

Adapting History in Games

History of Eighteen and Early Nineteen Century America in Video Games

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Table of Contents

Table of Contents	2
Introduction.....	4
Analysis of Games with Historical Setting and What We Can Learn from Them	4
1. What is a Historical Game?	4
2. Criteria for Analysis	6
3. Historical Background for the Game Setting	8
I. Golden Age of Piracy	8
II. The French and Indian War	10
III. The American War of Independence.....	12
4. Analysis	18
I. Games for The Analysis.....	18
II. Sid Meier’s Pirates	18
III. Overboard!	21
IV. Buccaneer: The Pursuit of Infamy	22
V. Assassin’s Creed Black Flag	23
VI. American Conquest	25
VII. The Seven Years War (1756-1763)	27
VIII. Assassin’s Creed 3	29
IX. Age of Empires 3	31
X. Age of Empire 3 The WarChiefs	33
XI. Empire: Total War.....	34
5. Conclusion.....	38
Concept of Historical Game Based on the Previous Findings.....	40
1. Goals	40
2. History	40
3. Story.....	42
4. Name.....	42

5.	Genre.....	42
6.	Platform	43
7.	Game Idea	43
8.	Player view	43
9.	Interactions	43
10.	Interaction in Settlements	44
11.	Options to Convince People.....	44
12.	Changing History	47
13.	Comparison to History	47
14.	Winning/Losing Condition.....	48
15.	Map	48
16.	Leaders.....	48
17.	Subgroups in the Game.....	50
18.	Events.....	53
19.	Other Commanders.....	54
20.	Battles	55
21.	Parameters.....	55
22.	Troops	55
	I. Infantry:.....	55
	II. Cavalry:.....	56
	III. Artillery:	56
23.	GUI	57
24.	Time	57
25.	Endgame	57
26.	Visuals and Sounds.....	57
27.	Prototype	58
28.	Difficulties	59
29.	Conclusion.....	59

Introduction

In my Master thesis, I would like to explore the adaptation of history in games. I selected this topic because I'm very interested in history. For my research, I want to investigate how players can experience seemingly linear history in non-linear games (Kapell, p.13). For this, I will also need to change my point of view on history from facts happening linearly after each other to a research of causes for events (Kapell, p.6). My goal will be to explore the current way of adapting history in nonserious games and to come up with improvement proposals. After formulating the improvement proposals, I will conceptualize a new game according to my findings and improvement suggestions.

Analysis of Games with Historical Setting and What We Can Learn from Them

1. What is a Historical Game?

First I should define a historical game. Games can be difficult to be classified as historical since players can make other decisions than the decisions which were made in history (Kapell, p.13). The difficulty in classifying it is diminished if it is considered that the actions of the player can be historically correct or historically possible even if real history went another path than the player decided. Seeing different possible outcomes of history can provide the player with a greater understanding of history than solely following the real events (Kapell, p.13). A more thorough understanding of historical events through showing historical possibilities also makes me question my view on history. Sam Wineberg carried out studies to understand the difference in historical perspectives between high school students and historians. High school students learn history as various facts without real relationship written in a textbook while the historians understand history as actions in relation to each other (Kapell, p.15).

In a historic game, the player should experience the period the game takes place. In the book "Playing with the Past" by Matthew Wilhelm Kapell and Andrew B.R Elliot, we can find three "levels of historical engagement" (Kapell, p.10, l.26). The first level is the interaction with the in-game historical surrounding. The result of the interaction is "The second level of the engagement." This result should show the player the connections between actions and later events. He should understand history as consequences of events and as a continuous process. The last "level" in the book is limiting the player to actions which were possible at the particular time. The limits would teach the player why specific events happened in a certain way (Kapell, p.10f). After playing a historical game, the player should have more knowledge of the time (Kapell, p.13).

Historical wargames can be used to learn history since they show the connections between actions and historical results. As a result, the player would know and understand more about the reasons for the choices made in history (Köstlbauer, p.176-177). An example of using games for studying and understanding history is the strategy game Europa Universalis II. You can choose from many nations to play as in the game. There are nations which can win the game by domination, but there are also countries which need to find their own goals. The different starting situations give room for experiencing history yourself (Apperley, p.186). You can try to change history or try to stick to history. In both cases, you would learn more about the circumstances of individual events (Apperley, p.188-189).

Some players are modding the game to make it more historically correct, or more correctly, in the way the modder see it as historical. By attempting to change history, players can learn why past events unfolded as they did (Apperley, p. 192-194). Some modders are making big efforts toward making games more historical or showing a part of history not covered by other games or mods (Crabtree p. 204). Despite these efforts, a historical game must still be exciting for players to play. "Modding teams must constantly balance the conflicting desires to create a historically accurate, but enjoyable scenario", Gareth Crabtree wrote in his article in the book "Playing with the Past" (Crabtree, p.207, l.6-7).

In the same book, a chapter by Andrew J. Salvati and Jonathan M. Bullinger titled "Selective Authenticity and the playable past" names three parts of games emphasizing the feeling of authenticity. These parts are "... technological fetishism, reliance upon cinematic conventions, and an authority derived from documentary form" (Salvati & Bullinger, p.158, l.24). The first part is about using the tools which were utilized during the particular time period. In the book's example, the tools are the weapons in a Second World War shooter. "Cinematic Conventions" (Salvati & Bullinger, p.159, l.25) means that the game uses scenes, motives and camera views known from popular movies. The last part is the usage of objects of the era or the usage of quotes from famous people of the time (Salvati & Bullinger, p.158-161).

In the chapter "Towards an Analysis of Strategies of Authenticity Production in World War II First-Person Shooter Games" by Tim Raupach in the book "Early Modernity and Video Games," the author also analyzes how the authenticity is made. For him, first person shooters achieve this through perspective since a player can be immersed in the game and historical setting by looking through eyes of the game character. Furthermore, through events in the game, players actions and the game's response to player's actions, the player learns about the setting without realizing it (Raupach p.131). Tim Raupach further shows examples of how the feeling of authenticity can be reached. These examples are very similar to the ideas of Salvati and Bullinger. The first example is

through correct weapons, uniforms, and vehicles. The second example is through photorealistic graphics and by using pictures and scenery used in other media. The third example is through involving real witnesses of the historical setting. And finally, as mentioned earlier, you can achieve authenticity through the first person perspective (Raupach, p.132-136).

We can also categorize games into particular groups. Angela Schwarz, in her Chapter “Narration and Narrative: (Hi-)Story Telling in Video Games” in the book “Early Modernity and Video Games,” defines three types of historical games. Regarding the first category, she says, “Many games only use history as a rough framework for a relatively fixed sequence of genre-specific game activities such as building cities and civilizations or killing enemies” (Schwarz, p.142, l.30-32). This means that games in the first category are games where the setting doesn’t influence the mechanics of the game and is exchangeable. The second type for Angela Schwarz is “A second category of games features a fictitious plot with completely or mostly fictitious characters that are embedded in a historical period”(Schwarz, p.143, l.26-28). This definition means you are playing in a historical period, but you are staying to the side of true events they developed. The third type of games are “Games with narration that invites players to relive events, to literally re-play action that history says took place, promise an even more exact reproduction of the past – and they usually aim to offer the most visually accurate reconstruction as well”(Schwarz, p.144, l.22-25). In the third type, you are doing what people in history did; in these games you are a part of history.

Angela Schwarz also suggests three types of narration based on the previous game types. The first is using general activities without actually telling a story. The second is to tell a story which is embedded into a correctly investigated historical period, enriched with as many historical facts as possible. The third is to tell about past events very close to the event but to leave out facts not needed for the experience of the event. The goals of a historical game can be summarized with a quote out of the book “Playing with the Past,” which states “...the agency granted to the player, together with the game mechanic that privileges a successful expansion, inculcates in the player a deep understanding of the number of possible alternatives that any given historical event might have resulted in, implanting the player a deeper understanding of causality” (Kapell, p.14, l.35-39).

2. Criteria for Analysis

For analyzing games, I will need criteria with which I can examine their historical merits. The criteria should be justified by the findings of the previous chapter. In Tobias Winnerling and Florian Kerschbaumer's book “Early Modernity and video games,” they suggested the so-called “Historian’s GameCAM”(Kerschbaumer,p. xv, l.23) for the analysis of games with historical content. This “CAM” should help with the analysis of the game and separate the game into three “fields of analysis”: “[C]onstruction, [A]uthentication, and [M]ediality” (Kerschbaumer, p.xvi, l.26-27). The “fields of

analysis” means that first you explore where and how the historical content is in the game. The second is to examine how the content helps the game. The last one is to look how the content enriches the game and which restrictions to the game it causes (Kerschbaumer, p.xvi).

Simon Maria Hassemer, in his chapter “Does History Play the Role of Storyline? Histographical Periodization as Theme in Video Game Series” in the book “Early Modernity and video games,” also purposes some criteria. These are: “..which historical themes are chosen as game worlds, how they are represented by the games' semiotic system, and which meta-narrative implications a whole series of historically themed video games holds”(Hassemer, p.68,l.15-17).

After choosing games, I will look more carefully at each game to see if the setting of the game is the same as it was at first sight.

Next, I will look at which role the player has in the setting and if he is playing a historical person or a faction relevant to the given environment. The player should feel like a part of a historical setting. Feeling like a part of history would also be the first requirement for the “first level of historical engagement” (Kapell, p.10) as the described interaction is in need of a correct environment. The next criterion is to look for historical figures in the games and to check if their behavior is portrayed correctly. It promotes the immersion in the history if the player encounters people he could have heard about outside the game or could look up. Meeting familiar people would also create an understandable historical reaction which corresponds with “the second level of historical engagement” (Kapell, p.11, l.4).

In a game that adapts history, historical events should occur while playing. Through the events, the player can learn history while playing. These events shouldn't break the game or contradict the in-game facts.

The visuals, such as architecture and costumes, should fit into the setting as well as the sounds and music. Visual and audio elements can promote the immersion and teach the player about the society of the time. The visuals and audio should contribute to the historical scene. As this is part of the game world, it can be used for the historical engagement (Kapell, p.10).

Even though no game can be one hundred percent historically correct, there should be boundaries of how much it can contradict history. A game willingly adopting history shouldn't have significant factual inaccuracies such as knights in the seventeenth century or gunpowder during the early crusades. The player shouldn't be able to do actions that were not possible in the time period the game is placed. Having these opportunities would contradict the “third level of historical engagement”(Kapell,p.11).

It is also important to analyze how much the actions of the player can change historical events and how changing history in the game will affect gameplay.

I will also categorize the games according to Angela Schwartz (Schwarz, p.142). Through categorization, I will see in which way every game uses their historical elements.

In conclusion, the following criteria have been established: What is the game setting? Whom does the player control? Are historical figures involved? Are historical events occurring? Are visuals authentic? Are there big inaccuracies? How much can you change the history? How precise is the game? In which way are the historical elements used?

3. Historical Background for the Game Setting

Different historical settings are used in games, but for the purpose of this thesis I will concentrate on an individual setting. For a complete analysis, I need widely used historical settings in video games. Personally, I would like to have a setting which is not overused. That's why I selected eighteenth-century North America as my primary setting. In this period, there are three main events.

The first is The Golden Age of Piracy, which is widely used in video games, even though the core time of it took place during the seventeenth century. It is more like a period than a single event, and as such, it is hard to narrow down the historical preciseness.

The second event is The North American Theater of the Seven Years' War, or The French and Indian War. This event is not often portrayed in games, but it is well documented and has clear historical figures and events.

The third event is the American War of Independence. There are some games about this event, and it is historically well documented. In the following section, I will list the most relevant facts about my chosen historical setting and the events.

I. Golden Age of Piracy

The period between 1650 and 1730 is considered as the Golden Age of Piracy (Rediker, p.8). Piracy in the Caribbean already began in the sixteenth century. At this time, Spain dominated the American coast with their silver and gold mines. At the same time, England and France tried to trade with Spanish colonies (Gerhard, p.11). Spain had forbidden their colonies to trade with other nations, even if the colonies needed supplies they couldn't get from Spain. These restrictions made the English and French start a contraband trade with the Spanish colonies. As the contraband trade was persecuted more and more heavily, England and France began with the robbing and looting of Spanish ships and ports (Gerhard, p.12). A religious component was added to the rivalry as England become Protestant, and Protestant Holland got their independence (Gerhard, p.12). As Holland

rebelled against Spain in the 1560s and became independent, a new competitor arrived to the Caribbean.

The wealth of the Spanish ships and free ports provided by the English, French, and Dutch settlements attracted many pirates to the Caribbean and created large, sometimes too large, competition among themselves (Gerhard,p.15).

Most of the pirates were from poor social classes even though the officers were often more educated. There were two options to become a pirate. Either sailors become pirates by mutinying or they voluntary left with other pirates after the pirates had taken over their ship (Rediker p.46f). The main reason for becoming pirate was that unmarried men were searching for something better (Rediker, p.59). Additionally, pirate ships were not run in the same oppressive way as merchant or Royal Navy ships. Pirate crews were multicultural, multiracial, elected their officers, and distributed the loot equally (Rediker, p.17). As the sailors were isolated on their ships, they created a feeling of brotherhood by having their own songs, rituals, and language. (Rediker, p.25 - 26).

Another source of pirate crews was former slaves. As mentioned earlier, the primary economy of the Spanish colonies was based on the mining of silver and gold. In contrast to this, the economies of their rivals were agricultural and based on sugar and tobacco. For agriculture, they used slaves from West Africa. The slave trade was first dominated by Dutch who had taken it over from the Portuguese. Later, England dominated the slave trade and made Jamaica a major slave market of the Caribbean (Historyworld.net).

The Golden Age of Piracy can be divided into three periods. The earliest one was from 1650 until 1680 and mainly consists of English, French, and Dutch captains fighting against Spain. The most famous of them was Henry Morgan. In the middle period during the 1690s, pirates moved to the Indian Ocean. This period was represented by pirates like Henry Avery and William Kidd. The last period of the golden age was from 1720 to 1730 with the most pirates of the golden age. Edward Teach and Bartholomew Roberts were the most famous pirates of this period (Rediker, p.8).

