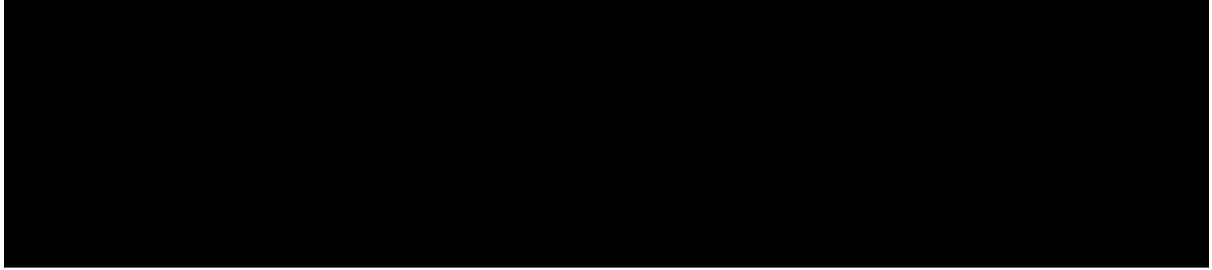


The German Empire Ruleset



Welcome to the ruleset for this Victoria 2 IAAR

If you want to join, great! We are happy to have you

<https://discord.gg/p6gK6TE>

If you don't want to become a player, that's okay too! You can follow us on the Paradox forums and still participate as active voters in elections!

Section I: The German “Constitution”

This Section is supposed to represent the German Constitution of 1857. This is not the ic-document and only serves as a simplification of the actual historical document to make it easy to understand for players. This means that basic rights are part of the ic-document but have been left out here to avoid a wall of text. Any amendments made ic will change the rules as they are written here.

Part 1: The Executive Branch

Part 1A: The Kaiser (Emperor)

- Head of State
- The position is held by the King of Prussia
- Hereditary position, following Salic Law (male primogeniture)
- Enjoys immunity
- Must be 18 years or older
 - In any other case, a regent will be appointed by the Reichstag, except if a regency has been determined by law
 - The regency will end once the Crown-Prince reaches the age of 18
- Must be sworn in and swear an oath to uphold the Constitution
- If unfit to rule (due to health issues) the next person in line to the throne will be appointed as regent
 - The regency will last until the death of the Kaiser

Part 1B: Powers of the Kaiser

- Commands the Army
- Has the right to declare war or sue for peace, international treaties are signed in his name
- Holds pardon powers
- Holds sole veto powers
- Can dissolve the Reichstag, triggering immediate elections
- Must sign any legislation before it can act with the force of law
- Any act of governance by the Kaiser must be co-signed by the Reichskanzler
- Appoints and sacks cabinet ministers at his leisure

Part 1C: The Reichskanzler (Chancellor)

- Head of the Government
- Is appointed by the Reichstag by a 50%+1 vote after every new election, for a term lasting until the next election (in game Upper House reform = Two per state)
- Must be 35 years or older
- Can be removed by 2/3rds of the Reichstag through a vote of no-confidence
- Serves as Moderator during Reichstag debates

- Advises the Kaiser on cabinet ministry appointments, with ministers responsible for advising the Kaiser within the purview of their ministry
- Their faction receives a 3% boost in the next general election

Part 1D: Ministries

Ministries are part of the executive branch of the government and are led by Ministers. All ministers together form the Government Cabinet, which is led by the Chancellor. Ministers are appointed and can be dismissed by the Kaiser. Ministers can propose technologies that are within their area of legislation (f.e. a Minister of War can propose military techs).

- The Ministry of the Interior chooses the national focuses in coordination with the Chancellor and the Kaiser.
- The Ministry of Foreign Affairs handles Germany's diplomacy in coordination with the Chancellor and the Kaiser.

Part 2: The Legislative Branch

Part 2A: The Reichstag

- Represents the population of Germany
- 500 Total seats, elected every five years through Proportional Representation System by all German citizens older than 24 (in game Voting system = Proportional Representation and Vote franchise = Universal Voting)
 - During elections, voters will utilize blank pieces of paper, upon which each voter writes his choice. Without revealing the votes to anyone, the voter will fold the ballot paper and place it in a sealed box, which is emptied later for counting. (in game Political Parties reform = Secret ballots)
- All players who are politicians (must be older than 24) meet in the Reichstag to propose, discuss and pass bills
 - All laws are passed with a simple majority (50%+1), unless determined otherwise (for example in the case of Constitutional Amendments) and are then put up to a vote in the Bundesrat
 - If a bill does not reach a majority of the House +1 (currently 251), it can still pass if 1/3 of the Reichstag voted in favour and less than 1/3 of the Reichstag voted against.
- The Reichstag can be dissolved by the Kaiser, or by a motion of dissolution which requires the support of 2/3rds of the Reichstag
- If a seat in the Reichstag were to become permanently vacant, because of the fact that its elected representative is no longer able to serve during the term he was elected, for example because of his imprisonment or his death, then elections will take place in the district represented by the vacant seat.
 - The vacant seats will be redistributed proportionally to the parties of the Reichstag, along the percentages of the most recent elections, while also giving a 15% boost to the party which is ideologically closest to the previous holder of the vacant seat.

Part 2B: The Bundesrat

- Represents the individual member-states of the German Empire
- Every member-state has at least one vote, larger states such as Prussia, Hanover and Saxony have 4 votes, lesser states have only 2 or 3 votes, while city states only have 1 vote
- The representatives in the Bundesrat are appointed by the local governments of the member-states (i.e. the King of Prussia determines who to send in Prussia's name)
- Each bill (including Constitutional Amendments) must pass through both the Reichstag and the Bundesrat to become law
- For the sake of roleplay, we will not simulate the Bundesrat with players, but we will instead assume that all bills that pass in the Reichstag, pass in the Bundesrat. Exceptions will be made for bills which would clearly violate the rights of member-states (f.e. a bill which would annex all member-states into the Kingdom of Prussia)

Part 2C: The Passage of Law

Laws are proposed to the Reichstag by Politicians to achieve a certain goal in game or for flavor. Please be aware of in game restrictions, this means that any social reform, political reform or matter of state can only be changed gradually. You can't go from "no safety regulations" to "regular safety regulations" for example. Same goes for political reforms, you can't go from "First Past The Post" straight to "Proportional Representation". The passage of law follows the following steps:

1. A bill is proposed by a member of the Reichstag
2. The bill is then debated on during the next Reichstag session
3. The bill is voted on and requires a majority vote (50%+1) to pass
 - a. If a bill does not reach a majority of the House +1 (currently 251), it can still pass if 1/3 of the Reichstag voted in favour and less than 1/3 of the Reichstag voted against.
4. If the bill passes, it then goes to the Bundesrat to be voted on, needing a majority vote (50%+1) to pass (we will assume this happens automatically in most cases)
5. If the bill passes, it is then signed by the Kaiser, who may choose to veto it
6. Once the bill is signed, it will be considered law

Part 3: The Judicial Branch

The Reichsgericht (Supreme Court) serves as both the final court of appeals and the constitutional court, settling disputes between the various branches of government. Staffed by the top judge in the Empire, the court is sworn to the Kaiser, to neutrality and to impartiality.

Staffed by an impartial NPC (depending on the situation either played by Skag or Sib), this will be where player and rule disputes will be settled.

Part 4: The Electoral Process

Players can submit their own factions, taking into account the historical limitations. If more than one player is in a faction, it is up to the faction leader to distribute seats among his fellow faction members.

