



# EUROPE DIVIDED

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*A competitive game  
of post-Cold War influence  
over Europe.*

**In** *Europe Divided*, you will take control of one of the two powers: Western Europe (controlling both NATO and the European Union) or Russia. You will wage wars of political and military influence, vying for control over Central and Eastern Europe as well as the Caucasus. Western Europe is powerful and rich, but bureaucratic and slow to react. Russia lacks Europe's resources, but can respond rapidly.

**Europe Divided** is rich with history, but features a quick-playing card-driven core mechanic. Players use cards associated with countries they control to establish political and military influence, gain money, and build and deploy their military strength. An elegant deck-manipulation mechanism weakens players' decks as they grow their influence, creating a tension point between seeking to expand and over-reaching. Players also compete over key

political events throughout the game. Will the Velvet Divorce result in the split of the Czech Republic and Slovakia? How will the Bosnian War end? The players will decide the fate of history throughout this period of *Europe Divided*.

The goal of **Europe Divided** is to earn more Prestige than your opponent by winning key historical events and gaining dominance over contested regions.

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## Game Board



## 22 Period 1 New World Order (1992 - 2008) Headlines



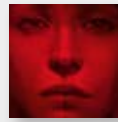
## 18 Period 2 New Cold War (2009 - 2019) Headlines



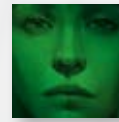
2 Sea Cards



Turn Track marker



Russia Prestige marker



Europe Prestige marker



EU fracture marker



50 Money tokens



15 Blue NATO Army markers



15 Red Russia Army markers



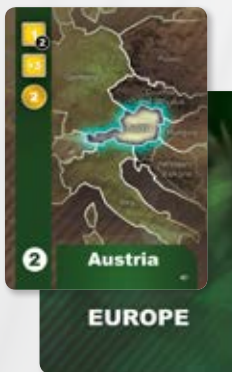
12 Yellow EU Influence Dice



12 Blue NATO Influence Dice



12 Red Russia Influence Dice



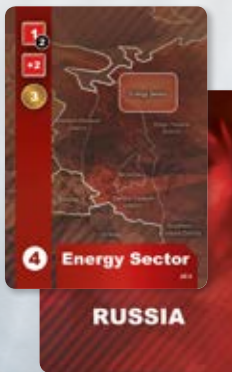
13 Europe Action Cards



7 Europe Advantage Cards



12 Contested Region Action Cards (Europe)



7 Russia Action Cards



7 Russia Advantage Cards



12 Contested Region Action Cards (Russia)











## SETUP

### Game Board



Place the game board in the center of the table.

### Headline Cards





-  Separate the two Headline Card decks into Period 1 and Period 2 (represented by the number 1 or 2 in the bottom right of the card).
-  Sort the Europe (green) and Russia (red) cards in each deck.
-  For Period 1, shuffle each of the two sorted groups of cards. Place one card from each group face up on the Forthcoming Headline spaces **1**.
-  Remove 4 cards from each group from the game without looking at them.
-  Shuffle the remaining cards together. Deal 3 cards to each player to form their Headline Card **2** hand and place the remaining cards face down by the Turn and Headline Track.

-  For Period 2, shuffle each of the two sorted groups of cards separately. Remove 3 cards from each group from the game without looking at them.
-  Shuffle the remaining 12 cards together.
-  Place the remaining cards from Period 1 on top of the remaining cards from Period 2 **3**.



### Starting Action Cards

-  Shuffle the 13 Europe Action Cards and deal 4 to the Europe player. This is their starting Action Card hand **4**. Place the remaining 9 cards face down in front of the Europe player. This is their Action Card deck **5**.
-  Shuffle the 7 Russia Action Cards and deal 4 to the Russia player **6**. This is their starting Action Card hand. Place the remaining 3 cards face down in front of the Russia player. This is their Action Card deck **7**.

## Money

-  Give the Europe player 6 (six) money .
-  Give the Russia player 3 (three) money .




## Advantage Cards

Each player shuffles their seven Advantage Cards, draws three and chooses two of them for their hand , places the remaining five face down near the board .



## Contested Region Action Cards

Place the Contested Region Action Cards face up near the appropriate player .

## Dice, Sea Cards, Turn Track, Prestige and Army markers

Place the dice and army markers near the appropriate player . Place the Sea Cards and the Turn Track marker next to the game board . Place the Prestige markers on the '0' space of the Prestige Track .

## Armies

-  Place 5 Russia armies on the game board, one in each Russia (red) space with a red Place Russia Army symbol. Place the remaining 10 Russia armies in front of the Russia player.
-  Place 9 NATO armies on the game board, one in each Europe (green) space with a blue Place NATO Army symbol. Place the remaining 6 NATO armies in front of the Europe player.



Place NATO Army symbol    Place Russia Army symbol



## Component Limits

Each player is limited to 15 armies. You cannot place an additional army on the board if all 15 of your armies have already been placed. There is no limit to the amount of money in the game. If you run out of money tokens, use a placeholder token to represent money.

# PLAYING THE GAME

## Game Overview

Europe Divided consists of two periods:

-  **Period 1** includes events from 1992 - 2008. This period is focused on the expansion of the European Union (EU) and North Atlantic Treaty Organization (NATO).
-  **Period 2** includes events from 2009 - 2019. This period is focused on Russia's resurgence and its increased influence throughout central and eastern Europe and the Caucasus.

Each period is divided into 10 turns. At the end of the 10th turn in Period 2, the game ends.

