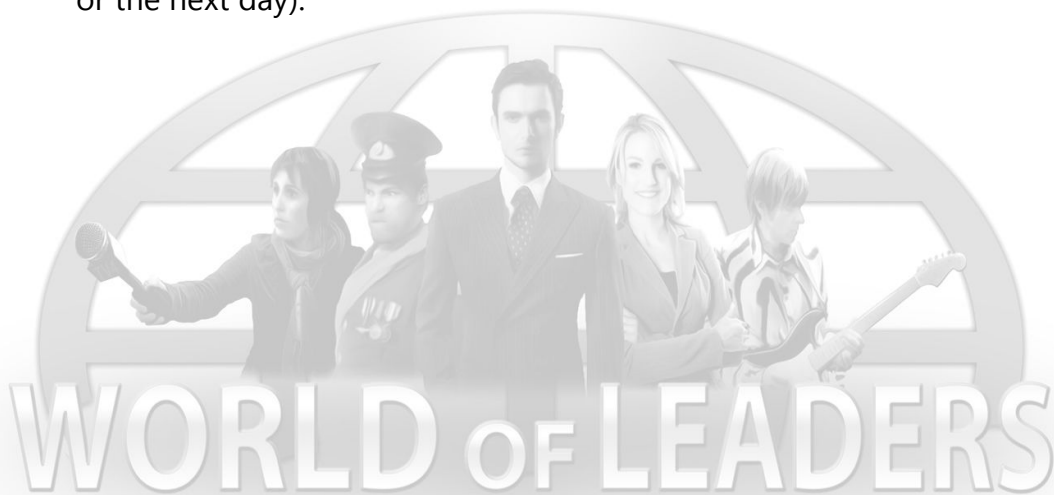
- The first button is for locations and choosing actions. When you select a location, its window will open with the list of actions you can perform there. When you select an action, another small window will open displaying the duration of the action and when it starts (or its hours of operation). To select an action, click Confirm and it will be added to the schedule on the left. To exit a location window, click the arrow in the lower right.

**Important:** Only locations with actions that can be performed during the day or the following day will be displayed. If you come back a few days later and there are new actions in other locations, they will appear then. As such, the map is not fixed, but changes with the calendar.

**Important:** There is a distinction between actions common to all characters (attend an event, vote in elections, get married, etc.) and specific actions for each character. These specific actions let politicians and artists gain reputation and popularity points, and artists alone can earn credits. Note: The same action repeated over and over again will lose effectiveness in terms of reputation and popularity. It is up to you to design the best

itinerary to maximize your gains while considering the duration of your actions, their scheduling, whether or not you have already performed many of them, and their impact, since actions do not all have the same value.

- The second button leads to a page with information about the city: the Mayor's name, election dates, details of the current budget in percentages, popularity indicators, and revenue information.
- The third button, <Residents>, lets you open the panel showing all the characters living in the city. To contact a character, click on them and send them a message (see below, "Messaging").
- The fourth button allows you to access the panel of events and festivities taking place in the city. To attend one, select it and confirm the action, but pay attention to the date, since any time before the event begins will go unused. You can also confirm this action in the location panel, by selecting the location where the event will take place (if it takes place on the same day or the next day).



# Staying informed through the media

There are three means of getting information: the World Press Agency, managed by the game; newspapers with articles written by journalist characters; and the calendar, which shows all of the past and future events created by players.

## World Press Agency (WPA)

The WPA is the game's official press organization, and it includes all of the important information (electoral results, new government, enacted laws...). The information appears in summary form, with a simple title. Titles are shown in chronological order (from most recent to oldest). The arrows at the bottom let you navigate between pages of titles.

## Newspapers

Newspaper articles written by journalist characters may contain text, photos, videos, sound, and music. They are designed, like events, using the Creation tool, described in detail below in the "Create" section.

There are several newspapers. Select the one you would like to read. Its contents will appear in chronological order. Use the arrows at the bottom to navigate to older articles. Click an article to view it. You can give an evaluation and leave a comment on an article by clicking the <Like / Don't like> icon. These evaluations affect the popularity and reputation of the journalist who wrote the article.

In newspapers, you can also find advertisements for events. These advertising banners cost money and can be ordered from the event summary sheets.

## The Calendar of events and festivities

Events are created by politicians or artists. They occur at specific dates and times in rooms reserved for this purpose.

Festivities are created by Mayors for their city and funded by the local government.

The calendar can be displayed in Vignette mode or in List mode. The default display for upcoming events is from soonest to farthest away. Use the arrows at the bottom to view past events or future events.

