***CIVIC MIRROR GENERAL RULES***

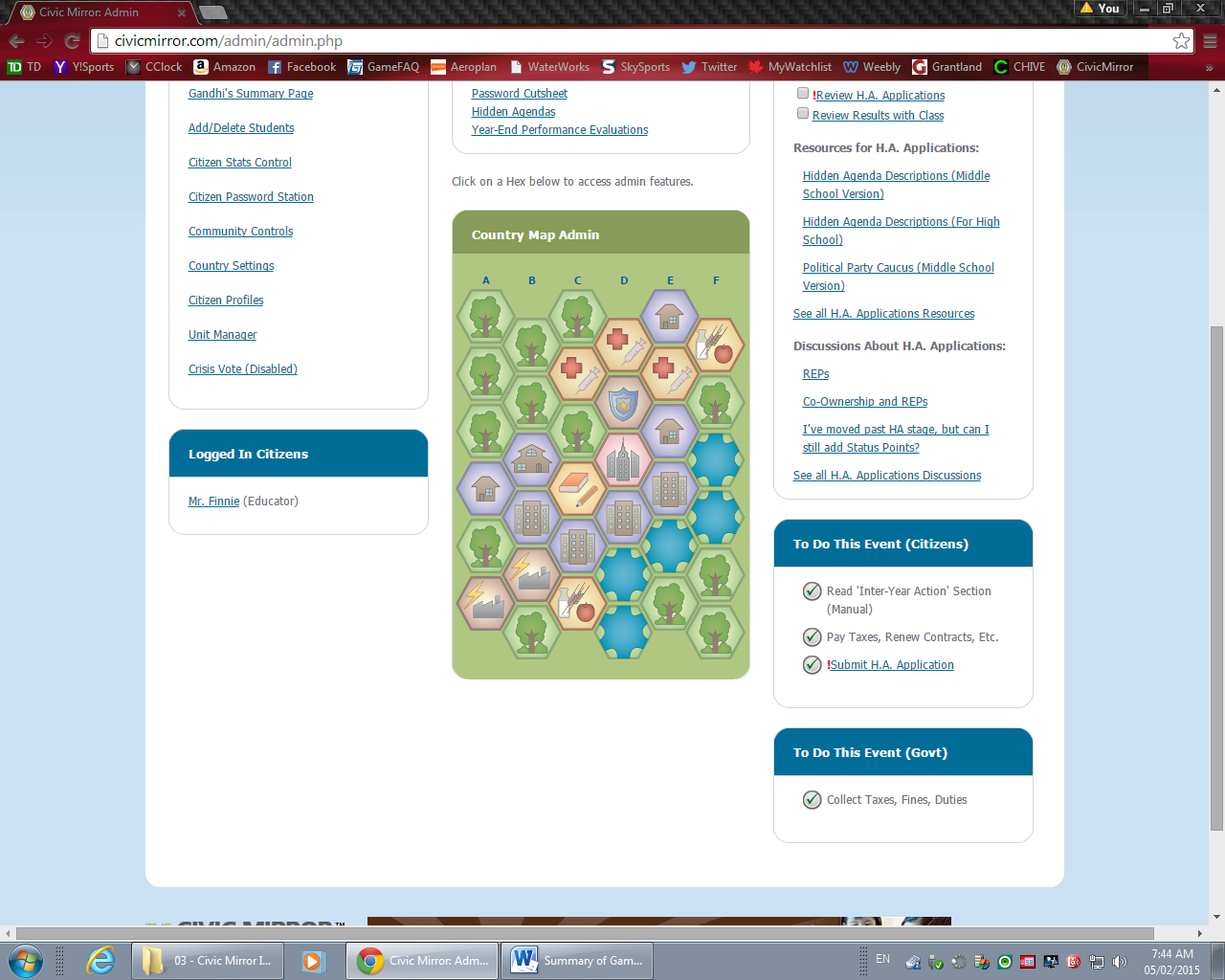
* Game Objective is to earn the most Status Points (SPs).
* SPs last through years; if you gain 10 SPs in the year 2000, you start the year 2001 with 10 SPs.

**Ways to earn SPs:**

1. Hidden Agenda objectives: Although your Hidden Agenda stays the same throughout the game, you can score points for it each and every year.
2. Top 5 Well Being Pts (WB Pts): WB Pts get erased every year, keeping you competitive every year.

