



Pick a place	Homeland	08
	Expand your horizons	10
	Up for grabs	12
	Small is beautiful?	14
	Who needs land?	16
	Worlds beyond	18
Mark your territory	Shaping up	20
	Border security	22
	Looks good on paper	26
Make it official	What's in a name?	28
	Ready to fly	30
	Herald a new nation	32
	Declare yourself!	34
	Making the grade	36
Bring a crowd	Come visit!	38
	Stay forever!	40
	Life members	42
	Settling in	44
	Getting cosy	46
Show who's boss	Going solo	48
	Power sharing	50
	Dicing with democracy	54
	Vote winning	56
	Staying in control	58



Get down to business	Make money!	60
	Resource rich?	62
	Earning a crust	64
	National networks	66
	By the letter	68
	Keep them coming	70
Dress it up	Look the part	72
-	Get some culture	74
	Sing your country	76
	Time out	78
Troubleshooting	National security	80
-	Love thy neighbour?	82
	You and whose army?	84
	l'll scratch your back	86
Pass it on	Preparing the way	88
	All thanks to you	90
Glossary		93
Index		94











Introduction

Tired of where you live? Ever thought you could organize things better? Well, now's your chance! This book will show you how to create your very own country, from scratch. You'll work out where to place it, what to call it and how many people should live in it. You'll get to decide, organize, govern and judge. You can choose to be king, queen, big chief, emperor or president. Because from here on, in your country, *you* rule!

Of course, you won't be the first to set up a country. People have founded dozens of new ones over the centuries. And in recent years many individuals and groups have created their own unofficial states, known as micronations. None of these have been recognized by other, official countries. But that hasn't prevented them continuing to exist – or stopped their rulers having fun!

So join in and start planning. And don't worry: if the decisions get too much for you, there are tips and quizzes in these pages that will help you make up your mind and keep you on the path to righteous rule and the endless adoration of your subjects. Plus you'll learn how to think up placenames, draw a map of your country, design your own flag, crown, stamps and coins, and lots more.

Ready to rule? Then throw on your robes, dust off your crown – and start nation-building!