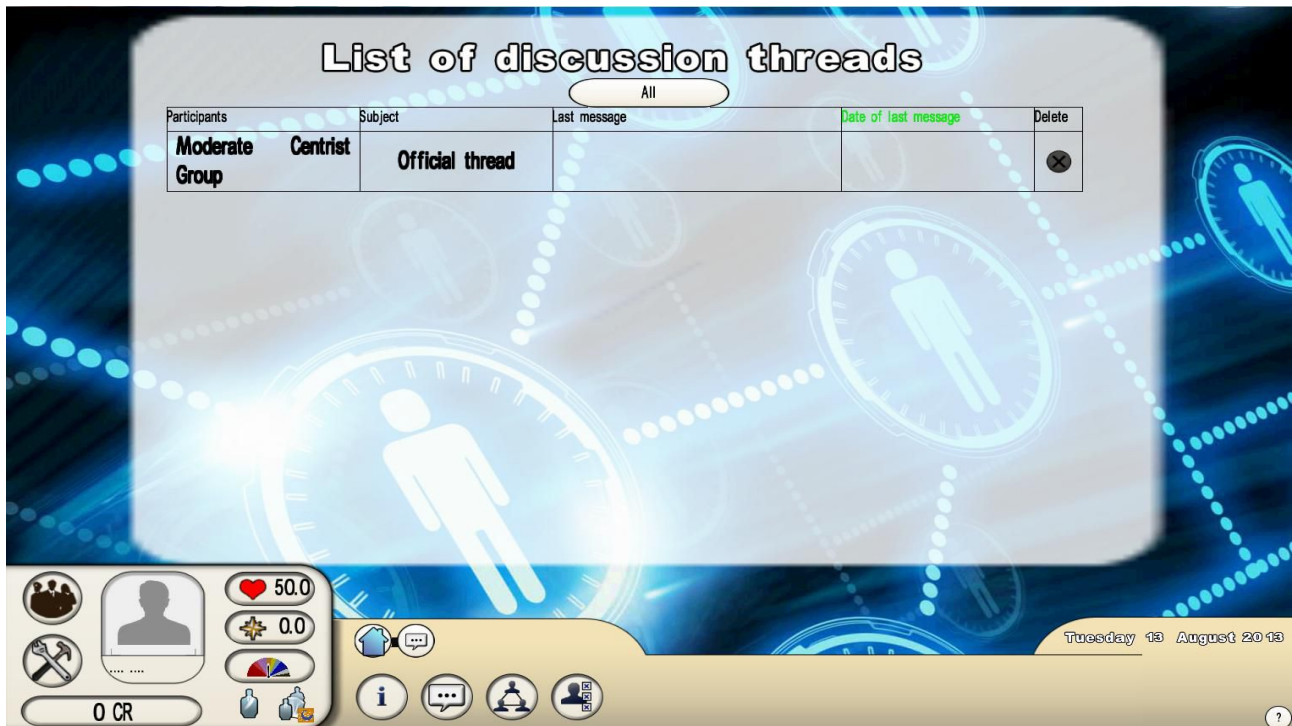
Clicking on an event will open a summary of that event.



# Using the messaging system

Three buttons are available in the Messaging menu: discussion threads, contacts, and filters. Keep in mind that messaging does not take into account the daily end-of-turn calculation. Messages are sent immediately.

## Discutions threads



The discussion threads let you communicate with your contacts or groups of which you are a member (example: a discussion thread for your political party). Threads are also automatically created for discussion with other players about an event that you attended or a law that you voted on.

A Filter button at the top of the screen lets you filter all of these types of threads: contact threads, group threads, event and festivities threads, and law threads. Another button lets you display the Details view, where all columns can be sorted.

When you contribute to a thread, you have the option of adding a contact in the thread. You can Archive the thread, meaning you can end it but keep track of it. You can also delete it permanently from the Details view.

## Contacts



Managing your contacts is essential. Your relationships play a major role in how you progress through the game by making alliances. Moreover, the calculations of your popularity and reputation include the average popularity and reputation of all of the members of your public network, meaning the ideal network would be composed of the most popular and well-known characters.

Selecting a contact will open their info sheet, from which you can send them a message and start a thread, delete them, transfer them to your public network (if they are in your private network), view their public network, and give them money. This transaction will remain confidential.

Contacts are grouped into:

- **“new encounters,”** who are characters met during itineraries by participating in the same action on the same day (examples: attending the same event, visiting the same elementary school, etc.), but with whom you have not already started a discussion. You can send them a message asking them to be part of your network.  
You can also make new contacts by going to cities, clicking on the <Residents> button, and directly contacting characters who live in the city.
- **“first contacts,”** who are characters you have contacted in order to be part of their network. You can respond to them in the affirmative or negative. In the case of a positive response, you must specify whether your new contact will be in your public network or your private network.

