



May 31, 2024

A statement about the theme of Crowded Frontier:

Thank you for your feedback as I continue to develop Crowded Frontier. I hear you and will change the theme. Diversity and historical sensitivity matter to me, and I apologize to anyone who I hurt by gamifying a troubled period of history. I recognize the displacement of indigenous peoples which resulted from America's westward expansion and in no way seek to glorify it.

Crowded Frontier was very much a "mechanics-first" design that has always struggled to find a fitting theme. The feedback I had received up to this point was that mechanics didn't match gameplay, and many people who reviewed the game recommended re-theming for game immersion purposes. The only problem was I couldn't think of anything else and settled on the current problematic theme.

What's obvious to me now is that there is no way to course correct for the way the game approached what is fundamentally a troubled period of American history. I will be seeking out a new theme for the game.

Suffice to say, I've learned a lot from this journey and this feedback to be more inclusive of and sensitive to the many different people within our hobby and wider community. I will post new information about the game as it develops.

A handwritten signature in black ink, appearing to read 'Myles Wallace'.

Myles Wallace