

DEMOKRATIA



A GAME OF CITY BUILDING AND DEMOCRACY
IN CLASSICAL ATHENS

FOR 3-5 PLAYERS (PLAYING TIME 60 MINUTES)

BY NICHOLAS HJELMBERG
NOVA SUECIA GAMES
[HTTP://WWW.NOVASUECIA.SE](http://www.novasuecia.se)
VERSION 1.1

1. INTRODUCTION

It is the year of 480 BC and Athens has been sacked by the Persians. The evacuated people return to a city in ruins. But out of the ashes, a new city will arise, a city built on democracy and destined to become one of the most famous cities in the history. The Golden Age of Athens is about to begin.

However, the people has hardly gathered again before the unity starts cracking. Tribes stand against tribes and nobles against commons as everybody seeks to influence the people, to shape the new city, and to take place among the eternal men of Athens.

2. GAME COMPONENTS

The game consists of the following components:

- 1 Archon tile
- 49 Athens tiles; 1 agora, 7 3-building alleys, 12 2-building streets, 12 2-building turns, 12 1-building crossroads, and 5 0-building squares
- 15 vote tiles
- 5 Monument tiles; Academy, Parthenon, Stoa, Theatre, and Wall
- 5 Rhetor tiles; Demosthenes, Pericles, Socrates, Sophocles, and Themistocles
- 1 Ostracism tile and 1 Peloponnesian War tile (optional)
- 1 Ekklesia (Assembly) Chart with numbers
- 1 Boule (Council) Chart with characters
- 2 Game Aide Charts
- 150 citizen tokens; 40 Pandionis/Erechtheis phyle (Π, blue), 40 Acamantis/Oineis phyle (O, red), 40 yellow Kekropis/Hippothontis phyle (K, yellow), 30 Aiantis/Antiochis phyle (A, green), and 24 Aigeis/Leontis phyle (Λ, purple)
- 13 neutral citizen tokens
- 5 ekklesia tokens; 1 per phyle

**Ekklesia; power level
0-10 per phyle**

0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10
0	1	2	3	4	5	6	7	8	9	10

**Boule; 10 influence
seats per phyle**

Π	Π	Π	Π	Π	Π	Π	Π	Π	Π	Π
O	O	O	O	O	O	O	O	O	O	O
A	A	A	A	A	A	A	A	A	A	A
K	K	K	K	K	K	K	K	K	K	K
Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ	Λ

Archon



Athens



Vote



Monument



Rhetor



Ostracism



Citizen



Neutral



Ekklesia



3. GAME OBJECT

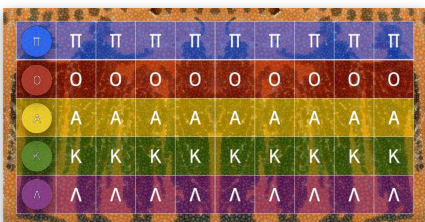
You play a demagogue of one of the ten *Phylai* (tribes) in Classic Athens, influencing citizens to vote in the *Ekklesia* (Assembly), rebuild *Athens*, and serve in the *Boule* (Council). Your goal is to establish Athens as the leading city of the Greeks by completing the city. At the same time, you want to lead Athens yourself.

You win a democracy victory by having a majority of the citizens in the most powerful phylai in the Boule and in Athens at the end of the game. You may also win an instant oligarchy victory, if your majority in the Boule grows too powerful, or an instant tyranny victory, if your majority in Athens grows too powerful. However, if a round ends with power 0 for all phylai in the Ekklesia, the citizens abandon Athens and all players lose.

