

CIVGAME: Empire-building

Relocation, expansion, colonization, mergers, alliances

RELOCATION OF **IMPERIAL** CAPITAL

- Explanation: Transferring your capital city from one place to another
- Cost: Use the *Overland Travel Cost* document to determine how many Capital Points are required to move your capital from one region to another.
- Logistics: You may relocate your imperial capital at any time without the consent or involvement of any other civilization.

IMPERIALISM via **EXPANSION**

- Explanation: Increasing the size of your empire by enlarging the size of your imperial capital (your primary red dot on the map)
- Cost: It costs 25 capital points to enlarge your imperial city by .5 cm from the outer **circumference** of the circle on the map.
- Logistics: You may expand your imperial city without the **consent** or involvement of any other civilization, but only one expansion per unit.
 - STIPULATION: A CivTeam may not expand if so doing **encroaches** upon another civilization. Under such circumstances the expanding CivTeam must *either* establish a **merger** with the targeted civilization [*see MERGERS below*], OR the expanding CivTeam must declare war and achieve victory against the targeted civilization.

IMPERIALISM via **COLONIZATION**

- Explanation: Increasing the size of your empire by establishing *additional* red dots (**colonies**) on the map.
- Cost: Use the *Overland Travel Cost* document to determine how many CP's are required to establish a colony within or beyond your capital's region.
- Logistics: The creation of imperial colonies involves the following process...
 - CivTeam #1 identifies a territory on which it would like to place an imperial claim – in other words, a colony site. The team informs the teacher and deposits the CP's necessary to establish the colony from its capital city. (Cost is determined vis the *Overland Travel Cost* doc.)
 - The teacher marks the colony site on the classroom map with an *open circle*. All other CivTeams are informed of the claim and given an opportunity to colonize the same site. For instance, CivTeam #2 decides to put in a competing claim. It informs the teacher and deposits the necessary CP's for its own colonization. *This deposit is final. The team cannot **rescind** it, nor will the deposit be returned in the event that Team 1's claim is upheld.*
 - CivTeam #1 is informed of all competing claims on its proposed colony. The team must decide to proceed with or cancel its claim. If it rescinds, then the team is refunded half of its deposited CP's. If it proceeds, then a challenge is established by the teacher between the competing **claimants** for control of the new colony. The winner of that challenge gains control of the colony.

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IMPERIAL MERGERS

- Explanation: Combining two or more civilizations to form one larger empire
- Cost: No costs, but a contract must be drawn up and signed by all CivTeam members
- Logistics: When two or more teams merge, they become a new empire. The following steps are taken:
 - The teams involved must all agree on which of the civilization names will live on as the name of the new empire.
 - CivTeam letters are combined (i.e. civilizations C and F become CF; G, W, B... GWB). First letter will be that of the name-holding team.
 - The capitals and colonies on the map are all re-lettered in accord with the new merger (i.e CF or GWB).
 - The CP board is updated to reflect the merger of teams. The board **consolidates** all of the CP's and any sabotages into one account.
 - If all CivTeam members are in the same class section, then they may join desks and collaborate on all decisions. However, if the members of a merger are in different classes, then the member civilizations of each class hold full authority over the entire empire *while they are in class*.
 - Example: If a merger blends two teams – one civilization of 4 students in A1 and a second civilization of 2 students in B3 – then the 4 students in A1 have full decision-making power over the entire empire while A1 is in session; the 4 can make decisions without the consent of the 2 students in the B3 class (including decisions about the use of sabotage cards, unless otherwise **stipulated** in the merger's contract). Likewise, when B3 is in session the 2 students representing the empire have full authority to do as they wish without the consent of the A1 members.
 - **Broken mergers???** If a team wishes to **dissolve** its merger after a period of time, it may do so by informing the teacher in writing. When this happens, the following steps are taken:
 - All member states of the Empire are informed of the **motion** to dissolve.
 - All involved parties are invited to **conference** for the purpose of establishing *terms of dissolution*. To be decided: How will the territories and CP's be **apportioned**? And who will hold the rights to any sabotage cards?
 - If terms of dissolution are not reached, then a competition is held. One student from each CivTeam in the empire is required to participate. The teacher creates the rules of the competition and the criteria for victory. The winner's CivTeam gains:
 - ownership of 75% of the CP's. The remaining 25% is split evenly among the other member CivTeams;
 - control of all colonies that previously belonged to the empire, regardless of when they were acquired and by whom;
 - control of all sabotage cards held by the empire, regardless of when they were acquired and by whom; and
 - control of all existing infrastructural systems. The other CivTeams must re-develop their systems from scratch.

ALLIANCES

- Explanation: A strategic **diplomatic** relationship between two or more CivTeams, each maintaining independent identity but pledging **mutual** support
- Cost: No cost
- Logistics: Alliances may be based on verbal or written pledges of non-aggression, military support or economic assistance.