## Game Turn

Each turn consists of the following sequence of play:

- 1) Advance Turn Marker

### Actions Segment

- 2) Initiative
- 3) Actions
- 4) Draw New Action Cards

## Headlines Segment

- 5) Resolve Headlines (some turns)
- 6) Shift Headlines (some turns)
- 7) Place New Headlines (some turns)
- 8) Discard Headline Cards (some turns)
- 9) Draw New Headline Cards (some turns)

## 1 Advance Turn Marker

For the first turn, place the turn marker on the upper left space of the Turn Track (Period 1). At the beginning of each subsequent turn, advance the turn marker one space down the track. When it reaches the last space, it marks the final turn of the game.

## 2 Initiative

Players choose two Action Cards from their hand to use for actions and place the cards face down in front of them. Each player announces the sum total of their cards' initiative. The player with the highest initiative plays their cards first. In the case of a tie, the Europe player goes first.

**PLAY EXAMPLE:** The Europe player chooses the **Greece** and **Poland** cards for Initiative, while the Russia player chooses **Eastern Balkans** and **The President**. Once both players have chosen their cards, they announce their initiatives: the Russia player has a 9, which is higher than the Europe player's 7, so the Russia player must take their actions first.



### 3 Actions

The player who has the highest initiative chooses one action to take for each of their two Action Cards. Once they have completed their turn, the other player takes an action for each of the Action Cards they chose. Both players then discard their cards. (See Actions Cards, p. 8)

### 4 Draw New Action Cards

Each player draws two new Action Cards from their Action Card deck and adds the cards to their hand. If their Action Card deck is depleted, the player shuffles their discard pile and uses it as their new Action Card deck

### 5 Resolve Headlines\*

*Skip this step unless the current turn space on the Turn Track has the **Resolve Headlines** text.* Check the conditions on the two Headline Cards on the Current Headlines spaces. If they have been met, award the Headline Card to the appropriate player. If not, remove the card from the game. (See Headline Cards, p. 13)

### 6 Shift Headlines\*

*Skip this step unless the current turn space on the Turn Track has the **Shift Headlines** text.* Shift the two cards in the Forthcoming Headlines spaces up into the Current Headlines spaces.

### 7 Place New Headline Cards\*

*Skip this step unless the current turn space on the Turn Track has the **Place Headlines** text.* Each player chooses one Headline Card from their hand and places it face down on the Forthcom-

ing Headlines spaces. Once both cards have been placed, they are flipped face up.

### 8 Discard Headlines\*

*Skip this step unless the current turn space on the Turn Track has the **Discard ... Headlines** text.* Each player discards the given number of Headline Card and permanently removes them from the game (face down).

### 9 New Headlines\*

*Skip this step unless the current turn space on the Turn Track has the **New Headlines** text.* Each player draws a new Headline Card and adds it to their hand.

**REGIONS:** The word “regions” is used broadly in this game and includes countries, combinations of countries, territories, and districts.

**COLOR-CODING:** The following color-coding is used throughout the game: Green (Europe player), Red (Russia player and actions), Blue (NATO specific actions and components for the Europe player), and Yellow (EU specific actions and components for the Europe player).

# ACTION CARDS

Each Action Card has a colored banner, an initiative value, a list of action symbols, and some have special text. Europe's Action Cards are themed around the European countries in the EU and NATO, while Russia's action cards are linked to personalities, organizations, and military elements.

## Banner

Each banner is color-coded. The Europe player's starting Action Cards are green, the Russia player's starting Action Cards are red, and gray is used for Contested Region Action Cards.

## Initiative

The initiative value is used to determine which player goes first in a round. (See Initiative, p. 4).

## Actions

Action symbols are color-coded. All Russian actions (those used by the Russia player) are red. The Europe player has two different types of actions: EU actions (yellow) and NATO actions (blue).

## Russia Player

When the Russia player uses a Russia Action Card or a Contested Region Action Card, the Russia player can use any action on the card.

## Europe Player

When the Europe player uses a Europe Action Card, the Europe player can use any action on the card. However, when the Europe player uses a Contested Region Action Card, the Europe player must have an influence dice with a 5 or 6 in the region that corresponds to the Contested Region Action Card and to the type of action. For example, the Europe player must have a NATO influence dice with a 5 or 6 to use a NATO (blue) action or a EU influence dice with a 5 or 6 to use an EU (yellow) action with the Armenia Contested Region Action Card below.

## Special Text

Some Russia Action Cards and all Contested Region Action Cards have special text. Sometimes the text is linked to special actions and sometimes it is linked to special effects. (See Action Cards: Special Text, p. 11).

The image shows an Armenia Contested Region Action Card. On the left side, there is a vertical green banner with four action symbols: a yellow circle with '+1', a yellow circle with '1', a blue square with '+1', and a blue diamond with '0+'. Below these symbols is a white circle with the number '1'. The card's main body features a map of the North Caucasian Federal District, highlighting Georgia, Armenia, Azerbaijan, and Turkey. At the bottom of the card, the word 'Armenia' is written in white on a dark background, with the code 'CE21' to its right. A red text box at the top right contains the following text: '[Reaction] Emnity: When you use Armenia, Russia may +1 in Azerbaijan to a maximum of 5. If Russia doesn't already have in Azerbaijan, it may place 1 without paying.' The card is surrounded by blue brackets and labels: 'Actions' on the left, 'Special Text' on the right, and 'Banner' at the bottom right. A blue bracket labeled 'Initiative' points to the '1' in the green banner. A blue box on the left contains the text: 'CARD TEXT AND GAME RULES: If text on cards is ever in conflict with general rules in Europe Divided, the text on the cards takes precedence over the general rules.'

# ACTION CARDS: ACTIONS

## PLACE INFLUENCE (Cost: 2 Money)

Spend two money to place an influence dice on a contested region that you do not already have influence. Place the dice so that the 1 is face up.