4. GAME SETUP

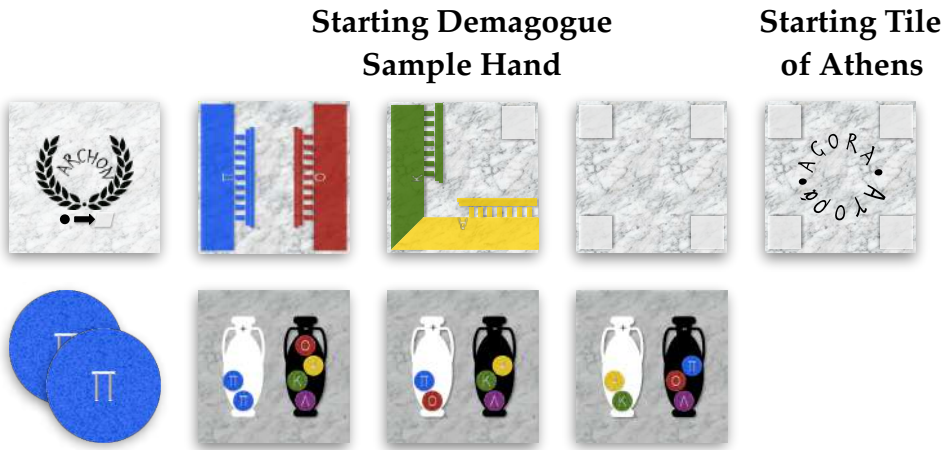
- 1) For **3 players**, use **40 citizen tokens** per player. For **4 players**, use **30 citizen tokens** per player. For **5 players**, use **24 citizen tokens** per player. Remove citizen tokens not used in the game.
- 2) Choose **1 phyle** each and take **2 citizen tokens** belonging to that phyle each. Put the remaining citizen tokens and the neutral tokens in the lid ("Citizen pool").
- 3) Place **1 citizen token** of each phyle used in the game from the citizen pool on the **Boule chart** on the first seat of that phyle. Seats of phylai not used in the game may still be played to.
- 4) Place the **5 ekklesia tokens** on the **Ekklesia chart** on power 1.
- 5) Locate the **Agora tile** and place it on the middle of the table. This is the starting tile of **Athens**.
- 6) Randomly take **3 Athens tiles** each, look at them and keep them face down. Put the remaining Athens tiles in the box ("Athens pool") face down.
- 7) Randomly take **3 vote tiles** each, look at them and keep them face down. Put aside the rest.
- 8) Also put aside the **5 Monument tiles**, the **5 Rhetor tiles** and the **1 Ostracism tile**.
- 9) Randomly assign a starting demagogue who takes the **Archon tile**.

Boule chart (phyle influence)



Ekklesia chart (phyle power)





5. GAME OVERVIEW

Demokratia is played in rounds divided into five phases:

- 1) **Rhetorics:** Argue, negotiate and bribe for your cause.
- 2) **Ekklesia:** Play secret votes.
- 3) **Archon:** Play citizens and activate Monuments and Rhetors.
- 4) **Phylai:** Reveal votes and distribute new citizens.
- 5) **Ostracism:** Vote to temporarily exile a demagogue.

Each round will see an increase or a decrease in **phyle power** and **phyle influence**:

- **Phyle power** is measured by the current level on the **Ekklesia chart**.
- **Phyle influence** is measured by the number of seats on the **Boule chart** occupied by your citizens.

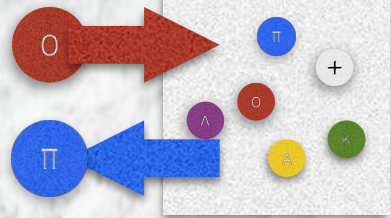
The more power a phyle has, the more new citizens it will generate, and the more influence you have over a phyle, the greater your share of its new citizens will be. To win, you must play to increase both your **phyle influence** over as many phylai as possible **and** to increase the **phyle power** of the phylai you are influencing. Each phase will be described in details.

6. RHETORICS PHASE



In classical Athens, *rhetorics* were important to persuade an audience. Debate with each other regarding which phylai you should vote for and which buildings you should build. You may also bribe each other by giving away citizens from your hand, either in this phase or in any other phase (but the bribed demagogue is never forced to do as you want so be careful whom you trust). Exchange a citizen received in this way with a citizen of your own phyle from the citizen pool.

Example: Red starts with neither red votes, nor red buildings, but Blue offers to help her by voting for the red phyle and building a red building. In exchange, Red gives Blue a red citizen from her hand. Blue returns the red citizen to the citizen pool and takes a blue citizen instead.