The rising number of pirates during the late period of The Golden Age of Piracy can be attributed to the end of the War of Spanish Succession from 1701-1714. After the war, the navies of previously warring nations reduced their numbers, and many sailors were searching for work (Rediker, p.23). In contrast to the pirates of the earlier periods, these pirates were independent and were not employed by the European empires. England, France, and Netherlands were no longer interested in the looting of Spanish ships and destroying their economy as they were now part of said economy and got a lot more money from growing sugar and not from looting (Rediker, p.24). The attempt to end piracy was strengthened, but there were many places for pirates to hide. Many shallow waters

and lagoons were too small for big navy ships, but the pirate ships could hide there. Some people supported the pirates since they could make a profit with the looted goods of the pirates (Rediker, p.29). There were also settlements which were centers of piracy. In 1691, pirates had their own settlement on Madagascar which endangered trade with India. In the Caribbean, the Bahamas Islands had no government and attracted many pirates. The European empires feared that the Bahamas or Bermudas would have the same fate as Madagascar (Rediker, p. 30f). The pirates had an enormous impact on economies of the Caribbean as they could block ports and trading. The numbers of captured and plundered ships went into the thousands.

The year 1718 marked the start of the end of pirates. They started to encounter more and more problems as Woodes Rogers reestablished royal government on the Bahama Islands. From the year 1720, pirates were fighting for their "liberty" and less for the loot. In the year 1722, Bartholomew Roberts was defeated in battle, and the pirates started fighting for their survival. That struggle ended in 1726 with the end of the piracy in the Atlantic Ocean (Rediker, p.36f).

II. The French and Indian War

The French and Indian War was fought from 1754 to 1763. It was the American theater of The Seven Years' War. It is called that way since it was a war between England and France with their Native American allies. Before the war, the French were settling in the Mississippi Valley and St. Lawrence River area while the English had colonies reaching from the east coast of North America to the Appalachian Mountains. The territory between the competing European nations was the land of the Iroquois, buffering them from each other. The Iroquois was a Confederacy of first five, then six native tribes predating the European arrival.

At the end of the 1740s, the situation changed. The English and the French stopped paying gifts to Iroquois as the Iroquois wanted more expensive gifts. The Iroquois lost influence as the Delaware and the Shawnee Tribes around the Ohio River declared Independence from the Iroquois Confederation. At the same time, the English were moving to the Ohio River because of the land shortage in New England. The French saw this as a threat to their claims of whole Mississippi valley (Henretta, p.124).

Before the war started, the Governor of Virginia, Robert Dinwiddie, ordered his militia troops to build a fort at the mouth of the Ohio River. The French captured these forces, sent them back, and started the construction of Fort Duquesne. The Virginian troops got reinforcements led by a young commander named George Washington. He attacked the French but got himself trapped in his own Fort, Fort Necessity, at Great Meadows in Pennsylvania. After the battle on July 3, 1754, he surrendered wounded and with more than one-third of his men lost. The French let him and his

soldiers go (Norton, p.124). One year later, the French, together with the allied Native American tribes of Delaware and the Shawnee, attacked the British colonists near Fort Duquesne. These British colonists under British General Edward Braddock were preparing a new attack on the fort. The forces under Braddock were defeated, and Braddock was killed. These events were the beginning of an undeclared war. The Pennsylvania border was the theater of fighting for the next two years, but Britain officially declared war on France in the year 1756.

The colonists suffered repeated defeats until William Pitt became prime minister and changed Great Britain's war strategy in 1757. From then on, they concentrated on the war in the colonies and left the European conflict to their allies. The generals James Wolfe and Jeffrey Amherst were sent to help the colonists. In July 1758, Louisbourg was recaptured by British. In the fall of the same year, the French lost Fort Duquesne and the native tribes of Shawnees and Delawares accepted peace (Norton p.124, 126). A plan for a three-sided attack on Quebec began as Colonel John Stanwix marched from the newly renamed Fort Pitt, formerly Fort Duquesne, to the northeast. General Amherst was advancing to the north from New York. But both troops were just a distraction from the main British army with fifty warships, two hundred transporters and 8,500 men under General Wolfe coming from the Gulf of St. Lawrence (Henretta p.126). In September 1759, General Wolfe won the Battle of the Plains of Abraham and conquered Quebec. General Wolfe and his French opponent, Marquise de Montcalm, both died in the Battle of Quebec. As the British victory was imminent, the Iroquois Confederation joined the British, giving up their neutrality in the hope of getting advantages after the war. The next year, Montreal, the last of the important French cities in North America, fell to the British (Norton, p.127). During the war, the British also conquered Pittsburgh and Ticonderoga. The Peace Treaty of Paris ended the War in 1763 (Remini, p.28).

As a result, the French lost the majority of their colonies to Britain and gave up Louisiana to their ally Spain as compensation for the Spanish loss of Florida in the war. For the native tribes, the end of the war meant the end of their strategy to keep their land and stay independent by playing the Europeans against each other. Playing the Europeans against each other was no longer possible as the British became the sole dominant force in North America. As time progressed, the Native Americans lost more and more land to the British and future American colonists. The British-American colonists, on the other hand, gained more confidence in themselves, their economy, and their land, and started thinking of expansion (Norton, p.127).

III. The American War of Independence

The Seven Years' War caused an enormous debt for Great Britain, and they wanted to have more direct control over their colonies with the French out of their way (Henretta, p.138). The American colonists, on the other hand, got used to the low rate of government interference in their everyday life and especially with their economy. They had the opinion that the best government interferes as little as possible. Furthermore, they saw themselves as not being represented in the British Parliament as nobody who was living in the colonies was in the parliament. The British had another point of view about the representation since they saw everybody represented by the king, lords, and common people. They didn't distinguish between residents in the motherland and colonies (Norton, p.129).

Thousands of British soldiers got stationed in the newly conquered territories to prevent an uprising of the French and Spanish population. The troops were also to be used in case of a war with Native Americans. Another step to prevent a war with Native Americans was George III forbidding the expansion of colonies to the west of the Appalachians. Limiting expansion angered many people in the colonies searching for new land or speculating with land beyond the Appalachians. The last purpose of the stationed British troops was to address the fear of some British politicians that the colonies could become more and more independent. The stationing of forces in the colonies would come to cause problems because during the previous war many British officers treated their colonial subordinates very pejoratively (Henretta, p.139-140).

In 1763, George Grenville became prime minister and wanted to deal with the debt by taxing the American colonies since the British people were already heavily taxed. The first plan to raise the income of the British Empire was the Sugar and Currency Acts in 1764. The next step was the Stamp Act in 1765 which taxed every printed material. The Stamp Act caused significant protests as everybody was affected including the elites in particular (Norton, p.132).

In March 1766, the Stamp Act was revoked after a new prime minister was chosen by King George III (Norton, p.134). The new Prime Minister Lord Rockingham repealed the Stamp Act as a compromise to the British merchants suffering under colonist boycotts and to prevent further confrontations by passing the Declaratory Act.

In 1767, Rockingham needed to step down, and the chronically ill William Pitt had been declared prime minister again. The illness of William Pitt effectively made the Chancellor of the Exchequer Charles Townshend the real leader of the government. He passed the Townshend Act taxing goods like paper, glass, and tea. This act should have made the royal officials in the colonies financially independent from local assemblies and give them the power to execute the laws of Parliament

strictly. The power of the local representation was limited, and a struggle between the local assemblies and the British Parliament began (Henretta, p.151). In Boston, and later New York, the merchants started with a new boycott of British goods in April and August of 1768 respectively to try to achieve the repeal of the Townshend Act. Even as some doubted this strategy, many smaller ports joined the boycott. The colonists started to produce their own goods to compensate for the British ones (Henretta, p.152).

As the parliament and the ministry became aware of the protest against the Townshend Act, they sent more British troops to Boston to strengthen the position of the royal officials. Lord Hillsborough, who was responsible for American Affairs, told the governor of Massachusetts to dissolve the local representation if the population doesn't stop the boycotts. The British were preparing for a military uprising (Henretta, p.153).

The year 1768 was a challenging year for the British as they had harvest problems and riots in the home country. These events shifted the parliament to softer politics. After 1770, Lord North became prime minister, and the Townshend Act was almost entirely repealed with only the tax on tea remaining. The colonists accepted it with the exception of Boston Patriots (Henretta, p.154). The new atmosphere of understanding wasn't even disturbed by the outbreak of violence in New York and Boston that followed. In New York, the violence was limited to words, fists, and some stones. In Boston, the locals and the British troops were fighting over part-time jobs and local women. This conflict in Boston ended with the "Boston Massacre" in March 1770, where British soldiers were attacked by a mob and shot back, killing five people. This incident was used all over the American colonies to strengthen the mood against the royal authorities (Henretta, p.155).

The colonies were still loyal to the British, even though five years of arguing over taxes lowered the reputation of the British officials. Benjamin Franklin suggested giving American colonies more authority or separating them from the royal officials while remaining under the British king. The separation from imperial authorities would be similar to some principalities in Europe which were ruled by the same ruler (Henretta, p.155). Peaceful understanding mostly endured until 1773.

In 1773, the parliament and Prime Minister Lord North made the Tea Act which should have helped the East India Company with their debt. This act should have made British tea cheaper in order to better compete with the illegally imported Dutch tea. Additionally, this law allowed the East India Company to distribute their tea to shops without merchants in the middle, which angered the American traders (Henretta, p.156). The colonists tried to prevent this and returned the tea to Britain or burned it publicly. In Boston, the governor sought to collect taxes by delaying the unloading of tea. Then after legal entry of a ship, he could send soldiers to seize the cargo of the vessel after twenty

days. One night, the Patriots, under Paul Revere, William Molineaux, and Thomas Young, sneaked on the tea bearing ship dressed as Native Americans. They threw 342 chests with tea into the water, valued \$800,000 today. This event was called "Boston Tea Party" (Henretta, p.157).

The British reaction was harsh, and instead of repealing the act, they implemented four new bills in 1774 to penalize Massachusetts. The Boston Harbor was closed until the value of tea was replaced, the local meetings were forbidden, and colonists needed to build barracks or let soldiers live in their private houses. The latter law allowed British authorities to send criminals to court in other colonies or Britain. Sending criminals to court in another place would isolate the Massachusetts colony, but after resisting the Townshend Act together, there was solidarity between the colonies.

In 1774, the Quebec Act expanded the Quebec colony into the Ohio River valley which could restrict growth to the west by many colonies like Virginia. This act also recognized Catholicism for the French residents of the colonies. The recognition of Catholicism caused hatred among the Protestant and Puritan colonists (Henretta, p.157). As a response to the passed acts, the colonies called for a joint assembly of all British colonies in mainland North America in a "Continental Congress."

Some delegates of the congress wanted to compromise with a system of a colonial parliament and a president chosen by the king. This idea was refused, and The Continental Congress demanded the previous laws to be repealed and threatened the British with new economic boycotts (Henretta, p.160-161). In Britain, some leaders like former Prime Minister William Pitt still believed in a compromise and wanted to repeal the laws, remove the troops, and recognize The Continental Congress. This agreement would be the third compromise, and the ministry didn't want to grant the colonists any more. Instead, Lord North demanded the colonists to pay for their own defense and administration, pay taxes, and respect the authority of the parliament. Furthermore, North ordered a naval blockade of American trade (Henretta, p.161).

The protest movement started in the coastal cities, but because of the increasing taxes it spread to the countryside even though farmers in colonies were paying less than people in Great Britain. The fear of the British trying to get the colonists back under control was present not only in lower social classes but also in the high class of slave owners (Henretta, p.161-162). The protest movement wasn't unrivaled, though, as there were many loyalists. Some farmers were loyalists because their landlord was a Patriot. Other people disagreed with the Patriots about the laws that the Patriots wanted to impose. Germans, the Dutch, and Scots preferred to stay loyal to the king. In the end, the loyalists were in the minority and were poorly organized (Henretta, p.162).

In September 1774, General Thomas Gage ordered his troops to seize the weapons of the Patriots, but this brought more support for the Patriots and the founding of the so-called Minutemen. Gage

waited for instruction from London to prevent further violence. The Colonial Secretary Lord Dartmouth wanted Gage to march against the rebels. In April 1775, Gage tried to capture the colonial leaders and their supplies, but they were warned by Paul Revere and two other Bostonians. On the nineteenth of April at Lexington, the British troops met the local militia. In Concord, 700 British met 400 Americans and took more losses than the Americans. On the way back to Boston, the Royal soldiers were ambushed (Henretta, p.163).

Even after the first battles, it took time until the colonists were not only fighting for their rights but for independence. In May 1775, a second continental congress was held. The more radical Patriots, under John Adams, wanted George Washington to command New England troops surrounding the British in Boston and to raise new volunteers. The delegates loyal to the king opposed it, but the measures were passed with a small majority.

In June, royal soldiers attacked the Americans on Breed's Hill and Bunker Hill (Henretta, p.170). Even at this time, the majority of the congress was hoping for a peaceful solution. They were loyal to King George III and wanted him to help them against the parliament, and the congress wrote a petition to the king. The radical Patriots were strictly against it. George III could have aided Congress in dealing with Parliament, but he didn't use the division among the colonist and ordered the suppression of the rebellion. At the same time, the congress decided to invade Quebec colony to try to add a fourteenth colony to the uprising, but they failed to capture Quebec in December 1775 (Henretta, p.170). In the south, the colonists had driven out their royal governors one after another. In Virginia, the former governor tried to get his power back by an attempt to provoke a slave rebellion. He promised freedom to every slave who rebelled against their Patriot slave keeper. The governor of North Carolina, Josiah Martin, raised troops but was defeated at the Battle of Moore's Creek Bridge. In South Carolina, a naval assault was stopped by the continental regiments (Henretta, p.170).

The colonist had problems with breaking away from the crown as they saw themselves as the sons of Britain with Britain as their mother and the king as their father. This opinion changed over time with a strengthening agitation for republicanism and the publishing of "Common Sense" by Thomas Paine in January 1776. On July 4, 1776, a Declaration of Independence written by Thomas Jefferson was passed by the Congress (Henretta, p.170-171).