Place Russia Influence



Place NATO Influence



Place EU Influence

**EXAMPLE:** The Europe player uses their **Germany Action Card** to place a EU influence dice on Poland.



## INCREASE INFLUENCE (Cost: 0 Money)

Increase the value on an influence dice (already placed in the contested region) up to the amount listed on the increase influence symbol.

### Special Considerations:

When a player increases an influence dice to a value of 5 or 6 in a contested region, they take the corresponding Contested Region Action Card and place it in their Action Card discard pile.



Increase Russia Influence



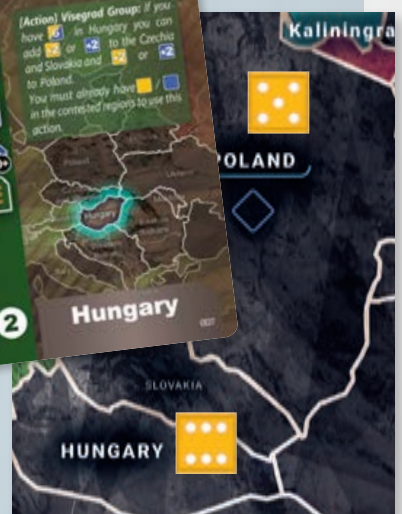
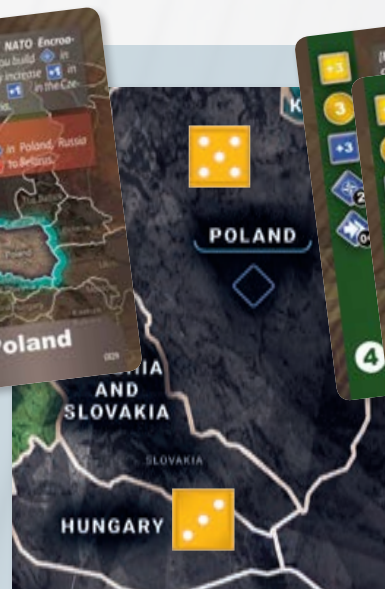
Increase NATO Influence



Increase EU Influence

A player cannot increase an influence dice to 6 in the same contested region where their opponent already has an influence dice with a value of 6 or in a contested region where an opponent already has an army.

**EXAMPLE:** The Europe player uses their **Poland Contested Region Action Card**, which has an increase EU influence value of 3, to increase its EU influence in Hungary from 3 to 6. Note that to use this action, the Europe player needs a EU influence dice in Poland with a 5 or 6. Because the Europe player increased the EU influence value in Hungary to 6, the Europe player takes the **Hungary Contested Region Action Card** and adds it to their Action Card discard pile.



The Europe player could not have increased their EU influence to 6 in Hungary if Russia already had 6 influence or an army in Hungary. However, the Europe player could have increased their EU influence to 5 and still taken the **Hungary Contested Region Action Card**. The redundant influence point is wasted and can't be used elsewhere.



### GAIN MONEY

Gain money equal to the amount listed on the gain money symbol.



Gain Money (Russia)



Gain Money (EU)

**PLAY EXAMPLE:** The Europe player uses their **Hungary Contested Region Action Card**, which has a gain money value of 1, to take 1 money. Note that to use this action, the Europe player needs an EU influence dice in Hungary with a 5 or 6.



### BUILD ARMY (Cost: 2 Money)

Spend two money to place an army on the region that corresponds to the Action Card that is used to take the build army action. For Europe and Contested Region Action Cards, this is always linked to the region. For Russia, the location where the army is built is listed in the special text area of the card.



Place Russia Army



Place NATO Army

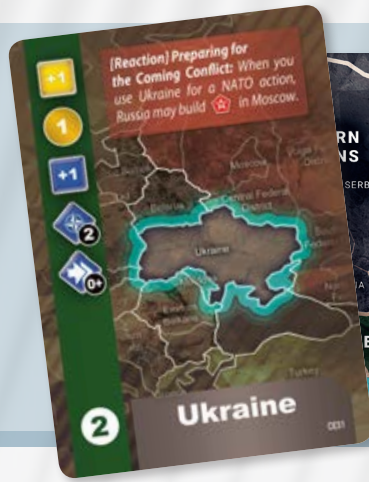
**EXAMPLE:** The Russia player uses their **The President Action Card** to place a new army in Moscow.





**EXAMPLE:** The Europe player uses their **Ukraine** Contested Region Action Card to place a new army in Ukraine.

Note that to use this action, the Europe player needs a NATO influence dice in Ukraine with a 5 or 6.



**MOVE ARMY (Cost: 0+ Money)**

Move an army to an adjacent region or sea space for no cost. For each additional region or sea space moved, spend 1 money.

**Special Considerations:**

- A player cannot move an army into one of their opponent's starting regions.

The Europe player cannot move an army into a Russia (red) region and the Russia player cannot move an army into a Europe (green) region.



Move Russia Army



Move NATO Army

**EXAMPLE:** The Europe player uses their **Hungary** Contested Region Action Card to move an army from **A** Georgia to **B** the Baltics. The Europe player first moves the army from Georgia to the **1** Black Sea for no cost. The Europe player then moves the army from the Black Sea through **2** Ukraine and **3** Belarus and into **4** the Baltics, which costs 3 Money because the Army moved through three regions. The Europe player could not have entered the Southern Federal District because that is a Russia region. Note that to use this action, the Europe player needs a NATO influence dice in Hungary with a 5 or 6.



# ACTION CARDS: SPECIAL ACTIONS, EFFECTS AND REACTIONS

Some Russia Action Cards and all Contested Region Action Cards have special text. There are three types of special text: Special Actions, Effects and Reactions.