- contacts in your “Public Network.” These contacts can be seen by other players. They influence your popularity and reputation. Their number is limited.
- contacts in your “Private Network.” These contacts cannot be seen by other players. They do not influence your popularity or reputation. Their number is limited.
- the **sponsor** and the **protégé**. When making initial contact, you can ask to be your contact’s sponsor. This implies that you will help them throughout their game. A protégé can only have one sponsor, while a sponsor can have up to five protégés. Sponsors and protégés are in the private network. The advantage of having sponsors/protégés is that their reputation is added to the reputation calculation. This relationship can be stopped at any time, simply by deleting the contact. This will cancel the reputation bonus.
- the **spouse**. To get married, two characters must go (at the same time) to the city hall where one of them lives. To get divorced, they must go to court. Spouses are added to the public network. Your spouse’s popularity and reputation are added (with a high coefficient) to the calculation of your popularity and reputation, so it is beneficial to marry someone with high popularity and reputation ratings.
- the **lover/mistress**. When you are married, you can have a lover or a mistress. For this relationship to come into effect, the two characters must spend a night together in an inn. The lover/mistress is then added to the private network. This relationship is secret and does not enter into the popularity and reputation calculation. To end this relationship, just delete the contact.

## Filters

# WORLD of LEADERS

The Filters panel lets you filter encounters and contacts by setting several types of parameters, such as profession or minimum popularity rating. Any characters not matching the filters you set cannot be met and cannot contact you.

## Give your opinion

This menu includes three categories: events and festivities you have attended, Multiple Choice Questionnaires related to your groups, and electoral votes.

For new events and festivities, you can view them, given an evaluation ("Like / Don't like") and leave a message in the dedicated thread. Giving a rating will influence the author's popularity, but will also influence your own reputation, so do not ignore other people's events.

For new Multiple Choice Questionnaires, you can confirm your choice (one time only) and view the current results immediately after this confirmation (they will evolve throughout the duration of the MCQ).

For upcoming elections, votes concerning party elections (party leader, group leader in Parliament, politburo member) are placed here on the day of the vote, or from the "Political Party" menu. You will need to travel for other votes, but you can still see all the information on them.

All past elements are saved and can be viewed with all their information, including discussion threads, which can be rekindled.

## Create

To progress in *World of Leaders*, you are strongly advised to make creations, regardless of your profession.

Creations let you share your ideas and analyses (for politicians and journalists) and your artistic or literary abilities (for artists and journalists).

Other viewers can see them, comment on them, and evaluate them.

These creations will make other players aware of you and therefore make it possible for you to create new relationships. Views of the creations, along with the evaluation system, will help develop your popularity and reputation ratings.

You can also create MCQs, a tool that contributes to internal group debates and discussions.



# The creation tool

## Principles, objectives, and consequences of creations

Creations have different objectives and functions based on the character you are playing.

Here are the details:

- all politicians, whatever type of politician they may be, can create events to highlight their ideas. They must reserve a room on a precise date in order for the event to be visible to other players. Most of the cost for the room is covered by the party, but the creator must pay the balance. There are many rooms around the country with varying capacities, and their rates vary as well. The larger the room, the more reputation points the player earns, since these points depend on the number of visitors. This calculation includes event views by human players as well as the number of non-human visitors calculated by the game's artificial intelligence, based on factors including the creator's reputation and popularity. The number of popularity points received depends on the "Like / Don't like" evaluations left by human players.  
Finally, it is possible to advertise for your event by buying ad space in newspapers.
- all artists, like politicians, can create events. Their goal is to showcase their artistic talents and ideas via videos, photos, music, and text. They must also rent a room out of their own budget. They must pay full price, unlike politicians. Artists, however, can earn credits when they perform actions in locations in their itineraries, which politicians cannot do.
- Mayors can put on festivities to promote their cities. There are five predefined festivities: the city festival, the cultural festival, the sporting event, the flea market and the economics expo. They each take place on a single day of the year. Festivities work the same way as events except that they are funded by the local government's budget, not by the player, and there is no room to be reserved, as the festivity will take place in the city. Calculations of reputation and popularity gains are also applied.

- ministers can propose laws. This works completely differently than the creation of events. In order to be enacted, the proposed law must go through several steps. It must be approved by the Head of State, then passed by parliament, and then confirmed by Eversim moderators. Proposed laws come with a required form that must show, with supporting arguments, their financial consequences (in numbers) on the state budget and the country's economy. No room needs to be reserved. Proposed laws are viewed in Parliament, and only by the members of Parliament who need to vote on them. If the vote passes, then Eversim's moderators will accept or refuse the proposed law and determine the final figures in terms of the budgetary, social, and economic impact. These impacts are what will affect the popularity rating of the minister behind the law and the Head of State. They will also affect the reactions of the people and social groups simulated by artificial intelligence. Strikes or protests may occur if the proposed law is extremely unpopular.
- the Head of State can give speeches from his/her residence. There is no room to reserve and no fee to pay. As with events, other players can react and give their evaluation after a speech, which will influence the Head of State's popularity and reputation.
- journalists can create multimedia articles. There is no room to reserve and no fee to pay. Articles can be seen in their newspaper. Popularity and reputation benefits for the author depend on how many humans view the article and the "Like / Don't like" assessments left by these readers, respectively.

