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Hidden Agenda™

Face the challenge of leadership in Central America.



User Manual

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Dedication

In memory of my father, Edwin L. Gasperini, who liked to say, "Young people today should train for careers that don't even exist yet."

Jim Gasperini

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Contents

1	Introduction
2	About this manual
4	Before You Begin
4	Hardware and software requirements
4	Making a working copy
5	Quick Start
5	Starting Hidden Agenda
6	Basic operations
7	On-line help
8	Playing Hidden Agenda
12	Instructions
12	Overview
16	A game begins
17	Signing-in ceremony
19	Press conference
20	The Presidente's office
21	Desktop options
24	Contacts
36	Encounters
43	Consultations
53	Logbook
54	Reports
58	Drawer choices
59	Save
63	Restore
63	Help

63	Quit
64	Interrupts
65	Memos
66	Hidden Agendas
67	Time in Hidden Agenda
69	Calendar
69	Verdict of History
71	Ending the game
71	Playing a new game

72 **Author's Notes**

76 **About the Authors**

Springboard License Agreement

Introduction

You are about to step onto a stage populated with a world of characters—generals and guerrillas, shopkeepers and workers, aristocrats and ambassadors. As soon as you appear on the stage called Chimerica, a small nation in Central America, everyone's attention focuses on you. Chimerica has just overthrown a thoroughly unpopular dictator, and you are the new Presidente. The fate of the nation is in your hands.

As a key character in dramatic circumstances, you will have face-to-face encounters with other strong-willed characters. Full of advice about what they think you should do, they will be quite frank about their reactions to your decisions.

It will not be possible to please everybody. Will you give the cotton cultivators what they ask for and ignore the wishes of the landless laborers? If you do, your schedule may soon be interrupted by an angry crowd massed outside the National Palace.

The next step is up to you. All of Chimerica...all of Latin America...all the world...wait to see just what course of action you have in mind.

About this manual

There is no elaborate system of rules and procedures to master before you can begin playing Hidden Agenda. Most people will benefit from looking over the information in the *Quick Start* section, but you can master the mechanics of playing the game in a few minutes.

Later sections of this manual offer more detailed discussion of game play, additional suggestions and background material designed to enrich the experience and put it in context. You may wish to read this after you play through the game once or twice.

See the **Reference Manual** for historical information on Chimerica, descriptions of political parties, charts, and a glossary of terms.

This manual has three sections:

- *Before You Begin* describes the hardware and software requirements and tells you to make the working copy you will need to run Hidden Agenda.
- *Quick Start* tells you how to start the program and describes basic keyboard operations and on-line help. "Playing Hidden Agenda" highlights the principle game features and actions you will perform as Presidente of Chimerica. Read this section if you want to jump right in and try Hidden Agenda.

- *Instructions* provides an overview and explains each program feature in detail.

Before You Begin

Hardware and software requirements

To run Hidden Agenda, you need:

- IBM, Tandy, or true compatible computer
- One 3-1/2" disk drive or two 5-1/4" disk drives
- 512K memory
- Color graphics adaptor card (CGA) or any graphics card that emulates CGA 640 x 200
- DOS 2.0 or higher

Optional hardware

- Hard drive
- Printer

For information on how to set up your system, printer, or other hardware, refer to the related hardware manuals. You will find the specifications you need there.

Making a working copy

As a convenience to registered users, Hidden Agenda is not copy protected. This allows you to make a copy of your software to use as a working copy. Use your favorite copy utility to make a backup copy.

Once you have made a backup copy of Hidden Agenda, be sure to write-protect your backup copy and your original program disk. Put the original in a safe place and work only with your backup. Please do not give a copy to anyone that is a violation of copyright law.

Quick Start

Starting Hidden Agenda

Floppy drive users

- Insert your operating system disk in a drive and turn on the computer.
- If you are using a 3-1/2" disk drive, insert the Hidden Agenda disk into the disk drive.
- If you are using two 5-1/4" disk drives, insert Disk 1 into drive A and Disk 2 into drive B.
- At the A> prompt, type *ha* or *agenda* and press Enter. Within a few seconds you will see the Hidden Agenda introduction screen. At this point, you are ready to begin the game.

Hard drive users

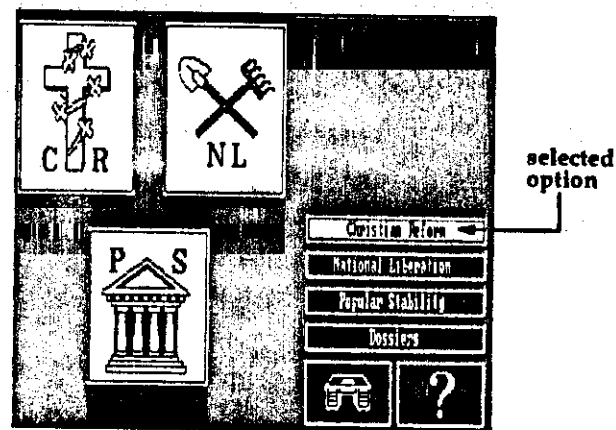
If you want to install Hidden Agenda on your hard drive, follow these steps:

- Turn on the computer.
- Create a directory for Hidden Agenda using the DOS Make Directory command. For example, type *MD \HADIR* and press Enter.

- If you are using a 3-1/2" disk drive, insert the Hidden Agenda disk into the disk drive. Then, use the DOS copy command to copy all the files. For example, type `COPY A:*.* C:\HADIR`, then press Enter.
- If you are using two 5-1/4" disk drives, insert Disk 1 into drive A. Type `COPY A:*.* C:\HADIR` and press Enter. Then remove Disk 1 and insert Disk 2 into drive A. Again, type `COPY A:*.* C:\HADIR` and press Enter.

Basic operations

Choices are made in Hidden Agenda by selecting icons, buttons or drawers. The term *select* means you highlight an item by using the up and down arrow keys on your keyboard then choose it by pressing Enter. Whenever an item is highlighted and you press Enter, an action takes place. Be careful to notice what is highlighted before you press Enter.



On-line help

On-line help is available if you need more information about the program feature you are currently using. Whenever you need help, select the question mark icon. A help window will appear. After you are done reading the information, press any key to close the window.

When you are in the Presidente's office, select the Help drawer for information on the office features.

Playing Hidden Agenda

This section is for players who want to jump right in and play Hidden Agenda, with very little instruction before beginning. For more details on Hidden Agenda, read the *Instructions* section. For history and background information on Chimerica, refer to the *Reference Manual*.

1 Start the program.

2 Sign in.

Type in the name you will use during the game.

3 Hold your first press conference.

A group of reporters asks you three questions. Your answers define your goals for your term as Presidente. Select an answer to each question.

4 Become familiar with your office.

This is your office in the National Palace. From your desktop select a desktop icon or drawer to move to other areas of game play.

Here's a brief description of the desktop icons:

Contacts. Choose Contacts to review the dossiers (biographies) of members of the Junta of Insurrection, appoint them as ministers to your cabinet, or request that they resign.

Consultations. Choose Consultations to meet with the ministers you have appointed, select issues to discuss from their agendas, and make decisions about important matters of state.

Encounters. Choose Encounters to meet with Influentials—business leaders, union officials, ambassadors from other countries, etc. Discuss issues of greatest concern to them.

Logbook. Read the logbook to review decisions you have made recently.

Reports. Read Reports to see what the domestic and international press say about you and review charts of important social and economic indicators.

5 Review the news.

Select the Reports icon. Choose Press Digests to see what the newspapers have to say about you.

When you are finished reading the news, select the miniature desk icon to return to your office. (This is the way you'll always be able to return to your office, except when you are in the middle of an Encounter or Consultation or when an Influential decides to interrupt your schedule.)

6 Appoint a cabinet.

Select the Contacts icon to appoint ministers to the four posts in your cabinet.

Select Party Dossiers. Read the party dossiers. Then review the dossiers of the members of each party. These people are all members of the Junta of the Insurrection.

Decide who to appoint to your cabinet posts. When that person's dossier is on the screen, select "Appoint to..." and a list of available posts appears (Agriculture, Defense, External Affairs, and Internal Affairs). Now select the post for that person.

After appointing a full cabinet, return to your office.

7 Face the people.

From now on, the game consists mostly of talking to Influentials in the Encounters section and ministers in Consultations. In Encounters, Influentials decide what issue they wish to discuss with you. In Consultations you have a choice: each minister presents an agenda from which you can select an issue to discuss.

From time to time an Influential will decide not to wait for you to visit and will interrupt you. When this happens, you have to make a quick decision either to accept the Influential's proposal or accept the advice of the advising minister. (For further information, see "Interrupts" in the *Instructions* section of this manual.)

You will also occasionally receive memos from Influentials and ministers telling you of some action taken without your consent. (For further information, see "Memos" in the *Instructions* section of this manual.)

8 Make decisions and watch time pass.

Time in Hidden Agenda is divided into moves, seasons, and years. There are three seasons per year and three years in the game—unless you are voted out of office, or overthrown! You can check what season and year it is by looking at the calendar in your office.

During an Encounter, Consultation, or Interrupt, each decision counts as one move. Every nine moves, an animated screen lets you know that a season has passed.

Time does not elapse when you are in the Contacts, Reports or Logbook areas.

Though there is a lot more to know about the world of Hidden Agenda, this is all you really need to start the game. Good luck, Presidente!

