Province/City/Node Mechanics:

For the standard Strategy component of this game

This also forms a template for other games that can be created and developed by the players. [Create abstract-aynu-game templates for players to use to create abstract aynu-games]

City Components:

Buildings/[Buildable/creatable and developable structs]:

* have special properties, bonuses for assigning automata to them to run them

Special Systems/Features/Powers/[things]/Policies/[Decision Structures]/[Governing System]/[Gaming Scripts]

Items/Artefacts/Structs

Population:

Great [Persons/Automata]: