- 1. Name of video game
 - a. Ameliorate
- 2. Game genre, target market

a. Genre: Strategyb. Market: Nerds

3. Create at least 2 characters with playable stats

a. Name: John Darlous

Stats: HP: 100

Energy: 100 Income: \$500/hr Amount: \$1,000,000

b. Name: Jillian Harris

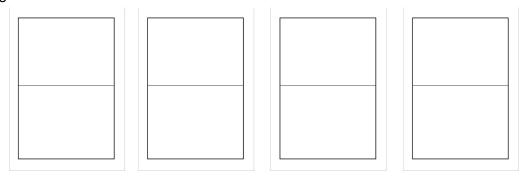
Stats: HP: 125

Energy: 90

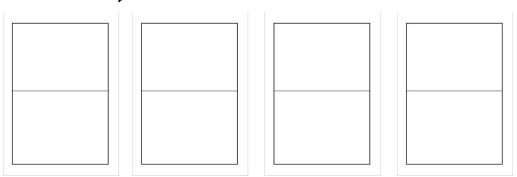
Income: \$750/hr Amount: \$5,900,000

- 4. Game Type
 - a. Card Game
- 5. Playing Field

a.



Building cards below, Citizen Cards Above



6. Game Rules:

- a. Game Phases: Income/Expenditures, Building, Citizen, Maintenance (closing).
- b. Game Start: Players start with \$100, all players roll a D6 and the player with the highest roll goes first.
- c. Game Goal: The player with the most elite citizens at the end of turn 100 wins.
- d. Game Play: Players start the turn by receiving all the income and paying all the expenditures for each of their buildings. They will then go into the building management phase where they can build any building which they meet the requirements for (such as enough money, certain resources, and citizens). Players will then procede to a citizen management phase where they are able to move available citizens to/from buildings. The players turn concludes with a maintenance phase where any special incomes/expenditures are dealt with.

e. Citizens

i. Citizens come in 5 different Tiers, Primitive, Low, Medium, High, and Elite. Players will have no citizens when the game begins and will have to build a primitive residence, farm, and market to allow people to leave the wilderness and choose to live and work for you. Citizens grow in tier as you provide the necessary resources/buildings for them.

f. Residential Buildings:

- i. Primitive Where it all starts, citizens move out of the wilderness into these initial dwellings.
- ii. Low After people become adjusted to living and working again they start to demand more and want to live in nicer homes.
- iii. Medium The normal homes of a new civilization being built.
- iv. High Nice homes for those who need a little more.
- v. Elite The homes for the elite, those who have everything in this broken world. Each elite citizen is counted at the end of the game, and the player with the most wins.

g. Commercial Buildings:

- i. Markets These exist in all 5 of the citizen tiers to provide each tier what they demand.
- ii. Offices These buildings exist for Medium, High, and Elite tiers and require.
- iii. Services Exist for all tiers except primitive, these are often needed to move citizens up tiers (such as hospitals).

h. Industrial Buildings:

- i. Farms Exist in all 5 tiers to provide the food each tier demands.
- ii. Mines Exist in all 5 tiers to provide resources.
- iii. Production such as power plants which provide electricity for higher tier residences
- iv. Manufacturing Such as factories which take in certain resources and produce new resources.