1. When running for elections, candidates must swear an oath of loyalty to the Kaiser and to the Constitution. Breaking this provision will be punished as determined by Part 2, Section 9 of the penal code.
2. Political parties, as defined by paragraph 3, shall participate in the formation of the political will of the people. They may be freely established. Their organisation must conform to the Constitution. They must publicly account for their assets and for the sources and use of their funds.
3. A political party is an organized group of people who have the same ideology, or who otherwise have the same political positions, and who field candidates for elections, in an attempt to get them elected and thereby implement the party's agenda.
4. Parties that, by reason of their aims or the behaviour of their adherents, seek to undermine or abolish the Constitutional order or to endanger the existence of the German Empire shall be unconstitutional. The Imperial Constitutional Court shall rule on the question of unconstitutionality.
5. The Imperial Constitutional Court shall rule on the question of unconstitutionality within the meaning of paragraph (4).

Part 5: Miscellaneous

So that everyone knows which basic freedoms etc. are guaranteed by the Constitution, they are listed below:

1. All citizens of Germany are equal before the law
2. Personal freedom is guaranteed, arrests can only be made in cases determined by the law, this extends to house searches as well
 - a. Be aware, this is not a free 'get-out-of-jail' card. If you break the law, you will be arrested.
3. The freedom of religion is guaranteed, the state will not interfere in church matters, nor will the church interfere in state matters
4. The freedom of education is guaranteed, anyone can teach their skills once they have proven themselves worthy to the appropriate government instances
5. The freedom of speech and the freedom of the the press is guaranteed, except for cases determined by law (in game Press Rights = Free Press)
 - a. Be aware, this is still 19th century Germany, so freedom of speech is really limited in regards to what you can say about Heads of State and the like. If you are unsure about something, it's better to ask an admin first.

6. All citizens of Germany have the freedom to peacefully gather in enclosed spaces without prior consent of the government, public gatherings need prior consent (in game Public Meetings reform = Meetings Allowed)
7. During peacetime, conscription law is determined by the member-states of the German Empire, during wartime a federal draft of four years becomes mandatory. The armies of the German Empire are united under the authority of the Prussian General Staff (in game Conscription reform = Four Year Draft)
8. The right to assembly does not exist equally for everyone. For example, while bourgeois citizens can get away with lobby organizations, interest groups etc., for workers' organizations it depends from case to case. More conservative groups which resemble the medieval guilds are allowed, but cooperatives and syndicates are outlawed. (in game Trade Unions reform = State run only)

Part 6: Changing the Constitution

Any part of Section I, or in game political reforms (these include Political Parties, Upper House, Conscription, Trade Unions, Vote Franchise, Debt Law, Voting System, Slavery, Public Meetings, Political Rights and Press Rights), can be changed through a Constitutional Amendment through the following steps:

1. A Constitutional Amendment must be proposed to the Reichstag and must be titled "Amendment to Part X of the Constitution"
2. The Amendment must then pass through the Reichstag with a 2/3rds majority
3. The Amendment will then go to the Bundesrat, where it also requires a 2/3rds majority
4. After that, the Amendment goes to the Kaiser to be signed, and can thus be vetoed.
5. Once the Amendment has been approved by both Houses and the Bundespräsidium, it goes to the member-states to be ratified, but this is a mere formality

Section II: Player Creation

Part 1: Character Creation

In order to participate in the AAR, one must create a character. To do this, write a character sheet like [this example](#) in a google doc and put it in the character-applications on the Discord server as a published link (not as a shared document). Please note that playing notable historical figures such as Bismarck or Marx will not be possible.

Name: (Please use German names or at least names that you'd find in Germany)

Picture: (What your character will look like, please try to use era-appropriate images)

Sex: (Male or Female, as this AAR mainly takes place in the 19th century, please take into consideration the limits of the time period)

Year of Birth: (You may be any age you wish but younger characters may end up being limited to what they can roleplay)

Place of Birth: (Please try to use German cities, you can be a foreigner living in Germany but be aware that that might lead to certain restrictions)

House: If you play as a noble, you need to include your house in your character sheet

Background: you can choose one primary role and one secondary role from the following list. Choose carefully, as each role has its own benefits:

Primary Role:

Noble: Players who choose to play as nobles will have a higher standing with the Kaiser and will have the ability to ask him for favors using the favor system

As many nobles are famous during the time the nobles inside the IAAR will have the choice of the following ranks in descending order, in order to not contradict history too much or get too close to important historical persons:

Margrave/Markgraf

Landgrave/Landgraf

Count palatine/Pfalzgraf

Graf

Burgrave/Burggraf

Castellan/Kastellan

Baron

Freiherr

Ritter

Edelfrei

Junker

Edler

Commoner: Players who choose to play as commoners will have benefits during elections and will give a 0.5% boost to the faction they are part of.

Secondary Role:

Capitalist: Players who play as capitalists will be able to invest in factories and infrastructure, contributing to the wealth of the German Empire.

Military Officer: Military Officers lead armies into battle and defend the homeland against foreign and domestic threats.

Bureaucrat/Clergyman: Players who play as bureaucrats or clergymen will be the only ones besides the Bundeskanzler who can write bills about technologies in-game and will thus be highly needed to improve the German Empire's scientific knowledge. If no one proposes technologies, the King and MP will decide in game.

Faction Affiliation:

Factions and ideologies in Victoria 2 are a tricky thing and until the year 1848, we will generally only allow people to join one of the following factions. After that, people can make their own factions, taking into account the limitations of the game (no fascism before 1900 etc.). The following factions/ideologies will become gradually unlocked as we go further into the game, the ethics between brackets only serve as a guideline, not as a requirement:

1836:

- The Radicals: radical liberals who think the 1831 Constitution didn't go far enough (Laissez Faire, Free Trade, Pro-Atheism, Full Citizenship, Pro-Military)
- The Liberals: moderate liberals who accept the 1831 Constitution and only propose gradual reform going forward (Laissez Faire, Free Trade, Pluralism, Limited Citizenship, Anti-Military)
- The Conservatives: moderate conservatives who accept the idea of a Constitution but who wish to revise the current one to give the nobility some of their old influence back (Interventionism, Protectionism, Moralism, Residency, Jingoism)
- The Reactionaries: reactionary conservatives who reject the idea of a Constitution and who wish to return to the days of the absolute monarchy (State Capitalism, Protectionism, Moralism, Residency, Jingoism)

1860:

- Communism (Planned Economy, Protectionism, Pro-Atheism, Full Citizenship, Pro-Military)
- Socialism (Planned Economy, Free Trade, Secularized, Full Citizenship, Anti-Military)

1900:

- Fascism (State Capitalism, Protectionism, Moralism, Residency, Jingoism)

Ethics: (See Part 2, also add a line on your views)

Traits: If you are a general or admiral, please choose one background and one personality trait from [this list](#)

Biography: (A brief description is required, although the more the better!)

Part 2: Ethics

Every Player/Faction will need to pick one option for every issue listed below here.

1) Trade Policy

Protectionism	Free Trade
-They believe trade should be protected from foreign influences by imposing tariff walls	-They believe trade should flow freely between different nations and are against high tariff walls
-Minimum tariff can be set at -25%	-Minimum tariff can be set at -100%
-Maximum tariff can be set at 100%	-Maximum tariff can be set at 25%

2) Economic Policy

Laissez Faire	Interventionism	State Capitalism	Planned Economy
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<p>-They believe the economy should not be controlled by the government, but by itself</p> <p>-Minimum tax rate at 0% and maximum at 50%</p> <p>-Factory owner cost is 30% and output is increased by 5%</p> <p>-The government can't build, expand, open, close or subsidize factories, neither can they build infrastructure</p>	<p>-They believe limited intervention is needed in the economy to keep it from collapsing</p> <p>-Minimum tax rate at 0% and maximum at 100%</p> <p>-Factory owner cost is 50% and there is no boost to output</p> <p>-The government can't build factories, but can expand, open, close or subsidize them and they can build infrastructure</p>	<p>-They believe the state should control the commanding heights of the economy</p> <p>-Minimum tax rate at 25% and maximum at 100%</p> <p>-Factory owner cost is 60% and there is no boost to output</p> <p>-The government can build, expand, open, close and subsidize factories and can build infrastructure</p>	<p>-They believe all economic resources should be controlled by the state and the state should take all economic decisions</p> <p>-Minimum tax rate at 50% and maximum at 100%</p> <p>-Capitalists can't build factories but there is a 5% boost to throughput</p> <p>-Only the government can build, expand, open, close and subsidize factories and can build infrastructure</p>
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3) Religious Policy

Atheism	Secularized	Pluralism	Moralism
<p>-Atheism is the opposite of moralism. Rather than holding up one religion as the one true word, atheism actively attacks all religious as illegitimate.</p>	<p>-Secularism is the stance that the government has no place in religion, and should abstain from any and all involvement in religious affairs of any kind.</p>	<p>-This policy holds that each citizen has the right to his own religious views, and that the religious majority (where there is one) has no right to infringe upon this free practice.</p>	<p>-Moralism promotes one religion above all others, and actively seeks to spread the state religion to religious minorities.</p>

4) Citizenship Policy

Residency	Limited Citizenship	Full Citizenship
<p>-They believe that only the Primary Culture should have voting rights</p>	<p>-They believe that all Primary and Accepted Cultures should have voting rights</p> <p>-Non-accepted cultures</p>	<p>-They believe that all cultures should have voting rights</p> <p>-Non-accepted cultures will assimilate at a 25% Global</p>

	<p>have halved votes</p> <p>-Non-accepted cultures will assimilate at a 10% Global Assimilation Rate</p>	Assimilation Rate
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5) War Policy

Jingoism	Pro-Military	Anti-Military	Pacifism
<p>-They believe that territorial expansion and war are the best ways to bring glory to the nation</p> <p>-They allow for a max military spending of 100%, but increase supply consumption by 10%</p> <p>-War exhaustion will be increased by 50% and forming a casus belli sped up by 30%</p>	<p>-They believe that a strong military is needed to defend the nation in times of need</p> <p>-They allow for a max military spending of 100% and do not increase supply consumption</p> <p>-War exhaustion will be increased by 70% and forming a casus belli sped up by 20%</p>	<p>-They don't believe in the need of a strong military and would rather spend their money elsewhere</p> <p>-They allow for a max military spending of 75% and decrease supply consumption by 25%</p> <p>-War exhaustion will be increased by 120% and forming a casus belli slowed down by 20%</p>	<p>-They are against any form of warfare and see peace as the answer to every conflict</p> <p>-They allow for a max military spending of 50% and decrease supply consumption by 50%</p> <p>-War exhaustion will be increased by 150% and forming a casus belli slowed down by 40%</p>

6) Welfare Policy

No state interference	No position set	Populist Welfare	Welfare State
<p>-They believe the state should not interfere in welfare policy</p> <p>-Maximum social spending at 50%</p>	<p>-This is the default position until 1848, after that, people should make a decision</p>	<p>-They use welfare as a populist rhetoric to attract voters, while not 100% in favour of state funded welfare, they will have to keep their voters happy</p> <p>-Minimum social spending at 15%</p>	<p>-They believe that the state should invest in welfare and turn it into one of its core tasks</p> <p>-Minimum social spending at 33%</p>

Part 3: Faction Creation

Once we reach 1848, the option to form your own factions will become available. Every politician should be part of a faction if they want to have influence in the Reichstag. If you wish to join a faction, simply ask the faction leader for permission (this does not need to happen before 1848). If you want to make your own faction, follow the guide below and make a Google doc. Please, before you make your own faction, check if there aren't any similar factions and maybe consider joining one of those. Being part of a bigger faction is often more advantageous to influence the game.

Faction Name: Something sensible, the game master reserves the right to veto silly names

Faction Logo: Please try to use something era-appropriate

Party Leader: (Please keep this up to date, as the person listed as the leader will be contacted by prospective party members)

Ideology: Each party requires to have one of the in game ideologies to work, if there are already too many parties with a certain ideology, the admins might keep more factions from being formed in that ideology group. These are the possibilities:

- Conservative
- Reactionary
- Liberal
- Anarcho-Liberal
- Socialist (available starting from 1860)
- Communist (available starting from 1860)
- Fascist (available starting from 1900)

Ethics: (Just like with characters, a faction needs to choose ethics for each of the 5 policies)

Members: If other players want to be part of your factions, you list them here

Description: (It can be brief or long, but the more you write the more depth rp can be)

[Click Here](#) for a faction template example, although you don't have to follow the exact format, you just need to include all needed information

Faction leaders themselves will be responsible for distributing seats among their members. Just like before 1848, votes in the Reichstag will default to the voting pattern of the faction leader before gameplay starts.

Section III: Game Mechanics

Part 1: Capitalism

Players who choose to play as capitalists will start with a random starting capital ($\$_1$), determined by rolling a D100 and the factory owner cost (C), which is influenced by the government's economic policy, in the following equation:

$$\$_1 = D100 / C$$

After every gameplay session, your capital will increase with a base value which is determined by the tax rate for capitalists (T) and profits from factories you already own (P) in the following equations:

Capital increase for players with less than 1000 capital (includes capital they have in businesses/banks):

$$\$ = (1-T)*\$_1 + \$_1 + P$$

Capital increase for players with more than 1000 capital (includes capital they have in businesses/banks):

$$\$ = 0,1*(1-T)*\$_1 + \$_1 + P$$

Capital increase for players with more than 10 000 capital (includes capital they have in businesses/banks):

$$\$ = 0,01*(1-T)*\$_1 + \$_1 + P$$

These same formulas apply for the capital increase of businesses and banks.

To form a successful business, players must own at least one factory. Depending on the kind of factory, building costs will differ. Building costs will be determined by the in game costs to build a factory (f.e. if a Luxury Clothes Factory costs 18k, you will need to spend 900 capital). Similarly, if players wish to expand their factories, they will also have to spend their capital to do so. This means that the global market prices will influence how much capital players will have to spend on building or expanding their factories. The equation that will be used to determine the price of factories will be the ingame price multiplied by 50.

Every two/three years, players will receive the profit (P) from their factories. Profit depends on how well your factory is doing in the game and will be determined by the profit of semester periods. Take the following example of a Luxury Clothes Factory:

Y1S1: +40

Y1S2: +35

Y2S1: -50

Y2S2: -20

$$\gg P = 40+35-50-20 = 5$$

Players can also work together with other capitalists to invest together in building or expanding a factory. In this way, the cost and the risks are spread, but also the profits. Depending on the deal that was made, costs and profits can thus be spread among several players. But be sure to always inform SibCDC of the details of your deal.