7. EKKLESIA PHASE



In classical Athens, all free men born by Athenian parents were citizens and the *Ekklesia* was their Assembly. Choose one of your 3 vote tiles and place it in front of you face down. Once played, you may look at it but not reveal it or replace it. Votes in the **white** amphora (+) will **increase** the **phyle influence** and votes in the **black** amphora (-) will **decrease** the **phyle influence** in the Phylai Phase (Chapter 9).

Example: Blue's first vote tile gives the blue phyle +2 influence and her second vote tile gives the blue and the red phyle +1 influence each. Blue honors her agreement with Red and places her second vote tile in front of her face down.



8. ARCHON PHASE

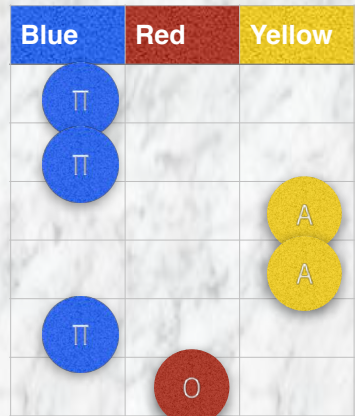


In classical Athens, the *Archon Eponymos* was the titular head of state. Start with the demagogue with the **Archon tile** and continue in clockwise order. The archon announces how many **citizens** he or she has on the **hand**. If one or more demagogues have **more citizens** on the **hand**, the archon tile is passed to the first of them in **clockwise order**. Otherwise, the archon **plays a citizen** and announces his or her new number. If no demagogue has any citizens left, the Archon Phase ends.

Citizens must be played to any of the following:

- A seat on the **Boule chart**. This increases the **phyle influence**.
- An **Athens tile**. This increases the **phyle power**.
- A **Monument tile** or a **Rhetor tile**. This modifies the **phyle influence** or **power**.

Example: In the first round of a 3 player game, all players have 2 citizens. Blue starts with the Archon tile and also gets 1 citizen from Red. She plays her 1st citizen and, since nobody has more citizens yet, also plays her 2nd citizen. Yellow now has more citizens, takes the Archon tile, and plays her 1st citizen.



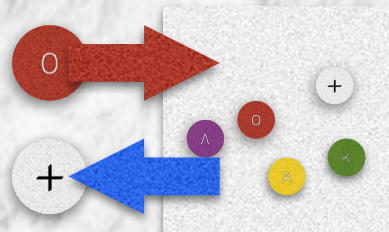
Since all players now have 1 citizen, Yellow keeps the Archon tile and plays her 2nd citizen. Blue is next in clockwise order. She takes the Archon tile, plays her 3rd citizen, and gives the Archon tile to Red. Red plays her only citizen and keeps the tile since the phase ends.

Each citizen play will be described in detail. You may play any number of citizens but only to 1 empty seat or tile per turn.



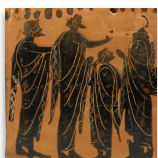
If, at any time during the round, you are unable to take a new citizen from the citizen pool, the game will end after the round. Take a neutral citizen token instead. It cannot be played but will be used when determining the winner.

Example: In the Rhetorics Phase example above, if Blue would not have any blue citizens in the citizen pool, she would have taken a neutral citizen instead.



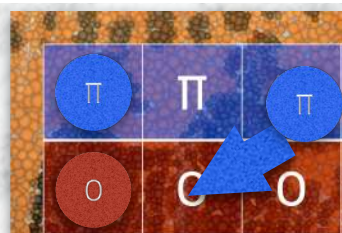
Blue may not play the neutral citizen but keeps it on the hand to the end game scoring.

8.1 BOULE



In classical Athens, the *Boule* was the council, consisting of 50 men from each of the 10 phylai. Place a **citizen** from your hand on any empty seat on the **Boule chart**. The seat does not have to belong to your own phyle. The more seats of a phyle you occupy, the higher **phyle influence** do you have over that phyle.

Example: Since Blue voted for both the blue phyle and the red phyle, she wants to claim blue and red seats in the Boule. She already has a blue seat (from the setup) and decides to place a citizen on a red seat.



In classical Athens, the *agora* was the center of the city.