**Sequence of Events**

* *The Civic* Mirroris played in rounds called *years*, with each year having four in class events called *seasons*.

1. Winter: House of Commons
2. Spring: Open Market
3. Summer: Town Hall
4. Fall: National Court

**SUMMARY OF HEX MAP ECONOMY**

**General Rules**

* Every country begins with $100,000 cash
* There are three hex categories: residential, business, and wilderness hexes.
* Hexes can be owned by only one citizen or the government. (Except the City Center which can have three different owners for the three businesses)
* Residential and business hexes must be ‘powered’ in order to serve their purpose (function).
* Hex owners power their hexes by consuming one E/I unit for that purpose.
* E/I hexes are automatically powered at the start of every simulated year.
* E/I hexes always produce 15 units.
* The economy starts over every year; all unused units disappear and everything needs to be repowered.

**Residence Hexes**

* Each family can live in only one residence hex per year.
* No shelter for a year results in one death (loss of 10 SPs).
* Citizens can own many residence hexes, live in one, and rent the others.
* Residence hexes do not provide shelter if they are not powered with an E/I unit.

MANSIONS

* Give 15 WB Pts.
* Can house one family per year.

HOUSES

* Give 10 WB Pts.
* Can house one family per year.

APARTMENT COMPLEXES

* Give 5 WB Pts.
* Can house multiple families per year:
* 1 family when class size=011
* 2 families when class size=12-14
* 3 families when class size=15-17
* 4 families when class size=18-20
* 5 families when class size=21-23, etc.

**Business Hexes**

* Business hexes produce different kinds of ‘units.’
* One unit can only be consumed for one purpose.
* The number of units a Business hex produces equals half the class size, rounding up. For example, 23 students ÷ 2=11.5, rounding up to 12 units per Business hex.
* E/I hexes are exceptions to the above rule; they automatically produce 15 units at first.
* A unit is only good for the year that it was produced and cannot be kept for use in future years.

**E/I Hex**

* E/I hexes automatically produce 15 units in their first three years (yrs. 2000–02).
* Then unit production is as follows:
* 2003: 12
* 2004: 10
* 2005: 8 etc., decreasing by 2.
* E/I hexes can be made ‘renewable’ by consuming seven education and eight technology units into one E/I hex *for that purpose*.

**Farm Hex**

* No food consumed in a year results in one death (loss of 10 SPs).
* Each consumed food unit gives 5 WB Pts (max. 15).
* See Wilderness Hexes and the Environment for more important rules.

**Healthcare Hex**

Three purposes of Health units:

1. Provide families with needed human services units (5 WB Pts saved).
2. Protection against Medical Emergencies (die rolls of two or 12).
3. Protection against four Bad Wild Cards.

One Health unit can only be used for one of the three purposes stated above.

**Education Hex**

* Provides families with needed human service units (5 WB Pts saved).
* Units can contribute to renewable E/I development.

**Security Hex**

* Produces *Safety units*.
* Safety units protect against 10 bad Wild Cards.

**Insurance Hex**

* Insurance units protect against 14 bad Wild Cards.

**Arts & Entertainment and Technology Hex**

* Produce ‘luxury’ units.
* Each consumed unit gives three WB Pts (max. nine).
* Tech units can contribute to renewable E/I development.

**City Centre**

* Contains an Insurance, Arts & Entertainment, and Technology business.
* Can have three different owners for each business.
* Requires one E/I unit to power it.

**Wilderness Hexes and the Environment**

* All citizens earn WB Pts depending on how many Wilderness hexes there are in their country.
* As Wilderness hexes are developed, citizens earn less and less as WB
* Pts and family members will randomly DIE at end of year
* calculations.
* The breakdown is as follows:
* 15+ Wilderness hexes=5 WB Pts
* 10−14 Wilderness hexes=3 WB Pts, 1 random death
* 5−9 Wilderness hexes=1 WB Pt, 2 random deaths
* 3−4 Wilderness hexes=0 WB Pts, 3 random deaths
* 1−2 Wilderness hexes=0 WB Pts, 4 random deaths
* 0 Wilderness hexes=0 WB Pts, 5 random deaths.

**Food Production and Green River Hexes**

* For every Green River hex that is developed, every farm in the country produces one less food unit.
* Once three (or more) River hexes are developed, even more random citizen deaths occur as follows:
* 1−2 Green River hexes left=1 random death
* all Green River hexes developed=2 random deaths.