Instructions

Overview

Chimerica's struggle to oust the dictator Farsante is finally over. By the time he left, his legendary corruption and brutality managed to alienate all sectors of Chimerican society. None of the groups that opposed Farsante were strong enough to dominate this post-Farsante era, so they have joined together in a coalition Junta of the Insurrection.

The Junta has decided that someone must lead Chimerica in its hour of need. By popular mandate, that someone is you. You are now Presidente.

Your powers as Presidente

The powers granted to you by the Junta are vast but not unlimited. Your policy options in Hidden Agenda are presented through dialogue in face-to-face Encounters with members of the public known as Influentials, or in Consultations with the ministers of your cabinet. In each dialogue, someone gives a short speech explaining his or her position on the current issue and proposes what you should do. You decide which proposals to accept, but keep in mind that you do not have the power to make proposals of your own.

The Junta

Your fellow Junta members represent three very different political parties and usually argue radically

different points of view. The Junta members you appoint to each ministry determine which policy issues you hear about, and they carry out your decisions. Each of the three parties contains three Junta members which gives you a total of nine people from which to pick your cabinet. Since there are only four ministry positions, you can make one party dominate the cabinet or you can try for a more balanced coalition. You can also elect to change your cabinet by demanding the resignation of one character and appointing another in his or her place.

Options change as the game proceeds

As time goes on you may find your range of options diminishing as certain characters depart into exile, die, or resign in disgust from your cabinet. Influentials unhappy with the course of events may interrupt your schedule and force you to quickly decide on an issue. Ministers may pretend to accept your decisions but then proceed to follow "hidden agendas" of their own. The Junta may lose confidence in you and demand your resignation. Someone on the Junta may even try to overthrow you. If this happens, whether you remain in office depends on how much support your policies have among the people of Chimerica.

Passing time

Every time you make a decision, time passes. Your term in office can last for up to three years provided you aren't overthrown or voted out of office. The Junta has indefinite plans for elections, and you decide when or if they occur.

Gauging your progress

There are several ways to gauge your progress throughout the game.

- Excerpts from four different newspapers provide clues about how your decisions have been received.
- Charts track social indicators like the Infant Mortality Rate and economic indicators such as the Foreign Exchange Reserves.
- The characters themselves tell you right away whether they are pleased with your choices. They may complain about the consequences of your decisions or praise you to the skies.

The Verdict of History

Whatever way the game ends, you will be able to read the Verdict of History, an excerpt from an edition of an encyclopedia written nearly a century after your term of office. It discusses the history of Chimerica and your tenure as Presidente. After reading the Verdict, it is up to you to decide whether you won the game or lost.

Playing Hidden Agenda again

The long-term challenge of Hidden Agenda is to play it many times and compare what happens when you try different approaches. For example, the game looks very different when played with a cabinet dominated by the

National Liberation party than if the Popular Stability party advisors predominate.

A word about game-playing style

Although Hidden Agenda rewards a careful, methodical approach, such an approach is not required. The game can be played in many different ways. Some people read every word of every character's biography before setting up a cabinet; others appoint the first face they see and move on. You can gather information from as many sources as possible before making any decision. For example, you can read the historical information in the **Reference Manual** for an overall picture of Chimerica's past and present problems. Or, you can make quick decisions on the spot. Another approach is to quickly zip through the first time you play to get a feel for the game, and then play again so you can figure out what all the fireworks were about. There is no right or wrong way to play the game; each of these styles produces a rewarding experience.

A game begins

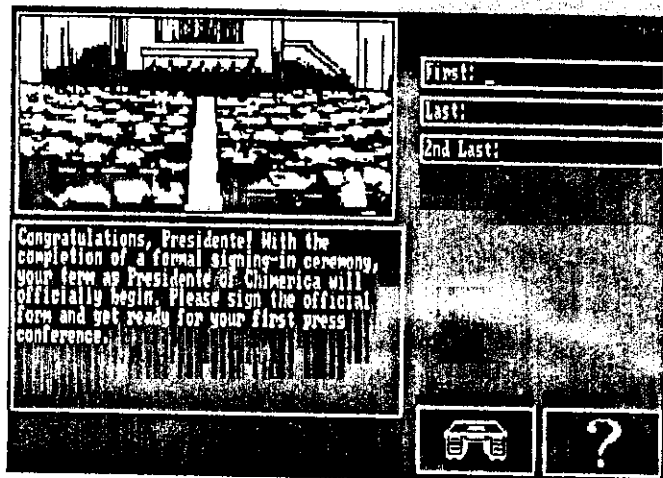
When you start Hidden Agenda (see *Quick Start* section for information on starting) the following screen appears:



Press Enter, and your signing-in ceremony begins.

Signing-in ceremony

Enter your name. After typing in a name, press Enter to move to the next name box.



In the 2nd Last name box, enter your mother's maiden name. If you make an error in entering a name and want to go back and correct it, use the up or down arrow key to move the cursor. When the cursor moves to a name box, use the Backspace key to erase the name and type in the correct name.

A word about Spanish naming conventions

In Spanish-speaking countries people use two last names, their father's surname and their mother's maiden

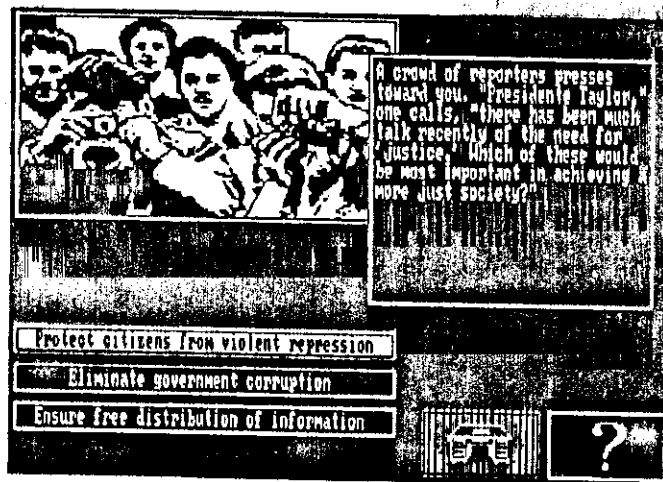
name (2nd Last). The father's name comes first, and the mother's name last, but the father's name is used the way we use "last" names. For example, the full name of the President of Costa Rica who won the Nobel Peace Prize is "Oscar Arias Sanchez," but he is usually referred to as "President Arias." "Sanchez" is his mother's name.

When a woman marries, she keeps her father's name. In place of her mother's name, however, she will usually use her husband's name, prefaced with "de." Margarita Penon de Arias, the wife of President Arias, was known until her marriage as Margarita Penon Gongora.

You may want to follow this style in entering your name.

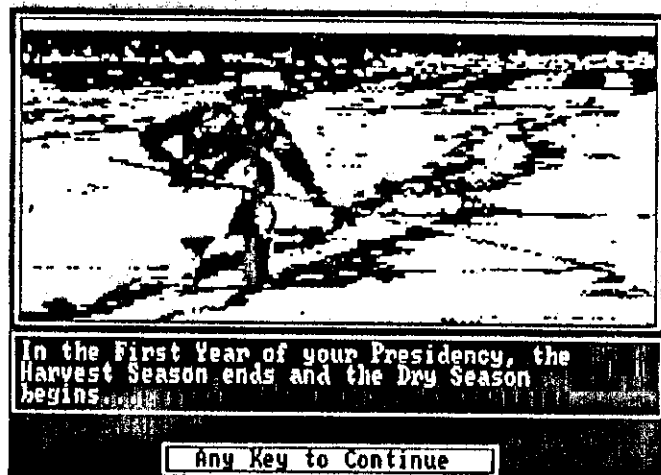
Press conference

Your first press conference begins immediately after the signing-in ceremony. Your screen looks like this when the press conference begins:



The reporters ask you three questions. Your answers establish your goals as Presidente. Read the reporters' question, then select the response you feel is appropriate (see the *Quick Start* section for instructions on selecting

options). When the questions are finished, select the desk icon and an animated screen appears and provides you with information on the current season.

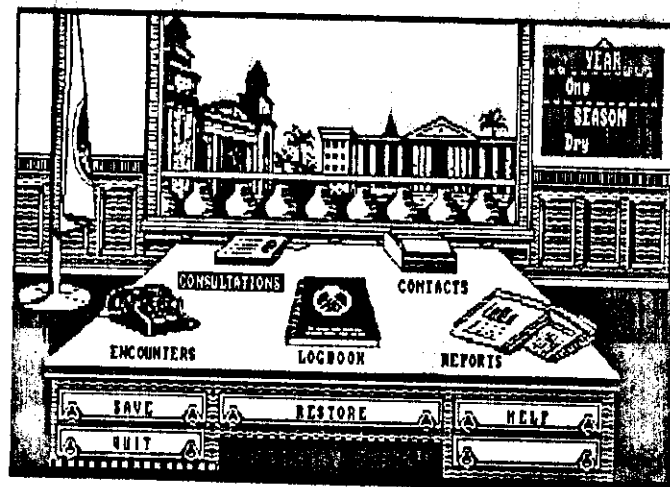


Press any key to continue, and you land squarely in the Presidente's office, ready to begin playing the game.

The Presidente's office

From your office you perform most of your actions. Your desk holds five desktop choices and four drawers. The calendar on the wall keeps track of game time elapsed.

