I need a game that simulate the real life of a civilization in the world.

The player will be able to manage a new civilization from only one family (may be more if he needs to be more easy) and grow this civilization to be a powerful one among other civilizations in the world.

The world has many resources that spread in the world map, these resources includes (Trees, Stone, Iron, Coal, Copper, Natural Gas, Oil, Ore, Gems, Water, Phosphorus, Soil).

All civilizations have access to all resources in the world, and once one civilization has access to any resource, it has the option to share this resource with others, or keep it for herself.