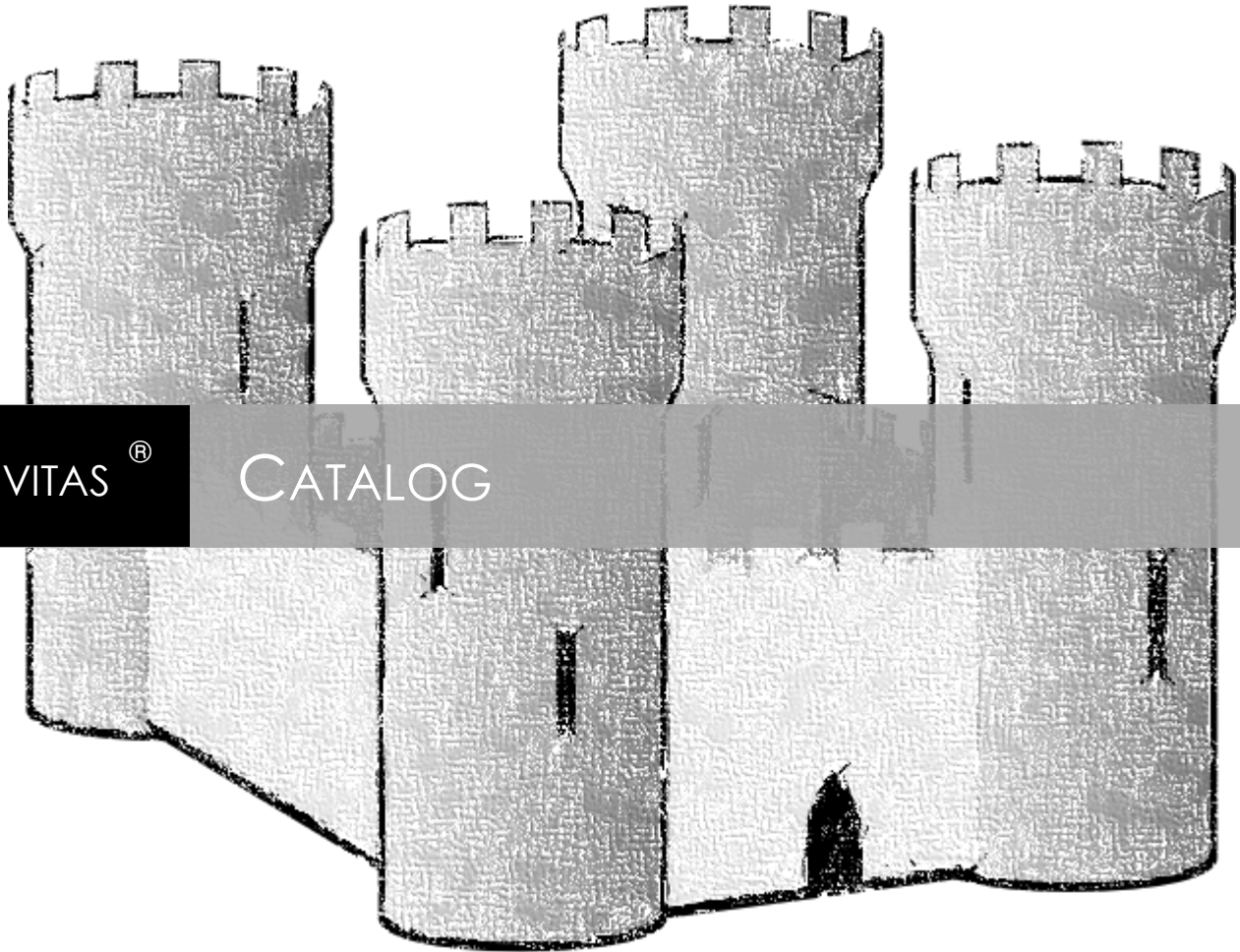


2017-2018



CIVITAS[®]

CATALOG

TEAM 3

Tidings of Peace Christian School | World History



An educational & interactive way
to learn about the development of
civilizations

Instructions

Goal

Help students teams think through the necessary components of a successful civilization while attempting to build the wealthiest civilization.

Components

Per Game

- 1 game board
magnetic 4' x 8' sheet of metal
- 1 Store
- 1 Teacher's Manual
- 1 dice

Per Team

- 2 students (minimum)
- 1 continent
- 1 Catalog
- 1 farmer per student
- 1 grain card per farmer

Starting the Game

Choosing continents

The game begins with each team choosing a continent. Each team rolls the dice to determine the order for choosing. The team with the highest number gets to choose first. The second choice is made by the team with the next highest number. If a team has less players than the opposing teams they automatically choose first.

Choosing starting location

After choosing their continent each team has the privilege of choosing which location on their continent they will begin their civilization. All team members must place their farmers in adjoining squares.

Playing the Game

Play days

A play day will occur every Friday. All playing is done during the 20 min. play days. Every play day each of the following will occur . . .

Planning Meeting

Each civilization is allowed a 10 min planning meeting as soon as a play day begins.

Store

The store will be open for 10 min. directly following the planning meeting. New items will be added to the store as we learn about them in class. New items will not be announced.

Pay

Each student will receive payment based on their test scores from the previous week. Payments for tests taken on a Friday will be credited on the following play day.

100% = \$2,000

95-99% = \$1,000

90-94% = \$500

85-89% = \$250

81-84% = \$125

80% = \$100

Chance cards

Every play day after the first one each civilization chooses 1 chance card. The calamity or blessing listed on the card may be effective immediately or at a later time, per card instructions.

Winning the game

The winning team will be determined based on their value in dollars. Value will be determined based on purchase price unless otherwise specified. Each resource card will equal \$1,000.

Changes to the rules





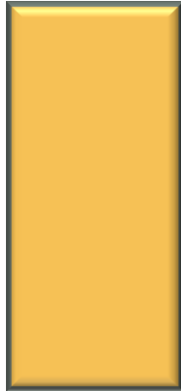



As history progresses

As we learn about innovations in class new items will be added to the store. Some of these items will be game changers and therefore will require changes to the rules.