**Important** : For events and proposed laws, the creator must be present when they take place. Don't forget to travel to the appropriate location to present your creation.

Technical description of the tool

The tool has two parts: the description page with all of the parameters, and the creation itself as a multimedia slideshow.

### **Description page**

The screenshot shows a web form titled "Creation of an event". At the top, it says "The event has not yet been reserved." followed by a location and date selector (1). Below this is a "Title:" field with the text "Sight on sea..." (2). To the left of the title field is a preview image of a lighthouse with the text "Sight on sea..." (5). Below the title field are "Position" and "Color" options. "Position" has radio buttons for "top", "middle" (selected), and "bottom". "Color" has color swatches for black, white, red, green, and blue (4). Below the title field is an "Author" field with a placeholder "... .." and a "Description" text area (3). At the bottom of the form are four buttons: a "Return" button with a circular arrow icon (10), a "Delete" button with a red X icon (9), an "Approval from for" button with a document icon (6), and a "Create" button with a green checkmark icon (8). There is also a small icon of a person with a speech bubble (7) and a small icon of a document with a checkmark (5).

1. Choice of location and date (reservation)
2. Title
3. Description
4. Title position and color
5. Choice of image
6. Approval from for proposed laws
7. Access to the editor
8. Create button
9. Delete button
10. Return button

### **Creating the page**

To create an event (or a festivity, article, proposed law, or intervention), just enter the title and click the Create button. After that, you can enter the editing phase and create the slideshow even if you have not added any other information to the page.

Aside from the title, the description page can include an image and a summary. Since the description page is visible to all players from the city menu or the media calendar, it should encourage others to attend the event. This means that it is important to make sure your creation is understood and to find a photo and a title that represent it well.

The title can be positioned at the top, in the middle, or at the bottom. You can also choose its color.

The image must be imported from one of your directories.

You can also delete an event with the Delete button.

## **Reservation**

Reserving a room is only necessary for artist and politician events. For mayors' festivities, journalists' articles, ministers' proposed laws, and Heads of State's speeches, only the date is required.

You can make the reservation whenever you want. You can do it after creating the slideshow, and you can save your slideshow as a draft for as long as you want.

The reservation page opens onto the calendar. You can navigate backward and forward in the calendar with the arrows on the top right and left. Three time slots can be reserved each day.

The target button above the calendar lets you access the country map and select the city and location in which your event will take place. Pay attention to the rental fees for each location and try several cities to see if they have other locations available, because you're the one who will have to pay these fees (remember: fees are higher for artists than for politicians, since the latter receive assistance from their parties to rent these locations).

If desired, you can first select your location and then the date. The calendar will be updated based on the available dates and time slots for this location. Conversely, you can select the date and the time slot before selecting the location. In this case, the list of locations will be updated based on your selected date and time slot.

Once you have made both selections, confirm them to exit.

Reservations only take effect (and your character's account is only debited) once you have confirmed the page where you have entered the reservation, and after viewing a summary window.

WORLD of LEADERS



## **Form for proposed laws**

The form for proposed laws must be filled out by the minister behind the law. This form is an integral part of the law and can be viewed by the Head of State and the members of Parliament, and can be submitted for debate just like a slideshow.

This morning evaluates the law's budgetary and economic consequences.

The items that need to be filled in are:

- a description of the proposed law. You can copy the text from the page if it is precise enough
- the cost of the law, if any. You must stipulate the precise amount that will be charged to the state's budget, if it is a one-time cost (example: renovation of the Head of State's residence) or if it is an annual cost that is paid every year (example: lowering the VAT). In the Arguments field, you must explain the calculation you used to arrive at this cost.
- revenue from the law, if any, using the same procedure as for the cost
- influences on growth, unemployment, and purchasing power. Here, you select smileys that you think are the most accurate for the law; the Arguments field will let you justify these choices

Once the form has been approved, you can modify it later, on a proposal from the Head of State or Parliament, for example.

## **Moderation by Eversim**

Once the law has been passed by Parliament, Eversim's moderators will approve or reject the law.

If the law is approved, the figures proposed in the form may be modified by the moderators, and players will be able to see the new values. Once a proposed law is accepted, it will enter into force, causing changes to the country's budgetary, economic, and social data. It may also lead to reactions from the people or social groups, managed by the artificial intelligence.

If the law is rejected, moderators will inform players of the reasons for this decision.

Rejections generally have to do with:

- a lack of information in the arguments for estimating the cost/revenue numbers (if the numbers are incorrect but the information is reliable, the law may be approved)
- a law that cannot be enacted in the country for constitutional reasons
- a law that violates the game's user agreement (pornography, racism, hate speech, etc.)

