

List of available policies

You may enact 3 policies for every 5-year period (3 policies per camp day).

Mandate Drought resistant crops

Mandate all farmers to only grow drought resistant crops. This is expected to mitigate the effect of droughts on farmer production.

You may choose any or all of the next five years to apply this policy to, i.e.:

Mandate Drought resistant crops for years 101, 102, and 105

Trade agreement

A neighboring island wants to negotiate a trade agreement. They will pay 5% of your current GDP in exchange for being allowed to export wares to your island without taxes imposed.

You may choose exactly one year for which to apply this trade agreement.

Encourage dual-income households

A cultural campaign aimed at encouraging homemakers to enter the workforce. Can be expected to encourage roughly 2% of current homemakers to enter the workforce per active year.

You may choose any or all of the next five years to apply this policy to, i.e.:

Encourage dual-income households for years 101 to 105.

Training programmes

Invest in training programmes for unemployed citizens. At the cost of some of your GDP, some unemployed citizens will enter the workforce.

Change the retirement age

Increase or decrease the retirement age to a minimum of 60 or a maximum of 70. This will not affect already retired citizens.

You may apply this policy to exactly one year, i.e.:

Change the retirement age in year 101 to 68.

Build community centers

Raise taxes to invest in local community centers for your citizens. Particularly helpful for lower income citizens.

Can be applied to exactly one year and will have an effect for the five years following that year.

Build prestige project

Construct a luxurious opera hall or theater. Particularly appreciated by wealthy citizens.

Can be applied to exactly one year and will have an effect for the five years following that year.