As necessity dictates

Because you are the first class to play Civitas® it may become apparent as you play that the designers missed parts that should be added to or subtracted from the rules. Please be understanding if these changes need to be made.

Key

Essentials		Resources	People
			
Houses & Cities		Transportation	Machinery
			
Extras			
			

Essentials

Buying Essentials

Each team is required to buy one of each of the essentials before harvesting any resources. These are one time purchases.

Water



Purchase: **\$500**

Knife



Purchase: **\$500**

Fire



Purchase: **\$500**

Resources

Harvesting Resources

Resources can only be harvested from developed resource plots. For every resource being harvested a dice must be rolled. The number of resource cards harvested is based on the number rolled, except a 6 = 0 resource cards. The appropriate maintenance fee must be paid per lot being harvested prior to rolling the dice.

Purchasing Grain

Grain is the only purchasable resource. It may only be bought when needing to support the population.

Planting Grain

Grain is the only resource that can be harvested off of a non-grain section. There is a one-time clearing cost of \$2,000.

Grain



Purchase: **\$1,000**

Ore



Purchase: **N/A**

Oil



Purchase: **N/A**

Wood



Purchase: **N/A**

Stone



Purchase: **N/A**

People

Purchasing People

People may only be bought with money.

Supporting People

Each grain card supports 10 people in the civilization. Every person over an even 10 require their own grain cards. (ex. 11= 2 grain cards) Each play day the appropriate amount of grain cards must be turned into the store per the civilization's population. If grain runs out it may be purchased from the store at \$1,000 per card.

Dying/Trading People

If grain and money run out the excess people must either die or be traded to another civilization. The traded people must be able to be transported and supported at their transported location.

Farmers

A farmer's labor cost can be cut in half with a one-time purchase of a plow.

Farmer



Purchase: **\$1,000**
Maintenance: **.1 grain**
Labor: **2 grain**

1



Purchase: **\$100**
Maintenance: **.1 grain**

10



Purchase: **\$1,000**
Maintenance: **1 grain**

100



Purchase: **\$10,000**
Maintenance: **10 grain**

Houses and Cities

Purchase

With specified resource

Houses

Require 2 people

Types

Dirt & Wood

Easily destroyed by floods, fires and other disasters.

Stone

Indestructable

Cities

Require 10 houses and will be considered dirt, wood, or stone according to the majority of houses within. A city magnet is traded into the store for all the houses used to build it.

Settlements

A settlement begins once 1 house is built. Each settlement requires a water source. If a house does not border a river, a pump must be purchased. Any developed plot bordering a plot with water may use the water. A divider and card holder is required for each settlement.

Dirt



Purchase: **3 grain**
Maintenance: **1 grain**
Requirements:

Wood



Purchase: **8 wood**
Maintenance: **1 wood**
Requirements:

Stone



Purchase: **15 stone**
Maintenance: **1 stone**
Requirements:

City



Purchase: **20 of house type**
Maintenance: **2 stone**
Requirements: **10 houses**

Benefits: **Added protection, doubles in value (\$20,000) every 5 play days**

School



Purchase: **10 any**
Maintenance: **1**
Requirements: **25 people**

Benefits: **Allows for a college**

College



Purchase: **20 any**
Maintenance: **2**
Requirements: **1 school, 50 people**

Benefits: **Your payments increase by 5%**

Machinery

Purchase

With money or grain

Return Policy

There is no refund for machinery. If it cannot be maintained it must be returned.

Plow



Purchase: **\$5,000/5**

Stone Quarry



Purchase: **\$2,000/2**
Maintenance: **1 stone card**
Requirement: **1 person**

Lumber Mill



Purchase: **\$2,000/2**
Maintenance: **1 wood card**
Requirement: **1 person**

Water Well



Purchase: **\$2,000/2**
Maintenance: **1 ore**

Ore Mine



Purchase: **\$2,000/2**
Maintenance: **1 ore card**
Requirement: **1 person**

Transportation

Purchase

With money or specified resource

10 People

Occupy the same area as 1 resource. They require 1 grain per day traveled.

Reaching your destination

You may travel as many days as you can afford, but you must be able to reach a place that you can restock if necessary.

Roads or Rivers

Are required to reach any destination that is not yet developed. Developed plots that are touching each other may share people and resources without transportation fees.

Ports

Are required by anyone wanting to access the ocean. They may only be built where a river meets an ocean. They may also be built by foreign civilizations wishing to enter a continent.

Wagon



Purchase: **\$2,000/2 wood**

Maintenance: **1 wood**

Capacity: **5 resource**

Fuel: **1 grain**

Distance : **5 lengths**

Wooden Ship



Purchase: **\$5,000/5 wood**

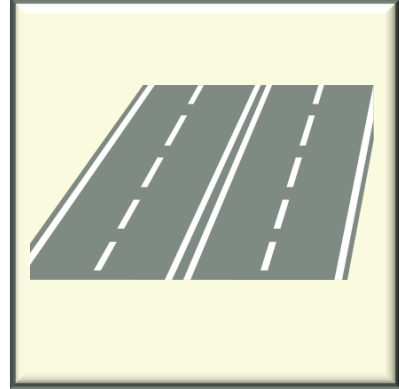
Maintenance: **1 wood**

Capacity: **25 resource**

Fuel: **2 grain**

Distance: **7 lengths**

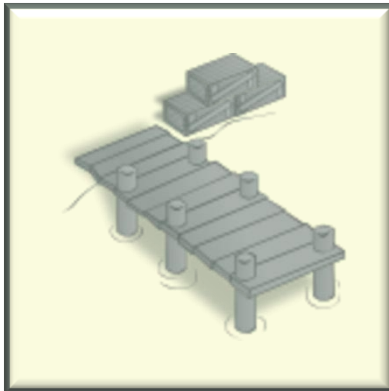
Road



Purchase: **1 stone/ore & 1 wood**

Maintenance: **1 ore/stone/wood**

Port



Purchase: **1 stone/ore & 2 wood**

Maintenance: **1 wood**

Exception: **The first port may be bought for \$10,000 if no wood is available.**

Iron Ship



Purchase: **\$10,000/10 ore**

Maintenance: **1 ore**

Capacity: **35 resource**

Fuel: **3 grain**

Distance: **8 lengths**

Armies

Purchase

With money only. People may be changed to soldiers by paying their purchase price again. The soldier cards are to place in your binders and a blank magnet will be given to place on the board in time of battle.