The British General Gage was already replaced by General William Howe in September 1775. Howe placed his military headquarters in Halifax, Nova Scotia. In August 1776, there were 32,000 soldiers and thirty warships on General William Howe's side against 18,000 untrained militiamen under General Washington's command. On August 27, 1776, in the Battle of Long Island, Howe forced Washington and his forces to retreat to Manhattan Island, almost trapping them there. Later, the

Americans retreated to Harlem Heights, White Plains, and finally across the Hudson River to New Jersey. In December, Washington was pushed out of New Jersey into Pennsylvania across the Delaware River. Congress fled from Philadelphia to Baltimore (Henretta, p.174). Winter came, and the violence stopped as was usual in the eighteenth century, but on December 26th, Washington crossed the Delaware River and attacked the British at Trenton. This surprise attack led to thousands of German mercenaries surrendering and the British evacuation of New Jersey. The victory at Trenton and a victory in a small battle near Princeton raised the morale of the Americans.

The British troops were superior to the American ones, but Howe didn't try to get a decisive victory, and Washington sought to prevent a significant defeat. Howe was cautious as he knew that reinforcements were almost 4,800 km away (Henretta, p.174). It was also difficult to enlist people for the Americans as the Patriots were opposing the idea of standing armies in the past. The problem of recruiting people meant that the Continental Army was outnumbered, poorly dressed, and poorly equipped (Henretta, p.175).

Some of the Iroquois allied with the British to defend their land from colonists, but others stayed neutral or chose the American side as they were baptized by Americans. The split in the Iroquois society marked the end of the three hundred years Confederacy (Norton, p.161).

In Britain, taxes were raised to start a new campaign against the rebels in 1777. British General John Burgoyne should have come from Quebec to St. John's River and later to Albany down the Hudson River. Lieutenant Colonel Barry St. Leger should have moved to Albany from the west commanding mostly Iroquois troops. General Howe should have come from the south to isolate New England together (Henretta, p.176). Howe had his own plan to attack Philadelphia, defeat Washington in a major battle, and end the revolt. The conquest of Philadelphia didn't bring this victory because the Continental Congress fled but didn't surrender. This conquest was authorized by colonial secretary Lord George Germain, but it weakened the Army of General Burgoyne. After a victory at Fort Ticonderoga and driving the Americans to the upper Hudson River, General Burgoyne was far removed from his supplies in Canada. Near Saratoga, British forces were attacked on August 16, 1777. Forces commanded by Lieutenant Colonel St. Leger needed to retreat and couldn't help Burgoyne. General Burgoyne was surrounded by the growing troops of the continental forces commanded by General Horatio Gates and surrendered on October 17, 1777. These losses for the British army were decisive for the whole war and increased morale in the colonies and secured an alliance with France (Henretta, p.176-178).

The situation changed very slowly as the population was suffering from pillaging and looting from troops on both sides. This war was also a civil war where nobody was safe from their neighbors.

Furthermore, George Washington's army was in trouble as they were stranded for the winter at Valley Forge, Pennsylvania. They had few supplies as many farmers were loyalists or were hoping to profit by creating food shortages, particularly since congressional money wasn't worth much. During this time of freezing and starving, a former Prussian officer, Baron von Steuben, successfully raised morale by standardizing drills, maneuvers, and discipline (Henretta, p.179).

An alliance between the Americans and the French was signed on February 6, 1778, thanks to American diplomats Benjamin Franklin, Arthur Lee and Silas Deane and French diplomat Marquis de Lafayette. France was interested in revenge against the British and gaining territory in West India. This alliance brought the Americans international support, troops, money, and higher morale. It also meant the isolation of the British.

In Britain, opposition to the war increased since taxes were high and ideas of reforms became popular. King George III wanted to destroy the rebellion as he feared that other colonies and parts of Great Britain would follow. His prime minister, Lord North, tried the contrary by proposing negotiations and repeal of laws targeting the Congress. Lord North failed with this proposal as the position of the Americans got stronger after the alliance with the French. In 1779, Spain entered the war to get back Florida and Gibraltar (Henretta, p.180).

The British slowly lost hope of getting back New England but wanted to keep at least the southern colonies like Virginia, Georgia, and the two Carolinas. The British started to use more loyalists and encouraged slaves to revolt against their American slave owners in the southern colonies.

In early 1778, General Howe was replaced by Sir Henry Clinton. He evacuated Philadelphia and moved his troops back to New York. The southern campaign started in December 1778, with the landing of 3,500 men in Savannah, Georgia. Clinton was successful and at the end of 1779, Georgia was under British control and ten thousand men were ready to attack South Carolina. The Continental Congress wanted to raise black troops in South Carolina, but the local assembly refused. Clinton conquered Charleston after a six week's long siege and captured American General Benjamin Lincoln with his troops which was the most significant surrender on the American side. Lord Cornwallis, who previously took over the command of the British forces, pushed General Gates out of South Carolina, securing South Carolina for the British (Henretta, p.181).

The tide turned as the Dutch entered the war and the French sent troops under General Comte de Rochambeau to Rhode Island. General Gates was replaced by George Washington and General Nathanael Greene. Greene divided his forces into small mobile divisions to outmaneuver the big and less mobile British soldiers. Even though the British were stronger than the Patriots, General Greene could slowly whittle down the British regiments with continuous fighting (Henretta, p.182).

Cornwallis changed his strategy by commanding his troops to leave Georgia and Carolina and go to Virginia. His forces were controlled by former Patriot Benedict Arnold and were to meet the army of his fellow General Clinton. General Washington prevented this meeting by feinting an attack on Clinton. General Rochambeau instead moved from the north to Virginia, where he met General George Washington's troops. From the sea came the French fleet led by Admiral de Grasse which completed the encirclement of Lord Cornwallis. Lord Cornwallis surrendered on October 19, 1781, at Yorktown. The surrender of Lord Cornwallis ended the active war between American colonists and British troops as other British colonies were threatened by French and Spanish Fleets. The British were also diplomatically isolated, and public support for the war in Britain was meager. Only loyalists and Native Americans were still fighting the war against the Americans (Henretta, p.182-181).

In April 1782, the official peace talks began in Paris with Benjamin Franklin, John Adams, and John Jay as the American delegation. Spain and France were trying to extend the talks, hoping for more victories, but the Americans and the British pushed for the conclusion of negotiations. Americans feared losing the support of the French and Spanish while Britain feared losing more territories to the alliance. On September 3, 1783, the American War of Independence officially ended. Britain could keep Canada but had to give away all land west of the Appalachians which still belonged to Native Americans. France could only conquer the island of Tobago. Spain got Florida back but failed to capture Gibraltar (Henretta, p.186).

4. Analysis

I. Games for The Analysis

For the analysis, I will select games set during the previously described events. These games are non-serious games and are made to entertain average players.

For The Golden Age of Piracy, I will analyze the games: Sid Meier's Pirates, Overboard!, Buccaneer: The Pursuit of Infamy, and Assassin's Creed: Black Flag.

As representatives of The French and Indian War in video games, I will analyze: Age of Empires 3, American Conquest, Seven Years War, Empire: Total War, and the beginning of Assassin's Creed 3.

The American War of Independence will be represented by the games: Assassin's Creed 3, Age of Empires 3 The WarChiefs, Empire: Total War, and American Conquest.

II. Sid Meier's Pirates

Sid Meier's Pirates is an action-adventure strategy game from the year 2004. It was developed by Firaxis Games and published by Atari. It was a remake of the same-named game from the year 1987. It was very well-received by critics (Sid Meier's Pirates on Steam). On Steam, it was bought around

nine hundred thousand times to the November 2017 (Steamspy). In the game, you play a ship's captain in the Caribbean. The game involves sailing between cities and villages of the Caribbean, trading, and fighting other ships. A fictional story in the game is about a search for main character's lost relatives.

Before the game starts, the player selects a nation. The list of the countries is historically correct: Spain, France, England, and the Netherlands. It should be noted that most of the nations' flags are not historical. The flags were probably chosen to make the ships more distinguishing from each other as the English is red, the French is blue, the Dutch is orange, and the Spanish is yellow. These details are not a big problem to the game's historicity, as these colors were used by these countries in one way or another. The English flag is historically correct. The Flag of France, in the game, is based on the French coat of arms at the time. The flag of France is not problematic in my eyes as long as the modern tricolor is not used. The historical Spanish flag probably wasn't used because it too closely resembled the flag of England. Even though the yellow color wasn't on the naval flag of the period, it has a long tradition in the Kingdom of Spain. Orange is the color of the Dutch in remembrance of Stadtholder William, Prince of Orange, who was the leader of the independence movement of the Netherlands.

In the intro, the player sees how his character is mistreated by his captain, and a mutiny begins. The mistreatment resembles the historical records of the harsh and inhumane working conditions on ships. A mutiny was one of the ways to become pirates in The Golden Age of Piracy. In Sid Meier's Pirates!, the captains of this time are represented, and the player can read more about them and whole history in a "Pirate-O-Pedia." An encyclopedia is an excellent way to present historical facts for players wanting to know more about the background of the game's setting.

An example of a historical inconsistency, which can be found in the game, is that the game starts in 1660 but the player can buy a map of Blackbeard's treasures, even though Blackbeard was born in 1680. The player can also find and fight him and other captains who weren't born yet, sometimes even multiple times.

In Sid Meier's Pirates, the player can meet the governor of every port and sometimes even daughters of the governors. The meeting of governors is a simplification since most pirates probably never saw the governors of the islands. The governor's daughter comes from a romanticization of pirate's lives and the romances with governor's daughters. The romanticization of governor's daughter is made to raise the feeling of the authenticity of the game as these situations are known from pirate movies and literature.

While traveling around the Caribbean, the player can enter any port including enemy ones. The only penalty from entering enemy ports is that traders will not trade with the player and the governor will not meet the player. The penalty-free entering of ports is not only unhistorical but also illogical as why should an enemy city let anybody enter it if a well-armed fort guarding it?

In the game, no signs of slavery can be seen even though this was a crucial part of the economy at this time. Black people can only be seen as part of the ship's crew, which the player can hire in the tavern. Even though not addressing slavery is a missed opportunity, the inclusion of black crew members is a good representation of the pirate crews. As mentioned in the history chapter, the crews were very diverse.

Native Americans are represented as simple villages which the player can pit against an enemy city. The Native American villages are a simplification of the situation even though Native Americans were not very present anymore in the Caribbean in the 17th and 18th centuries.

On your journeys through the Caribbean, the player can plunder and capture other ships. While boarding ships, the player often needs to fight with swords or other close-range weapons of the time. In cases where the player's ship has apparent superiority, some ships will even surrender without fighting. Like in the real world, the player gets the goods from enemy ships and can sell the vessel in a nearby city. Some of the crew from the plundered ships can join the ship's crew. Specialists also join the player's crew from time to time. This expansion of the pirate crew resembles the historical events of the 18th century as crew members and ship officers often joined the crew of pirate ships.

Over time, cities are plundered and conquered by one or another nation independent from historical background. The alliances and wars between the nations also change over time without historical context. The wars and alliances are not problematic as the game doesn't try to make an authentic impression. The player can't actively change history as the player can't conquer cities on their own, but he can defeat pirates of the time which would change history on a smaller scale.

The historical setting in the game is used to create a feeling of playing alongside history. Sid Meier's Pirates is precise in the setting and year but not in the details like governors' names or names of other non-playable characters apart from other pirates.

The visuals of the game resemble the aesthetics and the architecture of the beginning 18th century integrated into comic-like graphics.

While the game is historically accurate in many ways, there are other inaccuracies that show the game didn't attempt to be too historically correct. The only significant point to criticize is the usage

of famous pirates before they were historically born. This use of famous pirates could be justified by developers trying to stretch the game longer by setting it in the early time of the Golden Age of Piracy but not wanting to abandon the famous pirates and the setting of the late golden age. The game effectively conveys the beginning of The Golden Age of Piracy from 1650 to 1680 when pirates were mostly in service of the European nations.

Analysis criteria	Sid Meier's Pirates
Where is the game set?	The Caribbean starting in the 1660s
Who is the player controlling?	A pirate captain and his ship
Are historical figures involved?	Pirates of The Golden Age of Piracy
Are historical events occurring?	No historical events, only in-game events
Are visuals right?	Flags of the nations are wrong, but the aesthetics of early 18 th century is present.
Are there big inaccuracies?	Some pirates are in the game before they were historically born.
How much can the player change history?	The player can defeat famous pirates anytime.
How precise is the game?	Accurate in date and setting but not in details
How are the historical elements used?	Scenario/alongside history

Table 1: Results of Analysis of Sid Meier's Pirates

III. Overboard!

Overboard is a top-down action and puzzle game released in 1997 by Psygnosis. It is critically well-received but not that well-known (See Overboard- PSONE Review). Overboard! is not sold on Steam. In the game, you guide a ship through maze-like levels, fight enemies, avoid obstacles, and search for an exit.

It is a very comedic and funny arcade game which is set in the Caribbean at the beginning of the game. The player controls a pirate ship in a not further explained year. The type of boats, clothes of characters in the intro, and city architecture indicates that it is set some time during the Golden Age of Piracy.

The graphical style is comical and cheerful. The selection of musical instruments for the soundtrack matches the setting of each level.

In the game, the saving points are cities which are conquered by landing at their harbors. The game's enemies could be other ship but also forts, chainsaws, flamethrowers, exploding fish, and many other things. It is apparent from the range of enemies that the game is set in a historical setting but doesn't mind adding some non-historical elements. This addition makes the game more diversified and fun even if it makes the game more fictional than historical.

Your first weapons are single or multiple cannons, but later the player gets other mostly non-historical weapons. These weapons include rockets, sea mines, flamethrowers, lightning, oil slicks,

and depth charges. Power Ups can transform the player’s ship into a Steamboat, metal ship, or a flying ship. Later in the game, the player can see other settings like Incan, Polar, Steampunk, and Middle East settings with fantasy elements.

The few historical elements in the game are used as a scenario for the game.

Even though the game has not much historical authenticity, it is a good examples that shows an extreme approach of using historical settings in video games. Overboard! also demonstrates how historical elements can enrich a game without following history and perhaps produce interest for the historical background.

Analysis criteria	Overboard!
Where is the game set?	Caribbean, Latin America, Arctic, Middle East
Who is the player controlling?	A pirate ship
Are historical figures involved?	No historical figures
Are historical events occurring?	No historical events
Are visuals right?	The Caribbean looks right, but not later settings
Are there big inaccuracies?	Flamethrowers, chainsaws and much more
How much can the player change the history?	The player can’t change history at all
How precise is the game?	The game is not precise
How are historical elements used?	Scenario

Table 2: Results of Analysis of Overboard!

