Cold War-United States

Here in the United States, you will start with:

* 15 farms
* 4 mines
* 4 factories
* 8000 resources
* A population of 139.9 million people

Each round, each factory can build EITHER:

* One missile
* One defense system
* One factory
* One mine
* One farm

One defense system will block one missile

One missile will destroy a random amount from 1-6 of farms and mines, a factory, and 10 million population.

Each defense system will block one missile.

Each year your population will grow by 3 million. If you do not feed your people enough, after 2 turns, you will not be able to use a factory, and for every turn after that you will lose another until you are able to feed your population. Your farms will feed 10 million each.

Your mines will produce 400 resources each turn after you create them.

The cost of items will increase as you buy them.

Farms and Mines will increase by 100 per farm or mine you own independently.

For example:

You purchase one farm for 1900, to give you a total of 16, the second farm you purchase will be 2000 to give you a total of 17.

Factories will start at a base 1000, and increase 400 for each purchased.

Missiles will start at 1000 resources, and increase by 1000 for each one purchased during the war.

Defense Systems will start at 1,500 resources and increase by 1,500 for each purchased.

Cold War-USSR

Here in the USSR, you will start with:

* 15 farms
* 5 mines
* 3 factories
* 10,000 resources
* A population of 170.6 million people

Each round, each factory can build EITHER:

* One missile
* One defense system
* One factory
* One mine
* One farm

One defense system will block one missile

One missile will destroy a random amount from 1-6 of farms and mines, a factory, and 10 million population.

Each defense system will block one missile.

Each year your population will grow by 1.5 million. If you do not feed your people enough, after 2 turns, you will not be able to use a factory, and for every turn after that you will lose another until you are able to feed your population. Your farms will feed 10 million each.

Your mines will produce 400 resources each turn after you create them.

The cost of items will increase as you buy them.

Farms and Mines will increase by 100 per farm or mine you own independently.

For example:

You purchase one farm for 1900, to give you a total of 16, the second farm you purchase will be 2000 to give you a total of 17.

Factories will start at a base 1000, and increase 400 for each purchased during the war.

Missiles will start at 1000 resources, and increase by 1000 for each one purchased.

Defense Systems will start at 1,500 resources and increase by 1,500 for each purchased.

For Moderator:

Events:

Events can be given at your will, so long as you do not favor one side or the other.

Suggestions:

* Iron Curtain
* Cuban Missile Crisis
* Vietnam War

Depending on how players react, resource or building gain and loss can be given.

Either team can start the war at any time during an event and end the game.