# ECOPOLICY®

Installation guide for Ecopolicy
(network version 2.6 with update 2.6.5)

Created April 2012/ updated February 2018
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Malik ManagementSystems®

Contents

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1. Hardware configuration for the network version of ecopolicy® and main components

A Local Area Network (LAN), based on a central computer (server) and one or more computers (clients) connected to this server. Required hard- and software configuration of the computers:

›   Intel Pentium compatible processor with at least 433 MHz
›   16 MB or more of free space on your hard disk
›   The (file-) server, to which the files of the CD are copied, needs at least 660 MB free space on the hard disk
›   Operating system: Windows 98/NT/2000/ME/XP/Vista SP2/Windows 7/8/10
›   Microsoft Media Player (Version 7.1 or higher) has to be installed
›   Screen resolution: 800x600, 1024x768 or higher
›   Colors: at least High Color (16 Bit)
›   CD-ROM-Drive, mouse and keyboard
›   Soundcard and speaker
›   Network card (LAN) and TCP/IP-protocol
›   Port 7504 must be open

The main components of the network version of ecopolicy® are

›   ecopolicy-Server program to manage the game (**ecoservr.exe**)
›   ecopolicy-Client program for the players (**ecoclient.exe**)
›   ecopolicy-Control program to configure the different game options (**ecocontrol.exe**)
›   high score-Program to view and analyze the development and results (**Highscore.exe**)

2. Installation of the Ecopolicy Update Version 2.65

It is necessary to install the update to assure full network compatibility.

›   Copy the file: econet265_update_en.exe into the directory Econet
›   Double click on econet265_update_en.exe to install the update files

3. The installation starts with copying files from the Original CD-ROM to the hard disk

For this first step in the installation process **administration rights** are needed

›   Insert the ecopolicy-CD-ROM in the CD-ROM-Drive of the server computer
›   This CD-ROM starts automatically, if the Autorun function is active. If not, then start the program **start_en.exe** in the main directory of the CD-ROM.
›   Click on the button "Copy the ecopolicy CD-ROM..." to copy the files from CD-ROM to hard disk (see next image).

The Installation is usually easy, nevertheless all necessary steps are shown up in detail. Please follow these installation steps.

> › In the next window "Browse for Folder" you have to select the drive and folder

The selected folder must have at least 660 MB free memory. If you want to install the files in a new folder, you have to create this folder in advance with a file manager (e.g. Windows Explorer).

> › The subfolder "Econet" will be created automatically in the selected drive/folder
> › The copy process can take several minutes

The following final window describes how to proceed with the main installation.
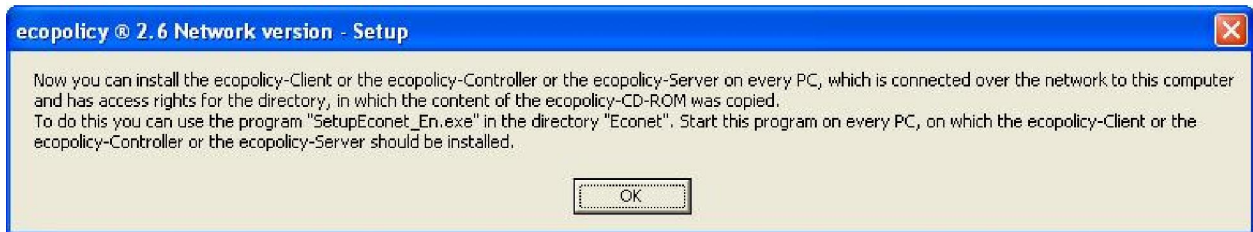
Hint: After copying the files, the program *start.exe* **creates a code, which will be requested by the ecopolicy server program. Therefore, it is not useful to copy the files manually from the ecopolicy-CD-ROM to the hard disk, because the ecopolicy server will not start without this code. The program start.exe must be run from the original ecopolicy CD-ROM.**

4. Installation of the ecopolicy-Server Program

› Next you have to install the ecopolicy-Server program on the computer you want to use as ecopolicy server computer

› On this computer you have to go to the new created network folder "Econet" and there start the program **SetupEconet.exe**

› On that, a new window will open, where you have to click on the lower button "Install the ecopolicy-Server...".

› If you have **administrator rights**, you can decide whether the program can be used by all users of the computer or only by you (if you do not have **administrator rights**, the program only can be used by you).

