

****PLEASE READ THIS BEFORE CLAIMING****

****ANY QUESTIONS? PLEASE SEND ANY THEM TO**

[HERE](<http://www.reddit.com/message/compose?to=%2Fr%2Fempirepowers>)**

##CONCEPT

This subreddit is all about roleplaying, making friends, and having fun. Don't expect to win the game.

##TIME

* 1 Day IRL = 2 Months In Empire Powers

* Monday isn't counted. Time doesn't progress on Mondays. Only META and CLAIM posts are allowed on Mondays

* By this logic, 1 Week IRL = 1 Year in Empire Powers

##CLAIMING

There are two ways to claim:

* Claim a nation that is unclaimed.

* Ask a claimant for permission to be a governor/cabinet member or other position of theirs.

You must do research on the time period for the country that you're claiming! Also, if the game has already been running for a while, do research on anything that previously happened to your nation. ****If you do not post at least one [EVENT] post per IRL week, you will be considered "inactive", and you're claimed country (if applicable) will become available for others to claim.****

##CIVILIZATION

Realize that certain nations are MUCH more technologically advanced than others. Europeans are the most advanced, with American and African nations being the least advanced. Even in the most advanced, Europe, there are certain nations that are even more advanced than others (Western Europe usually more advanced than Eastern Europe). If you're unsure of how advanced a certain nation is, please ask the mods. Nations can catch up and become more advanced than they were when they started, but it isn't something easy. All technologic advances must be realistic for the nation and time period.

The process of civilizing will involve slowly adopting civilized nation traditions/culture and researching/gaining civilized nation technology. As an uncivilized nation, you're much more likely to be conquered and colonized by civilized nations. They have weapons such as muskets while you'll mostly be using weapons such as spears and swords. Civilized nations can make

you into their protectorate meaning that they have influence over your nation, but they'll assist you technologically.

Don't expect to be able to civilize quickly. It's a slow process. Still, as an uncivilized nation, you can get ahead of others. Westernizing (another word for civilizing) will cause a lot of internal struggle for your nation, so it won't be all peaceful. **To begin civilizing, you must have a lot of contact with a western nation!**

It is possible to claim a tribe(such as native Americans), but it is also discouraged in most situations. The reason it is discouraged is because these tribes are usually uncivilized, small, and irrelevant. It's unlikely that you'll be able to do much, but if it's what you really want, good luck.

##COLONIZATION

Make a colonization post about where you're trying to colonize, and the mods will decide the outcome of the attempt. If you have a lot of land in one area, it's encouraged that you make a colonial company. The only real reasons for it being encouraged is that that land may be less rebellious with no foreign ruler in charge, and being a colonial governor is a great position to give to any player who wants to claim. Perhaps make a meta post offering the position of colonial governor if you're interested. A colonial company will be able to make some of its own decisions, but they'll be underneath a greater government. They also have to pay a portion of their income to their colonial overlord (how much is decided by colonial overlord. Normal would be about 20-30%).

##OTHER EXPANSION

The only other way to expand is through diplomatic agreements or through war demands. You can choose to annex land, make a nation a puppet of yours, make a nation a protectorate of yours, or many other options. The choice is yours.

##WAR

To declare war or join a war, you must do so with a [WAR] post. You must also include a valid reason for declaring or joining.

Unlike most xpowers subreddits, wars will have many battles. Start any battle by posting a [BATTLE] post and describing your forces and where they're being sent to and from. Once the opponent gives their forces and movements into the battle, a mod will determine the outcome based on amount of forces, types of forces, military technology, morale, war support, terrain, and any other factors that need be applied to the situation. There is no set calculation for this, and it will be decided by rough estimates and expectations (all mods in charge of this will not also claim one of the nations involved).

As the war progresses, both sides can ask the other side for peace. White peace means neither side gains or loses anything. Other peace offers would involve one side being the victor and gaining something (land, money, influence, colonies, etc.). Mods may get involved if peace offers are being declined for too long under circumstances that it'd be unrealistic to decline them (for example taking leader or capturing entire nation).

##ECONOMY SYSTEM

We apologize for any inconveniences, but we have not yet decided on an economic system. Any suggestions are greatly appreciated.

CURRENCY: MODERN USD (as this is the most common currency among users) See [HERE](<http://www.xe.com/currencyconverter/>) for conversions.

##MOD ROLES

Mods that don't claim a country will determine outcomes for posts/battles when applicable and give realistic AI responses/military actions whenever a player needs to interact with an unclaimed nation. Examples of situations:

POST: France has military recruitment effort. MOD REPLY: 5000 sign up.

POST: Sweden offers (UNCLAIMED NATION) \$10 for a ship MOD REPLY: (UNCLAIMED NATION) declines your offer. They find such a low price for a high quality ship insulting.

POST: Austria attacks Warsaw with 5k soldiers and 2k cavalry MOD REPLY: The attack fails miserably as the larger Polish forces hold their ground around the city. Austrian losses: 3k soldiers and 1.5k cavalry. Polish losses....and so on.