IV. Buccaneer: The Pursuit of Infamy

Buccaneer: The Pursuit of Infamy is an arcade sailing combat game. It was released in 2008 by Blitz Arcade. It received poor critical reception and didn't get a big audience (Buccaneer: The Pursuit of Infamy [Pc Games]). Buccaneer is not available on Steam. In the game, the player is enlisted as a captain of a pirate ship and a member of the “Golden Buccaneers.” He is sent on missions to fight against other pirates. During the game, the player can upgrade his ship and/or buy new ships.

The setting of the game is loosely based on the Caribbean. While the pirate home base of Cutlass Bay is a real place, most of the other islands in the game are fictional. The ship classes used in the game are not historical. It’s unlikely that pirates could buy ships, even in pirate villages, as pirates had no shipyards. Pirates usually got their ships by boarding other ships. Nevertheless, the apparent historicity could generate interest in real pirate life.

The warring empires during the Golden Age of Piracy are not represented in the game. It is also not clear in which year it is set which makes the setting unclear. The game’s missions are independent from each other and can be played in any order. The loosely ordered and open choice of missions makes a historical story and inclusion of historical events impossible.

The music and ambient sounds in the menus gives an atmosphere of sitting in a loud tavern with a lot of pirates. The graphical appearance of the game doesn't have any significant historical inaccuracies. As the game isn't based on historical events or even in a real geographical setting, the player can't change history in the game. The historical elements are used more like a scenario in a ship battling game.

The game *Buccaneer: The Pursuit of Infamy* is a good pirate themed game without any claims to be historically accurate. It also doesn't have any significant historical inaccuracies by setting the game in an imprecise setting.

Analysis criteria	Buccaneer: The Pursuit of Infamy
Where is the game set?	Loosely based on the Caribbean
Who is the player controlling?	A ship under control of a pirate captain
Are historical figures involved?	No other pirates mentioned
Are historical events occurring?	No events, just loosely ordered missions
Are visuals right?	Yes, the visuals are right
Are there big inaccuracies?	No big inaccuracies
How much can the player change the history?	The player can't change history because it isn't set in real history.
How precise is the game?	Not precise, but set during The Golden Age of Piracy
How are historical elements used?	Scenario

*Table 3: Results of Analysis of *Buccaneer: The Pursuit of Infamy**

V. Assassin's Creed Black Flag

Assassin's Creed Black Flag is the fourth installment in the *Assassin's Creed* series. It was released in 2014 by Ubisoft. It had many good reviews from critics (*Assassin's Creed Black Flag* on Steam). On Steam, it was bought around one million five hundred times to the November 2017 (Steamspy). *Assassin's Creed Black Flag* is an action-adventure game. In *Assassin's Creed Black Flag*, the player spends a lot of time on his ship in contrast to the previous games in the series. In earlier games, the player was running, climbing, hiding, and solving quests in certain cities significant to the setting. On the ship, the player needs to fight and board other ships and pick up loot from sunken ships.

The game is set in the Caribbean Sea at the beginning of the 18th century. After the end of the Spanish War of Succession, the fictional main character, Edward Kenway, lost his letter of marque and started his career as a pirate. The game begins in Nassau, which is now the Bahamas.

In *Black Flag*, the player sees many black people associated with piracy. It's historically accurate that a lot of pirate crews had a significant share of black people because most of them were former black slaves. As the game's story develops, you can meet a lot of historical pirates, such as Edward Thatch, Benjamin Hornigold, and Merry Read.

In *Black Flag*, multiple languages are spoken in the streets which reflects the diversity in the Caribbean at this time. The various languages are an example of a good use of historical elements to create historical authenticity.

The attempts by the officials to stop piracy at the beginning of the 18th century is portrayed by the hanging of pirates by the British. It is good to show that the life of pirates was dangerous even if they were on land and that others saw pirates not as heroes but as criminals.

One of the inaccuracies in *Assassin's Creed Black Flag* is that it is more violent than pirates were historically. In the game, ships get damaged and people get killed in the sea fights, although pirates tried to avoid this in real history. Most of the ships the player engage in battle are sunk even though pirates never really sunk ships. Their goal was not to damage the opposing ships since pirates made a living from selling the robbed goods and ships.

In contrast to historical pirates, the player doesn't try to scare the opposing ships into surrendering without a fight. The lack of trying to intimidate the ships into submission uses the traditional pirate stereotype established in movies and other media. The boarding of vessels gives the game more action and diversity, making the game more appealing to a broader audience. In my opinion, a mix of violent and non-violent boarding, like in *Sid Meier's Pirates*, would achieve an even more significant variety and be more historically accurate.

In *Assassin's Creed Black Flag*, historical pirate chanteys can be heard which enriches the historical experience. The chanteys are another small detail that creates a rich and authentic atmosphere. The database in the game is full of facts and background stories of the setting. Like in the previous games of the series, the database doesn't separate between real and in-game facts, which could have been done better. For the purpose of the game, the ships are sailing faster than they did in real life, but it doesn't harm the overall historical atmosphere. A realistic speed for the ships would probably make the game unenjoyable for most players.

In the game, the player needs to often fight against Spanish ships as they are carrying gold from Central America to Spain. The gold-filled Spanish ships are accurate as the Spanish were transporting a lot of gold from conquered Native American nations in Central and South America. The rich Spanish ships full of gold are also an established image from modern media used to create a feeling of historical authenticity.

A big historical inaccuracy in *Assassin's Creed Black Flag* is the absence of the French. The French were a major power in the Caribbean and leaving them out harms a lot of historical authenticity. Particularly in the beginning of the 18th century, the fight over the Caribbean was more of a fight

between Great Britain and France than of a conflict between Great Britain and Spain. There is no explanation for the absence of French pirates which is odd because a lot of minor details were included in the game and France is a major part of history. In the opinion of Dr. Bob Whitaker, the missing French could have been left out to forget French colonial history since Ubisoft is a French video game company (Dr. Whitaker, B., & Dr. Glass, B., 37:30- 39:00).

In Assassin’s Creed Black Flag, the player experiences history as something which is happening independent from him while he is playing. The independent events mean that the player is playing alongside history even if he triggered historical events.

The life of pirates at the starting end of The Golden Age of Piracy, with minor points taken off for the increased amount of violent actions, are well portrayed in the game. It also provides the player with a lot of information for the setting even though the game doesn't distinguish between real facts and in-game fiction. It is a pity that Assassin’s Creed Black Flag harms its historical authenticity by leaving out France as a major power in the Caribbean.

Analysis criteria	Assassin’s Creed Black Flag
Where is the game set?	Caribbean
Who is the player controlling?	A fictional character Edward Kenway
Are historical figures involved?	Historical pirates are involved
Are historical events occurring?	Real events are in the game
Are visuals right?	The visuals are right
Are there big inaccuracies?	French is not included in the game, and the pirates are more violent than in real life
How much can the player change the history?	The player can’t change history
How precise is the game?	The player see specific people and places
How are historical elements used?	Alongside History

Table 4: Results of Analysis of Assassin's Creed Black Flag

VI. American Conquest

American Conquest is a strategy game in which the player controls a nation's army from the history of the America Continent. The game was developed by GSC Game World and released in the year 2002. It had mixed critical reviews (American Conquest on Steam). On Steam, it sold around one hundred fifty thousand copies to the November 2017 (Steamspy). In American Conquest, the player usually builds up a base, gathers resources, and trains troops.

American Conquest includes several campaigns; among them are two campaigns about The Seven Years' War (British and French) and two campaigns about The American War of Independence (American and British). It is good that the player is given a chance to experience the conflicts from multiple sides of the conflict because he can then relive history from multiple viewpoints and see the bigger picture.

Before every mission, the player gets a briefing about his tasks and the historical background. The presentations show the point of view of the nation that the player is playing. As an example, the viewpoint of the player's nation means that the land between the French and the British is claimed to be no man's land even though this was the land of the Native Americans.

Native Americans are commonly portrayed very negatively and as overflowing masses of people in the game. This negative portrayal can be seen from the subjective viewpoint of the period. Further, there is no mention of the Iroquois Confederation which remained neutral at the beginning of the war. The simplified or negative portrayal corresponds to the picture of the Native Americans in media but harms the historical image of the game, as it follows common stereotypes.

Some historical figures are mentioned in the briefing, but they are not shown in the missions. British and French campaigns about the Seven Years War have five missions and are set at the beginning of the war between 1754 and 1755. The first mission on both sides is about building a Fort on the Ohio River. The second mission revolves either around building or attacking Fort Duquesne. The third mission is about General Braddock and his troops trying to attack Fort Duquesne. The fourth mission shows the player Colonel Johnson and the battles around Nova Scotia. The final mission is about the fighting between British settlers and the French with their Native American allies in 1755 near Lake Ontario.

The American War of Independence campaign is five missions long and spans from 1775 to 1777. For the British, it starts with the Battle of Bunker Hill. On the American side, the player has the battle of Lexington. Both missions' briefings are nearly the same although the briefing for the colonists mentions the Second Congress and the last attempt of the colonists to stop the war. The inclusion or omission of the Second Congress and final attempts to stop the war presents each side of the conflict as more peace-loving. Both mission briefings simplify the complicated situation leading to the rebellion in favor of the American colonists.

The second mission for the British is to fight the army of George Washington. In the third mission for the British, the player defends Boston and Charleston. The fourth mission for the British is the Battle for New York. The briefing for this mission has an inaccuracy because the alliance of the colonists with the French, Spanish and Dutch are mentioned. These alliances were made in later years. The last mission of the British campaign is the assault on Philadelphia.

In American Conquest, history isn't changeable as every mission begins historically correct and the mission's goals are predetermined. Some missions can end differently than in history, but this outcome doesn't influence the next mission. The player can learn historical facts from this predetermination.

In American conquest, the player builds up his base every mission. The player can also produce as many soldiers as he needs which constitutes minor inaccuracies. Nevertheless, I couldn't find any big mistakes. The lack of errors is achieved by not going into much detail about the troops and their leaders. In my opinion, not going into detail is better than producing errors because staying vague can generate interest in looking up facts in historical sources.

The visuals seem to fit into the picture of the 18th century. The music of the game doesn't take away from the atmosphere of the 18th century, but it is also not entirely fitting as it is modern ambient music and not music from the 18th century. It is particularly noticeable when playing as Great Britain and hearing Spanish guitars playing. The ill-fitting music reduces immersion into the historical setting on a small scale.

The player finds himself as the driving force of history and makes him a piece of said history.

American Conquest is very precise in the setting but imprecise in the details. Overall, the game is very historical despite a large amount of fast-growing troops reducing the feeling of historicity. The only big critical point about the game is the negative portrayal of the Native Americans.

Analysis criteria	American Conquest
Where is the game set?	North America
Who is the player controlling?	One of the factions of the conflict
Are historical figures involved?	Historical figures are mentioned
Are historical events occurring?	Every mission is connected to a historical event
Are visuals right?	The visuals fit the setting
Are there big inaccuracies?	No big inaccuracies
How much can the player change the history?	The outcome of the mission doesn't affect the next mission.
How precise is the game?	The game is exact but not detailed
How are historical elements used?	Part of history

Table 5: Results of Analysis of American Conquest

VII. The Seven Years War (1756-1763)

The game Seven Years War is a real-time strategy game on a global map similar to the Total War games. It was published in 2015 by Oliver Keppelmüller. It got mixed reviews on Steam (The Seven Years War (1756-1763)). The Seven Years War sold around eleven thousand times on Steam to the November 2017 (Steamspy). In the game, the player needs to manage the army and economy of his nation. He can also make diplomatic treaties, especially since the game can start slightly before the beginning of The Seven Years War.

On the map in the game, only the East Coast of North America can be seen. Europe, on the game's map, is shown from France and the British Isles in the west to the Russian border in the east and

from Southern Sweden in the north to the Alps in the south. The map is made to concentrate on the main theaters of The Seven Years' War.

The player can choose between Britain, France, Prussia, Austria, or Russia as his faction. For every nation, there are different scenarios to choose from which determine in which year and in which situation the game will start. Through selecting the different years, the player can see the nations in various conditions providing a real insight into the historical situation.

The Native American tribes are present in the game, but they are not seen as a faction but rather as city-states with which you can trade and have diplomatic relations. The diplomatic options with the Native Americans consist of either selling them alcohol, which would improve the relationship, or selling them smallpox-infested blankets, which reduces the relationship. These practices are historically correct but drastically simplify the European-Native American relationship. Also, this implies that all Native Americans were alcoholics who were pleased by getting alcohol. The negative portrayal of Native Americans doesn't destroy the historical atmosphere but still creates doubts in historical authenticity and the intentions of the author.

Other non-playable nations in The Seven Years War are Poland, Denmark, Sweden, the Netherlands, Saxony, Bavaria, Hannover, and the Holy Roman Empire. The inclusion of the Holy Roman Empire makes it on one side easier to represent the mass of German states in the 18th century, but it is not really historically correct as the German states in the Holy Roman Empire were relatively independent. Countries like Prussia, Austria, Saxony, and Hannover are represented as being separate from the Holy Roman Empire. Having the Holy Roman Empire and some independent German states are understandable simplifications and don't harm the historical impression too much.

The armies in the game are commanded by real historical generals. The presence of real generals is good for the feeling of historicity even though more backstory about these historical figures could have been included. The music of The Seven Years War uses instruments like flutes, drums, and violins which resemble the musical instruments used in the 18th century. The Seven Years War also uses the music of the 18th century. The music adds a great deal to the historical atmosphere of the game.

The game is precise in its time period and the player can command the battles himself.

As the game is a global strategy game, the player can change history on a large scale. The possibility to change history means he can't learn a lot of historical facts, but the player can discover the reasons for the war and the political situation of the 18th century.

The Seven Years War uses its historical elements to create the impression of creating history yourself.

Overall, the game The Seven Years War is mostly historically correct even though there are some simplifications and the view of Native Americans is one-sided.