Russia Special Action



Europe Special Action

## SPECIAL ACTIONS

Special actions allow players to take an action with a card *instead* of using one of the normal actions on the card. Special action text begins with **[Action]** mark.


**EXAMPLE:** The Russia player uses the **News Media** card to add influence to existing influence dice on three different contested regions. The Russia player cannot also use the card for another action.





## EFFECTS AND REACTIONS

There are additional conditions on the card that can occur when a player uses the card. Sometimes the player that played the card must decide whether to use the Effect, sometimes the opponent of the player that used the card decides whether to use the Reaction. Effect text begins with **[Effect]** mark. Reaction text begins with **[Reaction]** mark.

The following rules apply to Effects and Reactions:

 If an Effect/Reaction gives a player the

option of increasing influence in a region where there is not already and influence dice, a player can place a new influence dice in the region, but must still pay 2 money to do so.

-  If an Effect/Reaction gives a player the option to place a new army, the player must still spend 2 money to place the army.
-  If an Effect/Reaction gives a player the option to move an army, the player must still pay to move the the army for every space after the first.

**EXAMPLE:** The Russia player uses the **Belarus** Contested Region Action Card for the build army action, and spends two money to place an army in Belarus. There is no Russia influence dice in the Baltics. The Russia player chooses to use the card's Effect and places an influence dice in the Baltics spending two money.





The Europe player decides to make a Reaction and moves an army from Germany to Baltics, which is two spaces and costs one money.



## MILITARY PRESENCE

Only one player can have military presence in a region. Competition over military presence occurs in two ways:

-  Two opposing Armies come into contact, or
-  An Army comes into contact with an opposing influence dice with a value of 6.

### ARMY VS. ARMY

Any time two opposing armies would ever occupy the same contested region or sea space, both armies are discarded back into the supply. An army cannot pass through a contested region or sea space occupied by an opposing army.

**EXAMPLE:** The Russia player uses their Southern Military District card to move a Russian army from the Central Federal District, through Belarus, and into Poland. The Europe player has two NATO Armies in Poland. The Russia player and Europe player each discard an Army in Poland.



The Russia player could not have moved their Russian Army through Belarus if a NATO Army had been in Belarus.

**EXAMPLE:** The Europe player uses their Poland Contested Region Action Card to place a NATO army in Poland. The Russia player already has a Russian army in Poland. The Europe player and Russia player each discard an Army in Poland.



## ARMY VS. INFLUENCE DICE

Armies always encounter other armies before encountering influence dice.

Any time an army would ever occupy a contested region where an opponent has an influence dice of

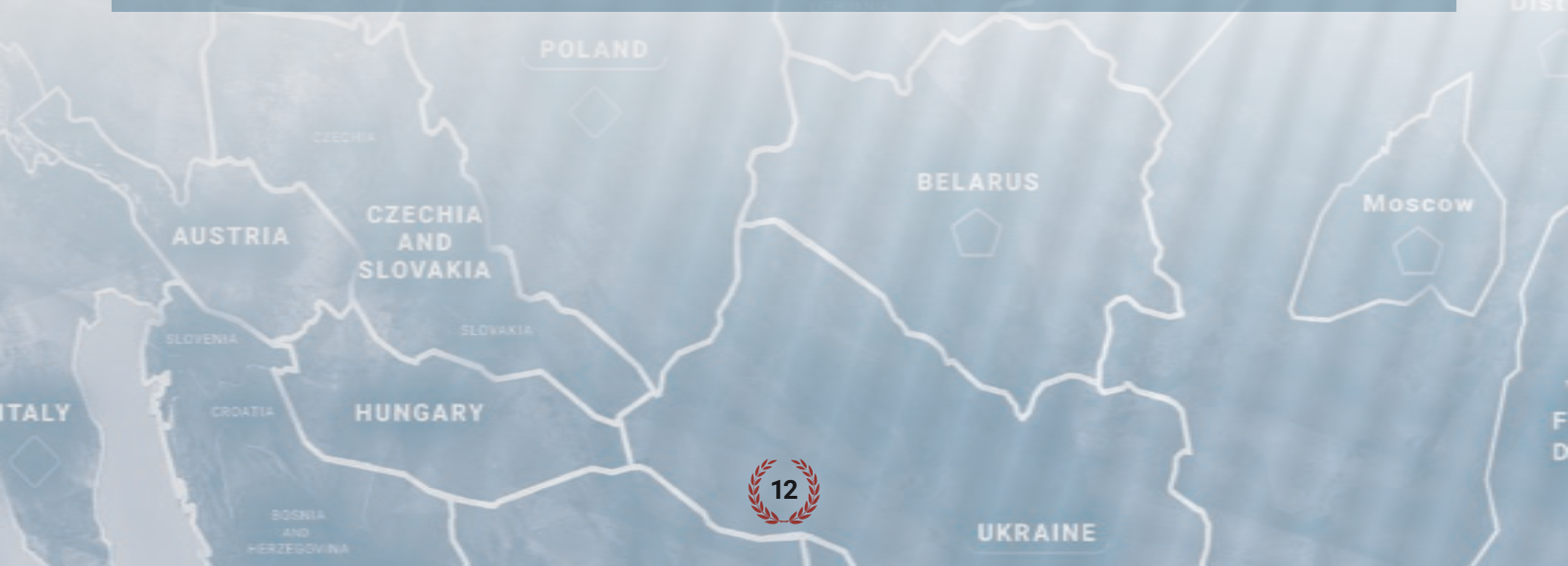
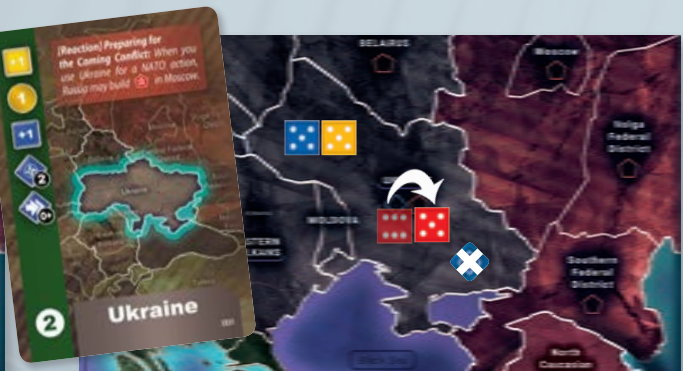
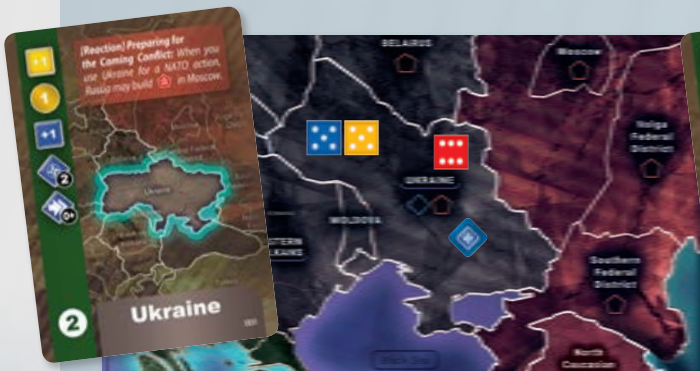
6, the army is discard back into the supply and the influence dice is lowered to 5. An army cannot pass through a contested region where an opponent has an influence dice with a 6.