› Follow the instructions of the installation program. Choose only one target folder for which all users of the computer using the program have read and write access.
› The ecopolicy-Server program and the game results program will be installed and the desktop, icons linked to these programs will be created.

5. Installation of the ecopolicy-Client programs

› You have to install the ecopolicy-Client program on every computer that will be used for playing
› Go to the directory "ECONET" at your (file-) server and click on the file**SetupEconet.exe**
› Click on the button "**Install the ecopolicy-Client...**" at the following window (view next image)
› If you have the **administrator rights**, you can select whether the program can be used by all users of the computer or only by you (if you do not have administrator rights, the program can be used only by you).
› Follow the instruction of the installation program. Choose one target folder for which all computer users, who use this program, have**read and write access**.

During the installation of the ecopolicy-client the following window will appear:

› If the player at this computer should be the game leader, then you have to click on "Game leader", otherwise on "Default". The game leader always decides when the next round starts.
› The ecopolicy-Client will now be installed, and a desktop icon will be created.

6. Installation of the ecopolicy-Controller Program

› You have to install the ecopolicy-Controller program on a certain computer you choose.
› Go to the directory "ECONET" at your (file-) server and click on the file **SetupEconet.exe**
› Click on the button "**Install ecopolicy-Controller...**"

› If you have **administrator rights**, you can select whether the program can be used by all users of the computer or only by you (if you do not have administrator rights, the program can be used only by you).
› Follow the instruction of the installation-program. Choose only one target folder for which all computer users, who use this program, have **read and write access**.

› During the installation of the ecopolicy-Controller program the following window will appear:

› If the player at this computer should be the game leader, then you have to click on "Game leader", otherwise on "Default". The game leader always decides when the next round starts.
› The ecopolicy-Controller program will now be installed and the desktop icons will also be created.

7. Further preparations for the game start

› **You have to start the ecopolicy-Server program first and keep it running during the game** (Double-click e.g. on the ecopolicy-server desktop icon)

› At the start of the ecopolicy-Server program, the control window of the ecopolicy-server will be displayed.
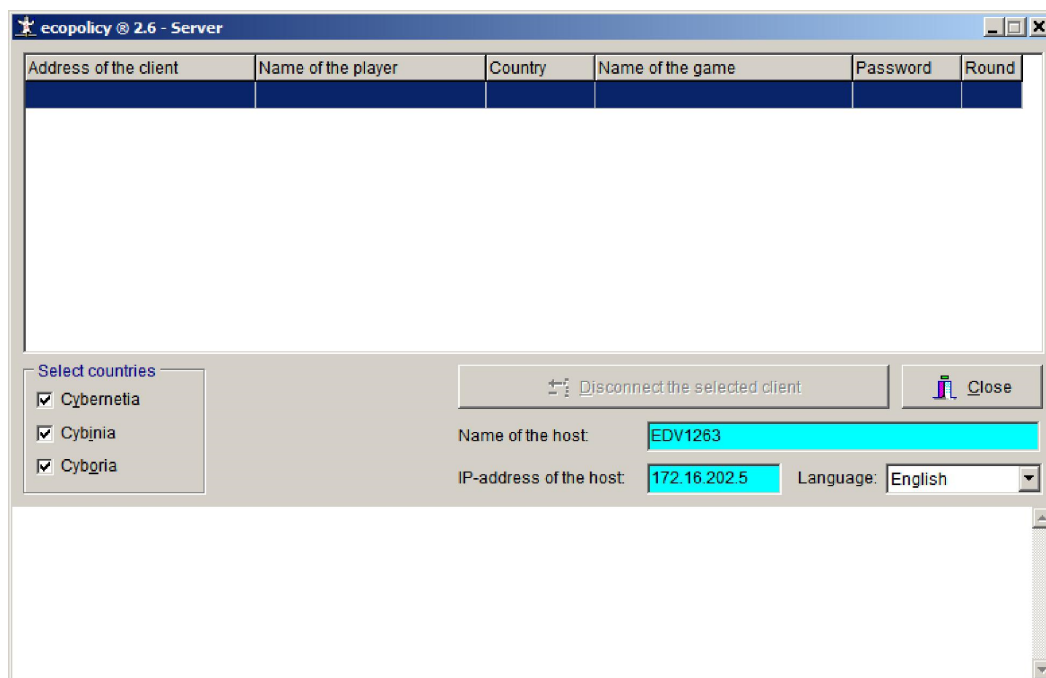
› Note now the name of the server or if the IP address is assigned permanently alternatively its IP address displayed in the blue boxes beside the label "name of the host" or the label "IP address of the host".

