Theme Ideas

# Mechanics

* Time
* Demand settling
  + All resources worth the same mechanically
* Cooperation
  + No hidden information
* Trade
  + 3 at a time
  + Only one player per round for trade
* Strategy

# Themes

* Bomb
  + Defuse it
* Political party
  + Run a country before next term?
  + Advisor council - reports
* Running an establishment
  + Restaurant?
  + Pub?
  + Etc.
* Stock Market/merchants
  + Make money
* Abstract?
* Spies?