

## Outline

# AQUA REPUBLICA

Welcome to Aqua Republica Tutorial!

Click through the arrows and learn about the following game features:

- 1) Map Navigation
- 2) Indicators
- 3) Game options
- 4) News
- 5) Build Menu
- 6) Disaster Effects
- 7) Score Breakdown
- 8) How do I start?

## Map Navigation



# Indicators

🏠 Population 11000 ↑ ● Funds 150 ↑ 🍞 Food 100 ↑ ⚡ Energy 100 ↑ ☰ Ecosystem Very Good ↑ Basin Score 1270 pts May 2000

## Population

The amount of people currently living in your area

## Funds

The amount of money you currently have

## Food

The amount of food you currently have

## Energy

The amount of energy that you currently have

## Ecosystem

The state of the environment in your area










## Basin Score

The total score at this turn

## Time

The time of a particular turn (mouse over to view number of turns left)

## Game Options

-  **End turn** – Click this to move on to the next turn
-  **Map overlay** – Click this view or hide the catchment areas of Aqua Republica
-  **Tips and advice** – Click this to show tips and advices regarding news
-  **Water meters** – Click this to view or hide the water use of Aqua Republica
-  **Marketplace** – Click this to sell or buy food or energy
-  **Progress** – Click this to view game progress and achievements
-  **Help** – Click this to view this tutorial
-  **Save game** – Click this to save current game
-  **Quit** – Click this to quit the game



# News

Population 57000 ↑ Funds 416 ↑ Food 115 ↑ Energy 142 ↑ Ecosystem Bad ↑ Basin Score 1164 pts May 1968

Dealing with climate change

Food prices drops

BREAKING NEWS! BREAKING NEWS!

NEWS

! High energy prices hits!

Energy resources have seen a price hike this year. Purchasing energy resources on the global market is now more expensive than usual.

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Advice and tips

When you encounter a news event, click on "Advice and tips" to get some hints

## Building Menu

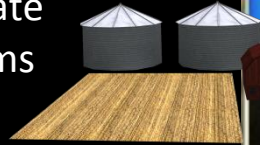
### Power plants

Power plants generate energy.



### Farms

Food farms generate food and cash farms generate funds.



### Cities

Cities provide housing for the population.



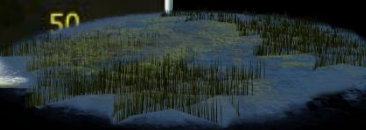
### Industries

Industries generate funds and provide jobs for the population.



### Ecosystems

Ecosystems provide services such as flood and drought protection, pollution control and more.



CONSTRUCT		
	Food Farm	15
	Cash Farm	40
	Power Plant	20
	Industry	25
	City	100
	Ecosystem	50