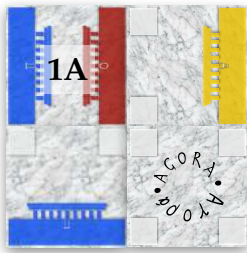
1. Place an Athens tile and a citizen from your hand in Athens.
2. Place a citizen of your phyle from the citizen pool on the Agora.
3. Adjust the phyle power on the Ekklesia chart.
 - a) A colored building increases the phyle power by 1 for the phyle of the color.
 - b) A black building decreases the phyle power by 1 for a phyle of your choice. If there are more than 1 black building, you must choose different phylai.
4. Draw a new Athens tile from from the Athens pool when you are done.

Example: With a blue seat and a red seat in the Boule, Blue wants to increase the power of both the blue phyle and the red phyle. To do so, she places an Athens tile with a blue and a red building next to the Agora tile. She places a citizen from the hand on the Athens tile and a citizen from the citizen pool on the Agora tile. This increases both the blue and the red power by 1. With black buildings, she could have decreased the yellow and the green power instead.

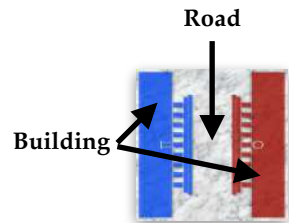
Athens tiles must be placed according to the following rules:

1. It must continue at least one existing **road** and must not block any existing roads.
2. It must **match the colors** of the buildings along all the roads it continues.
 - White buildings (agora, squares, corners) match all other colors.
 - The agora and the squares may not be placed adjacent to each other.
 - The "backs" of two adjacent buildings do not have to match.
3. It may not be placed so that a road from the **agora** ends in a **dead end** or a **loop**.
4. It may not be placed more than **3 tiles** away from the **agora** (orthogonally or diagonally). This means that Athens will contain up to 7x7 tiles with the agora in the middle.

1A: Illegal, road blocks road from right



1B: Legal, road continues roads from below & right

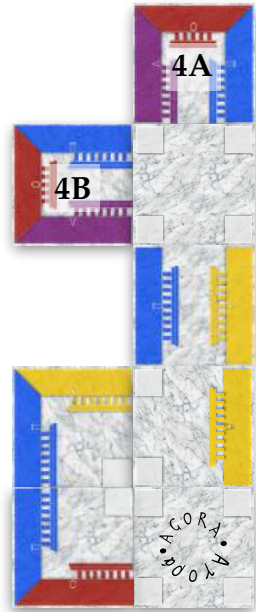
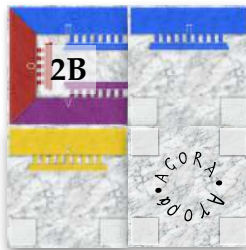


4A: Illegal, more than 3 tiles away

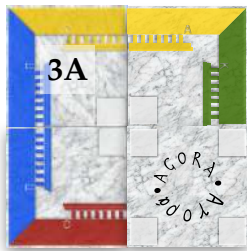
2A: Illegal, blue does not match yellow to the right



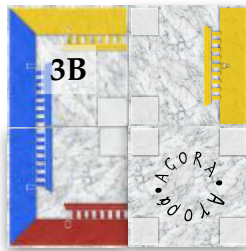
2B: Legal, note that purple & yellow "backs" don't match



3A: Illegal, causes two roads from agora to loop



3B: Legal, both roads from agora continue



4B: Legal, within 3 tiles

8.3 MONUMENTS AND RHETORS



In classical Athens, famous *monuments* and *rhetors* helped making Athens the cradle of Western Civilization. Place a **Monument** tile or a **Rhetor** tile of your choice from outside the game and a **citizen** from your hand in front of you.



A **Monument** or a **Rhetor** may be **activated** at the same time as a **citizen** is **played**, including when it is acquired. Only **one** Monument or Rhetor may be activated in a single citizen play and each of them may only be activated **once per round**. Flip activated Monuments or Rhetors and flip them back at the end of the round. Activating a Monument or a Rhetor does not "cost" any citizens beyond the ones used to acquire it. Each Monument and Rhetor will be described in detail.

