

1. Name of video game
 - a. Ameliorate
2. Game genre, target market
 - a. Genre: Strategy
 - b. 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

Building cards below, Citizen Cards Above

a.

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 proceed to a citizen management phase where they are able to move available citizens to/from buildings. The player's 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.