## Disasters Effects 1/2

### Flood

Caused by overflow of water from rivers or lakes or drainage systems

**[Farms]** Reduces food and income production by 95%

**[Urban]** Reduces population growth by 75%

**[Energy]** Reduces energy production by 50%

**[Industry]** Reduces income by 50%



### Drought

Caused by lack of water

**[Farms]** Reduces food and income production by 95%

**[Urban]** Reduces population growth by 75%

**[Energy]** Reduces energy production by 50%

**[Industry]** Reduces income by 50%



## Disasters Effects 2/2

### Pollution

Caused by contaminants from farms, industries and untreated domestic waste

**[Farms]** Reduces food and income production by 33%

**[Ecosystem]** Reduces ecosystem points by 67%

**[Urban]** Reduces population growth by 33%



### Landslide

Caused by lack of vegetation

**[Farms]** Reduces food and income production by 100%

**[Ecosystem]** Reduces ecosystem rating by 25%

**[Urban]** Reduces population growth by 33%

**[Energy]** Reduces energy production by 50%

**[Industry]** Reduces income by 67%



### Fire

Caused by accidents due to water shortages

**[Farms]** Reduces food and income production by 100%

**[Ecosystem]** Reduces ecosystem rating by 33%

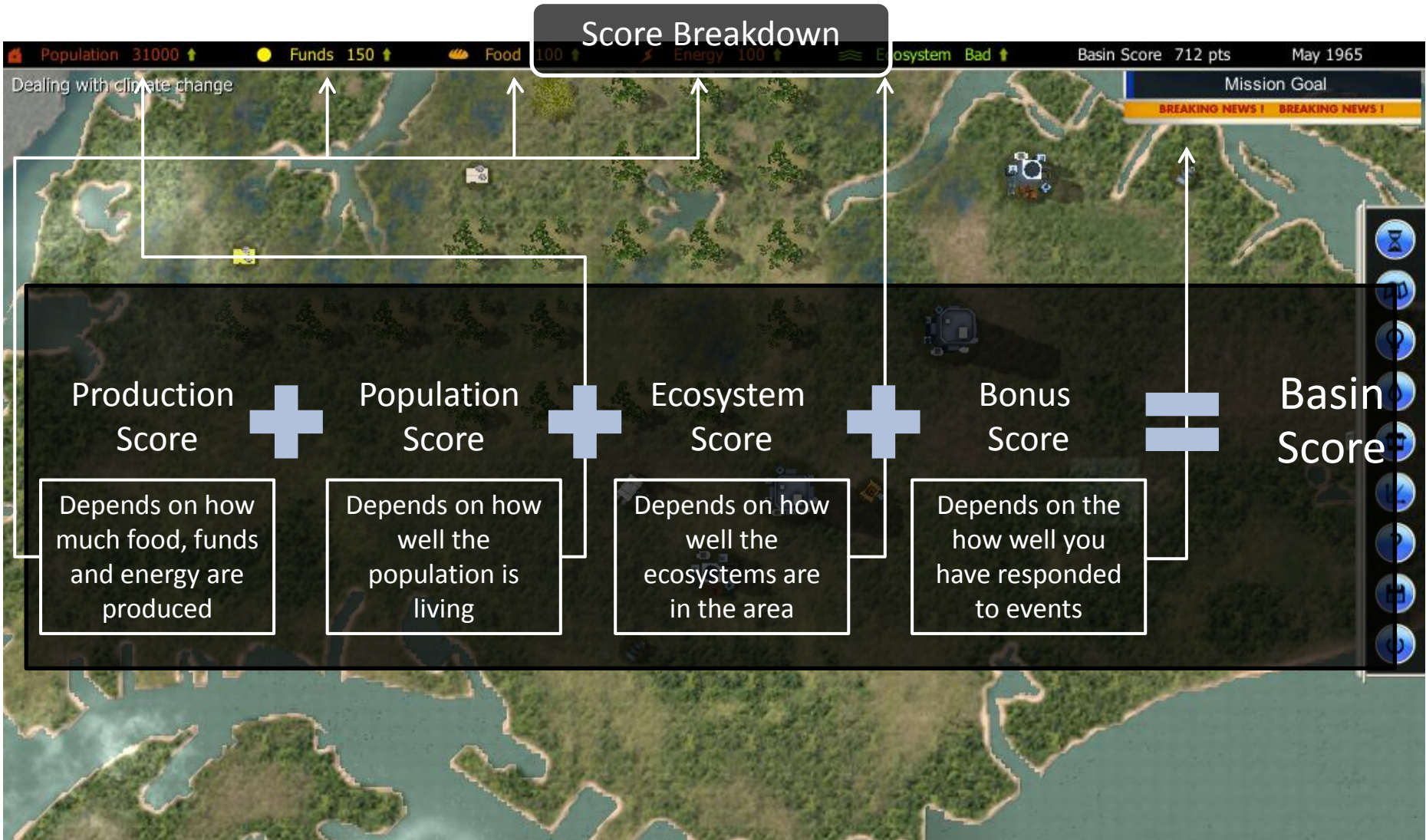
**[Urban]** Reduces population growth by 50%

**[Energy]** Reduces energy production by 50%

**[Industry]** Reduces income by 50%









# How should I start?



Step 1 – Check the indicators to see what’s increasing or decreasing

Step 2 – Check the events to see what’s happening. Click on tips if you’re not sure what to do

Step 3 – React by constructing or changing building policies and structures

Step 4 – Click end turn once you are done