Factories can also be traded among players for capital. For how much capital is up to the players themselves.

Once a player owns a factory, they can only build a second one once their first factory has been upgraded to level 3. This is to prevent players from spamming cheap factories to gain profit. In addition, players can own/be shareholder in up to 3 factories. If you want more than 3 factories, you will have to form a company with at least one other player.

Part 1A: Businesses and Banks:

Once Business Regulations is researched, player owned businesses can accumulate capital by themselves through pooling together capital and profits from different players. Once Business Banks are researched, player owned banks can also accumulate capital by themselves. Once Investment Banks are researched, banks can become shareholders in player owned factories (before that, the individual players that run the bank are shareholder). Be sure to always inform SibCDC of who owns how much shares in everything, so that he can keep track of profits. Having a google document which details this information is always preferred.

One player can not be both majority shareholder in a business and shareholder in a bank, or vice versa. Players who are majority shareholder in a bank, can not be majority shareholder in another bank, same applies to shareholders in businesses. Colonial charters are exempted from this rule.

Money owned by one bank cannot be put in a deposit of another bank (either as a loan or as a deposit), only player or business owned money can be put in banks. Players who own banks can not put more than a quarter of their total owned capital (this includes the capital of their bank) in other people's banks.

Part 1B: Workers' Strikes

Socialist and Communist players, if they are not capitalists or military officers and not part of the Reichstag, will have the ability to incite workers' strikes in other players factories. This essentially means that their factories will not generate any profit for a certain amount of time. Starting a strike will work similarly to how intrigue works, but with less risks for the player who started the strike. Each gameplay cycle, strike leaders can choose one factory they wish to target and in which year. Be sure to tell SibCDC in DM which factory you target and in what year before he does gameplay, so he knows when to affect the profit a certain factory makes.

A dice roll will determine the severity (\neq duration, but rather how violent) and geographical reach of a strike. Such a roll can be influenced by the following modifiers:

- The Factory Owner and Strike Leader are from the same region: +1 for reach
- The Factory Owner and Strike Leader are not from the same region: -1 for reach
- Militancy is above 4 in the province of the factory: +1 for severity
- Militancy is below 1 in the province of the factory: -1 for severity
- Either Unlimited Work Hours or below Acceptable Wage: +1 for both severity and reach

Two D10 will determine the severity and the reach of the strike respectively, according to the following distributions:

Severity → Reach ↓	1-4	5-7	8-9	10
1-4	The targeted factory loses half its profit for half a year	The targeted factory loses all its profit for half a year	The targeted factory loses half its profit for a year Strike leader can be fined	The targeted factory loses all its profit for a year Strike leader can be imprisoned
5-7	All factories in the same province as the targeted factory lose half their profit for half a year	All factories in the same province as the targeted factory lose all their profit for half a year	All factories in the same province as the targeted factory lose half their profit for a year Strike leader can be fined	All factories in the same province as the targeted factory lose all their profit for a year Strike leader can be imprisoned
8-9	All factories in the same province and surrounding provinces of the targeted factory lose half their profit for half a year	All factories in the same province and surrounding provinces of the targeted factory lose all their profits for half a year	All factories in the same province and surrounding provinces of the targeted factory lose half their profits for a year Strike leader can be fined	All factories in the same province and surrounding provinces of the targeted factory lose all their profit for a year Strike leader can be imprisoned
10	General Strike: All factories lose half their profit for half a	General Strike: All factories lose all their profit for half a	General Strike: All factories lose half their profit for a year	General Strike: All factories lose all their profit for a year

	year	year	Strike leader can be fined	Strike leader can be imprisoned
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The effects of a strike will always be announced to capitalist players after the gameplay session in which the strike occurred. After three fines, a strike leader can be sent to debt prison for a maximum of five years.

Part 2: Royal Favors

The Nobility (German: Adel) of the German Empire has always held considerable influence within the royal court, to simulate this influence within the confines of the IAAR noble players will have access to “Royal Favors” a point based currency that they can spend to get the Kaiser to i.e. grant the privileges, support their laws (Be creative, if the Kaiser could be helpful to your endeavors royal favors are the way to go!).

Each noble player will have a default of **5 Royal Favors per election cycle**, which they can spend to try to influence the Kaiser (keep in mind that the Kings are historic personalities and will be played similarly to how they behaved IRL, but with alterations depending on how our scenario goes).

Nobles with interests that don't go along may end up competing for the Kaiser's favor. (Sidenote: Not all of your Favors have to be spent at once)

Bonuses and Penalties:

Certain Nobles may get bonuses or penalties depending on their standing within the royal court and the eyes of the Kaiser. This standing can be improved by i.e. marrying into the royal family, fulfilling requests for the King/Bundespräsidium, etc.

However the standing of the nobles can also decrease if i.e the Kaiser just granted you a favor, your opinions fundamentally clash with the Kaiser's policies, etc.

NOTE:

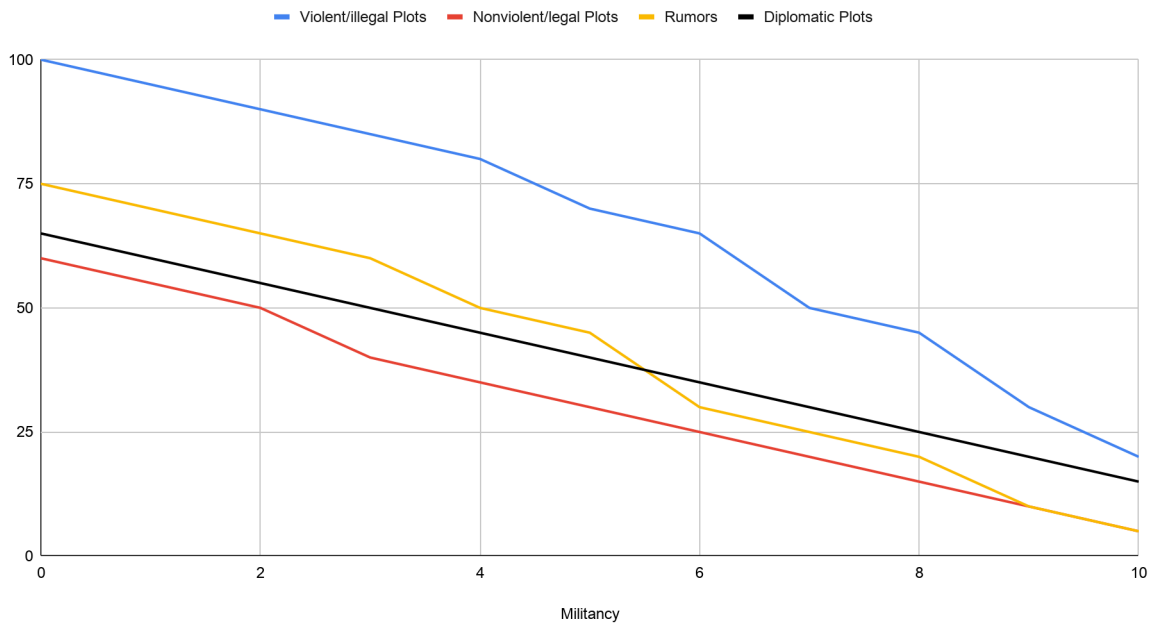
- **Bonuses and Penalties usually apply only for one cycle, then things get reset to the normal 5 points (Exceptions do exist should i.e. the political leanings of your character run in a contrary direction of the Kaiser)**
- **You cannot save up points, they reset every election**
- **There is no guarantee that your favor will be granted, but the chances may increase if you have good arguments and you are persistent**
- **If you choose to spend Royal Favors for anything, you will still need to do the leg work. Write a letter or arrange a meeting with the Kaiser and add the following to show you spend Royal Favors:
(**Spending x amount of Royal Favors**)**

Part 3: Intrigue

Intrigue is a system used to achieve your ends in a either barely legal way or even outright illegal. The success of a plot is determined via dice throw together with a bonus depending on your ic position. In addition, the success of a plot also depends on the militancy of the province (or provinces) in which your plot occurs.