› Start the ecopolicy-Client (respectively the ecopolicy-controller-program) by double-clicking on the appropriate desktop icon.

› At the first start of the ecopolicy-Client, a dialog window will appear asking you to enter the address of the ecopolicy-server.

› Enter now either the noted name of the server or alternatively its IP address that are both displayed on the control window of the ecopolicy-server (see above).

› On the lower part of the control window of the ecopolicy-Server you will see the new connection of the ecopolicy-Client with date, time, name and IP-address of the client computer. On the upper part of the control window, you will also see the names/addresses of the client computer and the name of the chosen country. Now you can start a new game with the ecopolicy-Client.

› After starting a game the name of the player, the name of the game, the password of the game and the number of the actual round (of the game) will also be displayed on the upper part of the control window of the ecopolicy-server (see image on page 10).

8. Questions about the ecopolicy-Server

What is the ecopolicy-Server responsible for?

The ecopolicy-Server is responsible for simulating the cross linking in the countries of the game and delivers the necessary data needed by the clients during the game. You do not have to operate the ecopolicy-server during the games.
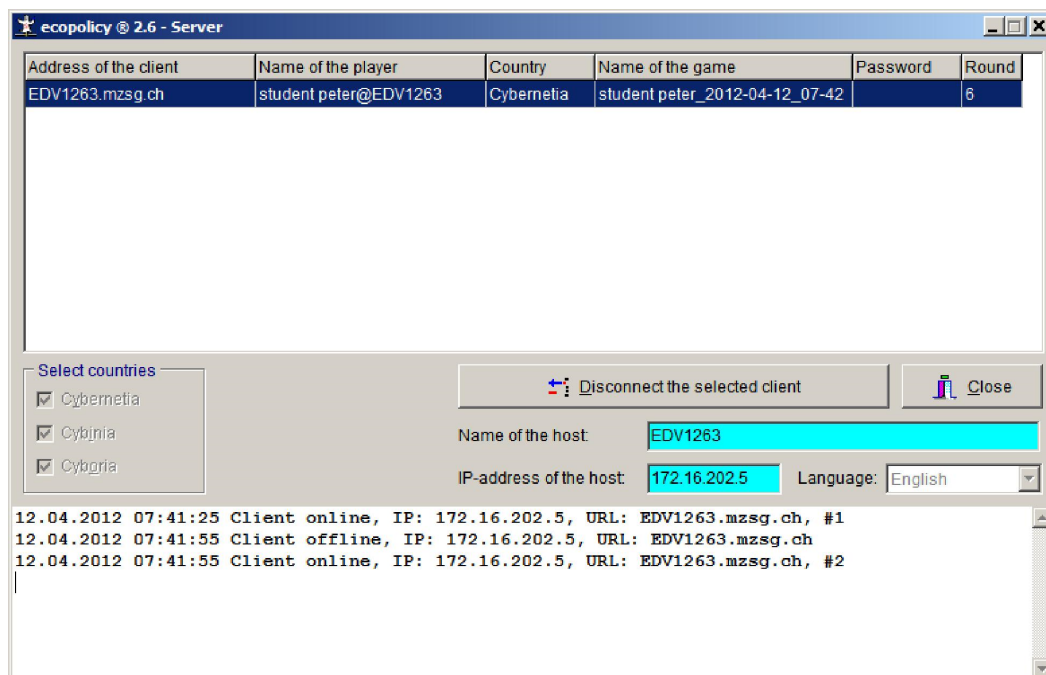
Why do I need the server address (host)?

The ecopolicy-Server displays the name and IP-address of the computer it is running on in light-blue textboxes. This name or IP-address will be requested automatically on the first start of each ecopolicy client and has to be entered by the user. This address will be stored in the registry to be used again by the ecopolicy client from then on.

What is displayed on the window of the ecopolicy-Server?

The window shows the information about the connected players (name/address of the client computer, name of the players, the chosen countries for the games, passwords of the games and actual round of the games in the upper part and the date, time, the name and IP-address of the connected client computers in the lower part).