If a Russian army enters a contested region that has EU and NATO influence dice with 6's, the army is removed and both influence dice are lowered to 5.

**EXAMPLE:** The Russia player uses their **Armenia** Contested Region Action Card to move a Russian army from Moscow, through the Central Federal District, and into Ukraine. The Europe player does not have an army in Ukraine; however, the Europe player does have an EU influence dice with a 6 and a NATO influence dice with a 6 in Ukraine. The Russian Army is discarded and the EU and NATO influence dice are lowered to 5.



The Europe player uses their **Ukraine** Contested Region Action Card to place a NATO army in Ukraine. The Russia player already has a Russian influence dice with a 6 in Ukraine. The Europe player discards their army and the Russia player reduces their Russia influence dice to 5.



# SEA CARDS

There are two sea spaces that feature special cards: the Baltic Sea and Black Sea. These cards grant benefits to the power that has the most combined influence in the regions adjacent to the seas.

## BALTIC SEA

The power with the most combined influence in the Baltics and Poland (minimum of 4) takes the appropriate Baltic Sea card. The Europe player does not combine EU and NATO influence. Instead, those are factored separately and either the EU or NATO (whichever has the most influence) gains the benefit of having the card. If there is a tie for influence for the Baltic Sea, the ties are resolved in this order: NATO, EU, then Russia.

## BLACK SEA

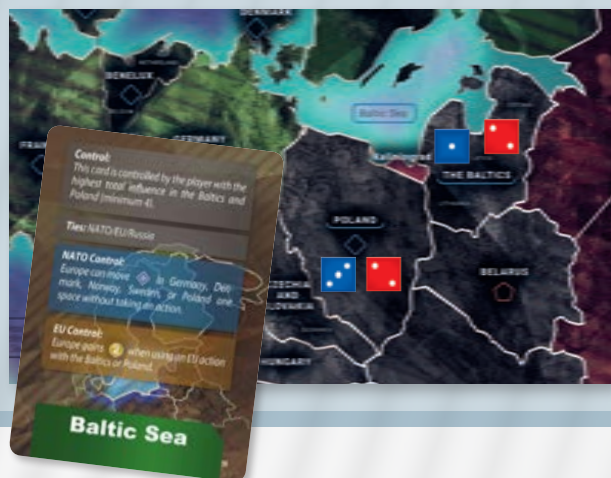
The Black Sea cards work just like the Baltic Sea cards except they apply to the Eastern Balkans, Georgia, and Ukraine, and a power must have a minimum of 5 combined influence to take the appropriate card initially. If there is a tie for influence for the Black Sea, the ties are resolved in this order: Russia, EU, then NATO.

**EXAMPLE:** Russia increases its influence in Poland to 2 and the Baltics to 2, for a total of 4, the minimum required amount to take the Russia Baltic Sea Card. NATO has a combined total of 3 influence in the two regions, and the EU has no influence in the regions. The Russia player takes the **Baltic Sea Card**. Russia can now move one army per turn to the Baltics, Kaliningrad, or Poland from the Western Military District without spending money or taking an action.



The Europe player wants to take the **Baltic Sea** card from the Russia player. They increase NATO influence in Poland to 3. NATO wins ties for control over Russia in the Baltics, so the Europe player takes the **Baltic Sea** Card. NATO can now move one army in Germany, Denmark, Norway, Sweden, or Poland one space without taking an action.

The Europe player later increases the EU influence in Poland to 2 and the Baltics to 3, for a total of 5. Because this is higher than the NATO influence, EU and not NATO now controls the card. The Europe player now gains 2 extra total money each time they use the **Baltics** or **Poland** EU action card for an EU action.



## ADVANTAGE CARDS

Advantage Cards can be used in one of three ways: their special action, to gain money, or for Prestige.

### SPECIAL ACTION

Each Advantage Card has a special action, and information on when the card can be used.

### MONEY

A player can discard an Advantage Card on their turn to gain 3 money.

### PRESTIGE

Each Advantage Card a player has at the end of the game counts as 1 Prestige.