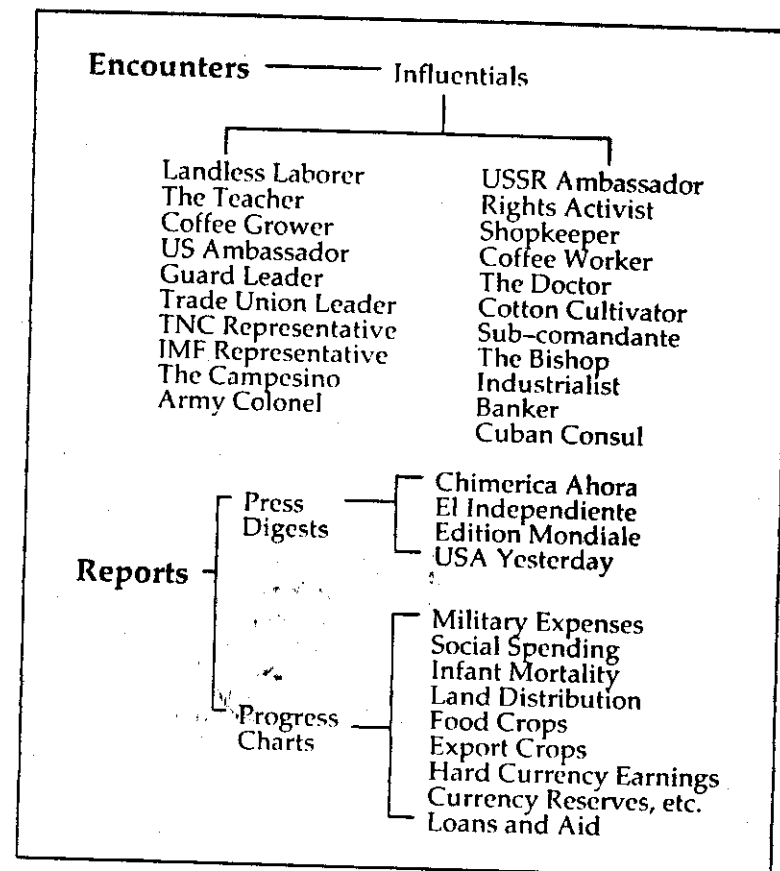
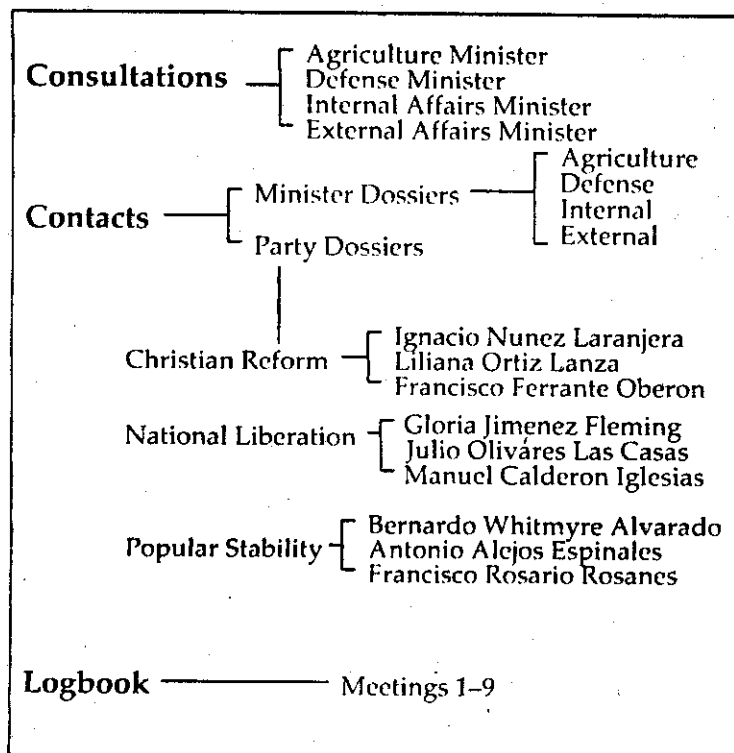
Your office appears on the screen as follows:



The icon that represents your office is a desk. Whenever you want to return to your office, select the desk icon. Sometimes the desk icon appears dimmed. When that happens, the icon is not active, and you cannot return to your office at that point.

Desktop options

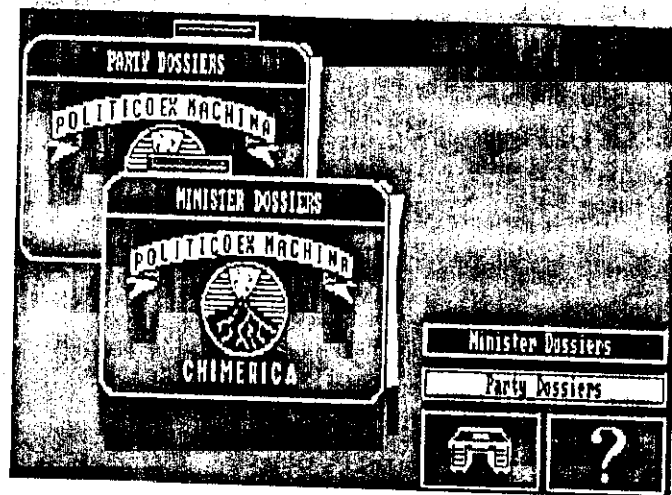
The five desktop choices lead to other screens as represented in the following charts:



Contacts

Use the Contacts option to appoint, fire, and reappoint ministers. One of your first tasks as Presidente is to appoint your cabinet ministers. Your cabinet will consist of you and the ministers of four departments —Agriculture, Defense, Internal Affairs, and External Affairs. You select your ministers from the members of the Junta of the Insurrection. The ministers advise you by presenting policy options on the issues that confront your government. They also carry out your decisions.

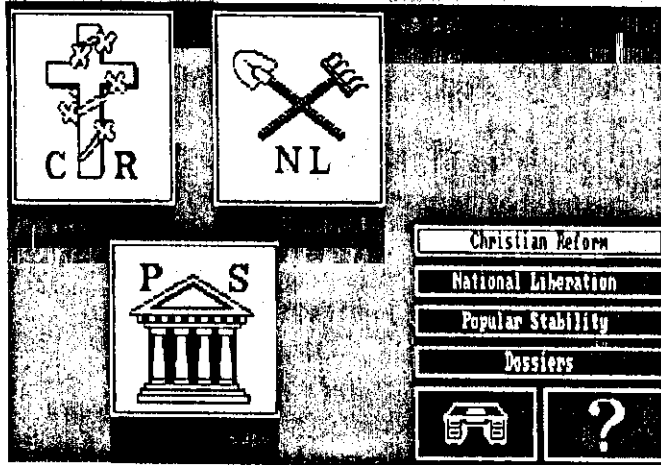
Once you select Contacts in the Presidente's office, you have two options — Party Dossiers and Minister Dossiers. A dossier is a description of the background and political positions of a party or individual. If you have not yet appointed any ministers, the Minister Dossiers will be inactive. The Party Dossiers are always active.



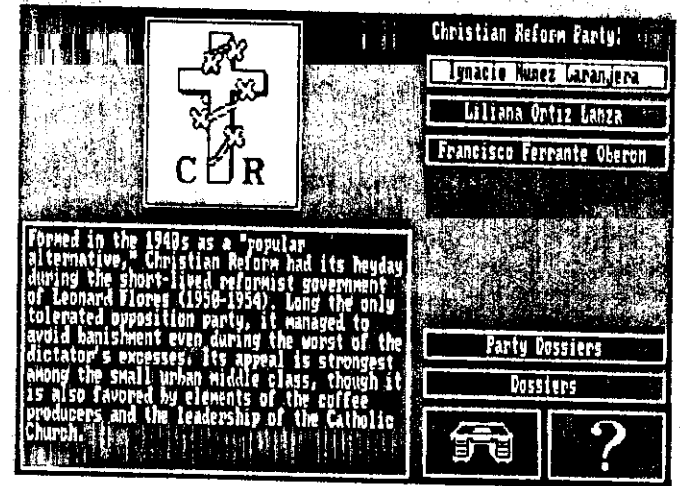
Party dossiers

The Party Dossiers option allows you to review the three political parties' platforms. The three parties are:

Christian Reform, National Liberation, and Popular Stability.



When a party is selected, a description of the party appears on the screen.



It gives you a general idea of the party's positions in the past and its direction for the future.

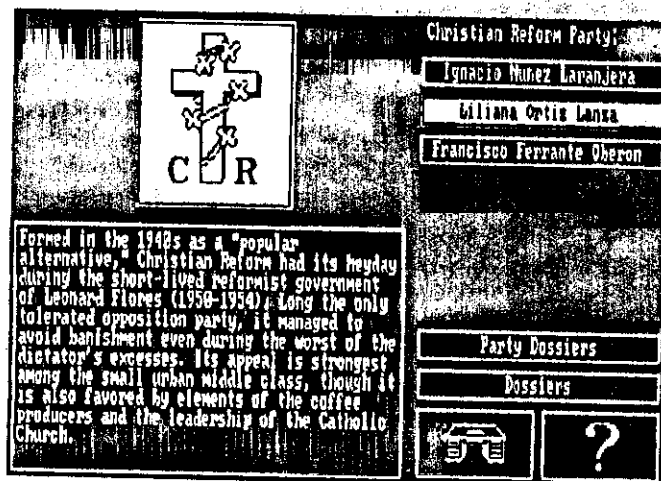
Minister dossiers

The Minister Dossiers option is active after you have appointed at least one minister to your cabinet. Use this option to review minister dossiers or fire ministers.