What happens next after the registration of a game at the ecopolicy-Server?

After the start of the game, the player gets all data that are associated with the current status of the country in the game over the network from the ecopolicy-Server.

How is an ecopolicy client logged off from the ecopolicy server?

When the ecopolicy client is terminated, the ecopolicy client will be disconnected from ecopolicy server automatically. The information about the disconnection is displayed at the lower part of the ecopolicy server window.

Is it possible to play a game independently of all other players?

Yes, each player can start his own game. He then is completely independent of all other players.

Does the ecopolicy-Server allow a player to join a game started by another player?

Yes, the ecopolicy Server allows a player (ecopolicy Client) to join the game of another player. Learn more about this in the description of the ecopolicy Client below.

Is it possible to preselect the playable game countries at the ecopolicy Server?

When there is no client connected, the ecopolicy Server allows you to select which game countries can be played by the players. Countries that are not selected at the ecopolicy Server cannot be chosen for playing by the players. When there are clients connected, this selection cannot be changed.

Does the ecopolicy Server provide settings for the game countries?

The settings for the played country like initial values, effect functions, event cards and number of rounds to be played are provided by the ecopolicy Server.

How can these settings be changed for a certain country?

The settings for a country can be changed using the ecopolicy Controller (see FAQ Ecopolicy Controller).

Can players be forcibly disconnected from ecopolicy Server?

If a player will not finish his game himself, this can be done by the ecopolicy Server. To do this you first have to select this player at the upper part of the ecopolicy Server window and then click on the button DISCONNECT THE SELECTED CLIENT. As soon as an ecopolicy client is disconnected from the server, it will close. By closing the ecopolicy Server all running games will be finished automatically.

9. Questions about the ecopolicy Client

The ecopolicy Client allows each player, who is connected to the ecopolicy Server, to play ecopolicy® with the ecopolicy Server.

In which order must the programs be started?

It is important to start the ecopolicy Server before (!) the ecopolicy Clients.

How does the ecopolicy Client connect to the ecopolicy Server the first time?

When the ecopolicy Client starts, it tries to connect to the ecopolicy Server, because this is the precondition for playing. To do that the ecopolicy Client needs the address (the computer name or, if it is permanently static, the IP-address) of the computer which runs the ecopolicy Server. At the first start of the ecopolicy Client, you have to enter this address in the following dialog window.

How do I enter the IP-address or the name of the server?

For the IP-address the numbers displayed on the ecopolicy Server must be entered, separated by dots exactly in the same way as on the ecopolicy Server (example: 172.16.202.5)

When you restart the ecopolicy Client, it automatically uses the last entered server-address. If the ecopolicy Server is not running on the computer that has this address (but perhaps on another computer), this dialog window will appear again requesting to input the correct address.

What happens if the connection between the client and the server is interrupted?

If the connection is interrupted, e.g. by terminating the ecopolicy Server, the client will display a message. It is not possible to continue playing.

What settings can be made in the control panel of the ecopolicy Client?

In the control panel of the ecopolicy Client the player has only restricted options to set. He can select one of the countries that were preselected at the ecopolicy Server (max. 3) and view the interaction functions and initial values of the selected country. However, the initial values and functions of the countries can only be changed with the ecopolicy Control program.

What data will be stored on the client computer?

In addition to some configuration data that is stored during the installation, only the user's currently selected language and the user-selected speed of the simulation are stored in the registry of the client computer. All other data necessary for the game like images, audio files and movies will be loaded from the server computer.

What is required to play the video files on the client computers?

To play the video files of the event cards the Windows Media player (from Version 7.1 on) must be installed on every client computer. The Windows Media player is a standard component of all Microsoft Windows operating systems and it is therefore installed by default.

Can several players participate in the same game?

Yes, they can. Every player starts the ecopolicy Client on his computer. One of the players starts the new game first and provides the name of the shared game by entering his name on the name card. In addition, he can protect the game against unauthorized players by entering a password. Then he must give this password to all other authorized players. After that, the other authorized players can participate in this game (see below).

Can players participate in an already running game?