Monuments



Plato's Academy: Apply your knowledge to add an extra Athens tile from the Athens pool to your hand. Return a tile at the end of the round.



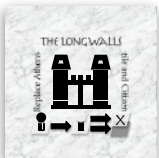
Parthenon: Consult the Gods to look at all the other demagogues' cast vote cards.



Stoa Basileios: Sentence a Rhetor to death by removing the Rhetor tile from the game and place its citizen on the Agora tile.



Theatre of Dionysos: Influence the voters by replacing any one demagogue's cast vote tile (including yours) with one from your hand.



Long Walls: Draft citizens by replacing 1 Athens tile with 1 from your hand. Return the Athens tile to the Athens pool and place its citizen on the Agora tile. Do not decrease phyle power for the replaced tile.

Rhetors

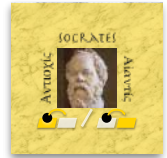
Demosthenes: Move 1 citizen from 1 Boule seat to 1 other empty seat. The seat moved to or from must belong to Erechtheis/Pandionis (blue).



Pericles: Move 1 citizen from 1 Boule seat to 1 other empty seat. The seat moved to or from must belong to Oineis/Acamantis (red).



Socrates: Move 1 citizen from 1 Boule seat to 1 other empty seat. The seat moved to or from must belong to Aiantis/Antiochis (yellow).



Sophocles: Move 1 citizen from 1 Boule seat to 1 other empty seat. The seat moved to or from must belong to Kekropis/Hippothontis (green).



Themistocles: Move 1 citizen from 1 Boule seat to 1 other empty seat. The seat moved to or from must belong to Aigeis/Leontis (purple).

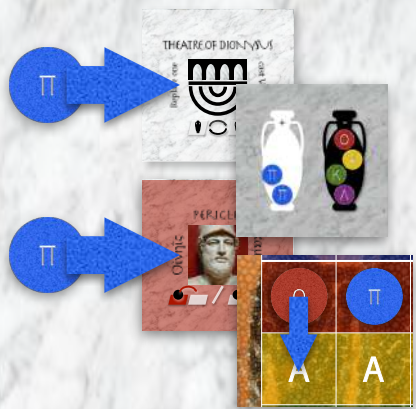


Example: Blue considers playing her last citizen to a Monument or to a Rhetor to further improve her position.

With the Theatre of Dionysos, she may replace another players' cast vote tile with her own vote tile with 2 blue votes and increase the blue phyle power.

With Pericles, she may remove the red citizen from the red seat in the Boule to a yellow seat and benefit from the red phyle influence herself.

(Blue did not promise Red to let her keep the red seat, did she?)



9. PHYLAI PHASE

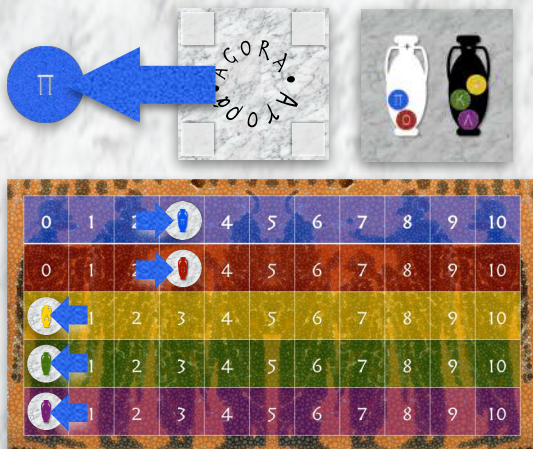


In classical Athens, the citizens were organized in *phylai* (plural of *phyle*) or tribes, put together by urban, coastal and inland areas and named after mythical heroes. Increase or decrease the **phyle power** on the **Ekklesia chart** based on the **vote tiles** as follow. This determines the number of **new citizens** to be distributed.

1. Return any citizen tiles on the **Agora tile** to their demagogues. They may be used next round.
2. Shuffle and reveal the cast **vote tiles**. Count the votes of each phyle and increase or decrease the phyle power accordingly.
3. A phyle power cannot go below 0 or above 10.