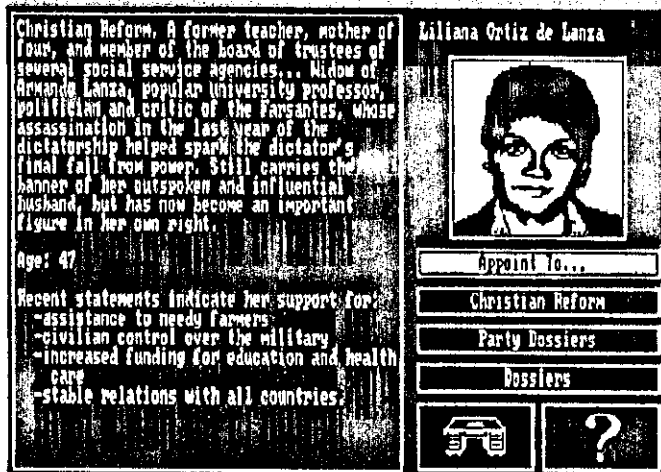
Preparing to appoint ministers

To begin appointing ministers to your cabinet, you first need to select a party. Select Party Dossiers and review a party's dossier.



Each party has three members who can be appointed to ministerial positions. Select a member's name and press

Enter. The member's dossier appears and provides information on the member's past positions and future plans.



You now have five choices:

- Appoint To—to appoint this individual as minister
- Christian Reform (or other party name)—review another party member's dossier

- Party Dossiers—return to the party dossier screen to select a different party
- Dossiers—return to the main dossier screen
- Desk icon—return to your office without making an appointment

It's up to you to decide what strategies to pursue in appointing ministers. You can try to build as broad-based a coalition as possible, or to concentrate on pushing through a consistent program by appointing as many advisors as possible from one party. Here are some things to consider:

Broad coalition—if you appoint at least one minister from each party, you will probably receive the broadest range of advice possible in Consultations.

Focused platform—to build a cabinet that thinks alike on major issues, you can appoint as many ministers as possible from the party you support. This results in fewer problems with ministers disagreeing with your policy decisions. However, a focused platform will strengthen the strong polarizing forces that already exist in Chimerica, which may lead to an early coup attempt.

Appointing ministers

There are four ministerial positions to fill: Agriculture Minister, Defense Minister, Internal Affairs Minister, External Affairs Minister. (For descriptions of the

ministerial positions, see the definitions in the Glossary section of the Reference Manual.)

A member's dossier must be on the screen in order to begin the appointment process.

Select Appoint To and the four ministerial positions appear.

<p>Christian Reform. A former teacher, mother of four, and member of the board of trustees of several social service agencies... Widow of Armando Lanza, popular university professor, politician and critic of the Farsantes, whose assassination in the last year of the dictatorship helped spark the dictator's final fall from power. Still carries the banner of her outspoken and influential husband, but has now become an important figure in her own right.</p> <p>Age: 47</p> <p>Recent statements indicate her support for:</p> <ul style="list-style-type: none"> -assistance to needy farmers -civilian control over the military -increased funding for education and health care -stable relations with all countries. 	<p>Liliana Ortiz de Lanza</p> <p>Agriculture Minister</p> <p>Defense Minister</p> <p>Internal Affairs Minister</p> <p>External Affairs Minister</p>
	<p>Christian Reform</p> <p>Party Dossiers</p> <p>Dossiers</p>

Select the position you want to appoint the member to and press Enter. The minister reacts to the appointment:

<p>"I welcome this new opportunity to serve my country with a deep sense of humility. I will endeavor to prove myself equal to the task."</p>	<p>Liliana Ortiz de Lanza</p> 
	<p>Christian Reform</p> <p>Party Dossiers</p> <p>Dossiers</p>

You can review the dossiers of all nine Junta members from the three different parties, and select the individuals you want to serve in your government.

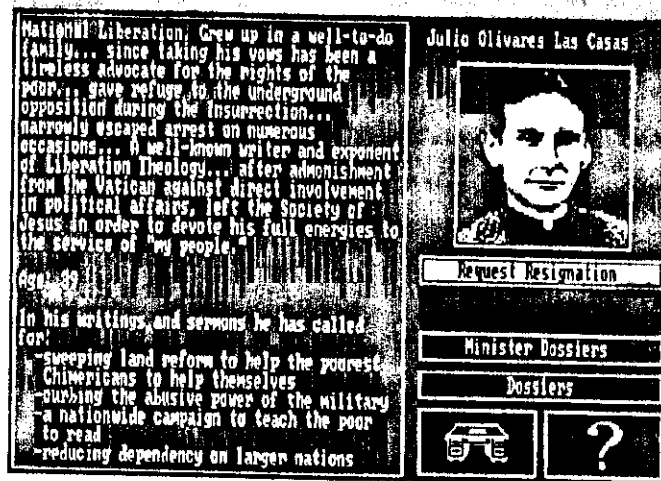
Firing ministers

You have the power to remove a minister from office. To fire a minister, select the Minister Dossiers option. A list of the minister positions appears. Select the minister you want to fire.



If a button appears dimmed, that means the ministerial post has not been filled. A dimmed button cannot be selected.

The minister's dossier appears:



To fire the minister, select Request Resignation.

The minister's response appears on your screen.



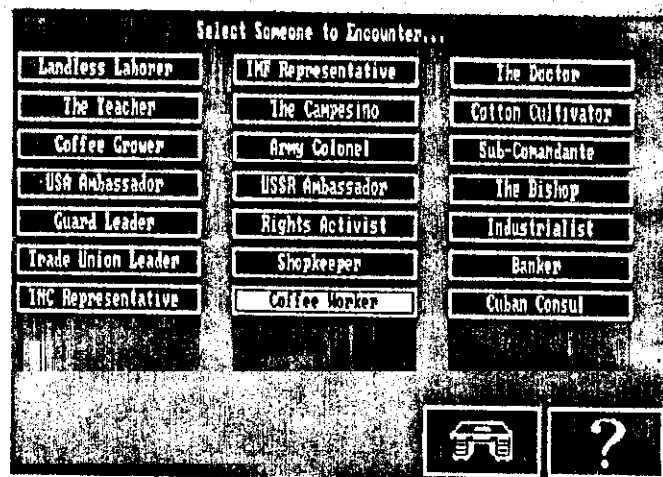
Reappointing ministers

The reappointment process is the same as the appointment process.

Encounters

An Encounter is a meeting with an Influential. The people with whom you hold meetings as Presidente are called Influentials. All hold positions of leadership in your country. During an Encounter, an Influential presents a proposal on some issue. Because you usually decide which Influential you want to meet with and when, you control which issues you confront.

When you select Encounters from the desktop in your office, a list of Influentials you can meet with appears. The Encounter begins when you select an individual.



In an Encounter, you have three choices:

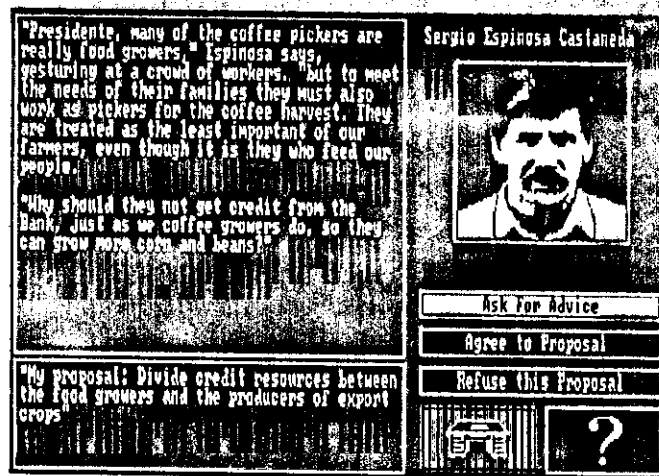
- Continue This Encounter—to meet this Influential
- See Bio—to get further information on the Influential

- Have Another Encounter—to meet with a different Influential



If you do not want to continue the Encounter, select the desk icon to return to your office.

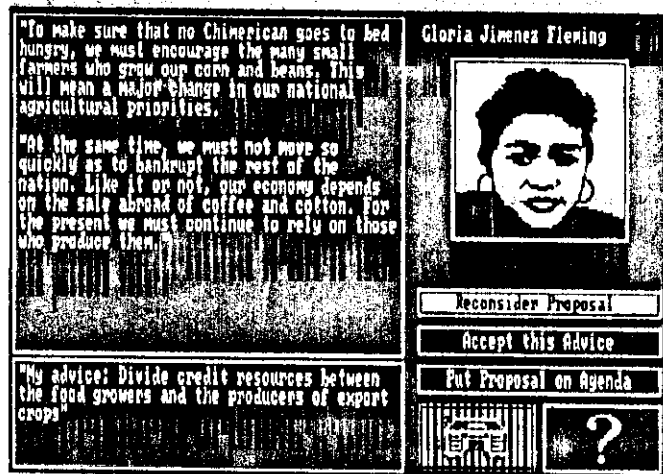
If you select Continue This Encounter, the meeting begins.