The number of the D100 you will need to succeed compared to militancy looks like this:

Violent/illegal Plots, Nonviolent/legal Plots und Rumors



Militancy	Violent/illegal Plots	Nonviolent/legal Plots	Rumors	Diplomatic Plots
0	100	60	75	65
1	95	55	70	60
2	90	50	65	55
3	85	40	60	50
4	80	35	50	45
5	70	30	45	40
6	65	25	30	35
7	50	20	25	30
8	45	15	20	25
9	30	10	10	20
10	20	5	5	15

The plots are divided into 4 different Categories with differing punishments should you fail.

- **Violent/Illegal Plots:** Everything from framing for a major crime to outright murder will fall in this category (Anything that would hurt a character personally and not just his wealth)
- **Nonviolent/Legal Plots:** those plots as everything that is not exactly illegal or only unsavory, such as Framing for minor crimes, sending anonymous letters, threats, Investigations, property damage etc.
- **Rumors:** General Hearsay about a character, which would tarnish their reputation (Even when you know better ooc, these are to be considered facts ic, until they can be disproven with an investigation plot (legal plot))
- **Diplomatic Plots:** With these Plots you can help advance your goals and/or help the nation by providing War Goals, however failure may cost your character dearly, depending on your position

Generally speaking will every Character only be able to start/partake in one plots per election cycle! (More plots may be allowed with Admin permission, mostly minor ones i.e. anonymous letters)

Appropriate Ministries may launch investigations into crimes/plots, regardless of the plot limit (One Investigation per Plot), but the bonus of the Minister may only be used once (limit)

Your position in the RP will also grant you bonuses (Meaning instead of i.e. 95 the Reichskanzler would only need to get a 90):

Reichskanzler: Bonus of 5 to your throw

Minister: Bonus of 4 to your throw, if the Plot is connected to the Ministry

General/Admiral: Bonus of 3 to your throw if the Plot is connected to your Deployment

Governor: Bonus of 2 to your throw, if the Plot is connected to the colony you are in

Member of the Reichstag: Bonus of 1, unless you are Chancellor

Factory Owner: Bonus of 1, if the Plot is connected to your industry

Regular Player: No Bonus

These bonuses are cumulative

(i.e. Chancellor and General can receive a +8 Bonus (+5 Chancellor, +3 General), if the Plot fulfills the requirements)

Not all Plots fall neatly into one of the four categories, but be creative it may help you. To see what category your plot is, if it isn't clear, ask one of the Admins they will help you.

Part 4: Protests

Players outside the Reichstag or Military may choose to organize Protests in order to bring attention on certain topics. Rolls will determine the size of the protest as well as the severity (violence). The Minister of the Interior as leader of the Gendarmerie may also involve himself once a certain severity is reached and disperse the protest.

Players may only hold one Protest per Gameplay Update.

These Protests do not influence ingame Militancy.

As the protests have to be announced to local authorities the leader of these protests is publicly known.

The Rolls are as follow:

Severity → Size↓	1-4	5-7	8-9	10
1-4	Small Group, less than 100, mostly peaceful	Small Group, less than 100, small violent outliers	Small Group, less than 100, escalation of violence, major property damage and attacks on authorities (Minister of Interior may order disperse) Leader of Protest can be arrested	Small Group, less than 100, full on riot (Minister of interior may call in the Army after coordination with Minister of War) Leader of Protest can be arrested
5-7	More than 1000 people, but only in one city, mostly peaceful	More than 1000 people, but only in one city, small violent outliers	More than 1000 people, but only in one city, escalation of violence, major property damage and attacks on authorities (Minister of Interior may order disperse) Leader of	More than 1000 people, but only in one city, full on riot (Minister of interior may call in the Army after coordination with Minister of War) Leader of Protest can be

			Protest can be arrested	arrested
8-9	Many large crowds in up to 5 major cities, mostly peaceful	Many large crowds in up to 5 major cities, small violent outliers	Many large crowds in up to 5 major cities, escalation of violence, major property damage and attacks on authorities (Minister of Interior may order disperse) Leader of Protest can be arrested	Many large crowds in up to 5 major cities, full on riot (Minister of interior may call in the Army after coordination with Minister of War) Leader of Protest can be arrested
10	Large Protests in almost all German cities, mostly peaceful	Large Protests in almost all German cities, small violent outliers	Large Protests in almost all German cities, escalation of violence, major property damage and attacks on authorities (Minister of Interior may order disperse) Leader of Protest can be arrested	Large Protests in almost all German cities, full on riot (Minister of interior may call in the Army after coordination with Minister of War) Leader of Protest can be arrested

Additionally +1 per militancy level in the province of the protest will be added for severity

Part 5: Elections

Part 5A: Elections

Elections determine the composition of the Reichstag's 500 seats. As most of the voter base comes from the Discord server, election results purely based on Discord votes tend to get repetitive after a few iterations, that is why 33% of the seats will be distributed semi-randomly. Parties will be able to influence this 'randomness' through their roleplay

and actions, but they will also be influenced by in game factors such as scandal events or revolts. Outlined below is the method by which 33% of the seats (currently 167 seats) will be distributed to the various parties.

Three factors will determine the popularity of a party going into the elections. This popularity will impact the distribution of 33% of the seats in the Reichstag. During elections, each party will get three D33 rolls that basically translate into their popularity. The three factors outlined below will be added as modifiers to each of their respective rolls. In the end, the popularity of each party will be weighed against each other and determine the outcome of the elections (an example will be provided below the explanation of each of the factors).

Factor 1: Party Cohesiveness

The first factor is party cohesiveness and is not only determined by the cohesiveness of its members (f.e. do party members more or less vote in line with the rest of the party), but also by the fact whether or not the actions of the party reflect their ethics and if they have a cohesive message for the voter. In practice, each of these things influence the overall party cohesiveness and will result in a number from -10 to 10 which will be added to the dice roll.

Factor 2: Party Image

The image of a party is decided by how they are perceived by the public. If a party is a member of the governing coalition and during their time in office, a major rebellion breaks out, their image will be negative. However, if during their time in office, Germany is prospering, they will have a positive image. This factor is thus greatly influenced by in game events. That does not mean that one speech in the roleplay can't ruin a party's image. Thus a number from -10 to 10 will determine the public image of a party.

Factor 3: Ideological Popularity

Ideological popularity is influenced by the in game strength of the various ideologies. Contrary to the other factors, ideological popularity only has a range of -3 to 3. The three biggest ideologies respectively get a +3, +2 and +1, while the three smallest ideologies respectively get a -3, -2 and -1. Any ideology in between just gets a 0.