Example: Blue's Athens tile gave her a citizen from the citizen pool to the Agora tile and she may now take it.

Blue's vote tile increases the blue and the red power by 1. It also decreases the yellow, the green and the purple power by 1.



Blue's has successfully increased her phyle influence over the blue and the red phyle and increased the phyle power of the blue and the red phyle. If the other votes do not decrease the power, she will receive 1 new citizen from the blue phyle and 1 from the red phyle.

Next, distribute new **citizens** to the **demagogues** based on power and influence as follow. *Demagogues always receive citizens of their own phyle, i.e. Blue only plays with blue citizen tokens.*

- If the phyle power is **equal to or greater** than the total phyle influence, the demagogues receive citizens equal to their influence.
- If the phyle power is less than the total phyle influence, take turns in order of phyle influence (highest first) to remove 1 citizen from the Boule until the phyle power is equal to or greater than the total phyle influence. Unlike citizens replaced by other demagogues, citizens removed by the people are not placed on the agora but permanently removed from the game.

Example: The blue phyle has phyle power 7 in the power 7 in the Ekklesia. Blue, Red and Yellow and Yellow have phyle influence 3, 3 and 1 respectively in the Boule. Blue and Red receives 3 citizens each and Yellow receives 1 citizen.

With phyle power 6, Blue and Red would have to remove 1 citizen each. Blue and Red would then have received 2 citizens each and Yellow 1 citizen. No demagogue would have received the 6th citizen. With phyle power 4, Yellow would also have to remove 1 citizen and would then have received 0 citizens.

Infl.	Blue	Red	Yellow
3	Π	Ο	
2	Π	Ο	
1	Π	Ο	Α

In the unlikely event that a demagogue ends the phylai phase with no citizens on the hand (because she placed no citizens in Athens and had all her citizens in the Boule removed), she receives 1 citizen from the citizen pool.

In sum: you get new citizens by

- 1) *being bribed or replaced by another demagogue*
- 2) *playing citizens to Athens tiles or*
- 3) *playing citizens to the Boule chart.*

10. OSTRACISM



In classical Athens, *ostracism* was used to exile too powerful citizens. Starting with the **Archon** and continuing **clockwise**, each demagogue may play a **citizen** to the **Ostracism** tile to call for ostracism. If anyone does so, vote by taking 1 citizen of each phyle except your own from the citizen pool. (If there are not enough citizens of a phyle left in the citizen pool for everybody to get one, the demagogue of that phyle has become too powerful already and there can be no ostracism.) Secretly select one of them and reveal your selections simultaneously.

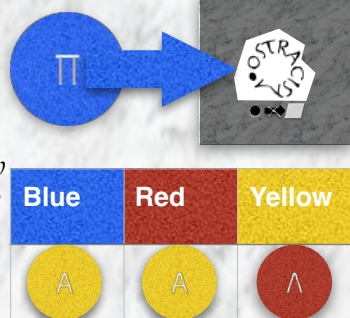
- If one demagogue gets more votes than any other, he or she is **ostracized** and takes the tile.
- If no demagogue gets more votes than any other, there is **no ostracism**.
- If a demagogue votes with more than 1 citizen, his or her vote is **not counted**.

Remove the citizen played to the Ostracism tile from the game and return the citizens used to vote to the **citizen pool**.

An ostracized demagogue may not **vote** in the **Ekklesia Phase** or **play citizens** in the **Archon Phase** in the next round. However, the demagogue does receive **new citizens** in the **Phylai Phase**.

Only one demagogue may be ostracized each round. An ostracized demagogue does not return the Ostracism tile but keeps it and may not be ostracized again until another demagogue has been ostracized and taken over the tile.

Example: Blue is falling behind Yellow and decides to spend 1 citizen to call for ostracism. She plays the citizen to the ostracism tile and takes a red and a yellow citizen from the citizen pool. Blue and Red votes Yellow and Yellow votes Red. Yellow is ostracized with 2 to 1.



If Red would have voted Blue, all would have got 1 vote each and none would have been ostracized.

Yellow may not cast any vote or play any citizens the next round. However, the round following that, she may play as normal and calls for ostracism. This time, only Blue and Red can be ostracized.