**HEX DEVELOPMENT**

* Hexes can be redeveloped if three E/I units are consumed for that purpose.
* Hexes can only be developed by their owners.
* Hex development occurs in between years.
* Residential and business development is ready one year after the investment was made.
* Wilderness hex development is ready one year after the investment was made.
* E/I units do not need to be consumed in the same year for development.

**ENVIRONMENTAL RESTORATION**

* It takes two extra years of ‘growing’ to develop a hex into a Wilderness hex once the four E/I units have been invested.

**WB PTS FOR NEIGHBOURHOOD QUALITY**

* Every year you will gain and lose WB Pts based on the kinds of hexes that surround the one you lived in for that year as follows:
* Next to a Wilderness hex= +3 each (max 9 Pts)
* Next to a Mansion= +2 each (max 6 Pts)
* Next to a House= +1 each
* Next to an Apartment Complex= 1 each
* Next to a Farm or a Human Services Business (Education, Healthcare) = +1 each
* Next to an Industrial Business= 3 each (E/I, Security, Transportation)
* Next to a Commercial Business= 2, 3, 4, etc. (City Centre, Insurance, Tech, A&E).

**WILD CARDS**

* Every citizen randomly given one of 40 Wild Cards at end of year.
* There are 12 good Wild Cards that give positive rewards.
* There are 28 bad Wild Cards (14 Insurance related, 10 Safety related, 4 Health related).

**DICE ROLLS AND MEDICAL EMERGENCIES**

* At the end of every simulated year, the program rolls you a two dice roll.
* A roll of two means a family member had a *Serious Health Emergency*: 15 WB Pts reduction.
* A roll of 12 means a family member had a *Fatal Health Emergency*: Death and loss of 10 SPs.
* Both kinds of emergencies are protectable with health units (consumed for this purpose).

**WELLBEING POINTS SUMMARY**

Death = Zero WB Points

* If you incurred a DEATH at the end of a simulated year, you lose all of the WB Pts you earned that year (and will also lose 10 SPs).

Housing and WB Points

* Mansion 15
* House 10
* Apartments 5
* Residence hex must be ‘powered’ to be of any worth
* Failure to live in a ‘powered’ residence hex results in a family death!

Miscellaneous WB Pts

* Food unit (max 3 per year): 5 (max 15 Pts per year)
* A&E units (max 3 per year): 3 (max 9 Pts per year)
* Technology units (max 3 per year): 3 (max 9 Pts per year)
* Failure to obtain a food unit will result in a family death!

Neighbourhood and WB Points

* Living next to Wilderness hex: 3 (max 9 Pts per year)
* Living next to Mansion: +2 (max 6 Pts per year)
* Living next to House: +1 each
* Living next to Apt: −1 each
* Living next to Farm, Education, or Health: +1 each
* Living next to E/I, Security, City Centre: −3 each