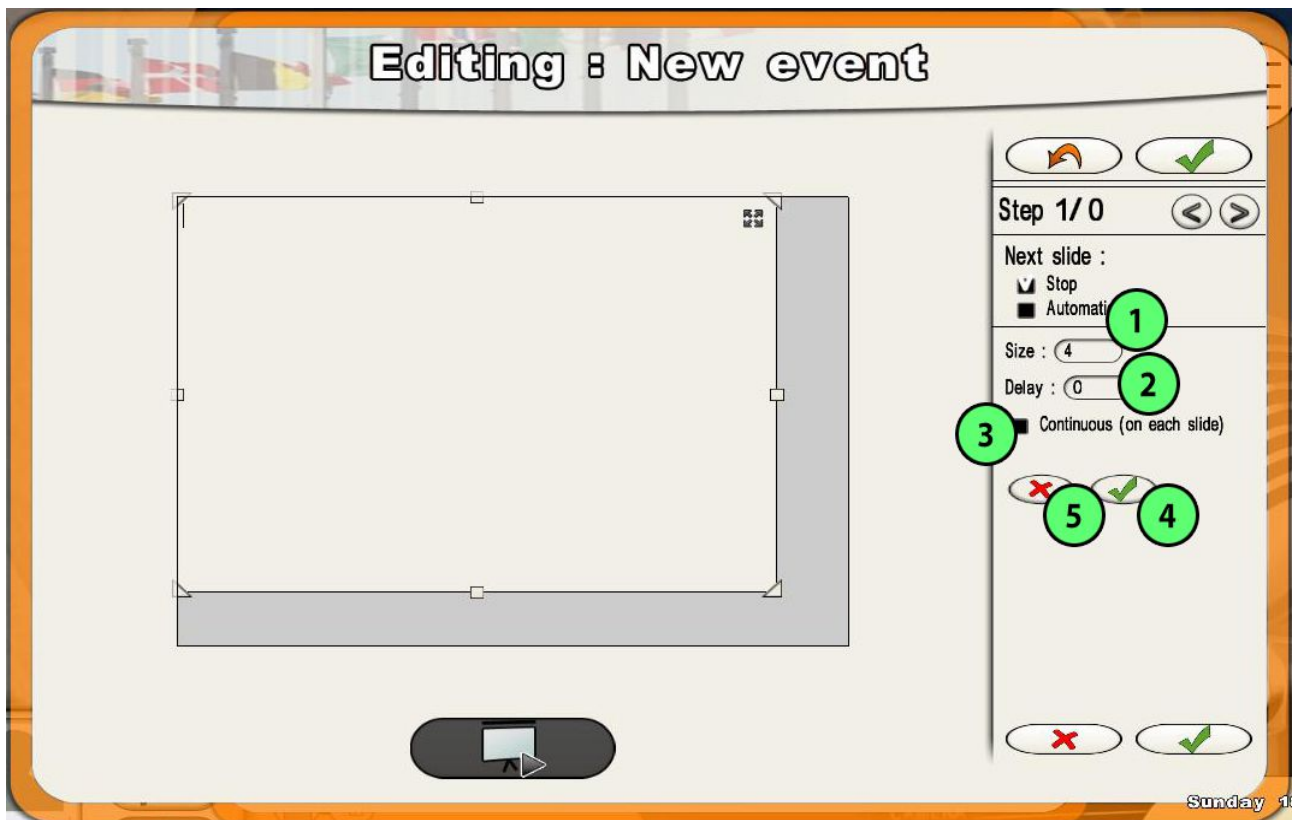
## Creating a slideshow



1. Confirm the slideshow
2. Cancel editing
3. Next/previous slide (or step)
4. Slide transition mode (manual/automatic)
5. Add text
6. Add an image
7. Add a video
8. Add a YouTube video
9. Add a webcam video
10. Add sound/music
11. Confirm the slide (or step)
12. Delete the slide (or step)
13. View the slide

The slideshow is made up of multiple slides or steps. After you confirm a slide, the editor will move on to the next slide. Thanks to the step transition option, moving from one slide to the next while viewing a slideshow can be done automatically (the slideshow plays the slides one after another without the viewer having to do anything) or manually (the viewer has to click Next to view the next slide).

To confirm the entire slideshow and return to the description page, click the button in the top right.



1. Size of your element
2. Your element's display delay time, in seconds
3. Whether or not the element will be repeated on each slide (continuous or not)
4. Confirmation of your element on the slide
5. Removal of your element from the slide

Each slide may contain text, images, videos, sound, and music. Every time you add an element, a contextual menu will appear on the right.