**EXAMPLE:** Europe uses **US Sanctions** to reduce Russia's abilities this turn. The Europe player can only play this card during their turn. The Europe player could have taken 3 money instead. If the card was kept until the end of the game, it would be worth 1 Prestige.



**EXAMPLE:** Russia uses **Fracture in the EU** to place the EU fracture counter on United Kingdom and Ireland. The Europe player can no longer use EU actions of the **UK and Ireland Action Card** (NATO actions are still playable). The Russia player could have taken 3 money instead. If the card was kept until the end of the game, it would be worth 1 Prestige.



## HEADLINES

Headlines provide one of the key ways in which players score Prestige. Each Headline has a period identifier, a colored banner, an award, the regions affected, conditions, and background information.

### PERIOD

The period identifier shows whether a card is from Period 1 or Period 2.

### BANNER

Each banner is color-coded. Headlines that score Prestige for the Europe player are green, while Headlines that score Prestige for the Russia player are red.

### AFFECTED REGIONS

The regions for which the Headline conditions must be met in order for the card to be awarded to a player.

## CONDITION

The conditions that must be met in order for a Headline to be awarded to a player.

## AWARD VALUE

If the Headline conditions are met when the Headline is resolved, award the Headline to the appropriate player based on the banner color. If the award includes money, place a money token on the appropriate region.

appropriate regions (to include the Energy Sector space). Any time that region's Action Card is used for a gain money action by either player for the rest of the game, the player gets extra money equal to the number of money tokens on the region. There is no limit to the number of money tokens that can be placed on a region.

## BACKGROUND




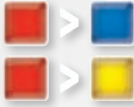







Background information about the headline.



**EXAMPLE:** It's the Resolve Headlines phase of a turn and **Nord Stream** is one of the two Headline Cards that are checked to see if its conditions have been met. If Russia has more influence than the EU in Poland and the Baltics, the card will be awarded to the Russia player and is worth 3 Prestige at the end of the game. Money tokens are placed on Energy Sector and Germany. For the rest of the game, if Energy Sector or Germany Action cards are used by either player for the gain money action, the amount of money gained will be increased by one.



## HEADLINE CARDS: CONDITIONS

Russia has one army in each of the affected regions.	
Russia has two armies in each of the affected regions.	
Russia has more influence than the EU in each of the affected regions.	
Russia has more influence than the EU and NATO in each of the affected regions.	
Russia has more influence than NATO in each of the affected regions and also has an army in each of the affected regions.	
Russia has dominance in each of the affected regions.	
NATO has more influence than Russia in each of the affected regions and also has an army in each of the affected regions.	
NATO has more influence than Russia in each of the affected regions.	
The EU has more influence than Russia in each of the affected regions.	
NATO has dominance in each of the affected regions.	
The EU has dominance in each of the affected regions.	




# WINNING THE GAME


## SPECIAL TURNS

### Turn 8

On Turn 8, players resolve Headline Cards and place Headline Cards as outlined above. Then they discard the two remaining Period 1 Headline Cards from their hand and draw three cards from the Headline Card deck (Period 2).

### Turn 10 (End of Period 1)

 **Score Dominance:** At the end of Turn 10, players score Dominance. For each contested region where a player has an influence dice with a 6, the player gains 1 Prestige. Each player totals their Prestige from dominance and advances their Prestige marker in the Prestige Track by the appropriate number of spaces. The Europe player can only score 1 Prestige in a contested region, even if the Europe player has EU and NATO influence dice with 6's in the same region.


 **Advantage Cards:** Players place any remaining Advantage Cards with Headline Cards


they've been awarded, and then they shuffle their Advantage Cards deck and draw three new Advantage Cards and choose two of them for use during Period 2.

### Turn 16

At the end of Turn 16, players discard the two Headline Cards remaining in their hands. They will not place any new Headline Cards for the rest of the game.

### Turn 20 (End of Game)

 **Score Dominance:** Players score dominance at the end of the game just as they did during the end of Period 1. Players can score Prestige from dominance in a contested region at the end of the game even if they also had dominance in the contested region at the end of Period 1.