Analysis criteria	The Seven Years War (1756-1763)
Where is the game set?	East coast of North America, Central and Eastern Europe
Who is the player controlling?	One of the leading powers in the conflict
Are historical figures involved?	Historical figures are mentioned and present as generals, but no details about them
Are historical events occurring?	Real events occur in the game
Are visuals right?	The visuals are right, and audio is especially historical
Are there big inaccuracies?	Some inaccuracies to make the game easier
How much can the player change the history?	The player can modify the outcome of the war
How precise is the game?	The game is precise in the overall conflict, leaving out some details
How are historical elements used?	Part of history

Table 6: Results of Analysis of The Seven Years War (1756-1763)

VIII. Assassin's Creed 3

Assassin's Creed 3 is a third-person action-adventure game. It is the third installment of the Assassin's Creed series. Assassin's Creed 3 was published by Ubisoft in 2013. It received good reviews from critics (Assassin's Creed III). On Steam, it sold around one million one hundred thousand copies to the November 2017 (Steamspy).

Assassin's Creed 3 is set in the British New England colonies of North America in the middle of the 18th century. The player follows the life of the fictional main character, but he meets a lot of historical persons and visits historical places. In the game, the player runs, climbs, and hides in and around important cities of the setting like Boston.

Like in the previous game in the series, the player is controlling Desmond Miles who is reliving the lives of his ancestors through the Animus Machine. At the beginning of the game, Desmond's ancestor Haytham Kenway, a British man in the year 1755, is controlled. He travels to Boston in search of a place with ancient alien artifacts.

On the voyage there, the player can hear about the bad treatment of the crew by their captain. On the other side, the captain fears a mutiny. The situation on the ship resembles historical records about mistreatment of the crew on ships in the 18th century. The abuse of subordinates on ships was often what caused a mutiny and led to the crew starting a pirate career.

After arriving in Boston, the player can hear a town crier screaming news about the current situation of The French and Indian War. The cities are full of patrolling British troops which sets the setting for the following War for Independence. The streets, overpopulated by British soldiers, is not historically correct to this extent, but it doesn't change the overall well-researched historical atmosphere very much.

The historical figure Charles Lee is the player's companion, and after some time in the game, the player also meets Edward Braddock and the young George Washington.

In the later part of the game, the player is controlling Haytham's son, a half Native American, at the beginning of The American War of Independence. The tribe of the character is the Mohawk or Kanien'keha:ka in their language. The Native Americans mostly speak in their language and sometimes switch to English. The inclusion of the Mohawk's language is an excellent addition to the historical authenticity of Assassin's Creed.

Many historical facts and events are mentioned or represented in the game. For example, it is clarified that Iroquois aren't a tribe but a confederacy of tribes. At another point, the Stamp Act and Chancellor of the Exchequer Charles Townshend are mentioned and discussed by people on the street.

The player is in Boston when the Boston Massacre occurs even though the reasons for the massacre are changed from the real world. In the game, the Templars are responsible for provoking the Boston Massacre, and the player is blamed for it. Later in the game, the player can see the revolt of the colonists against the British starting because of taxation. He also takes part in the Boston Tea Party. The events add to the historical atmosphere of the game even though the fictional elements strengthen the historical conspiracy theories around the events.

The problem of racism is hinted at as the player gets to know that it is better to pose as a European as opposed to a Native American and that the black people have the worst conditions. Later, while discussing the future revolution against the British authorities with Samuel Adams, Samuel Adams downplays all concerns about slavery and inequality. He says that the fight against the British is more important than problems of slavery. The discrimination of the Native Americans is shown by the British commander selling Native Americans as slaves and the selling of Native American land without asking the Native Americans. Both topics are historically correct even though Native American slaves were rare. The inclusion of slavery and discrimination shows the dark sides of both conflicting parties.

The flags and visuals are authentic. These small details enrich the feeling of authenticity of the game.

The game includes a database of content and backstory. It is problematic that the database doesn't differentiate between real facts and in-game facts. Without the differentiation, the player could interpret the fictional in-game facts as historical.

In Assassin's Creed 3, the player can distract himself with board games like Checkers or Nine Men's Morris. Both games were played at this time.

In Assassin's Creed 3, history is happening while the player experiences his own story. Even though he sometimes takes part in the historical events, he is still not the driving force of history.

A very positive side of the game is that it mentions both viewpoints of the American War of Independence. Assassin's Creed 3 is an excellent historical game with fictional elements. The player can learn a lot of history by playing it, even though the fictional elements could lead to understanding fictional facts as true.

Analysis criteria	Assassin's Creed 3
Where is the game set?	Boston and surroundings
Who is the player controlling?	Fictional characters
Are historical figures involved?	Historical figures are mentioned and appear
Are historical events occurring?	Real events occur in the game
Are visuals right?	The visuals are correct
Are there big inaccuracies?	Small inaccuracies without harm to historicity
How much can the player change the history?	The player can't change history even though history is already changed
How precise is the game?	Exact locations and events
How are historical elements used?	Alongside history

Table 7: Results of Analysis of Assassin's Creed 3

IX. Age of Empires 3

Age of Empires 3 is a real-time strategy game. It was published in 2005 by Microsoft Studios and has been sold around two million three hundred thousand times on Steam to the November 2017 (Steamspy). In the game, the player builds and commands troops, builds buildings, gathers resources, and advances through the ages. This game is the third installment in the Age of Empires series. The historical range in Age of Empires III is from the Age of Discovery in the 15th century to the middle of the 19th century. In contrast to the previous Age of Empires, the setting concentrates mostly on the American continent, and the player has home cities which are constant from mission to mission.

The game's campaign has three parts and describes the family history of the fictional Black family. The fictional story involves the legendary Fountain of Youth and the fictional Circle of Ossus. The Fountain of Youth and Circle of Ossus already shows that the third installment of the game has taken a less historical path than its predecessors. The second part of the game's campaign takes place during The Seven Years' War. The main characters are the fictional characters John Black and his

Native American friend Kanyenke. In the first missions, the player fights against the Cherokee and later against British forces. In the third mission, he fights with the Native Americans against British troops. In the fourth mission, called The Seven Years' War, the player fights with the Native Americans and French against the British. One mission later, the player fights with the British under George Washington against other British under the Circle of Ossus. The changing of the Native Americans' side is not explained. Similar to this, the changing of the player's side isn't explained. It seems that in the fictional story, John Black is independent of the British or French sides. This changing of sides gives the story little historical authenticity and makes the story look entirely fictional.

In the fourth mission, the player briefly meets Colonel George Washington which gives the impression of the game being somewhat historical. Colonel George Washington helps the main characters with troops and ships which could have only been possible if he would have been a major general at this time. George Washington's possibility to help is a distortion of the historical George Washington, because primarily, according to my sources, he wasn't very successful in The Seven Years' War as he was defeated and captured by the French. Additionally, in the mission, the player gets ships with the name United States which makes no sense in years preceding The American Revolution.

In the later missions, the main characters follow the main antagonist, Warwick, and his Circle of Ossus to the West, beyond the plains. The crossing of the North American Continent would change history and make the discoveries of later expeditions like the one by Lewis and Clark prematurely. The last mission involves facing Russian troops preparing to attack British and French colonies. In real history, the Russians had settlements in Alaska and a small settlement in California. They never tried to attack the French or British. The inclusion of the West Coast of North America and the Russians destroys every piece of historical authenticity built up in the game.

The historical elements in the game are used as scenario. Age of Empires III is the first game in the series where the story is not historical but is an entirely fictional story with minor mentions of history. As the previous installments were historical, this could make the player believe that this is also history which harms the historical reputation of the whole series. Age of Empires III pretends to be historical, but it tells a fictional story with some historical mentioning in it.

Analysis criteria	Age of Empires 3
Where is the game set?	North America
Who is the player controlling?	A fictional group of mercenaries
Are historical figures involved?	Historical figures appear in the game
Are historical events occurring?	Real events are mentioned
Are visuals right?	The visuals seem to be correct
Are there big inaccuracies?	Story gets fully fictional toward the end
How much can you change the history?	History changed by fictional story
How precise is the game?	The game is not precise in the setting
How are historical elements used?	Scenario

Table 8: Results of Analysis of Age of Empires 3

X. Age of Empire 3 The WarChiefs

Age of Empires 3 The WarChiefs, is an expansion of Age of Empires 3. It was published by Microsoft Studios in 2006. The expansion adds three Native American civilizations to the game. The WarChiefs also has an additional campaign separate from the campaign of the main game.

The first part is about the fictional character Nathaniel Black. He is the son of John Black, the main character of the second part of the main game's campaign. This campaign is about The American War of Independence and tries to be more historical than the campaign of the main game.

In the beginning, the player fights against the Mohawk and Senega. The fight between the Mohawk and Senega is a representation of the conflict in the Iroquois Confederacy. This historical conflict comes too early because the Battle of Breed's Hill, and with it, the beginning of The Independence War is two missions later. In the second mission, the player meets the fictional antagonist of the story, Colonel Küchner, who is a Hessen mercenary leader. The presence of Hessen mercenaries on the British side is historical and clears up the common idea of only Americans fighting only against the British. The next two missions are the Battle of Breed's Hill and The Battle of Trenton. After this comes the Battles of Saratoga, and the last mission is the Battle of Yorktown.

The fictional character of Nathaniel Black is accompanied in many missions by General Washington, who emphasizes Nathaniel's great role in the war. Through many battles, you can learn more about the history of The American War of Independence, but putting a fictional character in a central role should be seen as erroneous. The reason for the criticism is that Nathaniel Black replaces real historical generals of the war, like Horatio Gates at the Battle of Saratoga, with his involvement. The story between Nathaniel and his fictional nemesis, Colonel Küchner, doesn't give the story a more significant historical depth but it also doesn't harm it as it happened in the main game.

The fighting of Native Americans on both sides is only mentioned in the beginning and never showed again. It gives the impression that the Native Americans were in favor of the American colonists, even though the Native Americans were divided about this in real history. This division also caused

the dissolvent of the Iroquois Confederation. The Loyalists are not shown in the game since the war parties in the game are strictly distinguished between the Americans and the British. The absence of the Loyalists and the keeping out or playing down of the conflict between the Native American people should make a clear distinction between the war parties.

Slavery and the attempts of the British to start slave revolts against colonist masters are not mentioned in the game. Also, no black people besides some pirates are shown in the games. The reason for the first is probably the game's focus on the war and battles and less about the surroundings of the war. The second is more of a technical problem as it is easier for the developer to make every unit of the same type look exactly the same.

The expansion, The WarChiefs for Age of Empires 3, is more historical than the main game, and you can learn which battles were important in The American War of Independence. It is problematic that a fictional person is portrayed as the driving force of the historical events. The chances to show the divide between the Native American tribes were not used even though the start of the campaign looked promising. The expansion The WarChiefs rescues some of the historical authority of the series destroyed by the main game but, in my opinion, can't undo the damage.

Analysis criteria	Age of Empires 3 The WarChiefs
Where is the game set?	Around the Thirteen Colonies
Who is the player controlling?	American troops under the command of a fictional character
Are historical figures involved?	Historical figures have appeared
Are historical events occurring?	Real events occur in the game
Are visuals right?	The visuals look correct
Are there big inaccuracies?	Small errors besides the significant involvement of fictional character instead of characters from history
How much can the player change the history?	The player can't change history
How precise is the game?	Exact locations and events
How are historical elements used?	Part of history

Table 9: Results of Analysis of Age of Empire 3: The WarChiefs

XI. Empire: Total War

Empire: Total War is a strategy game set in the 18th century. It was developed by Creative Assembly and published by Sega in 2009. It has been sold around three million eight hundred thousand times on Steam to the November 2017. In Empire: Total War, the player moves and recruits troops, manage his provinces, and does diplomacy with other countries. The main game is a turn-based strategy game on a world map. The battles are fought as a real-time strategy game on a battle map.

Empire: Total War has a campaign called "Road to Independence" which is divided into four episodes following the history of the first British colonist until The American War of Independence.

The first episode takes place before the 18th century and isn't applicable to this paper.

The second episode is centered on The Seven Years' War. The intro of the episode is shown from George Washington's perspective, and he says that he was sent to demand a withdrawal of French troops from Ohio Valley. After the intro, the player can see that the Iroquois Confederation is controlling Maryland while France is controlling the whole Ohio Valley. The placement of the Iroquois in Maryland contradicts the Iroquois Confederation being a buffer between the French and British. The Iroquois are also portrayed as allies of Great Britain even though they only joined the British at the end of the war. The placement of the Iroquois in Maryland is the simplification of the situation in the Ohio Valley and to make clear and Europeanized region borders. The arrangement of the British and French is useful for showing the confrontation between the British and the French, but for the history of Native Americans, it is very harmful. The British alliance with the Iroquois confederation is a further change to Native American history.

In the second episode, the player's goal is to conquer the French forts which was also the aim of the British troops in the Seven Years' War. In the episode, the player gets missions which require that certain events happen after each other. It forces him first to conquer Fort Duquesne, then take Louisburg, and at the end, Montreal and Quebec should be conquered. Through the missions, the player can learn the timeline of the events that happened in The Seven Years' War.

One of the generals under the player's control is George Washington himself. Edward Braddock is only mentioned negatively, and James Wolfe is not present in the game at all.

Episode three of the campaign is about The American War of Independence. The intro, again narrated by George Washington, relates the Boston Tea Party and the revolt. It is mentioned that the Americans felt themselves to be oppressed which is the historical feeling of the Americans. It is also mentioned that the British didn't want to make compromises and so the colonists need to revolt. The missing will of the British to compromise is only partly historical as there were people on both sides who didn't want compromises.

The third episode begins with player fighting in the Battle of Bunker Hill. The goal of the episode is to conquer 15 provinces by 1825, with eight of them being mandatory. These eight necessary regions represent the historical Thirteen Colonies. The eight regions are Maine, New England, New York, Pennsylvania, Maryland, Virginia, Carolinas, and Georgia. New England is a collection of the colonies New Hampshire, Connecticut, Massachusetts Bay, Rhode Island, and Providence Plantations. Maine is the eastern part of Massachusetts Bay which was not integrated into New England. The colony of New Jersey is part of the Pennsylvania province, and Delaware is part of Maryland. The colonies of North and South Carolina are united to the province of Carolinas. The compilation of some colonies

was probably made to make the game map more efficient. As the colonists were fighting together, it isn't a big problem, in my opinion, to lump some colonies together as long as no territory outside of The Thirteen Colonies is included. The combination of colonies could be seen otherwise by American historians primarily since Massachusetts isn't represented in the game while being one of the central locations of the revolt.