- adding text: click the <Add text> button. A box will open in the slide. You can enter your text in the box, modify the size of the box, and move the box with the text. In the part of the menu on the right, you can define the size of the text, its display delay time (in seconds), and whether or not the element is repeated on each slide (by default, elements are not repeated). To confirm the element, click the confirm button. The slide menu will reappear. To select an element for editing or deletion, click on its box.
- adding an image or video: find the desired file in your directories (the arrow on the bottom right of the box lets you exit this mode) and select it. The image will appear, and you can set its size and position. The maximum size for a video is 50 MB.
- adding a YouTube video: copy/paste the URL of your video and confirm.

- adding a webcam video: capture your video directly with the <Record> button, stop the recording by clicking the same button, and confirm. The <YouTube> button allows your video to be uploaded to YouTube.
- adding sound/music: select the file; it will be displayed at the bottom of the page. You can re-select it by clicking on it. You can determine its display delay time and whether or not the sound will be on every slide or only on the current slide. In this case, the sound or music will continue automatically when the slide changes (without restarting from the beginning).





## Creating Multiple Choice Questionnaires

MCQs let you poll a group of which you are a member.

**Creation of Multiple Choice Questionnaire**

Title: Why ? 1

Position  
☐ top  
☒ middle  
☐ bottom

Color  
☐ black ☐ white ☐ red ☐ green ☐ blue

Period  
☐ 1 day  
☐ 2 days  
☐ 3 days  
☒ 4 days  
☐ 5 days

Author  
☒ ..... 3  
☐ anonymous

Cost  
40


Total 40 4

Image 5

1. MCQ title
2. Duration of MCQ
3. Anonymity
4. Cost of the Multiple Choice Questionnaire
5. Image

As with events, the creation of a MCQ begins with creating its description page. It also includes an image and a title. You must also specify whether or not the MCQ will be anonymous, and how long it will run. The longer it runs the more credits it will cost you. Publishing the MCQ anonymously cost credits.

## Creation of Multiple Choice Questionnaire



Period : 4 days  
 Author : ....  
 Cost : 40

question 1

Why ?

responses

- ☐ 2 responses
- ☐ 3 responses
- ☒ 4 responses
- ☐ 5 responses

1:

2:

3:

4:

2
4
3

X
↩
✓

1. Choose the question
2. Choose the number of responses per question
3. Confirm the question
4. Go back

Once you have entered all the elements, you can go to the next page and enter your question and all the choices you want to offer.

All you have to do then is confirm your questionnaire, and it will be displayed the next day

# Specific politician actions

The menu bar offers different special functions for different characters.

## Political party



The "Political party" button only concerns politicians.

It has the following options:

- the party's **info sheet**
- **discussion threads** with the party's official thread, any politburo thread, and any school of thought threads (if you are part of one)
- the **MCQs** attached to the groups you are part of: the party itself, of course, and any politburos or schools of thought. You can create MCQs as well as view and respond to those created by others.

- **internal** party elections. All of these elections are done remotely; you do not have to travel to vote in them. You do, however, have to travel to apply for candidacy. There are four types of elections: the politburo election (anyone can run, anyone can vote), the primaries to be the party's candidate in the presidential election (same as for the politburo), the party leader (only members of the politburo can run and vote), and the leader of the Parliamentary group (only members of Parliament can run and vote). In the vote menu, you can also view past elections and their results.
- **schools of thought**, which are sub-groups within the part, created by characters who are members of the party. Here you will find the complete list of schools of thought. You can join or leave one, or participate in the thread if you are part of one.
- To create a school of thought, you must travel to the national office and create a page with a title, an image, and a summary.
- **contacts**, including all the contacts you know in your party.
- **access to other parties' info sheets**





## Politicians - Mayor



To be mayor as soon as you start the game, you will need to select a city in which the mayor's position is vacant. If the mayor's position is already occupied, you will need to win an election against the current mayor.

The mayor manages the city and its budget.

In the top left, the local government's current available budget and the amount earned each day (which is added daily to the available budget; it corresponds to the difference between the day's expenses and revenue). **These two amounts are always positive: expense actions that would lead to negative amounts cannot be performed.**

For each expense:

- the available budget will be debited for the first payment, in the amount of either the first payment for building an infrastructure, the first month's salary for a new hire, or approximately 10% of the cost for a new festivity. ;
- the amount earned each day will also be debited for the new investment. The amount debited per day will be based on the annual cost.

The modification of taxes (and therefore revenue) immediately affects the amount earned each day. You cannot lower the taxes below a level that would cause a negative budget.

Finally, note that every action (modifying a tax, building an infrastructure, hiring staff, creating a festivity, addressing an agenda) has an influence on your reputation, and especially on your popularity (significant impact on local popularity and reputation).