Example:

Let's say we have three parties in our Reichstag: 1) Generic German Conservative Party (CP), Generic German Liberal Party (LP) and Generic German Socialist Party (SP). Each party has different values for each of the factors and thus each will have different modifiers on their rolls.

Factor 1: Party Cohesiveness

- Conservatives:
 - Let's say the conservatives aren't really a cohesive bunch of politicians. They almost never vote in line with their party leader, no one really knows what their party stands for and the actions of their members do not in any way reflect their ethics. As a result, they get a -8 for their party cohesiveness.

- So if they roll a 22 for party cohesiveness, the end result is 14 ($=22-8$)
- Liberals:
 - Let's say the Liberals are a bit more in line in terms of voting behavior, with only one or two instances of out of line voting, they have a clear image to the voter and they stay true to their party ethics, but there is one loud member who keeps openly criticizing the actions of their party leader. As a result, their party cohesiveness will be somewhere around 6.
 - So if they roll a 14 for party cohesiveness, the end result is 20 ($=14+6$)
- Socialists:
 - Let's assume the Socialists are all voting in line with the party leader, no one openly criticizes the party or its leadership and they have a clear ideology which the voter can clearly identify with. As a result, their party cohesiveness might be somewhere around 8.
 - So if they roll a 29 for party cohesiveness, the end result is 33 ($29+8 = 37$, but the value caps at 33)

Factor 2: Party Image

- Conservatives:
 - Let's say the Conservatives have a relatively good image. They have been in government for the past five years and Germany has been thriving. They've had no scandals in game and in the roleplay, the members behave in such a way that they can be considered popular in the public eye. As a result, their party image is somewhere around 8.
 - So if they roll a 14 for party image, the final result is 22.
- Liberals:
 - Let's say the Liberals were involved in some sort of opium scandal, in addition, one of their members made some questionable speeches and has behaved really strangely. As a result, their party image might be around -4 or something.
 - So if they roll a 2 for party image, the final result is 0 ($2-4=-2$ but the value caps at 0)
- Socialists:
 - Let's say Germany just had a major militant socialist revolt, in addition some members of the Socialist Party were imprisoned and an in game scandal event affected the party. As a result, their party image might be around -9.
 - So if they roll a 33, the final result is 24.

Factor 3: Ideological Popularity:

- Let's say that socialism is the biggest ideology in game, conservatism is the third biggest and liberalism is the third smallest. As a result, the socialists will get a +3, the conservatives a +1 and the liberals a -1.
- So if the conservatives roll a 15, the final result is 16.
If the liberals roll a 21, their final result is 20.
If the socialists roll a 19, their final result is 22.

So considering the added values of all the parties, these are the end results for their popularity:

- Conservatives: $14+22+16=52$ (30.4% of the total of all parties)
- Liberals: $20+0+20=40$ (23.4%)
- Socialists: $33+24+22=79$ (46.2%)
- Total = 171

So the 167 seats would be distributed in the following manner:

- Conservatives: 51 seats
- Liberals: 39 seats
- Socialists: 77 seats

Part 5B: Electoral Systems

Because different electoral systems have different effects on elections and parties, this will be simulated in the elections. Listed here are the different effects of each system.

First-Past-The-Post (FPTP):

In FPTP, large parties win almost always. To simulate this, the two biggest parties in elections will receive a 100% of the seats they won. Starting from the 3rd biggest party, this percentage will drop down in the following manner:

1st biggest party: 100%

2nd biggest party: 100%

3rd biggest party: 50%

4th biggest party: 50%

5th biggest party: 50%

etc.

The seats which are lost by the smaller parties, will be redistributed among the two biggest parties according to the size of those two parties.

Example:

Party	Percentage of the Votes	Percentage of the seats after FPTP
Party 1	40%	46,7% (= $40 + 40/(40+35)*25/2$)
Party 2	35%	40.8% (= $35 + 35/(40+35)*25/2$)
Party 3	25%	12,5% (= $25/2$)

Jefferson/D'Hondt Method:

All parties that receive less than 5% do not get any seats. The seats they would receive in a fully proportional system are distributed to the other parties.

Example:

Party	Percentage of the Votes	Percentage of the seats after D'Hondt
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Party 1	40%	41.2% (= $40/(40+35+22)*100$)
Party 2	35%	36.1% (= $35/(40+35+22)*100$)
Party 3	22%	22.7% (= $22/(40+35+22)*100$)
Party 4	3%	0%

Proportional Representation:

All parties receive seats according to a proportional representation of votes into seats. In other words, 50% of votes means 50% of the seats in the Reichstag.

Example:

Party	Percentage of the Votes	Percentage of the seats
Party 1	40%	40%
Party 2	35%	35%
Party 3	22%	22%
Party 4	3%	3%

Part 6: Chartered Colonial Companies

Chartered Colonial Companies become unlocked once Business Regulations is researched. Chartered Colonial Companies must be independent companies (which means the companies themselves can't own any shares in factories or banks, but banks and other companies can be shareholders in a colonial company). Such companies will receive charters from the Reichstag for a determined period of time and for a certain in game state (for example 10 years in Togo). A company can have multiple charters for multiple regions, but they always have to receive them from the Reichstag separately. This means that to obtain a Colonial Charter, you have to propose it as a bill in the Reichstag. Such a proposal would look like [this](#).

Once a colonial company has received a charter, they are allowed to levy irregulars and build transports to outfit an expedition and establish a colony. They will have to pay for those troops with Capital. Charter companies can also try to hire player military officers to lead their expeditions, but be aware that you'd need the Kaiser's permission.

When a chartered colonial company is successful, they "own" a piece of land which is essentially a colony. This means they own the RGO's produced in that colony and receive the value of that RGO in Capital after every gameplay update. If they fail (i.e. their expedition gets slaughtered by natives), the next expedition will be 150% more expensive.

Once a Colonial Charter runs out, the leadership of the colony is transferred to the State and the Kaiser may appoint a colonial governor. In addition, any and all expedition forces will be disbanded (transports won't be). The colonial company will still get profits from the RGO, but 30% of the profits will go to the governor. Governors who are not capitalists have to choose the person(s)/company who will instead receive the 30%.

BE AWARE: living in the colonies in the 19th and 20th centuries is mutually exclusive with a political career in the Reichstag in Berlin

Part 7: Character Deaths

Characters may die in several ways listed below, some are honourable, some are not:

- Dying in battle: if your character is a general in game, there is a chance that they might die in game in a battle, in that case a notification will pop up
- Dying from old age in game: if your character is a general in game, they may also die from old age due to a notification popping up
- Death by trial: if you have broken the law and committed treason, your character may end up dead
- Death by plotting: your character might be the victim of a successful PvP plot and die as a result
- Death from old age: if you have no role in game, you may still die of old age. We will use the following system for characters who have reached the age of 50 years old;
 - Every 5 years (50, 55, 60, etc.) You roll a d100 to decide if you get a health risk. The roll has to be 21 or higher to stay healthy. In your 50s, you roll once, in your 60s twice and so on (ie. Once at 50, once at 55, twice at 60, twice at 65, thrice at 70, thrice at 75, so on).
 - If you get a health risk, you roll a d10 to decide the severity. A 5 roll will result in you rolling a d100 that year and every year after, having to roll above 5 the first year, above 10 the second year, above 15 the third year and so on. If you roll a 6, it'll be above a 6 the first year, above 12 the second year, above 18, etc.
 - If you ever roll below the required amount to stay alive, you die
 - If you still don't have a health risk at 90, you will automatically get a level 10 health risk
 - You can only have one health risk at a time

Players have to accept the fact that they died. Once they accept this fate, they can continue participating by simply making a new character.