The conquest of 15 provinces means the player needs to change history to win the episode. On the other hand, the name of the episode, "American Independence War," is misleading as the episode ends in 1825 and could include the American expansion after The Independence War. The player would need to conquer the Native American provinces to stay historical. Also, there are no missions anymore which mean there are no historical battles or scripted events in this episode. In the in-game government window, familiar names from history can be seen in the state cabinet. The faces are mostly generic and only resemble the real appearance of the actual historical figures in the broadest sense. There are no more interactions with the historical politicians other than showing their characteristics in the government window. For a game centered more on battles and strategy, this is a good way to incorporate historical figures into the game, even though the player could have gotten a little more of their backstories somewhere.

In the third episode, the British troops consist mostly of Native American soldiers which shows that many Native Americans were on the British side. Native American troops in the British ranks change the usual point of view that Native Americans were fighting for American Independence. It also resembles the entirely Native American troops of Lieutenant Colonel Barry St. Leger. Nevertheless, there should be more British European troops to avoid the impression of American Colonists fighting solely against Native Americans.

The Loyalists are not showed in the game, but unrest in newly conquered provinces could be interpreted as such. Disorder as a sign of Loyalists is probably unintentional since unrest in newly conquered provinces is part of the overall game series.

After completing the third episode, the player gets a speech from George Washington about the newly created United States of America with a lot of emphasis on the freedom of the people in the new nation.

In the last episode of the "Way to Independence" Campaign, the player controls the United States after the Independence War. He needs to expand into the Native American provinces and one of the mandatory territories to conquer is Quebec. The conquest of Quebec can make the last part of the campaign either an alternative to history or it would follow history, meaning that the United States

fails the goals of this campaign. These episode goals slightly harm the overall good impression of the historical accuracy of the game.

A strange inaccuracy in the game is that the American troops sometimes say “For King and Country” when orders are given to them. The troops sound is probably an unintentional bug as the American troops were probably made from British soldiers on the technical level.

Other campaigns in the game are the “Big Campaign,” where you control one of the big nations of the eighteenth-century and the “Warpath” campaign. The nations in the Big Campaign are Great Britain, France, the Netherlands, Spain, Prussia, Russia, Austria, the Mogul Empire, the Ottoman Empire, and the Maratha Empire. The world map consists of Europe, North America, and India. The campaign starts in 1700 and is the main campaign of the game.

In the “Warpath” campaign, the player controls one of the Native American tribes. These are the Iroquois Confederation, Cherokee, Huron, Plain Indians, and Pueblo. The player can only see North America on the map. The campaign is set in 1783 and needs to be bought as DLC.

In both campaigns, the player is free to rule his nation as he pleases and change history. The possibility for the player to rule free is an example how he can learn more about history by changing history as he learns about the situation of the 18th century and about politics, war, and diplomacy at that time. The players get almost the same opportunities as the rulers of that time. In Empire: Total War, the player can learn battle tactics of the 18th century. He can decide to command his troops in battle and will need to place and give his troops orders to avoid defeat.

In the game, the player can also research new technologies. After researching new technologies, the player gets snippets of information about the technology and its historical background. Of course, many of the previously mentioned aspects are very simplified, but this is done to make the game more beginner-friendly and fun. In the loading screens, the player can see quotes of many famous people from the period and the previous periods regarding war and politics.

Music in the game resembles the music of the 18th century. It has flutes, drums, and piano. Empire: Total War is a very historical game with slight to medium inaccuracies and without going into details.

Analysis criteria	Empire: Total War
Where is the game set?	Europe, North America, and India
Who is the player controlling?	One of the major powers of the 18 th century, American Patriots or the Native American tribes.
Are historical figures involved?	Historical figures appear but not relevant
Are historical events occurring?	Some events happen but mostly fictitious events
Are visuals right?	The visuals seem to be authentic
Are there big inaccuracies?	Slight to medium inaccuracies, especially regarding Native Americans
How much can you change the history?	Player can change history a lot
How precise is the game?	Almost accurate map of the showed region, but imprecise battlefields
How are historical elements used?	Part of history

Table 10: Results of Analysis of Empire: Total War

5. Conclusion

From the analysis, it can be seen that there are a lot of approaches made by games to history. There are also differences in how specific historical events are represented. The games set during The Golden Age of Piracy usually used the historical setting more like a vague scenario. The use of The Golden Age of Piracy as a vague scenario is probably best explained by the Golden Age of Piracy being a more extended period. Another reason is that there are also only a few historically accurate representations of pirates in other media.

The games set during The American War of Independence usually also included the Seven Years' War because this was the first official wars on the soil of the future United States of America. These games are trying to tell history while adding fictional elements and making the player part of history.

The reason for a vague representation of piracy and a precise image of the American Revolution could also be that the American Revolution is taught as one of the main historical events in schools while the Golden Age of Piracy is mostly known through other media like literature and movies.

In most of the analyzed games, you can't change history. Only in global strategy games like The Seven Years War and Empire: Total War could you consciously change history. Most games stick to history to create an impression of historically accurate games. The reasoning for this is that most people see history as a list of facts and dates and don't see the possibility to understand history better via giving the player the opportunity to change it.

An excellent addition to games where the history is, or can be, changed is to include texts about the history for players to read in a separate in-game encyclopedia. The encyclopedia would give players who wants to learn more about the setting the opportunity to do this. Players without interest in history could still enjoy the game. It is important to not mix fictional in-game history with real history in the encyclopedia.

The visuals of the analyzed games are mostly authentic since this is the first thing which would disturb players with even little historical knowledge. On the other hand, if the inaccuracies are small, they could have slipped through my analysis.

Historical figures and historical events are used in most of the analyzed games to create an impression of the authentic historical environment. Historical figures are seen as important because the probability of remembering names is higher than remembering a number or even special events.

The portrayal of history in games like Assassin's Creed: Black Flag and Age of Empires 3 also shows also that the country the game is developed in can make a difference in emphasis and interpretation of history. The omission of the French in Assassin's Creed Black Flag and the glorification of the American Revolution in almost all the games set during the period also shows that there is space for more neutrality in the development of games. Native Americans in history are especially only shown on a small scale and from the point of view of European settlers. The portrayal of Native Americans could be a space for games to distinguish themselves from other mainstream media since there are few serious attempts to deal with Native American history independent from European settlers in other media. The only positive example is Assassin's Creed 3 by showing the downsides of the American Revolution and Europeans colonization for the Native American population.

It is interesting to see that most games with excellent historical accuracy are not trying to simulate history but rather use history to make something of their own. The reason for this could be that developer of games with fictional elements research and consciously add historical details. The developers of games trying to simulate history probably use the widely known facts and don't research too. Another reason could be similar to the so-called "Uncanny Valley" in Robotics or 3D Graphics meaning, in this case, that the closer you get to real history, the more noticeable small mistakes will become.

By summing up the best practices, you can see that a historical game should have a lot of side text which players can read if they want to. The game should have an accurate starting situation but not be afraid of deviating from history. The deviation from history should happen in a historically conceivable way. In historical games, historical figures from the time should appear. A commonly used possibility of integrating the player into the game is to add a fictional character as player's avatar. This avatar shouldn't replace real historical figures. The best way to portray history seems to be slightly alongside history so that the player is a supporting character of history but not the driving force. Finally, the visuals should be authentic and historical sound and music should improve the immersion into the historical setting.

Concept of Historical Game Based on the Previous Findings

1. Goals

In the following, I will create a concept of my own historical game based on my findings from the previous chapters. I'm planning to create a historical game which should let the player experience a historical period. The start of the game will be historically accurate while further development will be influenced by the player's decisions. The deviations from history should be historically conceivable. The game will center on a fictional character who doesn't have a central role in the setting but still could have changed history.

For my historical game, I want to select a historical setting which hasn't been used in games so far but is well documented and researched. In the interest of not going far from the previous topics and to have a good possibility for comparison, I will choose 19th century South American Wars of Independence.

Choosing South America as the setting could also give me the chance to include a non-European point of view on history. Making the main character a member of a minority, caught between warring parties, could provide the game a perspective slightly alongside history.

By selecting this topic, I can also stay neutral since I'm not involved with any of the sides in South American history.

In my game, I will also include famous persons of the setting and try to integrate them into the game narrative. Besides the concept, I will create a small prototype showing the essential parts of the idea.

2. History

For my game, I will concentrate on the Independence War in New Grenada in Northern South America. Nevertheless, as The Wars of Independence in South America are interconnected, I will also depict the way to independence mentioning the events in Western and Southern South America.

There are two events in Spain which influenced the future fight for independence in Hispanic-America. The first event preparing the Latin American Wars of Independence is the Bourbon Reforms. The new Bourbon dynasty came to power in Spain after the Spanish War of Succession 1702-1714. The reforms promised slowly to open oversea territories to free trade. New state monopolies were simultaneously created (Bernecker p.18). The reforms also subdivided the lands and created new vice-kingdoms. The Viceroyalty of New Grenada and the Viceroyalty of Rio de la Plata were created. The American-born Spanish, called Creoles, were removed from the government of their colonies (Bernecker p.20, p.61).

The second event influencing Hispanic-America was the war against Napoleon. At this time, Spain was occupied by the French and the Spanish king was captured and needed to abdicate. Napoleon installed his brother as the new King of Spain. In protest to this, a central Junta and later a Regency Council with a national assembly (Cortez) was established. The unclear situation in Spain meant that either the colonies had a government loyal to the captured king and the Central Junta or the colonies created their own juntas, staying under the reign of the captured king. Some juntas even declared independence from Spain (Bernecker p.27).

Venezuela was the first to declare Independence in July 1811. But the first Venezuelan republic ended only a year later in July 1812. The independence of Quito and New Grenada was also proclaimed in 1811 but ended in 1812 even though some regions stayed independent.

In May 1813, Simon Bolivar started his military campaign to free Venezuela. He succeeded in August of the same year, but the new republic only lasted until 1814 as it was conquered back by the royalist commander Jose Tomas Boves. Boves was a leader of the Illianeros, a cowboy like people of the plains. Jose Tomas Boves fell in December 1814 although his troops were victorious (Fletcher p.42). In May 1814, King Ferdinand VII of Spain had restored his crown and the absolute monarchy in Spain. He dissolved the Cortez and wanted to take care of the rising independence movements in South America.

In 1815, Spanish General Morillo landed with his forces in Northern South America and deprives not royalist governments from power until 1816 (Bernecker p.225-226).

In Southern South America, the "United Provinces," which will become Argentina, declared independence on July 9, 1816. With the approval of the newly formed state, Argentinean General Jose de San Martin left the country to support the revolution in neighboring Chile. He crossed the Andes and won the Battle of Chacabuco in 1817. Only one year later in 1818, Chile was almost royalist-free. Crucial to this was the victory at the Battle of Maipo with the help of Jose de San Martin and the local General O'Higgins (Bernecker p.313).

Back to events in the North, in the year 1819, Simon Bolivar was declared President of Great Colombia. He conquered Bogota in August of the same year after winning the Battle of Boyaca (Bernecker p.228).

In 1820, San Martin started to plan an invasion of Peru by sea starting in Chile. He landed in Peru in September 1820. At the beginning of July 1821, the royalist troops in Peru left Lima to regroup. At the end of the same month, San Martin declared the independence of Peru in Lima. He also declared

himself to be Peru's Protector. This protectorate failed because of economic problems and San Martin's lack of power outside of Lima (Bernecker p.280-281).

To the North, the troops of Simon Bolivar conquered Quito in 1822, liberating all of the former Viceroyalty of New Granada from Spanish rule. Acknowledging the advances of Simon Bolivar, Jose de San Martin met him in Guayaquil on July 26, 1822.

Jose de San Martin's goal was to join forces to liberate Peru. Even though they both had a vision of a united and independent South America, they had different ideas regarding the state structure in this continental country. Jose de San Martin wanted a constitutional monarchy while Simon Bolivar was for a presidential republic. In the end, Jose de San Martin resigned and left for exile (Bernecker p.283-284).

In September 1823, Bolivar landed with his troops in Lima. Together with his troops, he won the Battle of Junin. His lieutenant Antonio Jose de Sucre was the one fighting and winning the last significant battle of The Independence Wars in South America on December 7, 1824, at Ayacucho. Sucre later arrived in La Paz and created a constitutional assembly in Upper Peru. In August 1825, the Upper Peru (Bolivia) declared Independence and made Antonio Jose de Sucre its first president.

3. Story

The player starts in the year 1812 near the Magdalena River. He is a young Native American who leaves his village to join one of the conflicting sides and to fight for the rights of his people. Before the player leaves his village, the village elder talks with him about the Native American position in the conflict. As a royalist commander, the player is first under the command of Antonio Rebusstillo and later other Spanish commanders and Government. As a patriot leader, he will get his orders from Simon Bolivar and then the Great Colombian Government. The game will continue until 1822 when the future Ecuador becomes part of Great Colombia.

4. Name

The game will be about gaining support beyond the inhabitants of Spanish Colonies in South America. The title should sum up the content of the game. A good name would be "Unite and Inspire: The South American War of Independence." It reflects the main idea of the game and mentions the scenario as a subheading.

5. Genre

The game can be seen as a role-playing game since the player is assuming the role of an agent of one of the warring sides. In contrast to the many role-playing games, there will be little to no character statistics. The resources in the game are elements better known from strategy or management

games. The game also won't include active fighting since the results of battles are calculated and doesn't require player input.

6. Platform

The game will be suitable for playing on PC or Mac, but a tablet version can also be possible. The mouse would be the most appropriate controlling device as most interactions will be pointing and clicking.

7. Game Idea

In the South American Wars of Independence, gaining reputation, uniting people, and spreading influence had a significant role. In the 19th century, there was no mass media or internet to spread influence and newspapers were mostly only read by a small minority. The lack of possibilities to immediately spread influence means that people needed to go and spread ideas personally. The player will start as one of these messengers. By using this idea, I will use a limitation of the setting to create gameplay and use interactions of the setting corresponding to the "levels of historical engagement" by Matthew Wilhelm Kapell and Andrew B.R Elliot (Kapell, p.10).