Several specific features are available for the mayor:

- the municipality's **info sheet**, with the date of the next election, the detailed budget information, and the degree of the people's satisfaction with the city's various budget items
- the taxation table, which lets you modify all the taxes and compare them with those of your predecessor. Population information is also available here. Population development depends on the level of fiscal pressure in your city as compared to other cities, the overall assessment of its residents, and the country's population growth.
- **infrastructure** management, where you can view all the existing infrastructures in your city and build new ones. Some buildings (the less expensive ones) are payable in full immediately, but most of them are paid over several years. To be able to start construction, you will need to have a sufficient budget to make the first payment.
- hiring **staff**, with a list of all the positions you can fill. A bar scale shows the hires you have already made for each profession.
- the creation of **festivities**, with five different types of festivities. They are created the same way as events (see the Create section). These festivities are fun, but, as Mayor, you will earn popularity and reputation when other players attend them. You cannot delete a festivity, but you can change its content.
- the **city council** where, once a week, you can take a position on an agenda issue. Your popularity and reputation ratings will be affected differently based on your response.
- the municipal elections view, where you can find the list of candidates in the running for the upcoming elections and see the results of past elections

## Politicians – Members of Parliament

There are three types of characters in Parliament: the member of Parliament, the leader of the political party (for each party represented), and the Speaker of Parliament.

The group leader is elected by the members of Parliament in the group. The leader of Parliament is elected by all of the members of Parliament.

Please note that the “Parliament” button appears for all characters, including journalists and artists, since they also vote in the legislative elections. Characters who are not members of Parliament can only access the **info sheet** and view laws that have been passed and approved.

The specific features available for members of Parliament are:

- the **info sheet**, which lets you view the party distribution in Parliament
- the **discussion threads**, i.e. the thread for the Parliamentary political group shared by all members of Parliament in the same party, and the group leader thread, which is reserved for group leaders and the Speaker of Parliament
- **MCQs**, like threads, which are specific to each group
- **votes**, with a distinction between electoral votes (results of Parliamentary elections and information on the next elections) and votes on proposed laws. To vote on a proposed law, you must go to Parliament on the day on which it is presented by the minister behind it
- **contacts**, including all the members of Parliament you know

## Politicians - Ministers

Ministers are named by the Head of State.

As a minister, you can propose laws to modify society.

Here are the features under the “Government” designation:

- the **info sheet**, where you can view the sheets for ministers (this feature is also accessible for all characters in the game)
- government **discussion thread**
- **MCQs** related to the government
- **proposed laws**, where you can see all the ones that have already been put forth. To propose a law, the minister must do so from his/her “My creations” menu (see the “Create” section).

## Politicians – Head of State

The Head of State does not have an additional specific menu button. He/she does, however, have certain features located in different menus:

- in the "Government" menu, he/she can appoint or dismiss a minister. Ministers are chosen from the Head of State's private or public contacts.;
- in the "My opinions" and "Government" menus, he/she can approve or reject a law proposed by a minister
- In the "My creations" menu, he/she can create a public speech to be given from his/her residence (see the "My creations" section)

## Information menus

### Nation

Several panels can be accessed using this button:

- general information, including: a thumbnail of the Head of State, the people's opinions on the country's major issues, and how they compare with the previous government
- budgetary information, including: the people's opinion on the different ministerial positions and current budgets, from the previous government and the government in effect at the start of the game
- the people's opinion on topics dealt with by the government, and how they compare with the previous government
- information on current and past disturbances

### Summary of previous turns

Here you can see the summary of previous turns. You can use the arrows to move backwards and forwards in time.



# VI) Detailed description of elections

To advance as a politician in *World of Leaders*, you must win elections.

At the beginning of the game, all positions are vacant (mayors, members of Parliament, Heads of State, etc.). They will fill up gradually as new players arrive and elections are held.

## The electoral calculation

Elections take place within a single turn. The character with the highest score wins the election.

There is a distinction between universal elections (mayoral elections, Parliamentary elections, election of the Head of State) and elections held within a group (party primaries, elections of the party's politburo members, party leader elections, election of the Speaker of Parliament).

### Score in a universal election

Half of a candidate's score is determined by his/her popularity and reputation ratings. The other half is determined by the number of votes he/she receives from other players. As you can see, popularity and reputation (developed by the player throughout the length of the game) are important here.

### Score in an internal group election

A candidate's score is based solely on player votes. The candidate with the most votes wins. In the event of a tie, the candidate with the higher popularity and reputation ratings (product of the two ratings) wins.

Please note that even though the presidential primaries, which take place within the party, are only affected by votes from other players, it is still important to consider the candidate's popularity and reputation ratings, since the final election of the Head of State will be affected by these values.

In the case of a politburo election, where there are multiple positions to fill, the positions will be filled by the candidates with the highest scores, in decreasing order.

In the case of a **Parliamentary election**, the seats in Parliament are distributed over the country's regions (or states) based on regional population. Voters only elect members of Parliament in their own region.

### **Rules for combining mandates**

Politicians can combine their professional function, whatever it may be, with a function within their political party (example: minister and member of the party's politburo).