Section IV: In game information

Part 1: Social Reforms

The German Empire's Social reforms are listed below to make it easier for players to keep track of which ones are already enacted. Some also have a description of what they do to make the writing of bills more representative of what the actual in game effects actually are (and to prevent people from doing too much ahistorical things).

Minimum Wage:

- No Minimum Wage
- Trinket Minimum Wage
- Low Minimum Wage
- Acceptable Minimum Wage
- Good Minimum Wage

Safety Regulations:

- No Safety Regulations
- Minimal Safety Regulations
 - Factories are required to provide proper ventilation and a regularly cleaned workspace. Workers can sue their employers in case of an accident but they rarely win any compensation. When they do the amount is usually negligible. Safety regulations only apply to factories.
- Limited Safety Regulations
 - Safety regulations extend to agricultural, civil construction and mining sectors. In mines, the use of safety lamps is mandatory. Employees suing their employers still have a hard time winning any significant compensation, but the government offers help to the affected families, albeit the amount given is barely enough to scrap an existence.
- Regular Safety Regulations
 - Safety regulations extend to all workplaces in our country. Government agencies label agricultural chemicals for toxicity and potential health impacts, mining and construction workers are required to use protection gear and hand brakes operated by workers riding on top of train cars are abolished. Employees have their rights guaranteed and getting compensation for accidents that happen due to employer negligence is a common occurrence. Government help to the victims is reasonable.
- Good Safety Regulations
 - Safety regulations extend to all workplaces in our country and cover potential psychological problems due to extended isolation and even minor injuries. Employers are obliged to supply workers with protection equipment and safety training. Warnings and reminders are spread through the workplace to guarantee workers remember their safety instructions.

Getting compensation for employer negligence in the workplace is easy and the government supports victims with a good amount of money.

Pensions:

- No Pensions
- Trinket Pensions
- Low Pensions
- Acceptable Pensions
- Good Pensions

School System:

- No School System
 - There's no organized school system or budget for education. The scarce literacy gain that is achieved comes from religious schools or it is based on informal community teaching, though these places get some funding, indirectly from the government. Higher education institutions are either non-existent or completely religious and medieval.
- Basic School System
 - A rudimentary school system exists in the capital and a few important cities but enrollment is completely optional. Schools limit themselves to teaching pupils how to read and write. There's no government agency to inspect schools and they have no common standards for teaching, with the few courses that exist being overcrowded. Private schools are commonly in the same conditions. Teachers don't have professional formation and are often just literate men, while pupils often leave school without being properly schooled.
- Acceptable School System
 - Schools can be found in every major and most of the medium cities. A government agency exists to ensure quality standards in education and to inspect that proper facilities are used for it. Enrollment is encouraged and sometimes it's outright mandatory, but it's not properly enforced and pupils often don't go to school for a variety of reasons. Children are also taught math and a few other subjects. Education institutions for teenagers are starting to appear, and secular, higher education institutions for adults are common. Teachers are formally trained, but oftentimes poorly.
- Good School System
 - Schools can be found in almost every city. Government agencies take education with the utmost seriousness, and enrollment is mandatory and tightly controlled. Children and teenagers are taught pedagogy during their formation. Literacy campaigns for adults and the elderly are a part of the government's effort to eradicate illiteracy. Higher education institutions are considered good, with opportunities for the poor classes to enroll.

Child Labor:

- Child Labor Legal
- Child Labor Restricted

- Child Labor Illegal

Max. Work Hours:

- Unlimited Work Day
- 14 Hour Work Day
- 12 Hour Work Day
- 10 Hour Work Day
- 8 Hour Work Day

Unemployment:

- No Subsidies
- Trinket Subsidies
- Low Subsidies
- Extended Subsidies
- Generous Subsidies

Health Care:

- No Health Care
 - The government doesn't care about healthcare and no funding for it exists. The few health institutions that exist are inherited from medieval times and are equipped accordingly. The medical career is an informal profession mainly linked to the church. Hospitals use rudimentary lighting, facilities are overcrowded and infectious diseases round the halls and corners of the buildings. Prayers are commonly recommended to treat ailments.
- Trinket Healthcare
 - Doctors and nurses have a rudimentary understanding of wounds and diseases, partially relying on old beliefs when treating patients, but they do have formal training. Hospitals have rules to reduce overcrowding (beds are spaced a meter apart), provisions for ventilation, and the sewers leading from the hospital are flushed several times a day while the latrines/drains are disinfected with peat charcoal. There is meager collection of patient data but there aren't any proper sanitation standards for hospitals nor government agencies to check them. Healthcare facilities are hard to find.
- Low Healthcare
 - Doctors and nurses are starting to understand wounds and diseases better during their studies and apply the principles of the so-called "germ-theory" when treating patients. A Sanitary Commission was founded and its agents can be seen patrolling the hospitals, albeit infrequently, to guarantee a rudimentary sanitation standard. Healthcare facilities are starting to become common.
- Acceptable Healthcare
 - Medicine is a fully-fledged profession, with doctors and nurses graduating with complete understanding of the human body and a vast knowledge of diseases and how to treat them. Sterilization of the facilities and equipment is common, with Chamberland Filters used to filter water and the Chamberland Autoclave used for heating solutions above their boiling point

to destroy dangerous microorganisms. Government agencies exist to enforce sanitation controls and ensure there's no overcrowding. Finding a clinic in an urban center is a relatively easy job and hospitals abandoned oil lamps in favor of gaslights that increase the efficiency of staff.

- Good Healthcare
 - The discovery of several vaccines revolutionized medicine with vaccination being mandatory or strongly encouraged by the government. Doctors now use pharmaceuticals to treat patients and full sterilization of all medical equipment and facilities, quarantine procedures for infectious diseases and proper disposal of medical waste are mandatory practices enforced by the sanitation standards of the government agencies. Finding clinics or hospitals in smaller population centers is common, overcrowding is rare and some smaller health centers are starting to appear even in rural areas. Hospitals are equipped with modern electric lights and informational posters for staff.

Penal System

- Capital Punishment
 - Convicts are killed for relatively minor crimes
- Transportation
 - Prisoners are sent to either far away or inhospitable places in the mother-country or to its colonies. This, however, increases the load on the bureaucracy
- Incarceration
 - Convicts are imprisoned with the intent of removing undesirables from society, though they aren't used for hard manual labor most of the times.
- Rehabilitation
 - Convicts are imprisoned with the intent of reforming them and reintroducing them into society

Cultural Rights

- Restricted Rights
 - Only the first class citizens of the country are allowed to participate in the political life, all the other groups are segregated. Becoming a first class citizen is hard and extremely limited.
- Cultural Rights
 - Persons from the country's culture are allowed to participate in the political life of the country and citizenship is greatly facilitated for these people.
- All Allowed Rights
 - All legal immigrants, regardless of the culture, are allowed to vote. Acquiring citizenship status is facilitated.

Part 2: Researched technologies

Below is a list of all technologies that have been researched so far.