The player can choose either the side of the royalists or the side of the patriots.

8. Player view

In the beginning, the player is sent out to rally support for his side. The player sees an isometric landscape with trees and mountains located in South America. The player has a minimap where his position and the positions of the nearest settlements are marked. Every visited settlement gives the player more credibility. At the beginning, the player will not have much success, will not convince whole settlements to join his side, and will not get much support. This will get better with more credibility and more influence on his side, and he will get more options to convince people. In the beginning, the player will need to bring all the supplies and recruits to his superiors to progress, but later, he can decide what he sends to his superiors and what he keeps. The player can grow over time from a simple agitator for one of the warring sides to a leader with followers and power.

9. Interactions

The player will travel from settlement to settlement in search of recruits and support in real-time. The settlements can be friendly, neutral, or hostile toward him. The settlements will have different interest groups and while the population of some settlements is homogeneous, others are very diverse. In friendly settlements, the player will just need to gather the recruits and support (money or/or supply). In neutral settlements, the player will have options to raise the support of the people for his side of the conflict. These options would be political promises and agendas which would satisfy or not satisfy the people of the settlement. The variety of choices would grow with the

growing reputation and followers of the player. Depending on settlements' sizes and the number of soldiers the player has already recruited, he could take the recruits and support by force. Using force will affect the player's reputation.

The last kinds of settlements would be the settlements which are hostile toward the player and/or his side of the conflict. The hostile settlements would not be able to be entered without a formidable force, depending on the settlement's size. The settlements could change their opinion according to your behavior in other settlements and the overall progress of the war. The player will revisit the settlements from time to time to achieve better results. The settlements will have a cooldown time before the player can gather recruits and/or supplies again. The cooldown time will be based on settlement size. Increasing influence will shorten the cooldown time.

10. Interaction in Settlements

When the player arrives in a settlement, he will first need to go the market to reach all social classes. At the market, the player will shout out his ideas and observe who will hear him and talk with him. Later in the game, with higher credibility, the player will also have the possibility to speak with the head of the settlement. Speaking with the head of the settlement will ensure the official affiliation of the settlement goes to the player's side.

The player will earn certain credibility in the settlements he visits and get supplies according to the credibility. The amount of credibility the player will get is determined by the compound of the settlement's population and the options the player chooses to convince people.

$$\text{Credibility} = \frac{\text{sum (influence changes)}}{\text{number of population groups}}$$

Required Credibility	0.05	0.07	0.09	0.1	0.2	0.3	0.4	0.6	0.8
Supplies	5	10	15	25	40	60	80	100	120
Money	10	20	30	40	50	60	70	80	90
Volunteers	0	0	0	1	0	2	3	5	10

Table 11: Balancing of Supplies, Money, and Volunteers to Required Credibility

11. Options to Convince People

In the following, I will list an example of options the player will have to convince the people in settlements. I will also describe the reaction of the sub-factions toward the option. To have a compact table I will use some abbreviations: SP - Spanish, LC - Loyalist Constitutional Creoles, LA - Loyalist Absolutist Creoles, CP- Centralist Patriots, FP- Federalist Patriots, NA - Native Americans, MR -Mixes raced people, SL - Slaves, * - means it depends if the player has promised freedom for slaves.

General:

Promise to Free Slaves - The player can promise the slaves freedom. Freeing the slaves would be a significant economic change for the region and the slave owners.

LC	LA	CP	FP	NA	MR	SL
+	--	-	-	/	++	+++

Table 12: Reaction of the Population Groups at Promise to Free Slaves

Promise of Equality - The player can guarantee the people equality in their rights. It is very appealing to the underprivileged people, but privileged people will not like it.

LC	LA	CP	FP	NA	MR	SL
+	--	+	+	++	++	++

Table 13: Reaction of the Population Groups at Promise of Equality

Glorify the Victories - The player can glorify the victories of his side of the conflict and say that they are on the winning side.

Loyalists:

LC	LA	CP	FP	NA	MR	SL
+	+	-	-	-	-	*

Table 14: Reaction of Population Groups at Glorify Victories made by Loyalist

Patriots:

LC	LA	CP	FP	NA	MR	SL
-	-	+	+	+	+	*

Table 15: Reaction of Population Groups at Glorify Victories made by Patriot

Bribe - The player can bribe people to increase his reputation, but this would not work for every group as the patriot Creoles are more idealistic than others. This option would be available later while meeting the settlement leaders.

Money cost: 200

LC	LA	CP	FP	NA	MR	SL
+	++	-	+	+	+	+

Table 16: Reaction of Population Groups at Bribe

Patriots:

Talk about Spanish Discrimination - The player can tell the people that the Spanish are discriminating against the Creoles and that the people need to rise against them.

LC	LA	CP	FP	NA	MR	SL
--	--	+	+	++	++	+++

Table 17: Reaction of the Population Groups at Talk about Spanish Discrimination

Promise Equal Distribution of Wealth - The player can promise to distribute the wealth equally. The poor people will like this while the rich people would be offended.

LC	LA	CP	FP	NA	MR	SL
--	--	-	-	++	+	++

Table 18: Reaction of the Population Groups at Promise Equal Distribution of Wealth

Talk about Democracy - The player can speak about democracy and about letting everybody elect their government. Choosing their government also means that the ruling class would lose power.

LC	LA	CP	FP	NA	MR	SL
+	--	+	+	+	+	*

Table 19: Reaction of the Population Groups at Talk about Democracy

No Native American Taxes - The player can promise to end the special taxation of Native Americans. The end of special taxation would also mean less income for the state.

LC	LA	CP	FP	NA	MR	SL
+	--	-	-	++	+	/

Table 20: Reaction of the Population Groups at No Native American Taxes

Loyalists:

Talk about the Spanish Motherland - Tell the people that most of them are Spanish and that Spain is their motherland.

LC	LA	CP	FP	NA	MR	SL
+	++	-	-	---	-	--

Table 21: Reaction of the Population Groups at Talk about Spanish Motherland

Promise of More Participation in Government - The player can promise the people that in the future, even though the king is ruling, they will have more say in daily affairs.

LC	LA	CP	FP	NA	MR	SL
++	--	+	+	+	+	*

Table 22: Reaction of the Population Groups at Promise of More Participation in Government

Talk about the Divine Right of the King's Rule - Talking about his divine right would inspire and intimidate the religious while the enlightened people would react negatively.

LC	LA	CP	FP	NA	MR	SL
--	++	--	--	+	/	*

Table 23: Reaction of the Population Groups at Talk about Divine Right of King's Rule

Talk about the Oppression by the Creoles - Talk how the Creoles are using their power to oppress the Native Americans, slaves, and people of mixed descent.

LC	LA	CP	FP	NA	MR	SL
--	--	--	--	++	++	++

Table 24: Reaction of the Population Groups at Talk about Oppression by Creoles

12. Changing History

At the beginning of the game, the player will have little impact on history. With rising influence and credibility, the decisions made by the player will not only influence his reputation in different social groups but the reputation of the whole side of his conflict. This change of reputation could also change the path of the war. The changing of history would show the player the consequences of his actions in a historical context and on the historical events. The showing of consequences is similar to the idea of the "second level of historical engagement" by Kapell and Elliot (Kapell p.10-11).

13. Comparison to History

To compare the progress of the player with real history, the player will see a painting every in-game year. This painting will be divided in two with one side representing the player's situation and the other half showing the situation at the same time in real history. On both parts, the player will see the currently active generals of both conflicting parties with the Patriots on the left and the loyalists on the right. The appearance of the generals depends if the general is active or not at the time. The generals will surround a map of New Grenada showing the regions in different colors depending on the current affiliation. The different interest groups will be represented in the background by flags. These flags are not historical but should show the affiliation. For the whole picture, the player can

compare his in-game reality with history based on the map, the presence or absence of specific generals, and position of the interest group's flags.



Figure 1: Concept Art of the History Comparison Screen

14. Winning/Losing Condition

The game is won if the player's side gains control over all territories of the New Grenada colony. The player loses the game if he gets killed or if he runs out of supplies.

15. Map

The map will consist of the Spanish colony New Grenada in South America in 1812. The player will see various landscapes and geographical landmarks of the region. The cities and settlements can be entered by the player. The player will see his avatar riding across plains, woods, and rivers of the area. Over time, he will be accompanied by supply wagons and troops. Due to the size, the supply wagons and soldiers will not reflect the actual number of supplies and the player's forces.

16. Leaders

Simon Bolivar — A wealthy Creole from Venezuela. He spent a lot of money on the cause of the Venezuelan, and later South American, Independence. He commanded patriot troops and was the most famous general of The South American Independence Wars. After liberating Colombia and Venezuela, he founded Grand Colombia and became its president. Later he added Quito (Ecuador) to Gran Colombia. After liberating the North, Simon Bolivar finished the work of José de San Martín by liberating Peru and Upper Peru with his Grand Colombian troops.

Juan Domingo de Montverde — Juan Domingo de Montverde was a Spanish frigate captain sent to Venezuela to end its independence attempts. Although he lost all the battles against the army of the First Venezuelan Republic, he ended this first Venezuelan independence thanks to the collapse of morale in patriotic ranks. Juan Domingo de Montverde was defeated in 1813 by Simon Bolivar and left South America.

José de San Martín — José de San Martín was a professional soldier from Rio de la Plata with 22 years of military experience. He was a patriot general. San Martín organized, drilled and handpicked his troops, refusing to command unorganized mobs. He was a great strategist and planner who had difficulties changing plans and improvising.

José Tomás Boves — José Tomás Boves was a merchant from Calabozo, Venezuela. He joined the royal side as the patriots tortured him and burned down his business. Boves fought without hesitation, and his troops raped, murdered, and plundered. He was also a leader of Llaneros until his death in the Battle of Urica on December 5, 1814.

Pablo Morillo — Pablo Morillo was a famous Spanish general from the Napoleonic Wars where he commanded guerrilla and regular Spanish troops. He was less violent than other commanders of The South American Wars of Independence. Even though Morillo knew that the war was unwinnable, he always tried to follow his orders. He left South America in 1820.

Jose Antonio Paez — Jose Antonio Paez was an expert in guerrilla tactics and a leader of the Llanero after Boves. With him taking the side of patriots and switching the allegiance of Llanero with him, the power in The War for Independence changed to the side of the Patriots.

Miguel de la Torre — Miguel de la Torre was a royalist general. He was a commander of Pablo Morillo's. After Morillo left in 1820, Miguel de la Torre became the commander of the royal troops.

Antonio Jose de Sucre — Antonio Jose de Sucre was a loyal commander of Bolívar's Patriot forces. He led in battles for Quito and the Battle of Ayacucho. After Upper Peru gained independence as Bolivia, Sucre was named the first president.

17. Subgroups in the Game



Figure 2: Flag of Native Americans (Flag of Indigenous Colombians)

Native Americans — Native Americans were divided into different ethnic groups, but the Spanish treated them all equally as one of the castes in their society. On the one hand, the Native Americans needed to pay tribute and had no political power. On the other hand, there were state-guaranteed representatives who ensured that the small amount of rights the Native Americans had were respected.

The Native Americans will be more likely to join the royalist side to defend themselves from Creoles. The player will play as a member of this group from the Mokaná tribe.



Figure 3: Flag of Spain

Spanish — These people were born in Spain and immigrated to South America. They had all the possibilities and power in South America. The Spanish, or Peninsulares, were a small minority in South America.

They will not be a separate faction in the game since they are part of the loyalists and also internally divided into supporters of absolutism or constitutional monarchy under the Spanish monarch. Nevertheless, they need to be mentioned since they were the main adversary figure of the patriotic creoles.



Figure 4: Flag of Absolutist Loyalist Creoles (Flag of Spain)

Absolutist Loyalist Creoles — These people were Spanish but born in South America. These Creoles will be loyal to a king if he rules as an absolute monarch. They believe in the divine right of the ruler. They don't like the constitution and actively oppose republicanism.

They will join followers of an absolutistic Spanish monarchy.



Figure 5: Flag of Constitutional Loyalists Creoles (Junta Suprema de Caracas)

Constitutional Loyalist Creoles — These South American-born Spanish (Creoles) were loyal to a king under a constitution. They didn't like the absolute monarchy but also opposed republicanism and independence.

They will join followers of a Spanish constitutional monarchy but could change sides or lose morale if faced with supporters of the absolute monarchy.



Figure 6: Flag of Federalist Creoles (Flag of Colombia)

Revolutionary Federalist Creoles — These Creoles wanted independence from the Spanish Empire. They wanted to form local governments maintaining the separation made by the Spanish Empire or even create more local separation. An example for the Federalist Republican Creoles would be the State of Cundinamarca. After the first successes at the beginning of The War of Independence, they began to fight in a civil war against the Centralists until the Loyalists struck back and ended the independence.



Figure 7: Flag of Centralist Creoles (Flag of Gran Colombia)

Revolutionary Centralist Creoles — These Creoles wanted independence from the Spanish Empire. They wanted to form a big state encapsulating the entirety of South America. Simon Bolivar is the most well-known member of this group. The Centralistic Patriots believed that only a united South America could withstand the Spanish Empire, especially after the Spanish reconquered many parts of South American from 1814 to 1816.

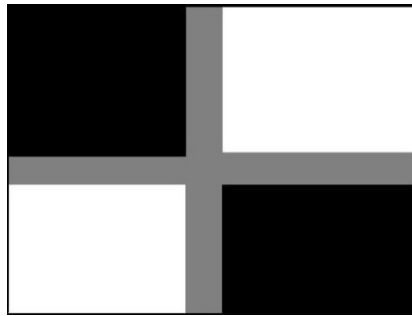


Figure 8: Flag of mixed race people (Flag of Mulatto people)

Poor Mixed-Race People — These were people of mixed race (Mestizos and Mulatto). They were mostly poor and have fewer rights than Creoles and the Spanish born but they had more rights than slaves and Native Americans. They didn't like the ruling Creoles.

They will want to align with someone who would make them equal to other groups. The Mixed-Race People will be the majority in South America.



Figure 9: Flag of Slaves (Official medallion of the British Anti-Slavery Society)

Slaves — Black slaves who want to be free. Some slaves were brought from West Africa via the slave trade while others were born in South America in slave families.

They will oppose their Creole slave owners and would select the side which guarantees their freedom.