Again, you have three options for action:

- Ask For Advice—to request advice from your advising minister
- Agree to Proposal—to agree with the Influential's proposal. (The reactions of the Influential and advising minister appear on your screen after you select this option.)
- Refuse this Proposal—to refuse this proposal. (The reactions of the Influential and advising minister appear on your screen after you select this option.)

If you select Ask For Advice, the advising minister offers an opinion on what you should do.



At this point, you can choose to:

- **Reconsider Proposal**—to return to the Influential's proposal screen
- **Accept this Advice**—to accept your minister's advice on this proposal. (The reactions of the Influential and your minister follow.)
- **Put Proposal on Agenda**—to give you the opportunity to think about the proposal and listen to the advice of your other ministers. Later you can

reconsider the proposal by arranging a meeting with the advising minister on whose agenda the issue was placed.

Eventually you will have to make some sort of decision, even if it is to put the proposal on your minister's agenda. You can have Encounters with as many Influentials as you want, but you can meet with a particular Influential only once during a season.

You can avoid meeting with Influentials, but you may miss some important information or options by avoiding them for too long. For example, you will have to meet with the International Monetary Fund representative in order to receive an IMF loan. Your ministers can advise you on these loans, but the negotiations must be carried out with the IMF representative.

Gaining support through Encounters

Each character in Hidden Agenda has an opinion of how well you are performing the duties of Presidente. Characters' opinions indicate their level of support for you. As you make or fail to make decisions, support goes up or down. Just having an Encounter with an Influential increases your support a little, but to really make an Influential happy, you have to agree with his or her requests. Agreeing to one Influential's requests, however, will often make another Influential unhappy.

You may be able to tell how an Influential's support has shifted by observing changes in his or her behavior. For example, if an ambassador's support decreases, you

may notice the ambassador's government changing some of its policies toward Chimerica. If someone attempts a coup, your survival depends on how much support you have among the Influentials.

Placing issues on a minister's agenda

Influentials usually want quick, decisive action on your part, but sometimes you will want to consult your ministers to get a wider range of advice and options for action. If you want to delay your decision on an issue raised during an Encounter, you can place the issue on a minister's agenda and deal with it later or not at all. When you postpone your decision until you consult with your ministers, a lot of time is spent on one issue. Perhaps that issue deserves the time, but it delays your attending to other problems and issues.

Once an issue is placed on a minister's agenda, there are three ways to remove it:

- You arrange a Consultation with the minister on whose agenda the issue was placed and make a decision.
- You have another Encounter or Consultation during the current season on the same issue.
- At the end of a season, all undecided issues are dropped from the agendas.

Consultations

Consultations are meetings with your ministers. You meet with an individual minister initially but can ask for advice from all your ministers. In a Consultation, you choose the issues to discuss, review all the options, and make your decision. It is completely up to you.

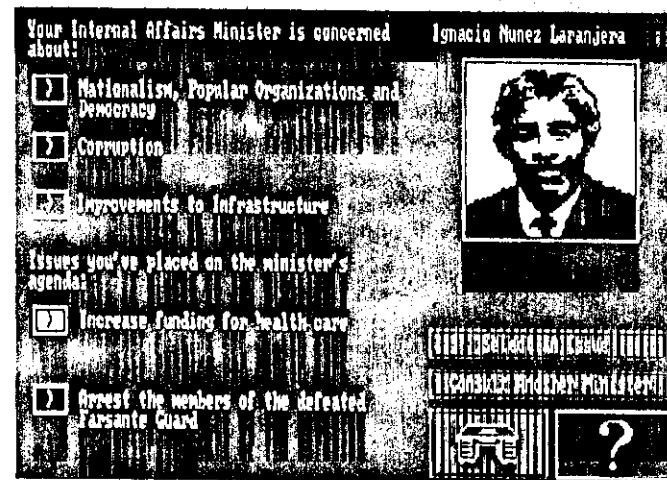
There are four things you can do while in Consultation on an issue:

- You can accept the advice of one of your ministers at almost any time.
- You can review a list of the advice of all of your ministers.
- You can consult closely with any minister to get a full description of his or her position.
- You can review issues that you have put on a minister's agenda during an Encounter.

To begin a Consultation, select Consultations in the Presidente's office. The following screen appears:



You must initially consult with one minister. When you select a minister, his or her agenda appears. The agenda lists the issues of concern to the minister and any issues that you placed on the minister's agenda.

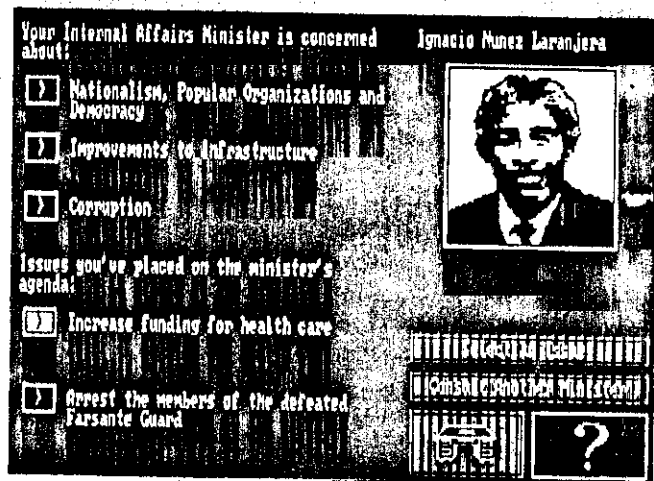


When you are at the minister's agenda screen, your options are as follows:

- If you have not selected an issue to discuss, you can cancel the Consultation by selecting the desk icon.
- If the issue you want to discuss does not appear on the agenda of the minister, select Consult Another Minister to return to the Consultations screen so that you can view the agenda of a different minister.

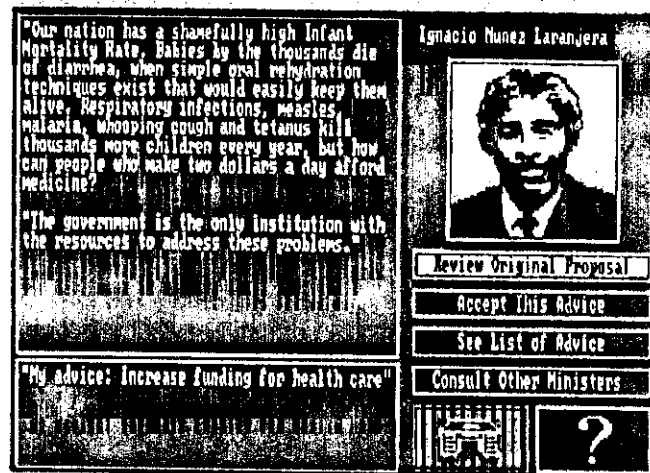
- The Select an Issue option enables you to choose the issue you want to discuss.

When you choose the Select an Issue option, the topic boxes become active. Find the issue you want to discuss and select it.



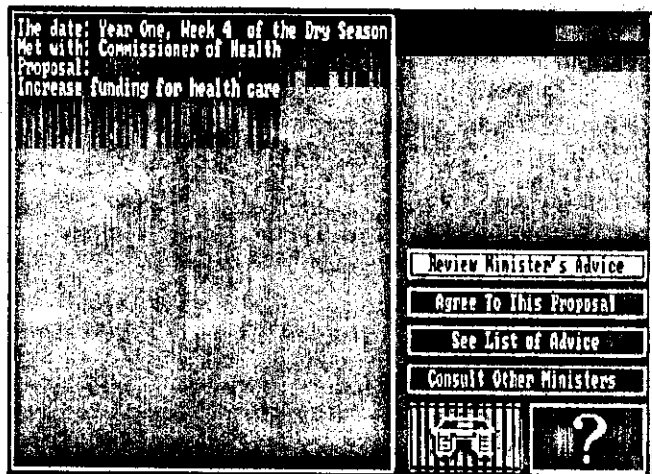
NOTE: If you choose Select an Issue, you cannot exit the Consultation without making a decision. You must either accept a minister's advice or the Influential's proposal, when such a proposal exists.

The minister offers advice on the issue you selected.



After reading the advice, you have several options:

Review Original Proposal – This option appears only if you select an issue that you placed on the minister's agenda. If you select Review Original Proposal, the following screen appears:



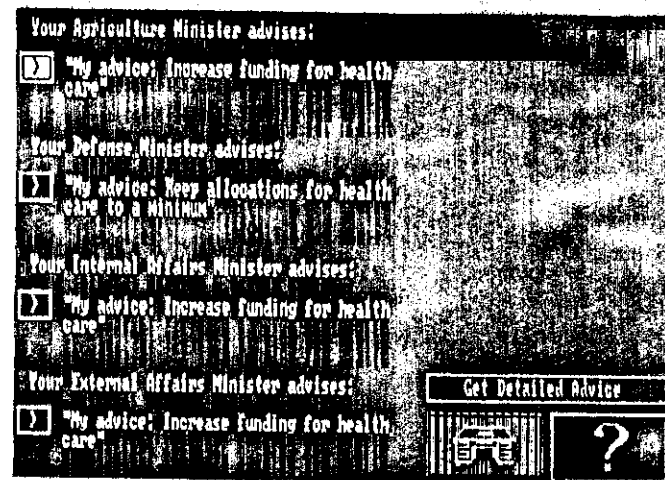
The screen is an excerpt from your logbook. It describes the proposal, who made it, and when it was made. Again, there are four options similar to those on the previous screen:

- **Review Minister's Advice**—to return to the minister's advice screen
- **Agree To This Proposal**—to decide in favor of the proposal. (The reaction of the minister involved appears.)