 **Advantage Cards:** Players place any remaining Advantage Cards with Headline Cards they've been awarded.

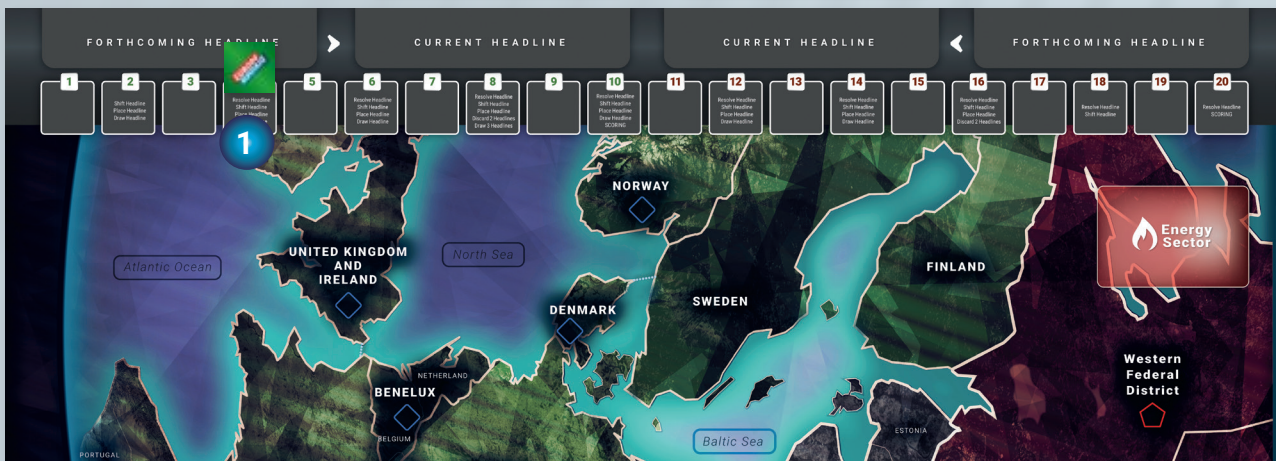
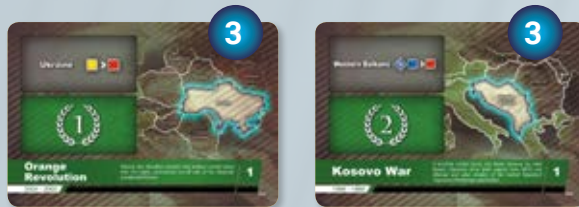
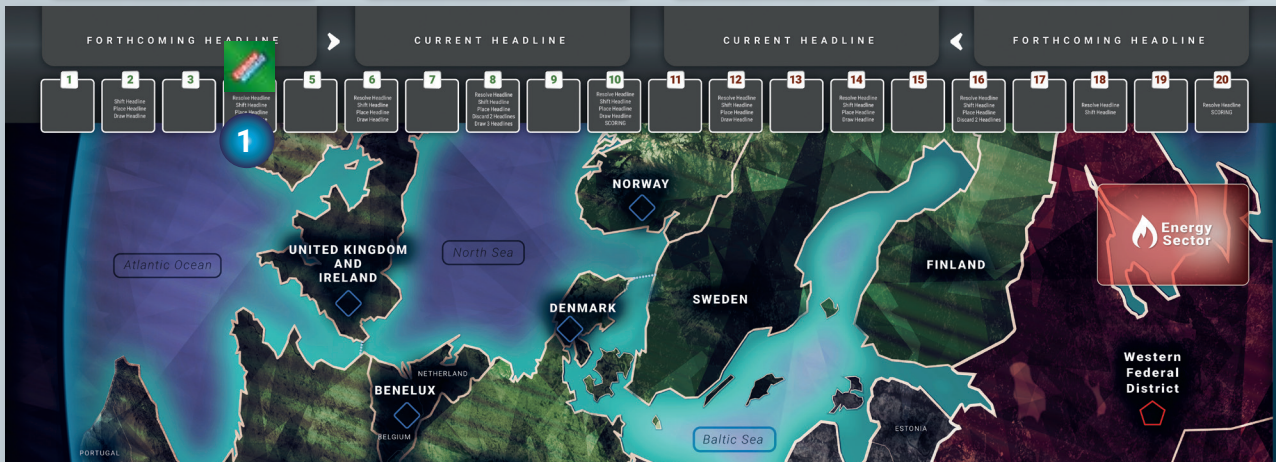
## DETERMINING VICTORY

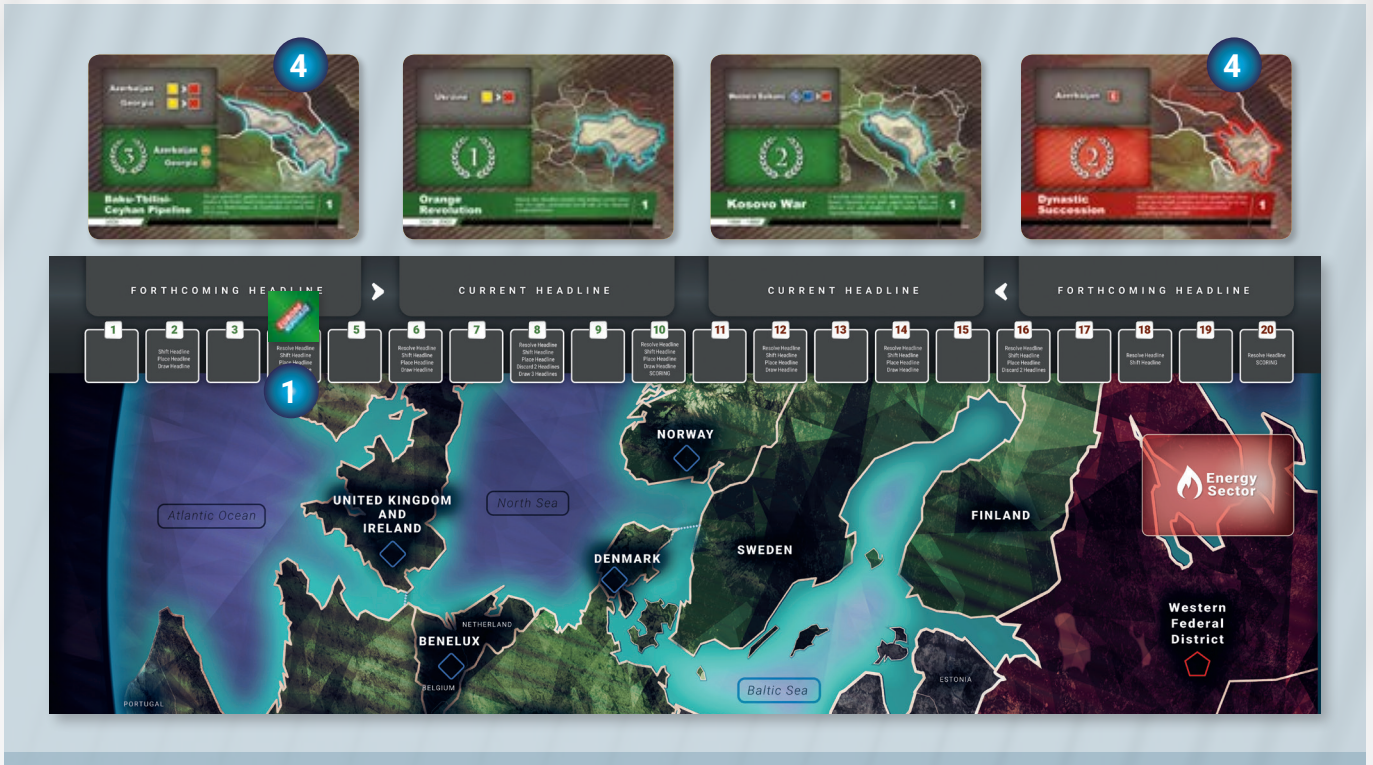
**Players total the Prestige they received from Headline Cards, dominance, and their Advantage Cards to determine the winner.**