There are two rules for professional combinations:

- when you become minister or Head of State, you lose any other mandates (member of Parliament, mayor)
- you can combine the functions of Mayor and Member of Parliament (and also Speaker of Parliament)

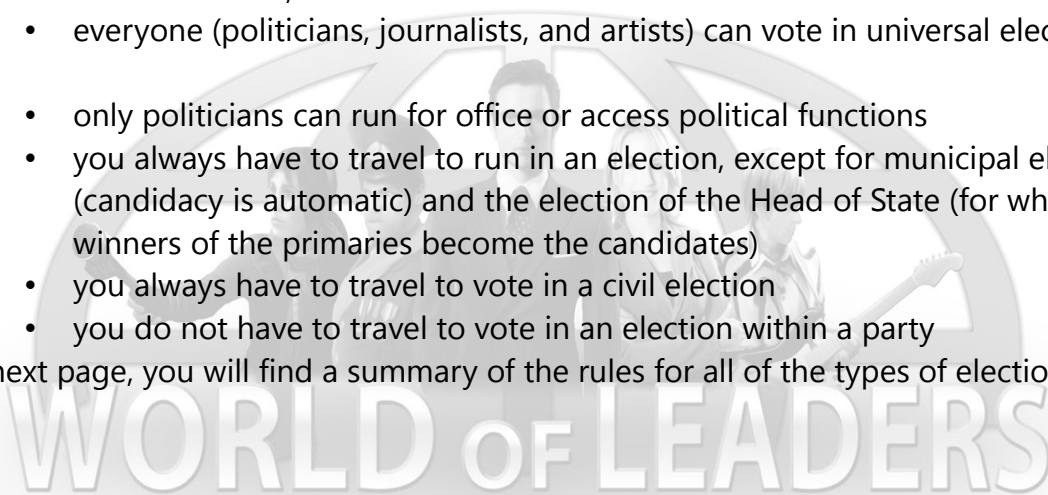
### **Different electoral procedures**

There are several different elections that are held at regular intervals. Each election has its own date.

The procedures differ as well, but here are a few rules:

- everyone (politicians, journalists, and artists) can vote in universal elections
- only politicians can run for office or access political functions
- you always have to travel to run in an election, except for municipal elections (candidacy is automatic) and the election of the Head of State (for which the winners of the primaries become the candidates)
- you always have to travel to vote in a civil election
- you do not have to travel to vote in an election within a party

On the next page, you will find a summary of the rules for all of the types of election.



Position	Election date	Application for candidacy	Where to vote? / Who votes?	Conditions for candidacy	Travel for candidacy?
Mayor	The 15th of each month	Automatic	City hall / All characters living in the city	Live in the city and be a politician	No
Member of Parliament	The 1st of every odd month	During the entire previous even month	City hall / All characters living in the city	Be a politician	Yes, report to Parliament
Speaker of Parliament	One week after the Parliamentary elections	For six days after the Parliamentary elections	In Parliament / members of Parliament	Be a member of Parliament	Yes, report to Parliament
Minister	After the election of the Head of State	None, named by the Head of State	No vote	Be in the Head of State's contact list	No
Head of State	The 15th of every even month	Automatic	City hall / All characters living in the city	Have won the primaries for your party	No
Presidential primaries	The 1st of every even month	From the 22nd to the 31st of every even month	The "Political party" button / The members of the party	Be a member of a party	Yes, report to the party's national office
Member of the party's politburo	The 20th of every even month	From the 7th to the 20th of every even month	The "Political party" button / The members of the party	Be a member of a party	Yes, report to the party's national office
Leader of the party's group in Parliament	One week after the Parliamentary elections	For six days after the Parliamentary elections	The "Political party" button / The members of the party	Be a member of a party	Yes, report to Parliament
National party leader	The 22nd of every even month	The 21st of every even month	The "Political party" button / The members of the party	Be a member of a politburo	Yes, report to the party's national office

# VII) Scenarios and disturbances

## Scenarios

Scenarios occur within the game. They spice up the game by offering quests that allow players to win popularity points, reputation points, or money.

New information about scenarios appears in the window at the beginning of a turn.

From removing oil from seagulls, to participating in a hot-dog eating contest, to riding roller coasters in China, get ready to travel and have some unusual experiences in order to complete these adventures.

## Disturbances

For each action, the game takes into account the topics that are related to the action (example: building a nursery concerns the “early childhood” theme). As such, each character in the game gradually becomes affiliated with a certain position regarding each of the themes he/she has dealt with.

Every day, the Head of State's positions are compared with the expectations of the people and the social groups in the game (unions, organizations, defense movements, etc.). If the difference is too great, the people and social groups will react by causing disturbances (protests, sit-ins, strikes, etc.), causing the Head of State to lose popularity points. If the Head of State makes the situation worse, these disturbances can worsen to the point of civil war.

All information on disturbances is published by the World Press Agency. The beginning and end of disturbances are specifically displayed at the beginning of the turn.