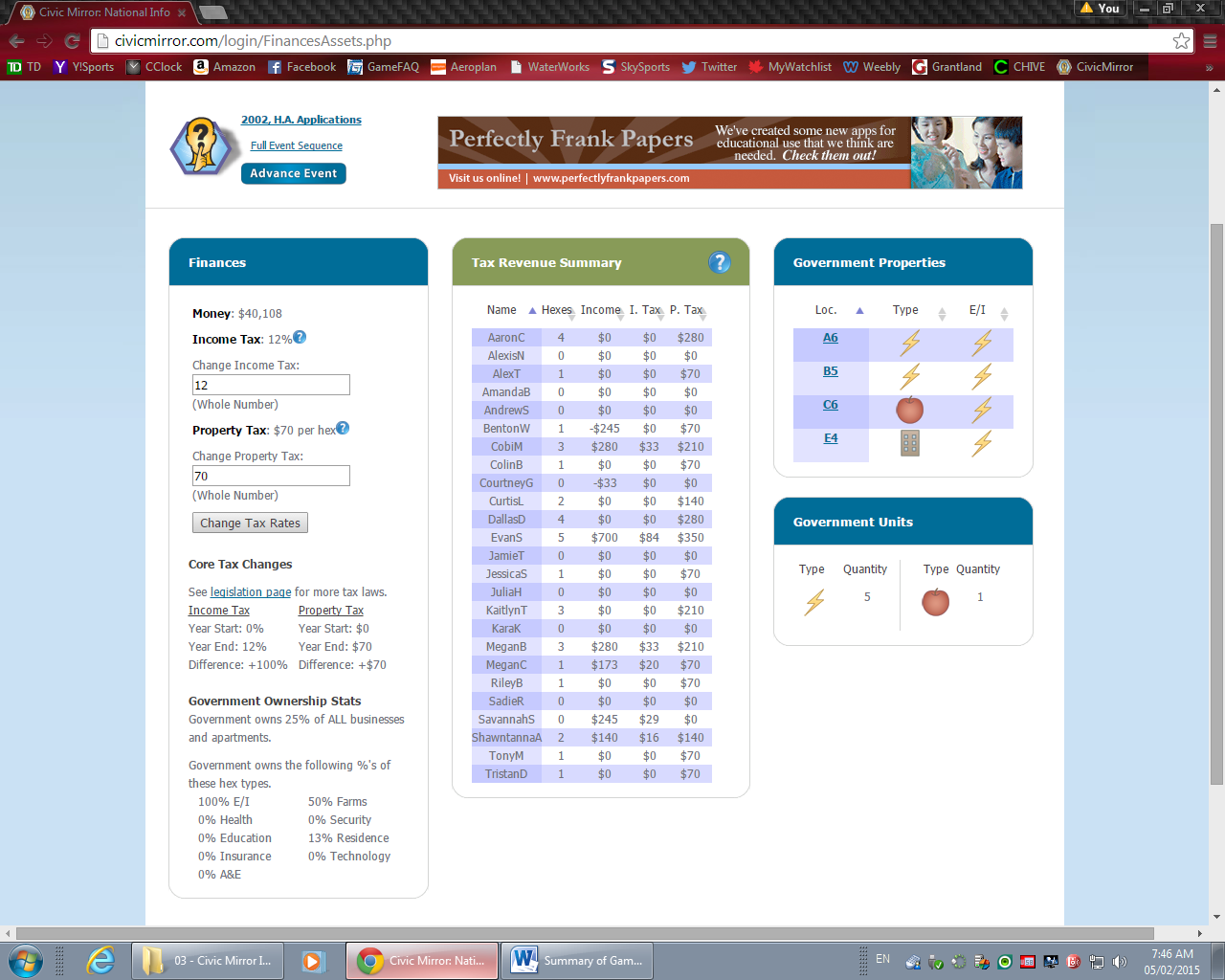
Wilderness Hexes at end of the year and WB Points

* 15+ Wilderness hexes: Everybody gets 5 Pts
* 10-14 Wilderness hexes: Everybody gets 3 Pts plus 1 random death
* 5-9 Wilderness hexes: Everybody gets 1 Pts plus 2 random deaths
* 3-4 Wilderness hexes: 0 Pts plus 3 random deaths
* 1-2 Wilderness hexes: 0 Pts plus 4 random deaths
* 0 Wilderness hexes: 0 Pts plus 5 random deaths

Ways to Lose WB Points

* Failure to get an Ed unit: −5 WB Pts (for each one you need) for Human Services
* Failure to get a Health unit: −5 WB Pts (for each one you need) for Human Services
* Medical Emergencies & Wild Cards
* Die Roll of 2=Serious Medical Emergencies (protected by having a Health unit): −15 WB Pts
* Die Roll of 12=Life Threatening
* Medical Emergencies (protected by having a Health unit): 1 death and loss of 10 Status Pts
* Good Wild Card: +WB Pts and $$
* Bad Wild Card (protected by having an Insurance, Safety, or Health unit depending on the bad Wild Card): Loss of WB Pts, $$$, and/or death (which results in lost Status Pts)

**SUMMARY OF GOVERNMENT**

* You will use a modified version of the Canadian Constitution Acts (especially *The Charter*) as your own.
* You will form political parties and have government elections before *The Civic Mirror* begins.
* You will have a seven seat House of Commons.
* The party that wins the most seats becomes the government; the party leader will become Prime Minister. The party with the second most seats becomes the Official Opposition.
* The PM nominates an MP to be Speaker of the House; this must be approved by a majority in Parliament.
* PM nominates a National Judge; House must approve nominee.
* Crisis Votes may be called if there is a dispute over government authority and legitimacy.