Yes, when a player enters his name to play a game, a list of games (simulations) for the selected country running on the ecopolicy Server will be displayed.
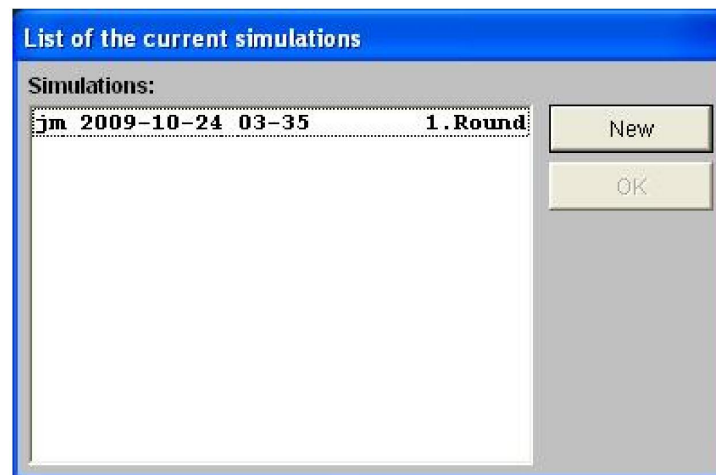
Now, the player can click on a certain game to select it and then click on the button OK to participate in this game. If this game is protected by a password, he has to enter this password in the following dialog window:
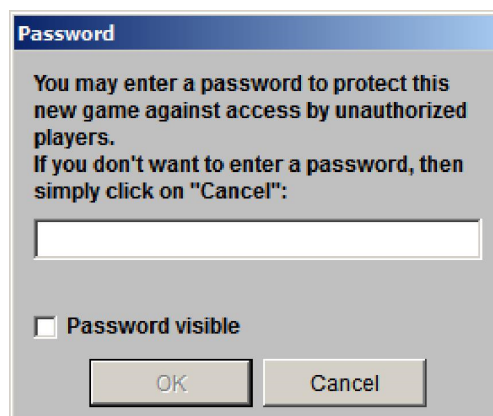
In this way, the player can participate in a game anytime. He also can leave a game anytime. Only when the last player has left this game, the game will be terminated on the ecopolicy Server.

When the player does not select a game but clicks on the button NEW instead, a new game (simulation) is started independent of the other players.

When a player clicks on the button START during a shared game to simulate the next round, all players get the following hint:
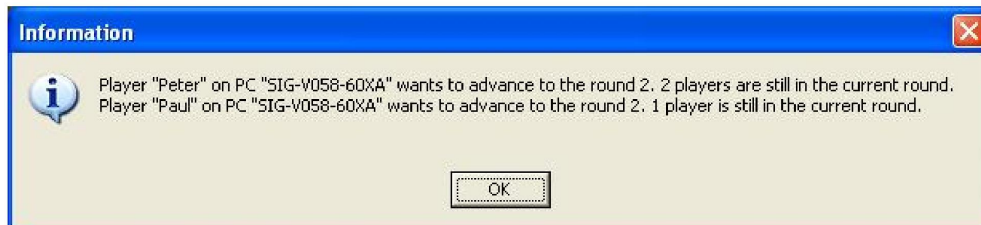
Every player, who agrees, has to click on OK and to wait until all other players click on OK. Inputs, which are made during this time by other players, are also visible to those players who already clicked on OK, but can no longer be modified by them.

Once all players have clicked on OK, the next round of the simulation starts on all participating ecopolicy Clients. Afterwards every player can allocate the available action again; all players will immediately see the changes made by other players.

10. Questions about the ecopolicy Controller

In addition to all the functions of the "normal" ecopolicy Client, the ecopolicy Controller has further possibilities to change the characteristic and behavior of a certain game country. These changes will be stored by the ecopolicy Server and effect future games.

What can I do with the ecopolicy Controller?

The ecopolicy Controller allows you to change initial values, effect functions, event cards and number of rounds to be played over the control panel, always related to the selected game country, thus creating a new game variant. When you confirm the changes by clicking on the button ACCEPT (or by choosing a different country) in the control panel, the new game variant will be stored by the ecopolicy Server. The new game variant will then be available to all other players. However, the already running games will not be affected.

How can I change the settings for the event cards?

The event cards are activated by default and randomly selected by the ecopolicy Server during the game.