11. END OF ROUND

At the end of the round, simultaneously refresh your hand as follow:

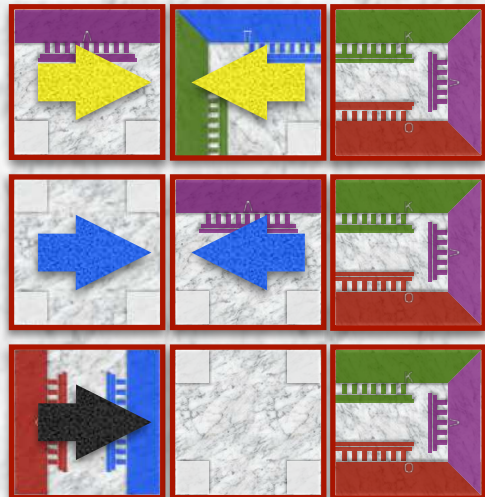


- 1) **Discard** all remaining vote tiles face down and shuffle.
- 2) **Draw 3 vote tiles** and put aside any remaining vote tiles (if less than 5 players).
- 3) **Pass 1 vote tile** of your choice to your **left**. Then **pass 1 vote tile** of your choice (including the one received) to your **right**.
- 4) **Discard** all remaining Athens tiles face down to the Athens pool and shuffle.
- 5) **Draw 3 Athens tiles** from the Athens pool.
 - If there are not enough Athens tiles for everyone, **reduce the hand size** by 1 and return tiles of your choice if needed.
 - If the hand size is 1 and there are still not enough Athens tiles for everyone, the Hegemony Victory is triggered, see 12. End of Game.
- 6) If the hand size is 2 or more, **pass 1 Athens tile** of your choice to your **left**. Then **pass 1 Athens tile** of your choice (including the one received) to your **right**.
- 7) Reactivate any **Monuments** or **Rhetors** on your hand by flipping them face up.

Example: At the end of the round, only 7 Athens tiles remain so the 3 players draw 2 tiles each. Red draws a Blue/Green turn and a Green/Purple/Red alley.

She passes the Blue/Green turn to Yellow and receives a Purple crossroad. This she passes on to Blue and receives a Square.

Red also has Plato's Academy and uses it next round (but not earlier) to increase her hand size to 3 and draw the last Athens tile.

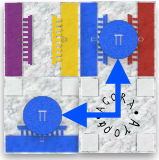


12. END OF GAME

At the end of the round, also check the following victory conditions in order. If any is true, the game ends immediately.



- 1) **The Fall of Athens:** The power of all phylai is 0. The citizens abandon Athens. All players share a loss.
- 2) **Hegemony Victory:** Of the 49 Athens tiles, less than the player count remains to be placed. Athens subdue all other Greek city states and establishes a hegemony. All players share a victory.
- 3) **Democracy Victory:** One or more demagogue has received a **neutral citizen token**. The democracy survives.
- 4) **Oligarchy Victory:** One or more phyle has **power 10**. A coup replaces the democracy with an oligarchy.
- 5) **Tyranny Victory:** One or more phyle has buildings on at least **10 Athens tiles** directly linked by road. (The Agora and the squares may be counted by all phylai.) A revolt replaces the democracy with a tyranny.



For victory condition 3-5, determine the winner by counting the following:

- Each neutral citizen token: 1 victory point.
- Each citizen in the Boule of the phyle or phylai with the highest power: 1 victory point. (For Oligarchy victory, count only this.)
- Each citizen in Athens of the phyle or phylai with the most Athens tiles directly linked by road: 1 victory point. (For Tyranny victory, count only this.)

Example: At the end of a the 3 player game round, the victory conditions are checked.