- **See List of Advice**—to see a list of all your ministers' proposals
- **Consult Other Ministers**—to seek advice from the other ministers

Accept This Advice – Select to make a decision on the issue. When you accept the advice of a minister or agree to the request presented by an Influential, you receive the reaction of the minister you originally consulted.

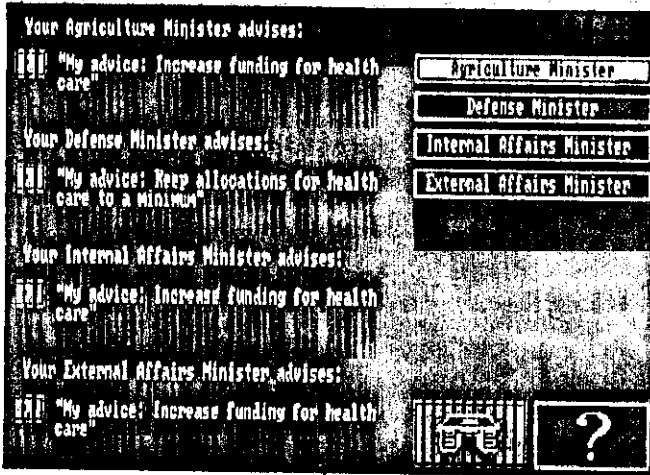
See List of Advice – Allows you to seek advice from your other ministers. When you select See List of Advice, the following screen appears:



Each minister presents a short statement of advice. You can accept a minister's advice or receive a more detailed explanation of his or her position on the issue.

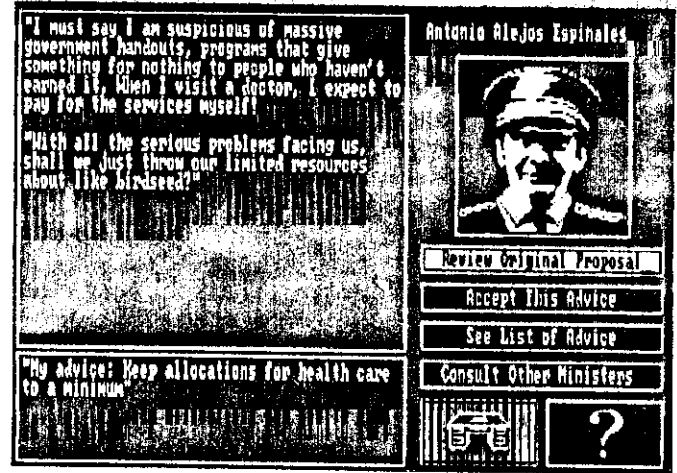
To accept a minister's advice, select the minister's statement and press Enter. The reaction of the minister originally consulted appears.

For more in-depth advice from one of the ministers, select Get Detailed Advice and choose a minister from the list that appears on the screen.



NOTE: Be careful when asking for more detailed advice that you first select Get Detailed Advice and then the minister to be consulted. If you press Enter while highlighting a minister's advice in See List of Advice, you have made a decision.

Consult Other Ministers – Allows you to seek advice from your other ministers. When you select this option and choose a minister, the minister's advice screen appears:



You can select the minister from whom you next want advice or select one of the other options with the results as described above.

Eventually, you will have to accept someone's advice and make a decision.

Consultations provide you with the most complete range of advice concerning a particular issue. Although you can make every decision on the spot with Influentials, you may miss important warnings from your ministers

regarding the consequences of your decisions. Therefore, the safest route is to consult with your ministers.

A disadvantage to making all your decisions through Consultations is that you can lose touch with your people. Ministers may be reluctant to raise certain issues of concern to your people because they fear your decision may divert resources away from their pet projects. For example, your Internal Affairs Minister may know that the campesinos are concerned about the educational system, but the minister is much more concerned with large scale economic development projects. Your minister may not raise the education issue with you, and the only way you would hear of the problem is to meet with the campesinos.

Gaining support through Consultations

The support of your ministers and Junta members is tied directly to the decisions you make on issues of importance to them. You increase a Junta member's support by appointing him or her to a ministerial post and by making decisions that agree with his or her position on an issue. On the other hand, if you fire a minister or make a decision against his or her position, you may lose some support.



The support of your ministers is critical to the effective implementation of your policies. When a minister supports you, he or she is likely to accept your authority and implement your policy even if he or she doesn't

agree with it. However, if a minister's support is weak, he or she may do one of the following: resign from the cabinet, demand your resignation, pretend to agree with you but implement his or her own policy instead, or even attempt a military coup against your government.

Logbook

The logbook records your meetings during the current season. It shows who you met with, meeting dates, the issue or proposal discussed, and your decision.

To view the logbook, select Logbook in the Presidente's office. A screen appears which lists the meetings you have had:

-- Meeting #1 -- The date: First Year, Dry Season, Week 11 Met with: Coffee Worker Advising: Agriculture Minister The Coffee Worker's proposal: Divide credit resources between the food growers and the producers of export crops Decided: to place this on minister's agenda	Meeting #1 Meeting #2 Meeting #3 Meeting #4 Meeting #5 Meeting #6 Meeting #7 Meeting #8 Meeting #9 Meeting #10 Meeting #11 Meeting #12 Meeting #13 Meeting #14 Meeting #15 Meeting #16 Meeting #17 Meeting #18 Meeting #19 Meeting #20 Meeting #21 Meeting #22 Meeting #23 Meeting #24 Meeting #25 Meeting #26 Meeting #27 Meeting #28 Meeting #29 Meeting #30 Meeting #31 Meeting #32 Meeting #33 Meeting #34 Meeting #35 Meeting #36 Meeting #37 Meeting #38 Meeting #39 Meeting #40 Meeting #41 Meeting #42 Meeting #43 Meeting #44 Meeting #45 Meeting #46 Meeting #47 Meeting #48 Meeting #49 Meeting #50 Meeting #51 Meeting #52 Meeting #53 Meeting #54 Meeting #55 Meeting #56 Meeting #57 Meeting #58 Meeting #59 Meeting #60 Meeting #61 Meeting #62 Meeting #63 Meeting #64 Meeting #65 Meeting #66 Meeting #67 Meeting #68 Meeting #69 Meeting #70 Meeting #71 Meeting #72 Meeting #73 Meeting #74 Meeting #75 Meeting #76 Meeting #77 Meeting #78 Meeting #79 Meeting #80 Meeting #81 Meeting #82 Meeting #83 Meeting #84 Meeting #85 Meeting #86 Meeting #87 Meeting #88 Meeting #89 Meeting #90 Meeting #91 Meeting #92 Meeting #93 Meeting #94 Meeting #95 Meeting #96 Meeting #97 Meeting #98 Meeting #99 Meeting #100
Print Entire Log	
 	

Review a different meeting by selecting the number of the meeting from the list.

To print a copy of the entire logbook, select Print Entire Log.

Reports

Like any Presidente, you need to be concerned with public opinion and with the economic and social progress of your country. The Reports feature provides you with two ways to monitor your progress: the Press Digests option contains articles from local and international newspapers, and the Progress Charts option illustrates how your decisions are affecting important social indicators.

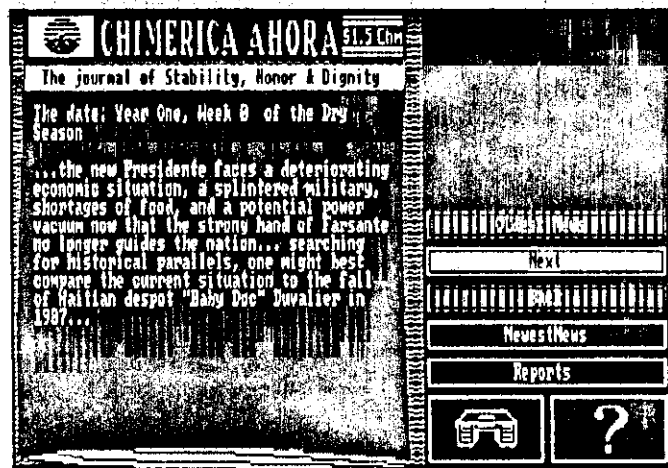


Press digests

Think of the press digests as a file drawer of newspaper reports filed in chronological order from the date each was published. Only thirty newspaper articles are available at any time. Once thirty articles have been read, the older ones are discarded, and new ones appear.

You may notice the Reports icon blinking when you enter your office. This indicates that there are newspaper articles that you have not read. As you play Hidden Agenda, the Reports icon blinks whenever there are new articles to read. The Reports icon continues to blink whenever you enter your office to remind you of the unread articles.

