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About This Game

Discover the industry standard for geopolitical simulation of today's world!

In Masters of the World, the third incarnation of Geopolitical Simulator, play as the head of state of one or more countries and expand your influence across the globe.

A totally unique simulation engine

The game engine, Geopolitical Simulator 3, includes over 600 data elements for each of the 175 playable countries and calculates their changes in real time throughout the game based on players' actions. Some examples include popularity ratings, political relations, and economic exchanges between countries. Various organizations, including NATO, use the technologies in the Masters of the World simulator for education and training.

Over one thousand playable actions. At the country's helm, the player/head of state can act in many areas: budget, taxation (nearly thirty types of taxes), currency, economy (over 130 economic activities), foreign and domestic affairs, defense, society, labor, health, social security, education, environment, transportation, culture, and more.

For each of these areas, numerous laws can be proposed and must be voted on by the Parliament in order to pass. For example: setting social welfare benefit minimums, changing the retirement age, developing atomic weapons in secret, subsidizing the auto industry, hiring teachers, defining the powers of unions, setting speed limits on roads, regulating prostitution, creating an international film festival, etc.

The player can also construct elements on the world map, which will change accordingly: nuclear plants, wind farms, military

bases, pipelines, high-speed train lines, airports, and many more.

Every action has its consequences. Lobbies, social groups, and leading national and international figures will intervene if their artificial intelligence finds it necessary to do so (interviews with the press, resignations, protests, strikes, roadblocks, wars...).

To prevent tension, the player can meet with any figure, or address the media (over 8 hours of dialog in the game).

Thanks to its intelligence services, the player also has an entire arsenal of spies and “special” ops. For example, he or she can - at his or her own risk - reveal scandals about another political party, dismantle terrorist networks, sabotage a foreign infrastructure, have an opponent assassinated, etc.

As the head of the military, the player can move all of his or her units around the map from their actual bases during military conflicts.

International organizations (over 50 organizations included) play an important role. At the UN, for example, the player can denounce a nation in order to obtain the Security Council’s authorization for a military intervention. The player can also create his or her own organization. Lastly, in order to stay in power, he or she must actively campaign to make sure he or she is elected.

Playable scenarios

Twenty or so scenarios are included in the game, such as “American Fiscal Cliff,” “Israel-Iran Escalation,” “Organization of Rice Exporting Countries,” “European Budgetary Golden Rule,” “Building South American Pipelines,” “African Economic Boom,” “Third World War,” “Triple A,” and “Famine in Southern Sudan.”.

Multiple integrated options

- Network multiplayer mode
- Multi country mode to play several countries at the same time
- Game settings: terrorist activities, natural disaster probabilities, reactivity of the people, war triggering
- Real-time online player ranking
- Integration of your own photos, logos, and names to make the game even more realistic
- Interactive tutorial and constantly accessible help during the game
- Have fun learning geopolitics with the QUIZ mode, which has over 3000 questions
- Text and dialog 100% in English

Note about the DRM: it uses an automatic and seamless activation at the first launch, then it can be played off-line if needed. It allows unlimited activations on three computers at the same time, plus if needed to migrate for free to other computers. So you'll never have to pay twice for the same licence of the game. The system allows future and backward compatibility with game add-ons plus upcoming upgrades to sequels of the game and access to our newsletters subscription. This also offers possibility to players having bought previously on other sites to migrate on steam and keep their add-ons.

Title: Masters of the World - Geopolitical Simulator 3

Genre: Simulation

Developer:

Eversim

Publisher:

Eversim

Release Date: 5 Feb, 2014

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Minimum:

OS: Windows 10, 8, 7, Vista, Xp

Processor: 1.6 Ghz

Memory: 4 GB RAM

DirectX: Version 9.0c

Storage: 2 GB available space

English,French,German,Italian,Russian,Simplified Chinese





Carmo "Made it at last!"
Durga

Carmo I glance at my mobile phone and nod
Durga

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Unlocking Expert Mode was the proudest moment of my entire life. if you could play this game against friends over the internet then it might be worth the money. but as single player game...no not worth it.. [Edit: Nov 5] So many negative feedback! Come on guys, let's grow up. If you find this to be game breaking, or things made easier for newbies, then you need to take it up with the developers. They also need a source of income, not that it was the sole reason behind my purchase, but you need to be understanding and stop whining. Besides, this is easily purchasable for any veteran who should have enough rubies. So, stop letting the hate flow through. Heh.

This Zombie Auto clicker auto clicks on your game screen 10x per second and can be stacked with more auto clickers(max 40x per second). Currently, it auto clicks only three locations: the monsters, skills, and hero leveling. But most important added benefit is that your game window can be minimized with the Auto Clicker running! One can be more 'idle' with an Auto Clicker while utilizing the benefits of Auto Clicker without need for it taking up your screen space. Beneficial for both beginners and veterans.

I highly recommend this Auto Clicker for a complete beginner or if you are just starting because it will save you a lot of time grinding seeing as one is only capable of getting 25 rubies per ascension, so, it will take at least four ascensions for you to collect enough rubies in order to purchase an Auto Clicker which costs 100 rubies to begin with and increases. Purchasing this zombie auto clicker will not affect the prices for in-game auto clickers.

Finally, make sure you use Juggernaut Ancient and other clicker rewarding ancients to utilize Zombie Auto Clicker to the fullest!. A solid costume pack, but you're better off getting more bang for your buck by buying Kombat Pack 2, which includes this, five characters, and a few other costume packs at only around 60% of what you'd have to pay for everything individually..
How to milk everyone

Like other games by this publisher, this game has a energy system.

After lvl 16 the new levels take longer to reach and sometimes the drobrates are really bad.

If you can withstand buying energy, you get to search hidden objects for free and I recommend this game. If you are the type of person to spend money on free games, skip this game and every other game with the same type of energy system.. I have had this game in my collection for some time now. It is still fun to play even years after I first got it. It's simplicity is what makes it a game that I come back to from time to time. When I want to spend a few days to relax I can just fire up this game and shoot for one of the achievements that I have not yet managed to pick up. If you're looking for a well designed, stable game that you can play for some time to come this is one game to look at.. An interesting and well-crafted game which has an art style vaguely reminiscent of the original Half-Life. Unfortunately, it's full of odd bugs, like where you fall through the floor or your gun unloads itself.. The controls are not so good & then you hit an invisable object that freezes you .

Not a good remake .. Unquestionably the best EMU available on Train Simuator. It looks nippy, feels nippy and is nippy.

0-60mph takes barely 40secs, braking is amazing, undoubably the best of any train I have driven. You can enter a 12-car long platform at 60mph, put the brakes to Full Service (81%) and she will stop perfectly. In Emergency I'm surprised she doesn't rip up the track behind her, she stops that quickly. This train is far better for the Portsmouth Direct Line than the '450s', equipped with better brakes, a good First Class area and even a small buffet counter. Thoroughly recommended for those who like quick off the mark EMUs, and those who want give commuters a more pleasant (certainly speedy) journey.

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