Transportation

Double regular transport costs when moving soldiers.

Roads or Rivers

Soldiers may move without roads/river as long as they can still touch each other and one of the magnets are touching a road, river, or sea.

Ports

Are required for any ship wanting to travel from the sea to river, but not for the unloading of soldiers or supplies during a battle.

Declaring War

A public declaration of war must be made at the beginning of the playday in which you plan to attack. The settlement(s) of attack must also be announced.

Battles

The first 5mins of the store preference will be given to those purchasing supplies for a battle. No battle purchases may be made after the 5mins. The next 2min are for setup. No battle set up may be made before this point or after the 2mins. Once a ship or a soldier magnet is placed it may not be moved. The next 2mins are for battle. Any soldiers or ships within 5 squares of the battle are included.

Winning

Land and sea battles are determined separately as well as each ship or magnet. The magnet/ship removed is outnumbered by the closest enemy. A wooden ship surrenders to a metal ship, but ships of similar make are eliminated by the most soldiers on board. Ships survive battles, but not soldiers. The terms of surrender must be agreed upon by the end of the next playday and overseen by a member of a neutral team, if no neutral teams, the teacher.

10



10 Soldiers

Purchase: **\$2,000**
Maintenance: **2 grain**

50



50 Soldiers

Purchase: **\$10,000**
Maintenance: **10 grain**

100



100 Soldiers

Purchase: **\$20,000**
Maintenance: **20 grain**

Extras

Plow



Purchase:
Maintenance:
Capacity: **1 resource card**

Ore Mine



Purchase:
Maintenance:
Capacity: **5 resource cards**

Stone Quarry



Purchase:
Maintenance:
Capacity:

Oil Refinery



Purchase:
Maintenance:
Requirements:
Benefits:

Lumber Mill



Purchase:
Maintenance:
Requirements:
Benefits:

Purchase:
Maintenance:
Requirements:
Benefits:

Pages to Add Later

- *Transportation*

Transportation

Wagon



Purchase: **\$2,000/2 wood**

Maintenance: **1 wood**

Capacity: **5 resource**

Fuel: **1 grain**

Distance : **5 lengths**

Wooden Ship



Purchase: **\$5,000/5 wood**

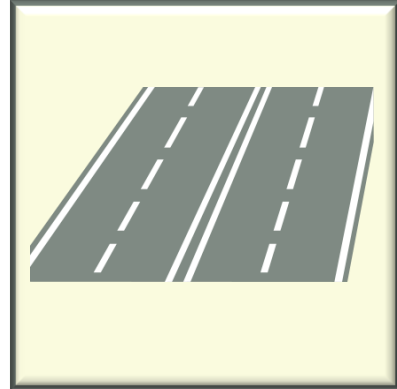
Maintenance: **1 wood**

Capacity: **25 resource**

Fuel: **2 grain**

Distance: **7 lengths**

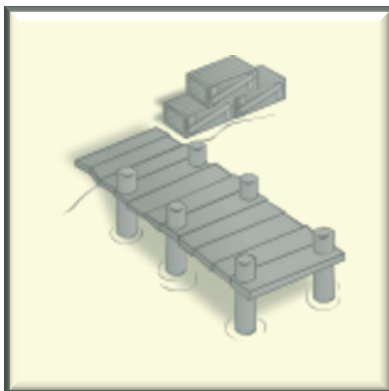
Road



Purchase: **1 stone/ore & 1 wood**

Maintenance: **1 ore/stone/wood**

Port



Purchase: **1 stone/ore & 2 wood**

Maintenance: **1 wood**

Exception: **The first port may be bought for \$10,000 if no wood is available.**