18. Events

Historical Events: Historical events are events that happened in real history. These events will influence the player indirectly by changing the mood between the factions.

Cadiz Constitution on March 19, 1812 — While the French made the rightful King of Spain Ferdinand VII abdicate and installed Napoleon's Brother on the Spanish throne, an assembly of loyalists was called to create a constitution and rule in the name of the abdicated king.

Restoration of Spanish Monarchy on March 22, 1814 — King Ferdinand VII is freed and returns to Spain. He rescinded the constitution and restored the absolute monarchy.

General Morillo arrived in Venezuela on April 7, 1815 — Pablo Morillo is sent as the expedition leader of a 10,000 men strong expedition to the South American colonies to fight the revolts.

Restoration of Cadiz Constitution on March 10, 1820 — The forces designated to be sent to Latin America against the Patriots rebel and coup the king to restore the constitution of Cadiz.

Cadiz Constitution Rescinded on September 23, 1823 — The Holy Alliance helps the king to restore his absolute power.

Semi-Historical Events: These events are historical but can be changed depending on the in-game situation. These are mostly battles.

Bolivar declares "War to the death" on March 15, 1813 — Simon Bolivar orders the death of all Spanish who do not support the independence. The order brought a significant divide between Creoles and the Spanish. It also caused the rise of José Tomás Boves.

Bolivar proclaimed the second Venezuelan Republic on August 7, 1813 — Bolivar enters Caracas after a series of winning small battles. On arrival, he is titled Liberator.

Battle of Araure on December 5, 1813 — A battle won by patriots.

First Battle of La Puerta on February 3, 1814 — A loyalist army under Boves wins the battle.

First Battle of San Mateo on February 28, 1814 — A battle won by Simon Bolivar and his patriot army.

Second Battle of San Mateo on March 25, 1814 — Another Battle won by Simon Bolivar and his patriot army.

Battle of Carabobo on May 28, 1814 — A battle won by Simon Bolivar.

Second Battle of La Puerta on June 15, 1814 — José Tomas Boves wins a battle against Simon Bolivar.

Second Venezuelan Republic Falls on July 16, 1814 — The republic falls as Simon Bolivar and Santiago Morino fail to reinforce their troops and flee into exile.

Battle of Urica on December 5, 1814 — A battle won by Loyalists but with the cost of José Tomás Boves' death. The loyalty of Llaneros falls and gives room for the rise of José Antonio Paez.

Siege of Cartagena between August and December 1815 — Pablo Morillo lays siege to the patriot city until the city surrenders.

Bolivar secures sole leadership by executing Piar — A move that strengthened Bolivar's position and reassured the Creoles that they would stay in power after independence.

The third Battle of La Puerta on March 16, 1818 — Pablo Morillo wins the battle against Simon Bolivar. Simon Bolivar needs to unite his troops with Paez.

Battle of Boyacá on August 7, 1819 — A significant victory for Simon Bolivar after being almost defeated at Pantano de Vargas.

Great Colombia is proclaimed on December 17, 1819 — Simon Bolivar convinces the Congress in Angostura to create a united country.

Truce between Bolivar and Morillo on November 26-27, 1820 — A truce was caused by the revolt in Spain pushing for a constitutional monarchy and Pablo Morillo's increasing pessimism over the outcome of the war.

Battle of Bombona on April 7, 1822 — A victory for the patriots under Simon Bolivar.

Battle of Pichincha on May 24, 1822 — A victory for the patriots under Antonio Jose de Sucre.

Random Events: Random events will happen to the player while he moves around the map. These could be illnesses, finding treasures, meeting uncharted Native American hideouts, or problems with supplies.

19. Other Commanders

Leaders of both parties will be represented in the game. The player can share supplies with the friendly leaders or just raise the morale of his own troops. Hostile commanders will try to capture the player, undo his work, or block him from reaching some settlements. With the player's rising influence, rivalries in his own ranks can occur. The player will also take part in battles. In case of an approaching hostile commander, the player will get an audible warning unless the hostile commander is hiding in the woods.

20. Battles

The battles in the game will be very simplified, and the player will not influence them. The game will automatically calculate the result of the fight and show the player a result-animation. The outcome of the fight depends on the number of soldiers, the kinds of soldiers, their morale, and their supplies.

21. Parameters

These parameters are values the player will get in settlements and will need to improve in the game.

Reputation — You will get reputation from the various subgroups of the conflict. These values decide how much supplies and recruits the player will get from a settlement if any. The reputation is influenced by decisions made in the game and player's alignment in the war.

Money — Some settlements will help the player with money. With money, the player can increase his reputation with some groups and can also recruit mercenaries.

Supplies — The player will get supplies from the settlements aligned with his warring side. The supplies are needed for the morale of the troops and overall war effort. These supplies are primarily food, gunpowder, cloth, and other goods required for everyday life and battle.

Morale — After the player recruits his first soldiers, he will need to look after the morale of his soldiers. The morale depends on the supplies the player has and the credibility of the player.

22. Troops

The game will mostly concentrate on the influence and reputation of the warring sides. Nevertheless, The South American Wars of Independence are wars with a lot of battles. The player will also need to engage in some battles, particularly in the later stages of the game. He will recruit his troops from the settlements he visits. In the following, I will describe the possible forces the player can recruit. This list will be a simplification because the emphasis of the game lies in the reputation and influence and less on battles.

I. Infantry:

The Infantry are troops that move by foot and are armed with muskets or muzzleloader rifles.

British Legion — The British Legion was a group of mercenaries hired by Simon Bolivar. These troops consist of veterans from the Napoleonic Wars who become unemployed after the end of the Napoleonic Wars. They are well-equipped with rifles and well-trained. They have a high shooting accuracy, long range, and cause a moderate level of damage. The British Legion can only be recruited in harbor cities for a high amount of gold and will be delayed before joining the army.

Light Infantry — Light Infantry can be found on both sides of the conflict. The loyalist light infantry is well-equipped. They shoot in salvos and cause moderate damage at far ranges. The Patriot light

infantry is poorly equipped and can only deal light long-range damage before they need to start fighting with bayonets in close combat. Light Infantry can be recruited in cities and in small number in villages.

Native American Clubmen — Native American Clubmen are troops equipped with clubs. They are poorly trained but comprise a large amount of soldiers. Clubmen cause low damage in close range combat. Native American Clubmen can be recruited in Native American villages from both sides if the player has a high reputation with the Native America sub-faction.

Native American Slingers — Native American Slingers are troops equipped with slings. They are poorly trained but comprise a large amount of soldiers. Slingers cause low damage at mid-range. Native American Slingers can be recruited in Native American villages from both sides if the player has a high reputation with the Native American sub-faction.

Native American Musketeer — Native American Musketeers consists of regional militia or defectors. They are organized in small groups. They are well-equipped and decently trained.

II. Cavalry:

Cavalry are mounted troops. Their weaponry and uniforms depend on the type of the cavalry and their side in the conflict. Cavalry is fast and efficient against artillery and long-range infantry in a non-frontal attack.

Llanero Cavalry — People of the plains. They follow their leader more than any ideas of the war. The Llanero cavalry consists of Mix-Race People who hate the ruling Creoles. They are excellently trained horseman and have a high morale. They are very fast, fight in short-range, and deal high damage. Llanero cavalry can be hired in villages on the plains of Venezuela.

Royal Dragoons — The Royal Dragoons are cavalry troops armed with bayonets. They are fast and deal medium damage.

Royal Lancers — The Royal Lancers are cavalry troops armed with lances. They are fast moving and very useful in short-range fighting. They are well-trained and deal medium damage.

Native American Cavalry — the Native American Cavalry is a loosely organized, big band of horsemen equipped with lances. They are poorly trained. Native American Cavalry deals medium damage and is slower than regular cavalry.

III. Artillery:

The Artillery in the game will not be specified since I couldn't find any information about multiple types of artillery used in the South American Wars of Independence. Artillery deals high, long-range damage but is weak against melee attacks.

23. GUI

The GUI of the game will be kept minimal and mostly symbolic. The GUI should not distract from the game but should still be informative for the player. The GUI of the game will include the supplies and money that the player has. It will show the in-game year, month and day. The overall reputation of the player will be shown as bars.

24. Time

In the game, time—with days, months, and years—will pass as the player plays the game. The game will contain ten years of in-game time. A good goal is to have a ten-hour game by making a year in the game correspond to one real hour. This results in one real-time minute being six in-game days.

$$1 \text{ minute} = \frac{365 \text{ in-game days}}{60 \text{ real-time minutes}} = 6.08 \text{ in-game days}$$

25. Endgame

From the middle to the last part of the game, the emphasis of the game will slightly change. While the beginning of the game is about getting reputation and influence without actually seeing the opposite side, from the middle to the end of the game, the player will increasingly compete with the representatives from the other side. The supply from the settlements will lose importance, and the affiliation of the settlements will rise in importance.

26. Visuals and Sounds

The visuals of the game should support the historical atmosphere of the game. For the visuals, it would be good to have an art style based on the romanticism art style of the time. Using the art style of the time draws on the ideas of Andrew J. Salvati and Jonathan M. Bullingen (Salvati, p.159) or Tim Raupach (Raupach, p.133f) about producing historical authenticity in games by using other media which would be, in this case, the visual art of the time. The visuals will be made by myself due to problems in finding help and ensuring a consistent design.

The music in the game should resemble the music played in South America at the beginning of the 19th century. It could be either just the musical instruments of the time or real folk music of the region. I found free music by Lobo Loco (Schweizer-Gerth) and Sunsearcher which match my ideas for the music in the game even though the compositions have electronic sounds. This electronic sound is a compromise since I don't have the resources to create music corresponding entirely with the historical requirements. In the game, the player will hear different music according to the side his chooses.

27. Prototype

I will create a small prototype for the game. The prototype will include the fundamental interactions of the game. It will be possible for the player to move around between multiple settlements and talk with people.

Assets:

Avatar — The avatar should look like a Native American with long hair to reflect his heritage. He will be dressed in a Spanish uniform or Patriotic uniform to show his allegiance to a side and to minimize the fear of a Native American uprising.

Palm trees — Roystonea regia

Oak Trees — Arboles Barranquilla

Native American Huts — Huts made of straw

Spanish houses — Typical buildings from the end of the 18th and beginning of the 19th century in South America.

Marketplace — A place with market stands where people buy and sell goods. It is also the place where everybody meets and where news is spread.

Native Americans — Indigenous inhabitants of South America organized into multiple ethnicities. The Mokaná people have long dark hair and wear brown-gray linen clothes.

Black people — Mostly slaves violently brought to South America from West Africa by slave traders or born in South America to a slave family.

Mixed-race people — People descending from European and Black People or of European and Native American descent or of Black and Native American descent.

European people — People who immigrated from Europe or were born in South American and have European descent.

Intro — The intro will be a comic which shows how the player aligns himself with one of the sides, after selecting one of the side when starting a new game.

Map of South America — A Map showing the geographical outline of South America with few details but in a very good resolution. A high resolution is required to be used as terrain textures.

Story:

The prototype will contain the Magdalena River Campaign of late 1812 to 1813. This campaign was a rivalry between the cities of the patriotic Cartagena and the loyalist Santa Marta. I chose this period because it will be the beginning of the game and the indigenous people of Mokaná were involved in the fighting.

Leaders:

In the prototype, the player can meet only two commanders who were involved in the Magdalena Campaign. The involved commanders are Simon Bolivar on the patriot side and Antonio de Rebastillo on the loyalist side.

Events:

September 1812 — Royalist insurrections of indigenous communities in Corozal and Tolú

November 18, 1812 — Labatut conquers Gúaimaro.

28. Difficulties

While conceiving the game and creating the prototype, I faced a couple of difficulties. Although my goal was to create a game that was as historical as possible, I needed to use some graphical elements, such as population flags, which were fictional or are from later periods. I used these elements because they do not exist in real history but were helpful in the game to avoid long explanation texts.

Another difficulty I faced was that it is difficult to establish the most important events in The South American Wars of Independence since different sources weight the events differently.

In general, the biggest difficulty in creating a historical game is the fact that large parts of history are not written down and recorded. There are always things that stay unknown, even if the event happened recently. The blank spaces can be filled with historically comprehensive fiction based on things what could have happened.

The investigation of a historical period is a very long and challenging task. Thoroughly investigating the Latin American Wars of Independence is outside the range of this thesis.

29. Conclusion

In the end, it can be said that creating a historical game needs a very close and careful investigation. The investigation is necessary to find a blind spot in the time period where there is room to insert

exciting gameplay. This gameplay should enrich and fit the time period but perhaps exaggerate some facts and events or add some undocumented details.

In my concept, I used historical research to have a historical starting point, as I proposed in the results of my analysis. The historical research was also the foundation for finding gameplay that matched the period and for establishing boundaries for the player's actions.

To achieve neutrality in the game, my concept gives the player the opportunity to freely choose one of the sides of the conflict. I am aware that my research material could have influenced the neutrality of the game toward one side or the other.

Following my criticism of the often minimal or unfavorable portrayal of Native Americans in the analyzed games, I made the player's Avatar a Native American in my game. I could not create a story detached entirely from the European point of view since I did not have enough information about the South American Native Americans, but also, because I stayed too close to the historical facts of the Independence Wars' events.

In accordance with the idea of different approaches to use history in games by Angela Schwartz (Schwarz, p.140-157), I used history to place the player as a fictional character in a historical setting. In my concept, the player is not the primary moving force of history and will not take part in all major events of the period. However, the player will still get information about these significant events and his surroundings. In my analysis, it proved to be an advantageous way of creating a good feeling of historicity.

My game incorporates historical figures which enhances the game's immersion into the setting and also follows the example of some analyzed games like Sid Meier's Pirates, the Assassin's Creed series or Age of Empires 3.

In contrast to the previously mentioned games, I tried to give the player the possibility to influence the outcome of the game and with it, to change history. Changing history was proposed by me as a way to make the player understand the causes of events.

The finished prototype is only a small glimpse of the possibilities offered by this fascinating historical period. The prototype also doesn't incorporate the whole scope of my concept but concentrates instead on the essential features of the game.

My approach is, of course, one of multiple approaches to creating games in a historical setting. The goal of my thesis was to find a way to create an entertainment game embedded into a historical background and to teach the player history without him noticing.

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