In the event of a tie, the player who took the most Contested Region Action Cards during the game wins. If there is still a tie, total each player's armies on the board and remaining money to determine the winner. If there is still a tie, the Europe player wins.

**EXAMPLE:** 1 The turn marker advances one space to begin turn 4. Each player chooses two Action Cards for their initiative and then takes actions with those cards. Because the turn space has **Resolve Headline** and **Place Headlines** text, those phases must be completed. 2 Resolve Headlines: players check to see if the conditions for the Headline Cards on the Current Headlines spaces have been met (See Headline Cards, p. 13). If the conditions on a card have been met, it is awarded to a player. If not, it is discarded.

3 The cards in the Forthcoming Headlines spaces are shifted up. 4 Place Headlines: Each player chooses one Headline Card from their hand and places them face down on the Forthcoming Headlines spaces. Once both cards have been placed, they are flipped over. Each player draws two Action Cards from their Action Card deck and one Headline Card from the Headline Card deck.





## CREDITS

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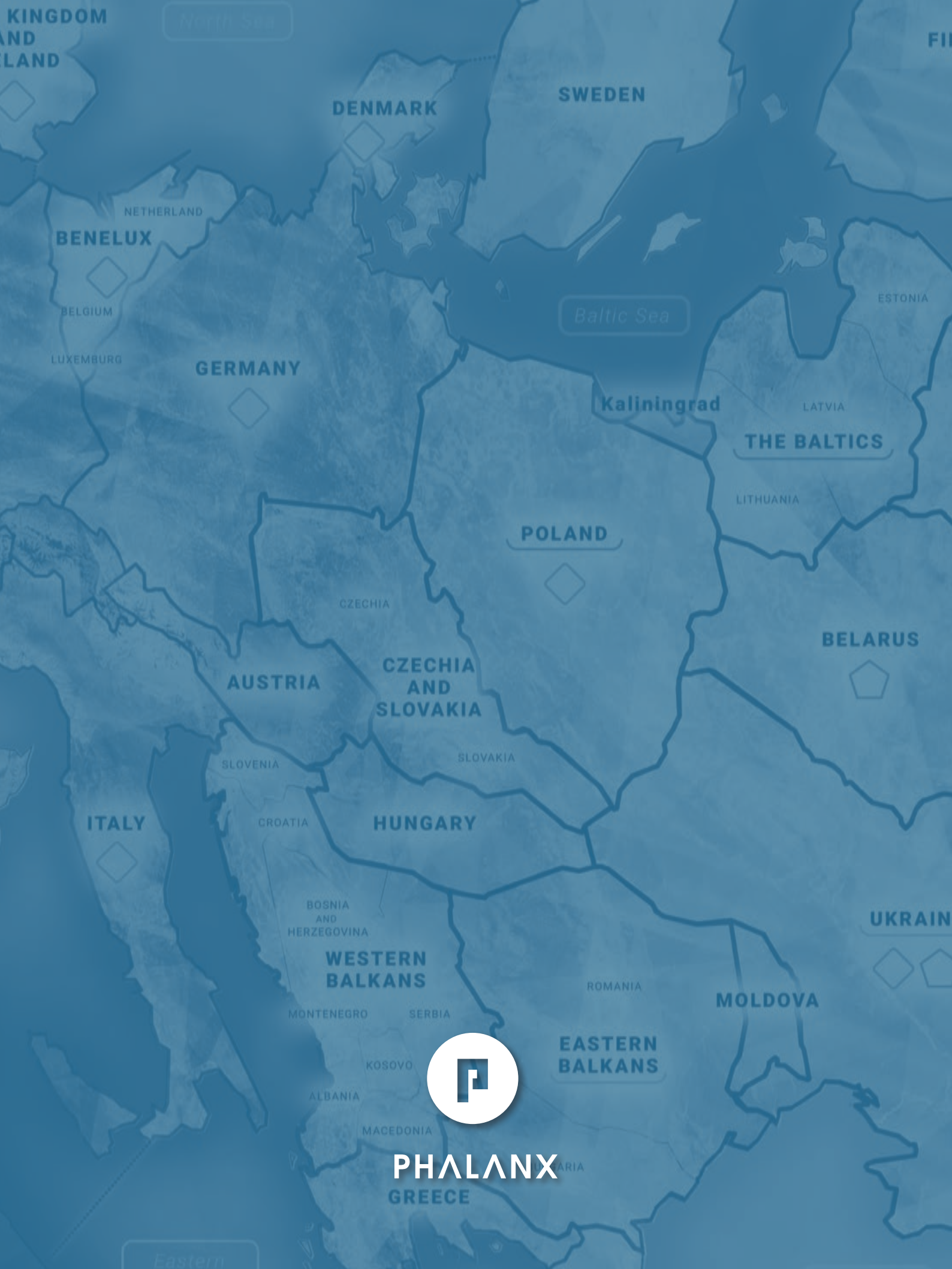


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