You can change however these settings over the control panel of the**ecopolicy Controller**:

› Click the option button "event cards" "on" or "off"
› Select a certain order of the event cards. For that, you have to click the option "event cards" "on" and then click on the word "event cards". At the following window, you have to enter any number between 1 and 9999 as initial value of the random generator for a certain game. This allows you to play the same game with the same event cards again and again with different strategies by entering the same number every time before playing. By selecting RANDOM, you can choose to get random sequences again.
› By choosing individual event cards during the game. For that, you have to click the option event cards "off". During the game, a green button EVENT will be visible on the bottom of the Tab "Govern". By clicking this button, the window "select event card" will open. Here you can select a certain event card for the next round of the game. The effects of this card in the next round and possibly in subsequent rounds are also displayed here.

Can I prepare game variants with the ecopolicy Controller?

After creating a new game variant, you can save it by clicking the button GAME VARIANTS. When you need this game variant later, you can load it again here. You can also set the default game settings of each game country again.

Can I save (and load) the actual status of a running game?

During the game, you can save the actual status of the game via "Options" and load it later to continue playing. If other players are participating in this game, the restored status of the game also applies to them.

Is it useful to choose a game leader?

To be able to assign a game leader you have to select the option "Game leader" already during the installation of the ecopolicy Client or the ecopolicy Controller (see paragraph 5 and 6 of this document). The game leader gets the control over the duration of each round (normally the simulation goes on, when all players agree with this). When the game leader clicks on the button START, the simulation goes on.

## 11. Questions about the game results-program (highscore.exe)

How are the results of the games saved to the high score table?

In the network version of ecopolicy® the results of all games will be saved to the high score table (in contrast to the standalone version of ecopolicy®, also those games will be saved which led to a crash or ended with a low score).

Games with a higher score will displace games with a lower score from the high score table. If the score is equal, younger games will displace older games. At the game results program you can delete some or all of the listed entries from the high score.

Can I analyze played games afterwards?

The game results program allows you to analyze all games listed in the high score with regard to the game strategies. This program is installed with the ecopolicy Server.

In the upper part of the program window, all games saved to the high score are listed. You can select any game in the list by click on it. When you select a game, the table in the lower part shows for each round of the game **(1-12)** and for the result **(Result)** from top to bottom the following entries:

› The status of **sanitation, production, environmental stress, education, quality of life, growth rate, population and policy** at the beginning of the round (e.g. sanitation 1) and behind that its changes (e.g. sanitation +2) made by the player(s) who allocated action points.

› The **activity points** available at the beginning of the round (e.g. 8) and behind that its change (e.g. -7) made by the player(s) who allocated them.

› The number of the **event cards** appearing at this round (hint: at the end of this document you will find three tables where you can see the effects of this event card in the next round and possibly in subsequent rounds)

› The amount of the **development aid** (only in Cyboria).

With the gray buttons at the top, you can execute the following tasks:
› **Update the data**: the high score will be updated
› **Delete entry**: the selected entry will be deleted from the high score
› **Delete all entries**: all listed entries will be deleted from the high score
› **Export selected game**: the selected entry will be exported together with the content of the lower table as a CSV file usable by most spreadsheet programs.
› **Close**: the game results program will be closed.

By selecting a certain country in the combo box "Country" and by selecting a certain game variant in the combo box "Game variant" you can reduce the list of games.

12. Technical details, problems and troubleshooting

If the installation does not start

› Check whether you use the original CD-ROM of ecopolicy®
› Check whether you inserted the CD-ROM correctly and whether CD-ROM-Drive can be accessed by the computer
› Terminate all other programs
› Deactivate your screensaver
› Restart your computer

Sharing the network folder

Important: All computers in the network on which you want to install programs for the network version of ecopolicy® must have read access for the folder to where you installed the files from the ecopolicy-CD (including all its subfolders) (see the Windows Help).

Granting read and write access for the installation folder

For the installation and use of the game under Win NT, 2000, 2003, XP, Vista and Windows 7/8/10 you have to give the players all permissions to access the folder, which you have chosen during the installation as the destination folder (see the Windows Help).

If the computer on which the ecopolicy Server is installed not only has a read permission but also a write permission for the subfolder "Eco" of the folder "Econet", then the ecopolicy Server is able to store there the name or the IP-address of that computer it runs on. This address can be read by the ecopolicy Client programs and shown in the "Input server address"-dialog as the default value, when the ecopolicy Client-programs are started the first time.

Windows Media Player

The Windows Media Player (at least version 7.1) has to be installed on every client computer to watch the videos of the event cards.

