

Frog City Credits:

Executive Producer:

Rachel Bernstein
Original Game Design:

Bill Spieth, Ted Spieth
Design Team:

Rachel Bernstein, Eric Fredricksen, Alex Peck, Bill Spieth, Ted Spieth
Programming:

Rachel Bernstein, Eric Fredricksen, Alex Peck
FCLL:

Eric Fredricksen
Art:

Marc Tanenbaum, Vadim Vahrameev
Additional Art:

Ellipsis Productions, Ric Tringali
Newspaper Stories:

Clark Cox, Alex Peck, Bill Spieth, Ted Spieth
News Editor:

Cris Spieth
Distraction:

Samuel Bernstein Spieth
Special Thanks:

Kathleen Cassidy, Kristin Lamoreux, Cris Spieth, the Geebers, Metrowerks, SSI

Imperialism was written with Apple's MacApp Application Framework, and ported to Microsoft Foundation Classes using the Frog City Lepidopteran Library. The FCLL is written in C++ and provides a platform-independent interface for developing simultaneous Windows and Mac games.