

# Fact sheet: Tribunal 45 – Working on Justice

**In brief:** Tribunal 45 is a serious game about the International Military Tribunal (IMT) in Nuremberg. In addition to narrative game elements, discussion and tile-laying games, it invites players to explore the game world of the Nuremberg courthouse and collect hidden objects.

**Target group:** Media-savvy individuals aged 16 and above

## Technical information and features:

- Game duration: min. 30 minutes, depending on gaming behavior up to 1.5 hours
- Languages: German & English
- Mobile app, game engine and development platform: Unity
- Free and available worldwide: <https://tribunal45.com/>

## Narrative:

- Experience the tribunal in four phases: the first days of the trial, the presentation of evidence, the defense phase and the preparation of the closing speech
- Take on the role of Aline Chalufour, assistant prosecutor for France
- Support the French prosecution in discussions with those involved in the trial, in organizing evidence and sorting files

## Game elements:

- Explore the historic courthouse
- Tile-laying games based on mahjong and dominoes
- Strategic Discussions
- Collect items and arguments
- Decide on fundamental questions of international criminal law

## Educational objectives:

- Acquiring knowledge about the IMT
- Understanding international criminal law as a product of negotiation
- Developing the ability to make 'historical judgements' and reflect on personal perspectives

## Illustration and graphics:

- The user interface is based on the historical graphic design of the US Office Chief of Council, which was responsible for the design of various media related to the IMT.
- The game world is based on court drawings. The deep blue symbolizes peace, stability, diplomacy and internationality.

## Sound design:

- String motifs convey tension and a sense of urgency
- Use of original recordings from Courtroom 600 as background noise
- Other sounds: rustling paper, typewriter clicks, ticking clock, footsteps

## Fictional, but based on sources:

- The game content was developed based on historical sources and current research.
- The actions of the protagonist Aline Chalufour are documented.
- To make central questions of international criminal law tangible in the game, the historical facts were embedded in a narrative and supplemented with fictional motifs.

## Gaming scenario:

- Following a museum visit
- The game can also be played at home, on the go or in classrooms.

## Collaboration between the Memorium Nuremberg Trials and Playing History:

- Tribunal 45 was developed by the Memorium Nuremberg Trials and the games studio Playing History.
- The Memorium Nuremberg Trials provides information about the proceedings before the IMT at the historic site but also expands its focus to include the Nuremberg follow-up trials held from 1946 to 1949 and their impact on the development of international criminal law. [More information here](#).
- The game company Playing History aims to convey history and stories through games. Its experts develop digital and analogue games themselves, provide advice and publish on the subject. The company has extensive experience in the serious games sector, winning the German Computer Game Award in 2024 and the Grimme Online Award in 2025. [More information here](#).

## Memorium Nuremberg Trials

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## Playing History

Project Owner und CEO:	Dr. Martin Thiele-Schwez
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Sound Design:	Meta Wachlin
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Assisting 2D Art:	Charly Sieber
Assisting Game Design:	Meta Wachlin, Charly Sieber, Rüdiger Brandis

## Funding authorities and cooperation partners:

- The project is funded by the Education Agenda NS-Injustice of the Foundation Remembrance, Responsibility and Future as well as the Federal Ministry of Finance.
- Stefanie Kuschill and Sebastian Pfaller from the research team at the German Games Archive Nuremberg contributed their expertise in game studies.
- Didactic consulting was provided by Dr Martin Liepach. He is a research associate for education and transfer at the Fritz Bauer Institute in Frankfurt.

Project of the Education Agenda NS-Injustice

Funded by:



on the basis of a decision  
of the Bundestag



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Stadt Nürnberg  
Memorium  
Nürnberger Prozesse