# THE RULES OF CIV SIM [MISC EDITION]

*Note: These rules are to be followed very specifically and to the letter. However, twisting of rules and using loopholes is heavily encouraged.*

## OVERVIEW

At the start of the game, each player (up to six of the total seven) creates a civilization. This civilization will consist of multiple elements:

- Name: self-explanatory
- Location: Players must each roll a die. Whoever has the highest number selects a location first. This process repeats until each player has selected a location. This location (a single hex on the grid) will act as the civilization's Core Territory.
- Religion: Players can choose a sect of the Pantheon for their civilization to venerate. Practically, this is a set of permanent buffs and/or debuffs that the civilization keeps for the rest of the game.

At the start of the game, each Civilization receives:

- 5x Gatherer
- 5x Hunter
- 5x Creative
- 360x Food Variant (dependent on location)
- 180x Stone Variant (dependent on location)
- 180x Wood Variant (dependent on location)

An important part of Civ Sim is the Gamemaster, the seventh player who doesn't create civilization. They act as a sort of 'dungeon master', approving alliances between civilizations, initiating world events, overseeing battles, etc.

The game progresses in rounds. Each round starts with the Gamemaster, who may choose to start a world event if the requirements are met. Players then take turns performing actions for their civilizations: conquering territory (and starting battles when multiple civilizations intersect), buying and placing units, using assets, negotiating with the Gamemaster and other civilizations, and playing fate cards, in order.

The final objective of Civ Sim is when only one civilization is left standing (this can included merged alliances).

# PANTHEON

The Pantheon is a selection of deities, from which each player must choose one during game setup. Sects of the Pantheon each grant their venerators unique buffs and debuffs. After selecting, civilizations may not change out their Pantheon unless they make a deal with the Gamemaster.

Pantheon sects include:

**The Delirans**

Deliran deities are great wellsprings of knowledge. They rarely take part in battle and spend their lives in interdimensional cities, studying the fundamental principles of reality.

Effects of choosing the Deliran sect:

- -5% (rounded to nearest whole) research costs
- Ignore climate restrictions

**The Haelborne**

The skies of the interdimensional void are littered with Haelborne settlements, great imperial cities of gold and marble that spear through cosmic fabrics. They are known for their reality-conquering prowess, harvesting worlds for their precious firmamental materials.

Effects of choosing the Haelborne sect:

- +1 to combat numeral
- +1 expansion speed

**The Dysphorium**

Travelling hunters, the Dysphorium know nothing but chaos. The reincarnations of tortured souls, they take any variety of horrifying forms and spend their days destroying anything they can get their hands on -and some things they can't.

Effects of choosing the Dysphorium sect:

- +3 to combat power

- No assets taken for breaking alliances

- Cannot take truces

- -25% (rounded to the nearest tenth) food consumption

**The Sylroth**

They are the ruthless creatives of the cosmos, creating and maintaining structures and creatures that only they know the purpose of. Conflict is no bother for them- they attack no one and any who harm them are quickly *repurposed*.

Effects of choosing the Sylroth sect:

- +5% (rounded to nearest whole) spoils from combat

- Truces can last up to four rounds

- +5% (rounded to nearest whole) assets

# TERRITORY

Territories are the hexagonal tiles that make up the board. Each territory has its own climate, which affects what units and assets can be stationed/stored on them.

**Conquering Territory**

Each round, a civilization can conquer an amount of territory tiles based on their expansion speed, which increases with tech tree progression. Every point of expansion speed allows the civilization to conquer one tile per round.

**Climates**

**Core Territories**

Capital cities are a civilization's base of operation, their core territory. Some units can only be placed on this tile. They are placed at the start of the game, when players choose their locations.

**Civilization Ranks**

Civilizations each go through many stages of development, which are signified by Civilization Ranks. Each rank grants a civilization buffs and is reached when one reaches a certain amount of population.

The ranks are:

## GAMEMASTER

Gamemasters are selected at the start of the game by vote. Players can apply to be Gamemaster, after which each player (including those applying) will vote on who becomes Gamemaster.

Gamemasters direct the game, acting as referee, as well as starting world events.

## WORLD EVENTS

## INTER-CIV RELATIONS

**Truces**

These are contracts between up to three civilizations that prohibit the involved parties from directly harming each other. Truces can last up to three rounds.

The following requirements must be met to create an alliance:

**Alliances**

Alliances are the same as Truces, with no time limit. Additionally, parties must include a mutually beneficial agreement within the terms of the contract. Any assets paid through an alliance incur a 5% tax to the Gamemaster, rounded to nearest whole.

Alliances can be broken, though the leaving civilization must pay 1% of their assets to the Gamemaster. The contract between the leaving party and the other parties becomes a truce and lasts for two rounds.

Civilizations that have been allied for at least six rounds may merge, consolidating their territories and resources into one civilization. They may select a new name and choose a new pantheon sect.

**Declared Enemies**

A civilization may declare themselves enemies to another civilization, giving them a boost of 2 to their combat numeral, and enhancing spoils from the enemy by 10%, rounded to the nearest whole. The enemy gains a boost of 1 to combat power.

**Treaties**

Treaties can be made between up to six civilizations. They are a global agreement on any subject that the Gamemaster deems valid.

**Trade Deals**

Trading contracts can be made between up to two civilizations. They must include a mutually beneficial deal involving the trade of assets.

Each civilization must have a quota of assets given by a set number of rounds. If this number is not reached for two passes of this quota period, the offending party can choose to either declare the other an enemy or suffer a 25% loss (rounded to nearest whole) of total assets. This loss may be paid in any selection of assets.