Playing the network version on a single computer

If you want to play the network version of ecopolicy® on the single computer, you have to install both the ecopolicy Server and the ecopolicy Client (or the ecopolicy-controller) on this computer. When you want to play, you have to start the ecopolicy-server first and then the ecopolicy-client.

Firewalls, Port 7504

For playing the network version of ecopolicy® the port 7504 has to be open. If a firewall is installed on your computer, then this port may be blocked. Change the firewall settings so that the port 7504 is open. For example, this is necessary after installing Microsoft Windows XP Service Pack 2 (SP2). See the hints on the Microsoft Support Web page:
http://support.microsoft.com/default.aspx?scid=kb;de;842242

Network settings

For playing ecopolicy® you have to activate the TCP/IP-protocol on all computers used for playing.

Error messages at the installation

Restart your computer, if you get a protection error.

Error message at the start of the ecopolicy-server

If the stored ID is not correct (see the hint in paragraph **3.**), the following error message will be displayed at the start of the ecopolicy-server:
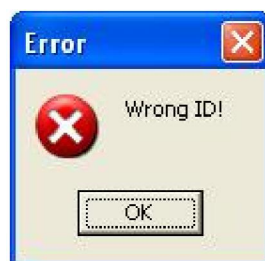
To correct the ID or to create it, you have to run the program **start.exe** on the ecopolicy-CD-ROM and copy all the files again. However, you do not have to reinstall the already installed ecopolicy-programs.

Display- and sound failures

Please check whether the correct hardware drivers and the current service packs and updates for your OS are installed. As a first measure, you can also try to reduce the display solution down to 800x600 or the color depth down to 16 Bit (High Color).

ecopolicy® standalone- and network version

You can install both the stand-alone version and the network version without conflicts as long as the OS installation is correct.

The game crashes

If the game crashes, you can reduce the display solution down to 800x600 or the color depth down to 16 Bit (High Color).

How to uninstall ecopolicy®

You can uninstall ecopolicy® by using the Windows Control Panel (see the Windows Help). You may also delete the folder "ECONET" with all containing files and the local files created by ecopolicy® (e.g. high score, saved games etc.).

Important: if you want to save your balances and high scores, copy the directory "c:\Ecopolicy 2.6\Server\HIGHSCSV" before starting the uninstall process and deleting directories

13. Appendix

Overview Event Cards Cybernetia

event number	name of the event	effect	effect in the 2. round	effect in the 3. round
3	New learning approaches	+1 Actp. / +2 Edu.		
4	Less cars - better air	-2 Env. / +2 Edu. / +2 Qual.		
7	Limits of growth recognised	+2 Edu. / -1 Grow. / +1 Pol.	-1 Grow.	
11	Bionics are coming up	+2 San.		
12	Motor efficence without fuels	+2 Actp. / +1 San. / +1 Edu.	+1 San. / +1 Edu.	
16	Protests against destruction of nature	+1 San. / +1 Qual. / -1 Pol.		
18	Investment aids from outside	+2 Pol.		
25	Social housing with a kick	+1 Qual. / +1 Pol.		
26	Solar mobiles gain foot	-1 Pro. / -2 Env. / +2 Edu. / +2 Qual.		
28	More flexible companies	+1 Actp. / +1 Qual.		
34	Environmental protection brings money	+1 Actp. / +2 San.		
36	Traffic relief via tramway	-1 Env. / +1 Qual.		
1	More antiterror-actions after attack	-1 Qual. / -2 Pol.		
2	BSE in the brain	-2 Actp. / -1 Qual.		
5	Destroyed structure of soils	-1 Actp. / -2 San.	-1 Actp.	-1 Actp.
15	Mafia bypassses drug detectives	-2 Actp. / -1 Edu. / -1 Qual. / -2 Pol.		
17	Japanese are buying land	+2 Actp. / +2 Env. / -2 Qual.		
19	Hormone in the escalope	+1 San. / -2 Qual.	+1 San.	
21	Computer crash	-3 Actp. / -2 Pro.		
30	Disadvantages by globalization	-2 Actp. / -3 Pro.		
32	New nuclear accident	-2 San. / -2 Qual. / -2 Pol.		
33	Increasing military expenses	-2 Actp. / +1 Pro. / -2 Qual. / -2 Pol.		
37	Computer viruses against competitors	-2 Pro. / +1 Edu. / -1 Qual.	-2 Pro.	