Iron Ship



Purchase: **\$10,000/10 ore**

Maintenance: **1 ore**

Capacity: **35 resource**

Fuel: **3 grain**

Distance: **8 lengths**

Gas Ship



Purchase: **\$20,000/20 ore**

Maintenance: **1 ore**

Capacity: **50 resource**

Fuel: **10 gas**

Distance: **20 lengths**

Machinery

Plow



Purchase: **\$5,000/5**

Stone Quarry



Purchase: **\$2,000/2**
Maintenance: **1 stone card**
Requirement: **1 person**

Lumber Mill



Purchase: **\$2,000/2**
Maintenance: **1 wood card**
Requirement: **1 person**

Ore Mine



Purchase: **\$2,000/2**
Maintenance: **1 ore card**
Requirement: **1 person**

Machinery

Plow



Purchase: **\$5,000/5**

Stone Quarry



Purchase: **\$2,000/2**
Maintenance: **1 stone card**
Requirement: **1 person**

Lumber Mill



Purchase: **\$2,000/2**
Maintenance: **1 wood card**
Requirement: **1 person**

Ore Mine



Purchase: **\$2,000/2**
Maintenance: **1 ore card**
Requirement: **1 person**

Oil Refinery



Purchase: **\$4000/4**
Maintenance: **1 gas card**
Requirements: **1 person**

- *Resource Cards*
- *Playing Cards*

Pages to Print

Civitas ®

STORE

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Teacher's Manual

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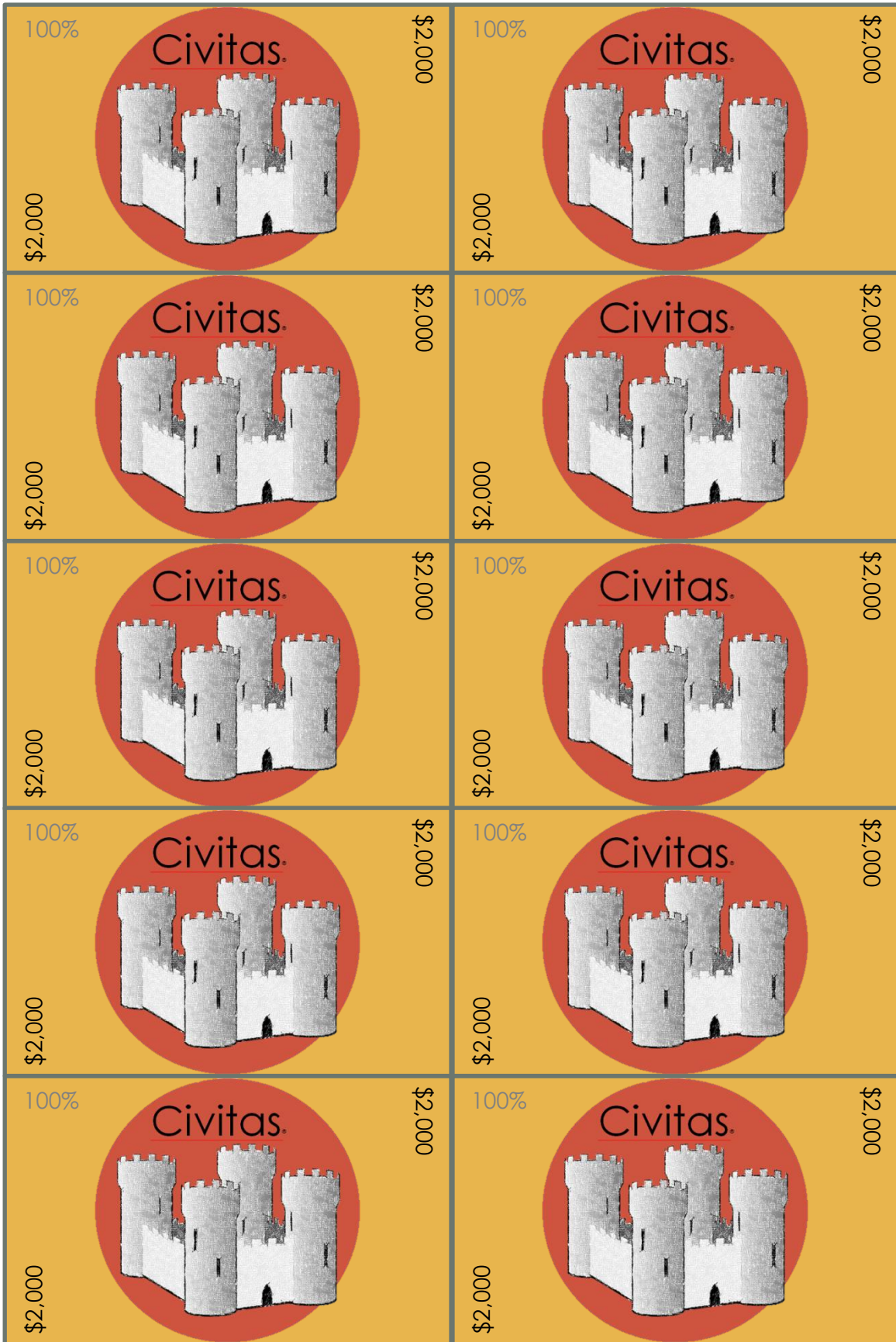
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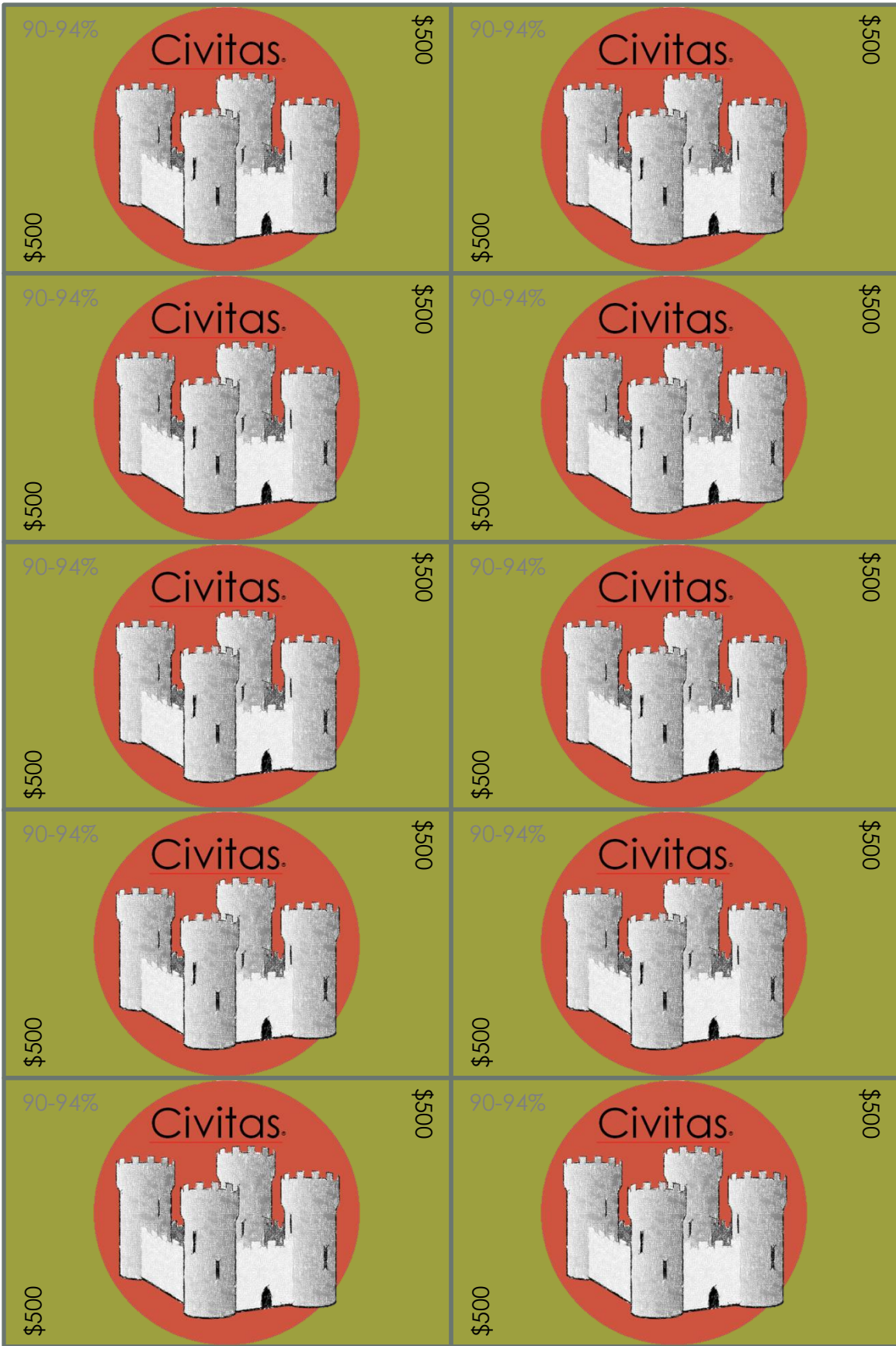
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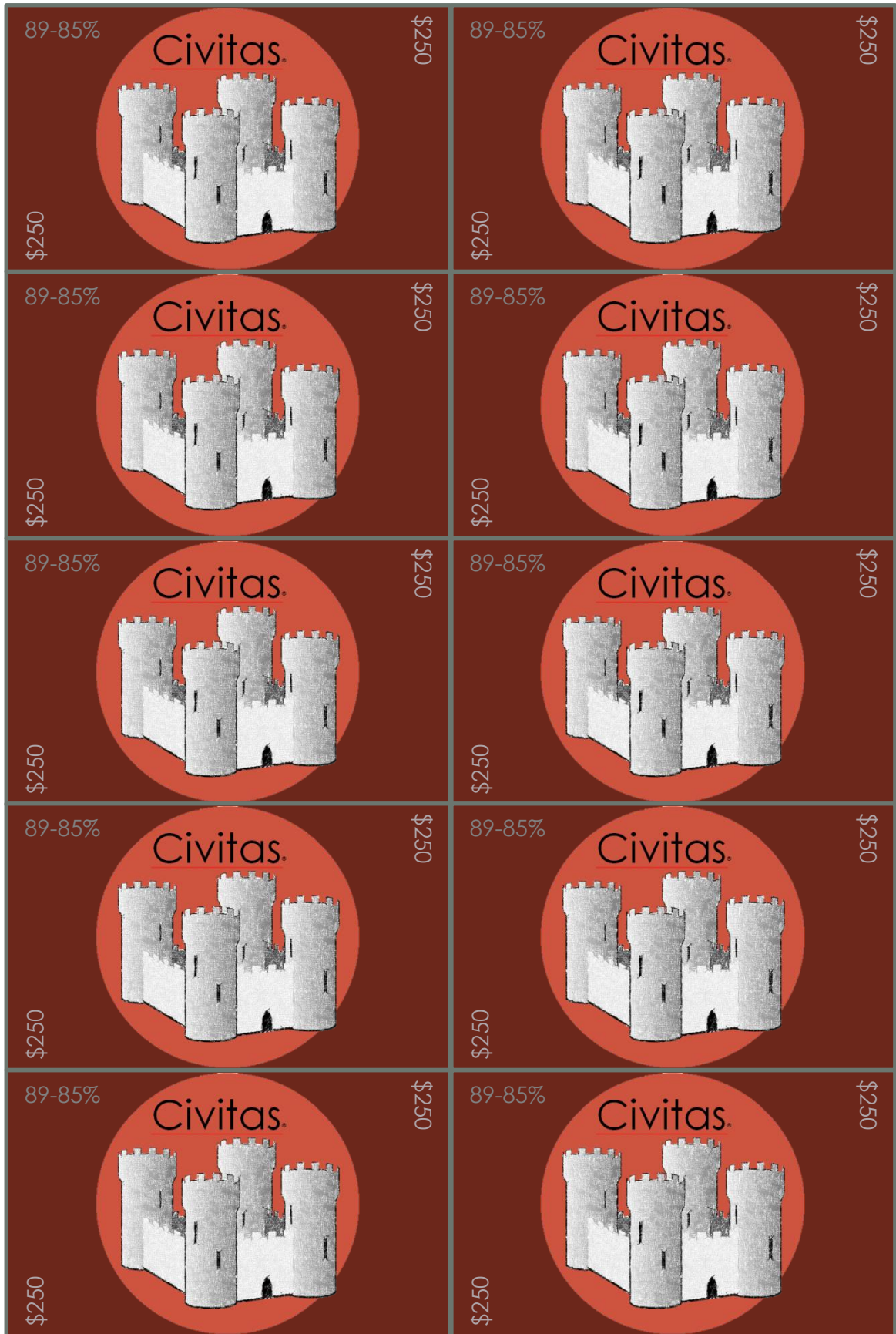
TEAM 1