When you select Press Digests, the oldest unread newspaper article appears:



Select different options to move through the different newspaper reports. The options have the following functions:

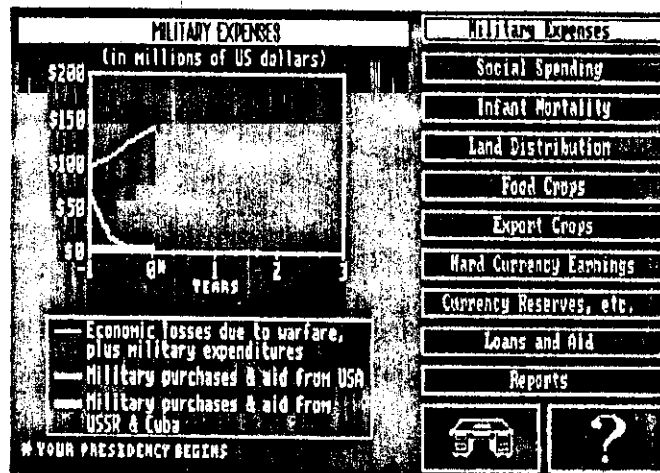
- Oldest News – to read the very first news report on your government. It is a quick way to move to the beginning of the reports.
- Next – to read the news report immediately following the one on the screen

- Back – to read the report immediately preceding the one on the screen
- Newest News – to read the most recent available report

Progress charts

Progress charts show the progress of Chimerica as measured by a variety of indexes. The charts indicate how your leadership is affecting the country.

To see the charts, select the Progress Charts option. The following screen appears:



The lines on the chart between -1 and 0 indicate the trend of a specific factor—Military Expenses, for example—during the year prior to the Revolution. Your presidency begins at 0, and the chart reflects how decisions you make during your three years in office affect each specific factor.

Every time you select Progress Charts, the Military Expenses chart appears on the screen.

To view a different chart, select its name from the list on the right side of the screen.

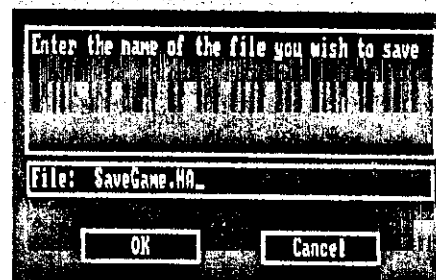
Use the charts to help you make decisions. For a complete listing of the charts and how to interpret them, see the **Reference Manual**.

Drawer choices

Your desk in the Presidente's office contains four drawer choices.

Save

Use the Save drawer to save the game you are currently playing. When you select the Save drawer, a save window appears on the screen:



Hidden Agenda allows you to save the game you are currently playing so you can continue it later. Games may be stored on a separate floppy, diskette or on a hard drive, if you are using one. The disk must already be formatted to use as a data disk. (See your operating system manual if you need information on preparing data diskettes.)

Do not store your games on your program disk. Make sure your program disk is write-protected.

Saving on a 3-1/2" floppy drive

You must save your Hidden Agenda games on a separate data disk. When you are ready to save a game, remove the Hidden Agenda program disk from the floppy drive and insert the formatted data disk.

Saving on a 5-1/4" floppy drive

To save your Hidden Agenda games on a separate 5-1/4" floppy disk, remove one of the program diskettes and insert a formatted data disk. When you type in a filename, be sure to specify the drive the data disk is in.

Saving on a hard drive

A Hidden Agenda game will be saved in the Hidden Agenda subdirectory that was created when you installed Hidden Agenda. Or, you can create a separate subdirectory on your hard drive to store all of your game files. (See your operating system manual for instructions on creating subdirectories.)

Naming games

When you save a Hidden Agenda game, you need to give it a filename. Hidden Agenda already supplies you with a name: *SaveGame.HA*. If you want to use a different name, use the Backspace key to delete the current name, then type in a new one.

A filename can have 1-8 alphanumeric characters. You can use either upper- or lowercase letters, numbers, and

certain symbols to name games. You also have the option of adding a 1-3 character extension. An extension is separated from the rest of the filename by a period (.). You also can type in a full pathname to store your files on a floppy diskette or in another subdirectory. Here are some examples of acceptable filenames:

lisagame.1
1stgame
Carol
3-8-89.gam
game5.ha

NOTE: If you enter a filename that is longer than eight characters, Hidden Agenda accepts the name, but your operating system records the name as the first eight characters you entered.

Avoid using the following list of symbols and extensions because they are used by your operating system for program and system files:

Symbols	Extensions
. " \ / [] :	.com
+ = ; , * ? < >	.exe
	.sys
	.fil

It would be a good idea to develop your own filenames code to make it easier for you to remember specific games. Here are a few suggestions:

- Use the date that you played the game as the filename: *9-10-89*
- Add the extension *.gam* (for game) to the end of each filename: *Tony.gam*
- Add a number extension at the end of each filename: *savegame.3*
- Add the extension *.ha* (for Hidden Agenda) to the end of each filename: *1stgame.ha*

Once you have named the game, select OK and press Enter to save it.

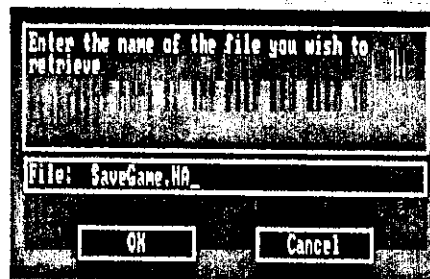
NOTE: You can specify full path names when saving games. See your operating system reference manual for information on path names.

If you have previously saved a game and want to save it again, the name you originally gave the game appears in the name box. Either choose OK or type in a new name. If you choose OK, a prompt asks if you want to replace the previous game. "Replacing" means that the current game will be saved and the previous one erased.

To keep both the previous game and the current one, give the current game a new name and save it.

Restore

To continue a game that you saved, choose the Restore drawer. When you select Restore, the following box appears on your screen:



Type in the name of the game you want to restore. Then select OK and press Enter. The game is retrieved, and you are in the Presidente's office, ready to continue playing.

Help

The Help drawer gives a brief description of the main features in the Presidente's office.

To close the help window, press any key.

Quit

Choose the Quit drawer only when you want to end a session of Hidden Agenda. When you select Quit, you are returned to the system prompt.

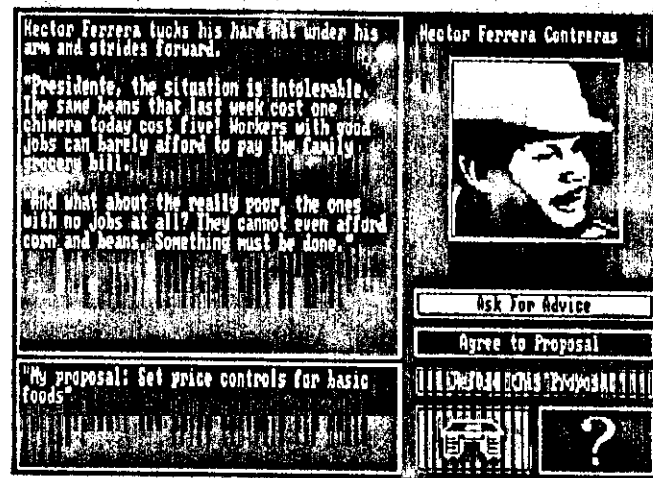
Interrupts

Occasionally Influentials or ministers interrupt your game to present an issue that they feel you have been neglecting and demand a decision from you. The following is an example of an Interrupt:



Although your power to run Chimerica is granted by popular mandate, you do not have unlimited power.

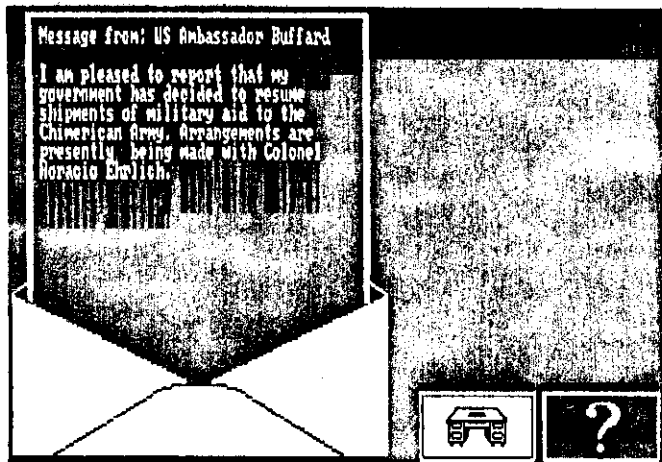
During an Interrupt, you must either accept the Influential's proposal or the advising minister's advice.



Memos

A minister or an Influential may send a memo to inform you of some action taken without your prior knowledge. Memos provide you with clues to other characters' "hidden agendas." While you carry out your course of action, your ministers or Influentials may be following their own private agendas which may not agree with yours.

Like Interrupts, memos can appear at any time. The following is an example of a memo:



NOTE: Some memos are too long to fit on one screen. A blinking rectangle cursor at the bottom of the screen indicates that more text follows. Pressing almost any key shows you the next screen.

Hidden Agendas

As Presidente, you are not the only person making decisions in Chimerica. Other characters in the game have their own goals and ambitions which they may attempt to hide from you. A character who seems to be proposing one thing may in fact be proposing something

else, or something with more far-reaching consequences than the original proposal would suggest. These plans are called hidden agendas.

The most obvious hidden agendas appear when ministers begin to withdraw their support. When you make a decision against their proposals, rather than accepting defeat or resigning, the ministers may decide to ignore you and implement their own policies. Watch for sudden changes in the way ministers react to your decisions.

Time in Hidden Agenda

Time is of the essence in Chimerica. You have a limited amount of time to make decisions, and some decisions take longer than others.

There are three units of time in Chimerica: move, season, and year.