Overview Event Cards Cybinia

event number	name of the event	effect	effect in the 2. round	effect in the 3. round
6	Drug mules stopped	+1 Actp.	+1 Actp.	
9	New markets for rainforest products	+1 Actp. / +1 San. / +1 Pro. / +1 Qual.	+1 Actp.	
10	Greenhouseeffect: danger recognised	-1 Pro. / +2 Edu. / +1 Pol.	-1 Pro.	
13	Climate damages led to more understanding	-2 Actp. / +1 Edu. / +1 Pol.		
17	New paradise for divers	+2 Actp.		
23	Fishfarming in interconnection	-2 Env. / +1 Pol.		
29	Concrete is out of fashion	+1 Actp. / +1 San.		
30	Surprising treasure find	+1 Actp.		
32	Crowded beaches	+1 San. / -1 Env. / +1 Qual.		
1	Building boom endagers water balance	-1 Actp. / +2 Pro. / +2 Env.		
2	Growing slums	-2 Actp. / -1 Qual. / +2 Grow.	-1 Qual.	-1 Qual.
3	Crude sanitation projects	-2 Actp. / -2 Qual.		
4	New guerilla activities	-2 Actp. / -1 San. / -1 Qual. / -2 Pol.		
5	Strike at the dockside	-3 Pro.		
7	Metropoles suffocating in traffic	-2 San. / -2 Qual.		
8	Corruption is increasing	-2 Actp. / -2 Pol.	-1 Pol.	
24	Dictatorship of media	-1 Actp. / -2 Env. / -1 Pol.		
25	Collapsed forestry	+2 Env.	+1 Env.	
26	Empty beaches	-1 Actp. / -1 Qual.		
27	Deminishing fish stocks	-2 Pro. / +2 Env.		
31	Misfortune in the arms trade	-2 Actp. / -1 Pol.		

Overview Event Cards Cyboria

event number	name of the event	effect	effect in the 2. round	effect in the 3. round
1	Ecological food-supply	+2 San. / +2 Pro. / +2 Qual.		
2	Tourism attempts handcraft at a revival	+1 Actp. / +1 Edu. / +1 Qual.		
3	Ingenious technologies rediscovered	+2 Actp. / +1 San. / +1 Edu.		
4	Political opening via tourism	+1 Edu. / +1 Qual. / +1 Pol.		
6	Saltresistant crops	+1 Actp. / +1 Pro. / +1 Edu.		
7	Successful desert research	+2 Actp. / +1 Edu. / +1 Grow.		
14	Traditional crafts revitalized	+1 Actp. / +1 Pro.		
15	Adapted soft-technologies	+1 San. / +1 Qual.		
16	Engines substituted by muscular strenght	+1 Actp. / -1 Env.		
17	Nomads are settling down	+1 Pro. / +1 Edu. / +1 Qual.		
18	Need of water finished	+1 Pro. / +1 Qual.	+1 Pro. / +1 Qual.	+1 Pro. / +1 Qual.
5	Misinvestments in deep wells	+2 Env. / -3 Qual.	+3 Env.	
8	Pyrrhic victory against tsetse fly	-2 Pro. / +2 Env. / -2 Pop.		
11	Bilharzia near the lake "Cyboria"	-1 Actp. / -2 Qual.	-1 Actp.	
12	Expanding desert	+2 Env. / -2 Qual. / -4 Pop.	+2 Env.	
13	Aridity drives people into migration	-1 Pro. / -1 Qual. / -2 Grow.		

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- › Video clips: Anne Vester
- › Speaker: Jenny Evans and Harry Täschner
- › Furthermore we thank Jürgen F. Kunz for the allocation of picture- and sound materials of Tuaregs and of the Tschad Region, Massimo Fiorito for video materials for several video clips, Hassouna Mosbahi and Juan Ortego for Arabian and Spanish speaker contributions and Mohammed El-Fouly for his advice.

15. Sales information and contact address

EDITED AND DISTRIBUTED BY:

Management Cybernetics Bionics Publishing House GmbH· Schillerstraße 110 · 10625 Berlin, Germany · T +49 30 2200257-0 · a.ortner@mcb-publishinghouse.com ·www.mcb-publishinghouse.com

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