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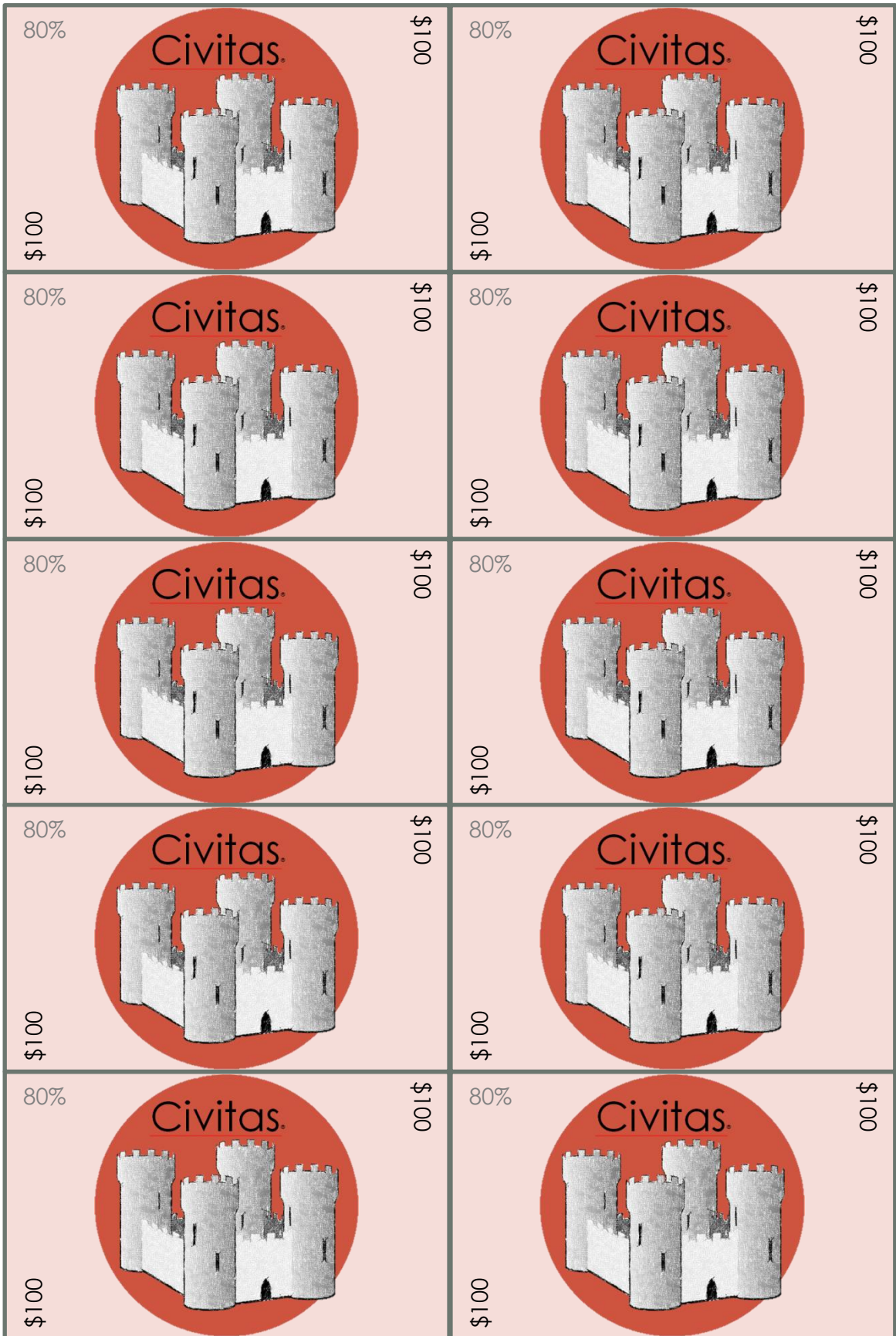