Green = Researched

Yellow = Currently being Researched

Blue = Queued

Orange = Available for Research

Red = Unavailable for Research

Army:

Army Doctrine	Light Armament	Heavy Armament	Military Science	Army Leadership
Post-Napoleonic Thought	Flintlock Rifles	Bronze Muzzle-loaded Artillery	Military Staff System	The Command Principle
Strategic Mobility	Muzzle-loaded Rifles	Iron Muzzle-loaded Artillery	Military Plans	Army Professionalism
Point Defense System	Breech-loaded Rifles	Iron Breech-loaded Artillery	Military Statistics	Army Decision Making
Deep Defense System	Machine Guns	Steel Breech-loaded Artillery	Military Logistics	Army Risk Management
Infiltration	Bolt-action Rifles	Indirect Artillery Fire	Military Directionism	Army NCO Training
Modern Army Doctrine	Modern Divisional Structure	Heavy Armament	Aeronautics	Great War Experience

Navy:

Naval Doctrine	Construction and Propulsion	Naval Engineering	Naval Science	Naval Leadership
Post-Nelsonian Thought	Clipper Design	Naval Design Bureaus	Alphabetic Flag Signaling	The Command Principle
Battleship Column Doctrine	Paddle Steamers	Fire Control Systems	Naval Plans	Naval Professionalism
Raider Group Doctrine	Screw-Propelled Steamers	Weapon Platforms	Naval Statistics	Naval Decision Making
Blue and Brown Water Schools	Steel Steamers	Main Armament	Naval Logistics	Naval Risk Management

High Sea Battle Fleet	Steam Turbine Ships	Advanced Naval Designs	Naval Directionism	Naval NCO Training
Modern Naval Doctrine	Oil-Driven Ships	Modern Naval Design	Naval Integration	Modern Naval Training

Commerce:

Financial Institutions	Monetary System	Economic Thought and Critique	Market Functionality	Organization
Private Banks	No Standard	Early Classical Theory	Freedom of Trade	Guild-based Production
Stock Exchange	Ad-Hoc Money Bill Printing	Late Classical Theory	Market Structure	Organized Factories
Business Banks	Private Bank Money Bill Printing	Collectivist Theory	Business Regulations	Scientific Management
Investment Banks	Central Bank Money Bill Printing	The Historical Theory	Market Regulations	Time-saving Measures
Bank Inspection Board	Modern Central Bank System	Neoclassical Theory	Economic Responsibility	Management Strategy
Mutual Funds	Market Determined Exchange	Keynesian Economics	Government Interventionism	Organizational Development

Culture:

Aesthetics	Philosophy	Social Thought	Political Thought	Psychology
Classicism & Early Romanticism	Enlightenment Philosophy	Malthusian Thought	The Rights of Man	Introspectionism
Romanticism	Idealism	Positivism	Ideological Thought	Associationism
Realism	Empiricism	Functionalism	State & Government	Phenomenalism

Impressionism	Analytic Philosophy	Biologism	Nationalism & Imperialism	Experimental Psychology
Expressionism	Phenomenology	Social Science	Revolution & Counterrevolution	Psychoanalysis
Mass Culture & the Avant Garde	Anti-Rationalism	Social Alienation	Mass Politics	Behaviorism

Industry:

Power	Mechanization	Metallurgy and Mining	Infrastructure	Chemistry and Electricity
Piston Steam Engine	Mechanical Production	Hot Blast Process	Experimental Railroad	Basic Chemistry
High-Pressure Steam Engine	Interchangeable Parts	Mechanized Mining	Early Railroad	Medicine
Compound Steam Engine	Semi-Automation	Regenerative Furnaces	Iron Railroad	Inorganic Chemistry
Steam Turbine	Pneumatic and Hydraulics	Drilling and Blasting	Steel Railroad	Organic Chemistry
Combustion Engine	Assembly Line	Open Hearth Furnace	Integral Rail System	Electricity
Electrical Power Generation	Shift Work	Electric Arc Furnace	Limited-Access Roads	Synthetic Polymers

Section V: RP Rules

Part 1: General Rules of Etiquette

The whole point of this role play is to have a good time and enjoy a political sim. Here are some general rules to follow to ensure everyone has fun.

1. As a general rule, if a moderator asks you to stop doing something please listen to them as they are just trying to keep the server a positive place for everyone.
2. Please no racism, sexism, etc.
 - a. We know that the time period lends itself to these kinds of things, but for the sake of the AAR we will ask to refrain from these things.
3. Please try to avoid metagaming, it does nothing but ruin roleplay for everyone

- a. Note that information on the forums is not in-character information and should not influence your roleplay decisions
 - b. Please don't use information from ic-general chats unless your character is part of the event or is told about it from one of the characters there
4. Always respect other players when they are roleplaying. If players are having ic discussions **DO NOT** post out of character comments in the channel or barge in on them without their permission or a super valid reason.
 - a. If you are messing with players while they are trying to roleplay in-character a moderator may suspend your message privileges in that chat.
5. When your character is doing actions please use * at the start and end of the actions so it will come out as *italics*
6. Regarding the use of ic-chats: As they are supposed to represent public speeches and conversations there will be **no take backs or retcons** (unless approved by an Admin), so please think before you write anything as it may have consequences such as backlash from political opponents or reprimands by the King (Corrections of simple typos are of course allowed)
7. Since DMs cannot be watched over they will be considered out of character. Please do your roleplay within the server! The fun of reading what is going on in Germany is a huge part of the fun and if everyone is talking in DMs there will be little roleplay going on.
 - a. While we understand that talking in DMs is important to figure everything out we ask that you roleplay out the deal or meeting in-character as well. For proof that you roleplayed the event rather than just talked about it secret.
 - b. If you feel someone is metagaming and using please report it to one of the online moderators to check on the situation.
 - i. Note that if someone calls you out on metagaming something and your only excuse is you talked in DMs it will not be a valid excuse because DMs are out of character
8. If you are using a IC-General chat room and no one has spoken for two hours, someone else can take over the channel and start to RP. We only have three channels so if you are hogging one without using it, others can take it.
 - a. Also if you invite someone to a IC-General chat, you can't start up a different IC-General chat. Again there are only three and you don't need to be taking up more than one at a time.
 - i. If someone invites you to RP and starts the talks then you may RP with them in another channel while you continue your own.
9. Once a character has been made and approved and a player has started to RP with them, that player is locked in with that character for at least two election cycles (=10 years). This is in order to make it so people don't just throw characters away in the middle of events and to ensure that a character who has participated in important events doesn't just disappear.
 - a. There are exceptions to this such as your character passing away of old age or if you have a good reason to have them step down in some way (will have to be approved by one of the admins if the character hasn't gone through two entire election cycles).

- b. If you want to kill off your character, you always have to go through the admins first.
- 10. Vote poaching is not allowed, voting multiple times is not allowed, telling people who do not follow the iAAR to vote for you isn't allowed, in general telling people to vote for you in DMs is not allowed.
- 11. If the RP-part of the iAAR goes really out of hand, the admins can choose to suspend the interactivity temporarily until things have calmed down. This means that players will lose the ability to roleplay and will only be able to vote in elections. This is to ensure that the AAR lasts well into the 20th century.

Part 2: Reichstag sessions

Reichstag debating sessions will be held in line with a schedule (announced every week in the Discord). If you can't make it to the debate, don't worry, you can still vote on the bills until all of them have either passed or failed. Once all bills have reached the needed majority to pass or fail, the Reichstag is closed and gameplay shall begin. If you haven't voted after 24 hours since the Reichstag was opened, your votes will follow the voting pattern of the faction leader.