- 1) *Hegemony: 46 of the 49 Athens tiles have been placed, i.e. 3 tiles still remain.*
- 2) *Democracy: Blue has 2 neutral citizen tokens and Yellow has 1.*
- 3) *Oligarchy: There are 2 phylai with the highest power (level 10 in the Ekklesia); Blue and Yellow. Of the 16 Blue and Yellow Boule seats, Blue has 6, Yellow has 7 and Red has 3.*
- 4) *Tyranny: There is 1 phyle in with the most Athens tiles (10 linked Athens tiles of the same color, the Agora and squares); Red. Of the 10 Athens tiles, Blue has 3, Yellow has 2 and Red has 5.*

The Democracy victory condition takes precedence and the following victory points are awarded:

- 1) *Blue: 2 neutral citizens + 6 Boule seats + 3 Athens tiles = 11*
- 2) *Yellow: 1 neutral citizen + 7 Boule seats + 2 Athens tiles = 10*
- 3) *Red: 0 neutral citizens + 3 Boule seats + 5 Athens tiles = 8*

14. HISTORICAL NOTES

- Agora: Central spot in Greek city states and center of political life.
- Alexander the Great: King of Macedonia, subdued all Greeks and conquered Persia.
- Archon: Title used in Athens for nine magistrates leading civic, military and religious affairs.
- Boule: Council of citizens, supervised finances, navy, cavalry, religion, building and shipping.
- Citizen: Free man born by Athenian parents (excluding women, slaves and foreigners).
- Demagogue: A leader of the common people who appeals to emotions to gain power.
- Democracy: Political system of Athens where all citizens voted directly on legislation.
- Demosthenes (384–322 BC): Politician and orator, led uprising against Alexander the Great.
- Dialectics: Method of argument for resolving disagreement, used by Socrates in his dialogues.
- Ekklesia: Assembly of all citizens, responsible for declaring wars and electing strategoi.
- New Bouleuterion: Seat of the Boule, replaced the Old Bouleuterion (the Metroon).
- Oligarchy: Political system where the power rests with a small number of people.
- Ostracism: Vote to exile citizens to neutralize potential threats.
- Panathenaic way: Led from the Dipylon gate to the Acropolis via the Agora.
- Parthenon: Temple on Acropolis, construction began by Pericles in 447 BC.
- Peloponnesian War (431–404 BC): War between the Athenian empire and the Spartan league.
- Pericles (495–429 BC): Politician and general, led Athens in the Peloponnesian War.
- Persia: Empire in the East, fought the Greeks in 5th century BC but failed to conquer them.
- Phyle: Tribe, administrative organization of the Athenians, named after mythical heroes.
- Plato's Academy: Founded in the mid-380s, posed problems and solved them with dialectics.
- Polis: City-state consisting of city and dependent territories.
- Prytaneion: Seat of the Prytaneis, located at the Tholos, which was also used for dining.
- Prytaneis: Executives of the Boule, consisted of 50 men of each of the ten phylai.
- Rhetor: Orator, public speaker arguing for a cause.
- Rhetorics: Art that aims to improve the capability to inform, persuade, or motivate.
- Socrates (470/469–399 BC): Philosopher, father of the dialectic method, sentenced to death.
- Stoa Basileios: Headquarter of the King Archon, the site of ostracisms and of Socrates' trial.
- Sophocles (497/6–406/5 BC): Tragedian, elected as one of the ten strategoi, wrote 123 plays.
- Sparta: Military city state and rival to Athens, defeated Athens in the Peloponnesian War.
- Strategoi: Annually elected generals, decided strategy by vote and led armies and fleets.
- Theatre of Dionysus: Originally constructed in the 4th century BC, seated 17 000 spectators.
- Themistocles (524–459 BC): Politician and general, defeated the Persians, ostracized.
- The Four Hundred: Short-lived oligarchy that overthrew the Athenian democracy in 411 BC.
- The Long Walls: Connected Athens to its ports, destroyed by the Spartans 403 BC.
- The Thirty Tyrants: Installed in Athens by Sparta in 404 BC after the Peloponnesian War.
- Tyranny: Political system with absolute rule unrestrained by law or constitution.

CREDITS

Game design:	Nicholas Hjelmberg
Artwork:	Nicholas Hjelmberg
Production:	The Game Crafter
Game testers:	Fredrik Sandell, Peter Sahlin, pleasant people at Café & Co
Special thanks:	My wife Su-San Oh for having to listen to my endless historical and game-technical considerations
