

# Cyber Nations

A Nation Simulation Game


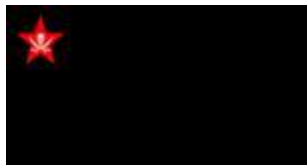



## :: Nation Information

Spartakusland is a tiny, under developed, and young nation at 9 days old with citizens primarily of Mixed ethnicity whose religion is Baha'i Faith. It is a backwards nation when it comes to technology and many refer to it unkindly as a 'Third World Nation'. Its citizens enjoy freedom from high taxation and as a result tend to earn more money. The citizens of Spartakusland work diligently to produce Spices and Fish as tradable resources for their nation. The government has no definite position on foreign affairs at this time. When it comes to nuclear weapons Spartakusland has no definite position and is therefore considered opposed to them. Spartakusland has no definite position on drug use in the country at this time. Spartakusland has no definite position on domestic issues concerning government protests in the country at this time. It has no definite position on new immigration. Spartakusland has no definite position on free speech. Spartakusland has no definite foreign aid at this time. Spartakusland has no definite position on trade relations.

## :: Private Nation Messages

You have specified in your war/peace preference that you do not want to be attacked. While this is good during the early days of your nation to help protect it until you build up your military forces, over time this will also make your citizens less active which decreases the amount of income they make. Your population density of 12.88 population per mile is at a good level at this time. The Spartakusland military of 0 (0) soldiers is extremely weak. A large portion of your population is rioting as a result of your lack of forces. The infrastructure of Spartakusland is weak at a level of only 1.00. The more infrastructure that you purchase the greater the population that your nation can support.

## :: Government Information

Ruler:	Mosheh Aharon 	
Nation Name:	Spartakusland 	
Last Tax Collection:	10/7/2017 6:44:09 PM	
<a href="#">Last Donation:</a>	No donations on record.	
<a href="#">Alliance Affiliation:</a>	Libertarian Socialist Federation  (Pending) 	
<a href="#">Alliance Seniority:</a>	10/7/2017 7:27:16 PM (0 Days)	
Alliance Rank:	Ranked #15 of 15 alliance nations	

Capital City:	Spartakusland
Nation Slogan:	Socialism in life demands a complete spiritual transformation .... Red Rosa Luxemburg
<a href="#">Government Type:</a>	  <i>Communist - Your people are happy with this government. (Next Available Change 9/28/2017)</i>
<a href="#">National Religion:</a>	  <i>Baha'i Faith - Your people are happy with this religion. (Next Available Change 9/28/2017)</i>
Currency Type:	
<a href="#">Nation Team:</a>	 <b>Red Team.</b> 0 Votes <i>(Senate Votes Allowed)</i>
Nation Created:	9/28/2017 11:31:52 PM (9 days old)
<a href="#">Technology:</a>	0.00. Literacy Rate: 20.00%
<a href="#">Infrastructure:</a>	1.00 
<a href="#">Tax Rate:</a>	10%
<a href="#">Area of Influence:</a>	4.510 mile diameter. <i>0.000 in purchases, 0.000 in modifiers, 4.510 in growth</i>
<a href="#">War/Peace Preference:</a>	 Spartakusland is a peaceful nation. War is not an option since 9/28/2017.
<a href="#">Connected Resources:</a>	 
<a href="#">Bonus Resources:</a>	None
Trade Slots Used:	
<a href="#">Improvements:</a>	 No improvements purchased.
<a href="#">National Wonders:</a>	 No national wonders.
<a href="#">Environment:</a>	<b>11.00 - Nation is facing an environmental disaster. GRL: 5.00</b>
<b>∴ Military Information</b>	
Nation Rank:	

	<b>Ranked #4,145 of 4,326 Nations (Top 95.82%)</b>
<a href="#">Nation Strength:</a>	3.000
<a href="#">Efficiency:</a>	0.33
<a href="#">DEFCON Level:</a>	<b>DEFCON 5</b>
<a href="#">Threat Level:</a>	<b>Low</b>
<a href="#">Number of Soldiers:</a>	0 (0)
<i>Defending Soldiers:</i>	0 (0) ⚠️ ( <i>Defending soldiers are less than 20% citizen population</i> )
<i>Deployed Soldiers:</i>	0 (0)
<a href="#">Number of Tanks:</a>	0
<i>Defending Tanks:</i>	0
<i>Deployed Tanks:</i>	0
<a href="#">Aircraft:</a>	0
<a href="#">Cruise Missiles:</a>	0
<a href="#">Navy Vessels:</a>	0
<a href="#">Nuclear Weapons:</a>	0
<a href="#">Number of Spies:</a>	0
Number of Soldiers Lost:	0 Attacking + 0 Defending = 0 Casualties
Casualty Rank:	<b>Ranked #3,267 of 4,326 Nations (Top 75.52%)</b>
<b>∴ Population Information</b>	
Total Population:	58 <a href="#">Mixed</a> Population. 12.88 Population Per Mile.
<i>Military Personnel:</i>	0 (0) Soldiers
<i>Citizens:</i>	57 Working Citizens
<i>Criminals:</i>	1 Criminals, 0 Incarcerated (0%)
<a href="#">Population Happiness:</a>	

	<b>-13.30 - Your population absolutely hates you.</b>
<a href="#"><u>Crime Index:</u></a>	<b>Crime Index 1. Very low crime rate. (Crime Prevention Score: 466)</b>
Avg. Gross Income Per Individual Per Day:	\$10.00 ⚠️ ( <i>A very weak economy</i> )
Avg. Individual Income Taxes Paid Per Day	\$1.00
Avg. Net Daily Population Income (After Taxes)	\$9.00
<b>∴ Government Financial</b>	
<b>Total Income Taxes Collected:</b>	<b>\$2,020,804.27</b>
<b>Total Expenses Over Time:</b>	<b>\$213.84</b>
<i>Bills Paid:</i>	<i>\$213.84</i>
<i>Purchases Over Time:</i>	<i>\$0.00</i>
<b>Current Marks Available:</b>	<b>\$2,020,590.43 (Surplus)</b>