* Civ style game
* Play as different civs
* Hex grid
* Move units
* Revolutions – civs can split if unhappy or far away – depends on combo of happiness and dist from capital
  + Can also merge civs together if they are happy together and both parties agree
* Religion
  + National religion
    - Selected from current religions in your civ
    - Bonuses to cities following that religion
    - Negatives to cities not following that religion
* Revolts
  + Number of causes
    - Local Unhappiness
    - Citizens follow a different religion to national
    - Citizens follow different ideology to national
  + Process
    - Citizens make requests
      * Shown on info screens
    - Citizens make demands
      * Popups
      * City’s production & science etc. reduced
    - Revolution
      * Uprising
      * City becomes part of new civ
      * At war with old civ
  + Resolutions
    - Military action
      * Parent civ or another civ takes control of city
    - Diplomacy
      * Parent civ agrees to demands
    - Join another civ
      * City joins another civ that agrees to demands
        + (e.g. has same ideology etc.)
    - Independence
      * If survives on its own
      * Choice can be made by player
      * Can allow independence through diplomacy
      * After certain no. of turns, will request peace with independance