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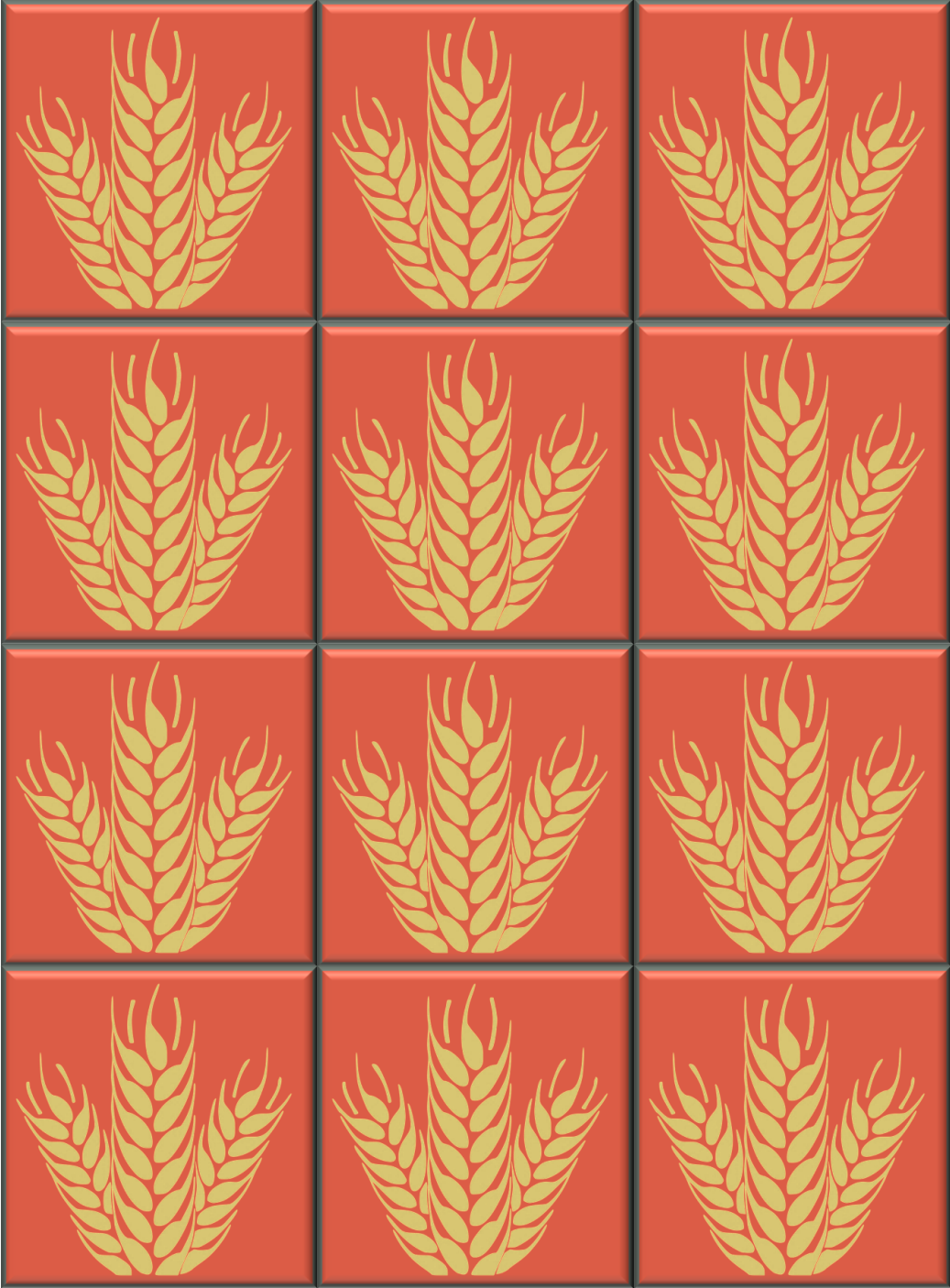
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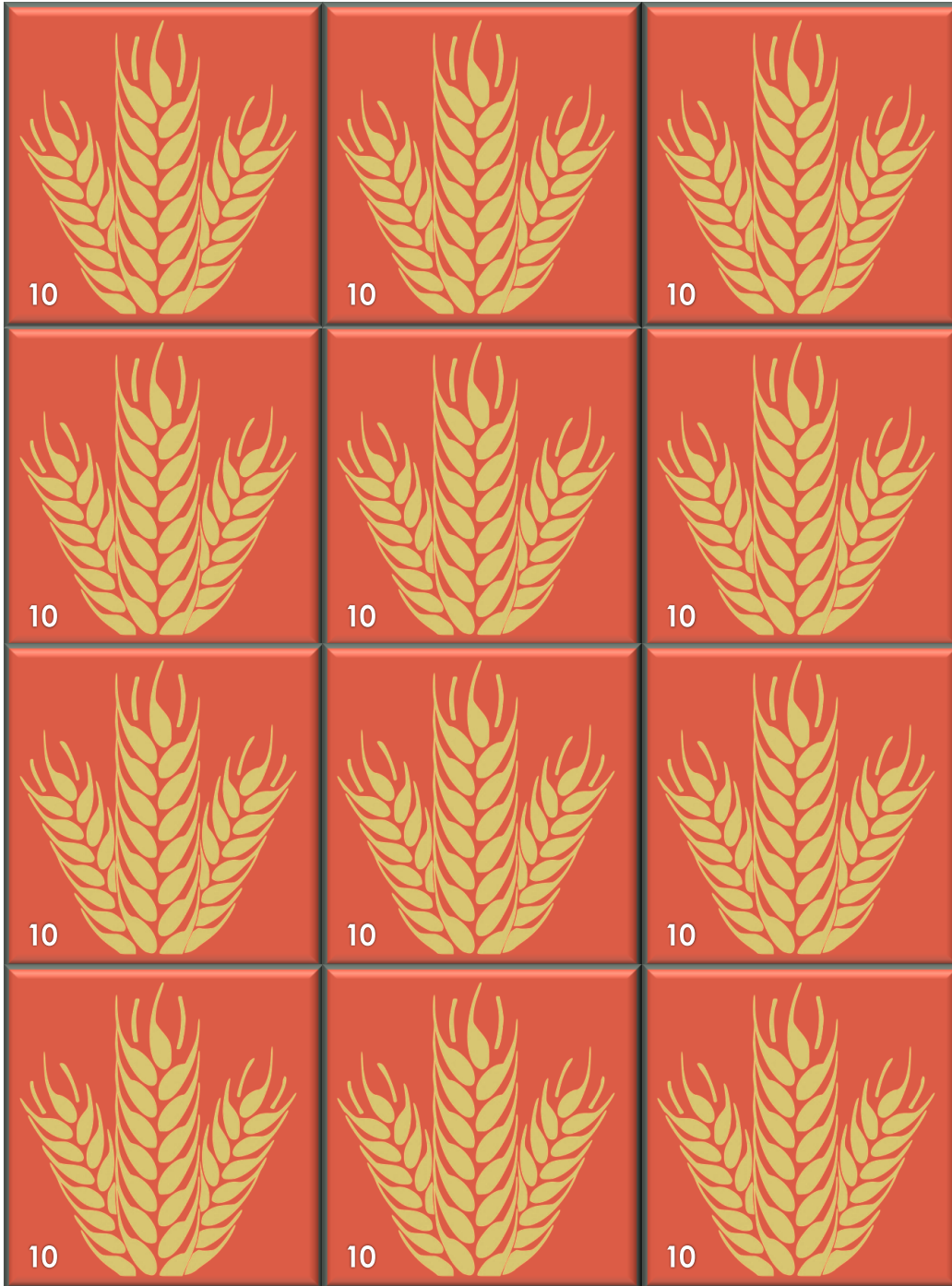