**Divine Contracts**

Occasionally, if a civilization has no allies, they may need to trade with another party. If such a situation crops up, they can create a Divine Contract, allowing them to make a deal with the Gamemaster.  The civilization may ask for anything that the Gamemaster deems valid.

## UNITS

Units are game elements that produce assets, defend territory, and upkeep a civilization. They are Civ Sim's equivalent of buildings, workers, and factories.

They come in the form of small icons, each with their own info cards. These icons can either be kept in storage as inactive units or placed on territory tiles as active units.

Units require assets and other units to craft. Every unit requires a unique combination of assets and units to craft. Players can simply give the Gamemaster the required resources and the Gamemaster will take the units out of storage.

## ASSETS

Assets are like resources, used to craft units, exchanged in trades, and generally acting as currencies and materials. They come in the form of icons, which can be placed on territory tiles if the tile has a storage unit.

If a civilization has more assets than storage, they must pay the Gamemaster 5% (rounded to the nearest whole) of their total assets each round. This may be paid in any assets of the player's choosing.

**List of Assets**

- Woods

- Stones

- Iron

- Steel

- Gold

- Gemstones

- Titanium

- Foods

# BATTLE

If two civilizations' territories are touching, they can choose to initiate battle.

**Combat Mechanics**

Civilizations can attack neighbouring non-allied and non-truces civilizations. The attacking civilization initiates battle on the tile they are attacking, not their own tile.

Each combat unit on the affected tile grants the owner of that tile the amount of combat power on its card. Combat power can also be obtained from other miscellaneous sources.

Combat power is equivalent to how many dice a player gets for the entire battle. Each civilization is assigned a combat numeral of 2, which their opponent must get a higher dice roll than to deal a blow, removing one combat unit and therefore one dice. If the opponent rolls lower, they suffer the same cost.

Combat numerals can be increased by external sources. There is no limit to how high a civilization's combat numeral can be. If an opponent's combat numeral is higher than six but lower than thirteen, players can roll two dice at once. If the combat numeral is higher than twelve but lower than nineteen, players can roll three dice at once, and so on.

**Spoils**

If the attacking civilization loses a battle, they don't lose any territory, but if the defending civilization loses, they lose the tile the battle was on. If defender loses, they lose all assets and non-combat units stored/stationed on the tile and any combat units lost in battle. If the attacker loses, they lose all combat units lost in battle.

If the attacking civilization wins, they gain 60% (rounded to nearest whole) of all assets and non-combat units on the defender's tile, as well as 20% (rounded to nearest whole) of all non-sentient combat units lost in battle by the defender.

If the defending civilization wins, they gain 20% (rounded to nearest whole) of all non-sentient combat units lost in battle by the attacker and retain an equal amount of their own non-sentient combat units.

## POPULATION

Every civilization has a population of citizens, which have to be managed. Population does not include non-citizen units. Citizen units are gained for every progression of the tech tree. Some parts of the tech tree require a certain threshold of population to unlock.

### Maintaining Population

Citizens' needs have been heavily simplified in game to include only nutritional needs. For each civilian, players need to supply 0.1 food points per round.

If a civilization is unable to supply this quota for two rounds successively, they lose as many citizens as they couldn't afford to feed, possibly regressing in civilization rank, tech tree levels, and other upgrades. This will not result in the loss of any pre-placed units but will stop the affected civilization from crafting or placing any more of that unit.

If a civilization fails to supply this quota for two rounds after reaching under 10 population they are considered defeated.

## FATE CARDS

Fate cards are cards that hold game-changing temporary powers. Each of the six civilizations gets a unique card at the start of the game. Every four rounds the fate cards are renewed. Cards are handed out randomly and can only be used once unless stated otherwise.

Every card actually has multiple levels, each one morphing to a civilization's threshold in the tech tree. Cards become more powerful the higher their level.

### Communications

The Communications card can void any non-divine contracts between any parties not including its user.

**Natural Resources**

The Natural Resources card can stop tiles from accruing resources for one round.

**Geography**

Can swap the locations of any non-core tiles in a certain radius.

**High Council**

May ask any questions pertaining to the game until cards are renewed. This card is considered activated the moment it is received and can be used infinitely.

**Border Defences**

Can reserve certain tiles for its civilization, in which no other civilization may conquer the selected tiles. Tiles' reserved status ends at card renewal.

**Ched the Hippohotamus**

This card is only usable when its host civilization is high enough in the tech tree. If below the required level, this card is useless.

Ched the Hippohotamus has the ability to instantly destroy any tile with divine power. In exchange, a tile of your own is instantly destroyed. Neither tile returns any spoils.

# TECH TREE

The Tech Tree is less a tree and more a set track. Civilizations progress along it by spending units to advance from checkpoint to checkpoint. Advancing along the tree grants a civilization higher tiers of units and assets. To spice it up, there are small intersections on the tree that grant civilizations specialized technology.

Checkpoints pass through sections called thresholds. Each threshold unlocks new features for a civilization.

# DEFEAT

**Death in Battle**

If a core territory is conquered by another civilization, the conquered civilization is considered dead and has two options: leave the game, or hope the conquering civilization offers them a deal. This deal should be formatted like a contract and approved by the Gamemaster.

If a civilization dies this way, all assets and non-sentient units left in the capital and 50% of sentient units (not including citizens) are given to the conqueror. All remaining sentients and all citizens are simply deleted from the game.

All assets and units left in unconquered tiles are up for grabs for any civilization that conquers the relevant tiles. The same rules as above apply.

**Death by Starvation**

All assets and units left in unconquered tiles are up for grabs for any civilization that conquers the relevant tiles. The same rules as above apply.