Move

A move occurs when you meet with an Influential or minister and make a decision. Each meeting or decision you make requires two weeks. Therefore, a move equals two weeks. Your first decision is recorded at the date Year 1, Week 0. The second decision or meeting occurs in Year 1, Week 2. It is important to keep this in mind because your term in office is only three years, and you should take care of the most important decisions as soon as possible. The calendar in your office keeps track of how much time has elapsed.

Season

The three seasons are Dry, Rainy and Harvest. Each time a season passes, an animated screen appears to inform you of the change. A season consists of nine moves.

Year

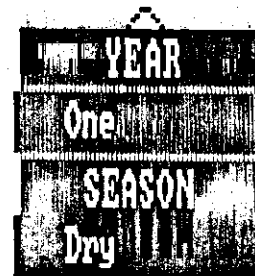
A year is made up of three seasons. Your term of office can last for three years if you are not assassinated or forced to resign.

There are three basic ways time elapses in Chimerica:

- You make a decision during an Encounter with an Influential or in a Consultation with a minister. Each decision uses two weeks.
- To put an issue on a minister's agenda also uses two weeks, but no decision is made at that point. In order to make a decision on the issue, you have to consult with the minister, and that requires another two weeks. Thus, four weeks is spent on that issue. On the other hand, if you place it on the minister's agenda and do not make a decision before the end of the season, the issue is dropped from the agenda. If dropped from the agenda, the issue absorbed a total of two weeks of your term in office.
- During an Interrupt, you must make a decision on the issue presented. Your decision absorbs two weeks (one move).

Calendar

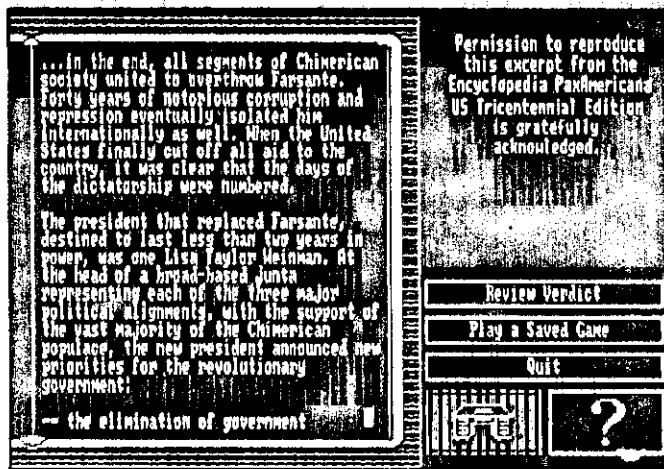
The calendar in the Presidente's office tells you the season and year in your presidency.



Verdict of History

The Verdict of History (VOH) presented at the end of the game allows you to judge your own performance as Presidente of Chimerica. It is an encyclopedia excerpt written nearly a century after your term in office.

Because there is no right or wrong way to play Hidden Agenda, you will be the judge of your leadership at this critical time in Chimerica's history.



The VOH is too long for one screen. Press any key to see the next screen. After reading your VOH, you have three options:

- Review Verdict—to re-read your entire Verdict of History
- Play a Saved Game—to continue playing a game you previously saved
- Quit—to exit Hidden Agenda and return to the system prompt

Ending the game

There are three ways to end a game:

- You complete your three-year term of office and receive your Verdict of History.
- Your term ends due to a coup, assassination, etc., and you receive your Verdict of History.
- You use the Quit drawer in your office and receive no Verdict of History.

Playing a new game

To start a new game while in Hidden Agenda, select the Restore drawer in the Presidente's office. Type *newgame.ha* in the name box and press Enter. Then select OK and press Enter. You will be returned to the signing-in ceremony, ready to play a new game.

Author's Notes

Chimerica is a chimera of a country. Body of El Salvador, neck of Nicaragua, claws of Cuba, head of Haiti, it is a composite of different parts that together form a beast representative of all.

In creating such a composite, we do not mean to suggest that the various countries used as models are all essentially the same. There are, of course, profound differences between Nicaragua and El Salvador, between Guatemala and Honduras, between Haiti and Cuba. Paradoxically, we feel we can present a more realistic portrayal of the region's conflicts by creating an imaginary country.

If we had instead attempted to model Guatemala in 1954, say, or Nicaragua in 1979, our simulation would inevitably distort historical fact. To create a comprehensible experience for the player, we would have been forced to leave out certain important historical actors, alter the motives of others, overstress the importance of others still. The game would have had to incorporate both "the way it happened" and various "what ifs" depending on choices the player made. Our "Guatemala" would soon have become as imaginary as our "Chimerica."

The logic of game design makes its own demands. The way we chose to position the Chimerican Army is a good example. The range of options open to the leader of a Central American country depends significantly on the power and structure of the armed forces. If we had chosen to model the Chimerican army on that of

present-day Guatemala, or on the other hand that of Sandinist Nicaragua, in each case the range of options available to the player would have been drastically curtailed.

So instead we present a situation of tension between two antipathic forces merged into one, modelling events and characters on the recent military histories of Haiti, the Philippines, El Salvador, Guatemala, Honduras, and Nicaragua. Though such a merger of contesting forces has been proposed many times in El Salvador, there is no real historical precedent for the situation that meets the player at the outset of the game. We nevertheless feel that such a dynamic offers the player the fullest opportunity to explore the complexities of the role of the military in Central America.

Inevitably, we have had to schematize, reducing complex life-and-death conflicts to battles of words between spokesmen for professions and classes. Many important aspects of Central American life have been left out entirely — relations with neighboring countries, ethnic conflicts, inflation. An entire simulation could focus on only one of the issues we touch on here, such as land reform. Someday, somebody will create such a game. For now, we hope Hidden Agenda will shed some light on the central conflicts behind today's and tomorrow's headlines.

The Japanese observe about foreigners: "After a week in Japan, they're ready to write a book. After a month, they're ready to write an article. After a year, they're too

confused by the facts to write anything at all." Something similar happened to us in the process of researching, writing and designing Hidden Agenda. We've gone from thinking we understood something about Central America to thinking we understand little more than the limits of our own ignorance. We have tried to give our characters as wide a range of opinions as possible, and to present events through their eyes. Not being from Central America ourselves, however, we can only present what we imagine to be Central American perspectives.

If this game has a 'hidden agenda' of its own, it is to demonstrate the untapped power of the interactive medium. Since combat is relatively easy to simulate in a computer game, most simulations that touch at all on political themes assume there is a war on and cast the player as combatant. Others portray the world as a giant superpower chessboard in which smaller countries are something less than pawns.

We hope Hidden Agenda will give players a taste of how it feels to live in one of those 'pawns.' US policy towards Central America in the game, though closely modelled on that of a recent Administration, is based on perceptions that have guided US policy for over a century:

1) Central America is part of the US sphere of influence, 'our back yard.' The influence of other countries ('Bolshevik Mexico' in the 1920s, communist Cuba

today) can be seen in the conflicts that periodically erupt there.

2) 'Instability' in the region is a threat to 'US interests,' and the highest priority must be given to the maintenance of stability.

Our view of other people is deeply conditioned by our particular cultural perspective. The reports we watch about Central America, and popularizations in films, novels and plays, often tend to portray the region as a mystifying place where bloodthirsty Latins continually engage in passionate but irrational battle. By asking the player to take the role of a Central American character, we hope to show that when Central Americans battle each other, they do so for reasons with deep historical roots.

The interactive medium, a new species of drama, shows its greatest strength when it lets the player test his or her own assumptions about the world. If two people play the game the same way and receive the same Verdict of History, it should be possible for one to decide 'I won' and the other 'I lost.' The most important character encountered in Hidden Agenda is the player's own.

Flaubert once said that "the world exists to be turned into a novel." Before long we should see many attempts to update this sentiment.

—Jim Gasperini

About the Authors

Jim Gasperini, writer, designer, and programmer, has been working in the interactive mode since writing the first three titles of the *Time Machine* series of reader active juvenile historical fiction for Bantam Books. With Ron Martinez, he wrote *Star Trek: The Promethean Prophecy*, an interactive screenplay published by Simon & Schuster.

A 1974 graduate of Williams College, Jim has published articles on historical subjects and computer gaming theory in *Language Technology*, *Museum*, and other journals. Hidden Agenda was inspired by a visit to Costa Rica, Nicaragua, and El Salvador in 1985.

Ron Martinez, producer, designer, and programmer, is founder of TRANS Fiction Systems Corp., an independent software production company devoted exclusively to interactive storytelling. In addition to his work as series producer, Ron designed and implemented, with Greg Guerin, the interface systems used in Hidden Agenda.

Ron's other credits include writing interactive children's books, comic strips, multiplayer mystery games, and software adaptations of major literary, television, and motion picture properties.

Gregory Guerin, programmer and designer, has been programming his Macintosh since the machine's introduction. A long-standing interest in simulations and user interfaces eventually led him to develop, with Ron Martinez, the DEUS programming system which

underlies the complex behavior of artificial personalities encountered in Hidden Agenda.

Angela Greene, TRANS Fiction's art director, has been designing animation and graphics for computer activities since the character block days. She has worked with Bank Street College, Children's Television Workshop, and Apple.

Bill Herdle, additional IBM programming, assembled one of the first microcomputer kits in 1976: an IMSAI 8080. Since then, he has written a host of major applications, including assemblers, two word processors, and two communications packages.