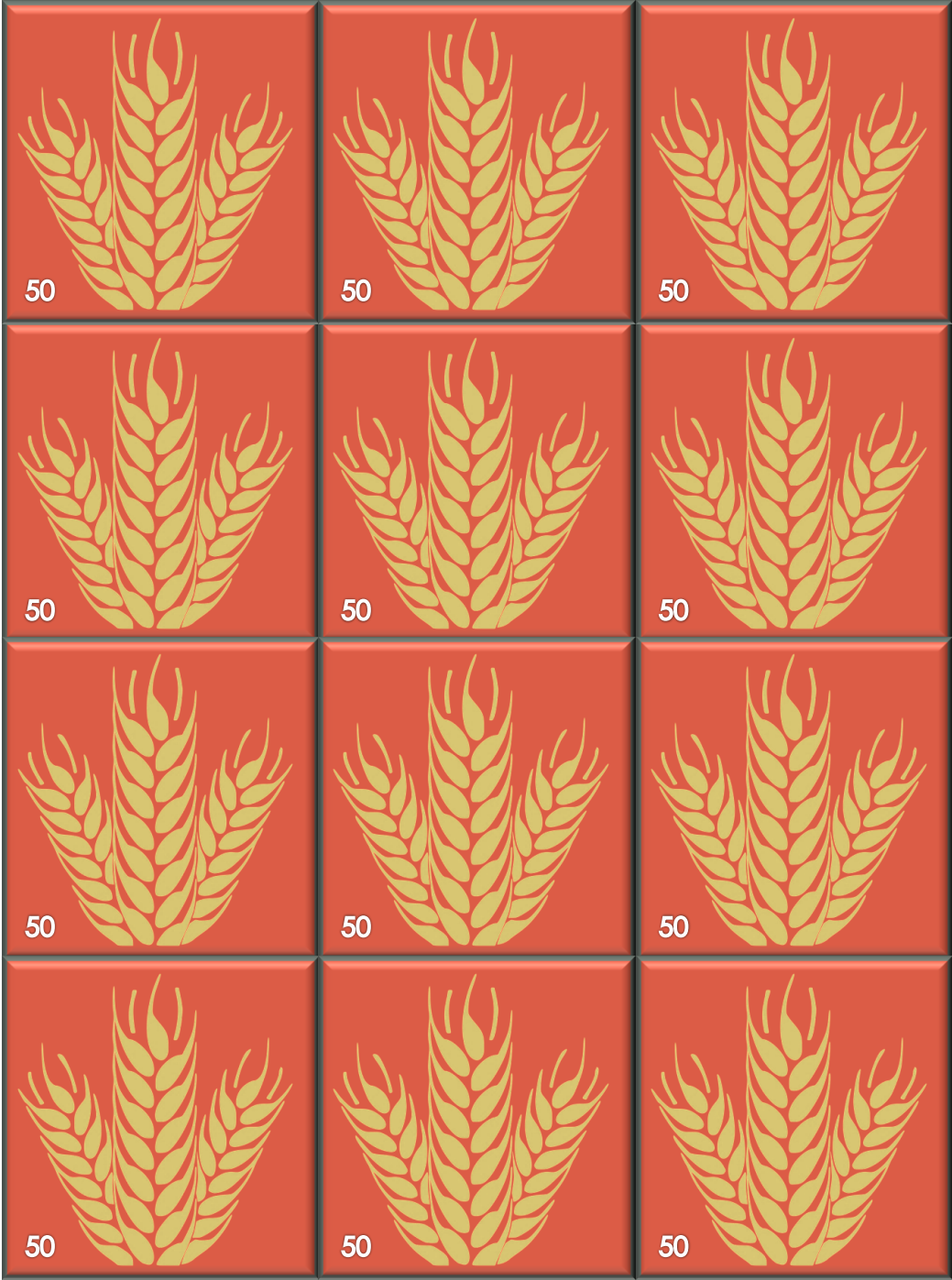
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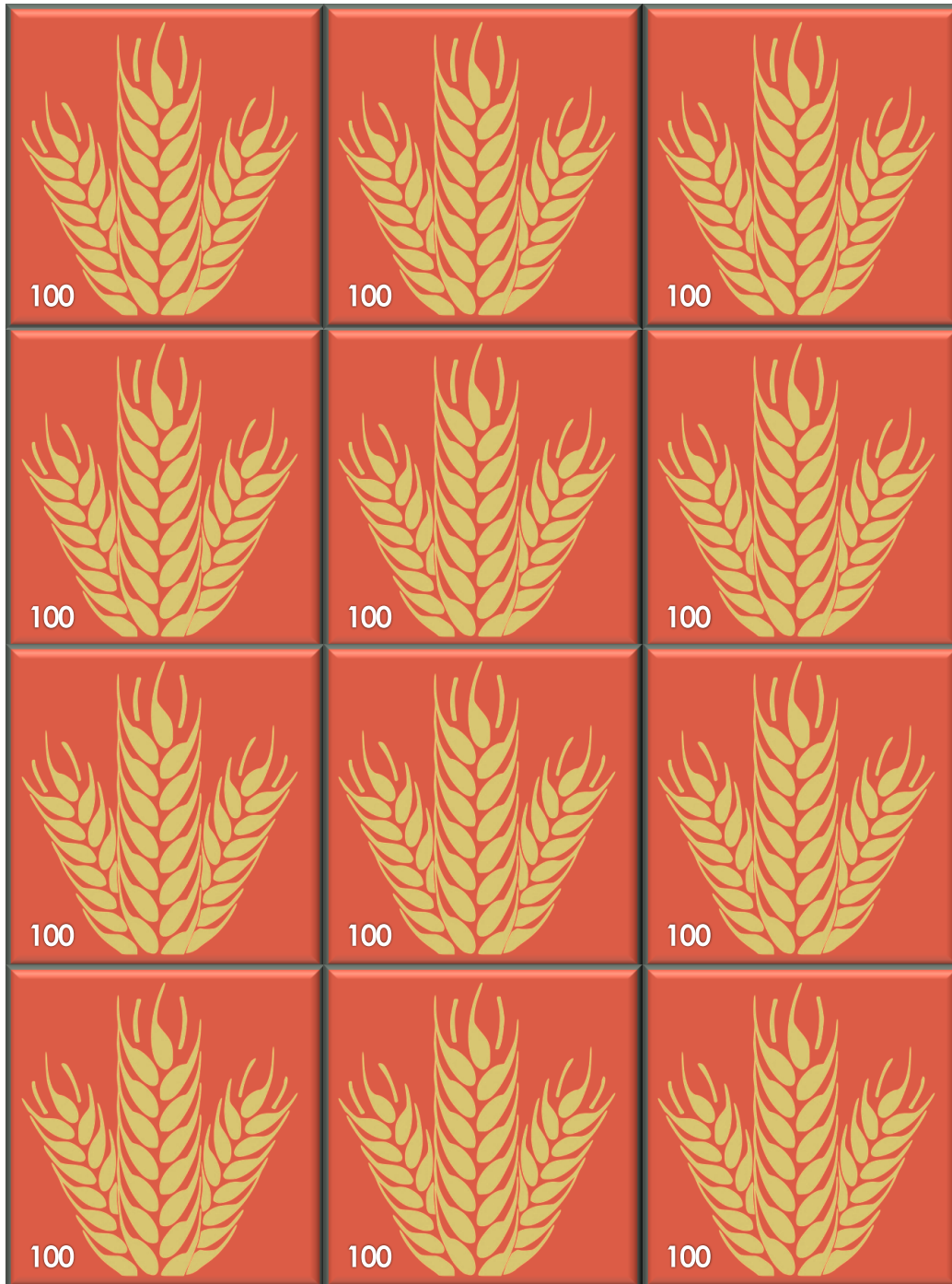


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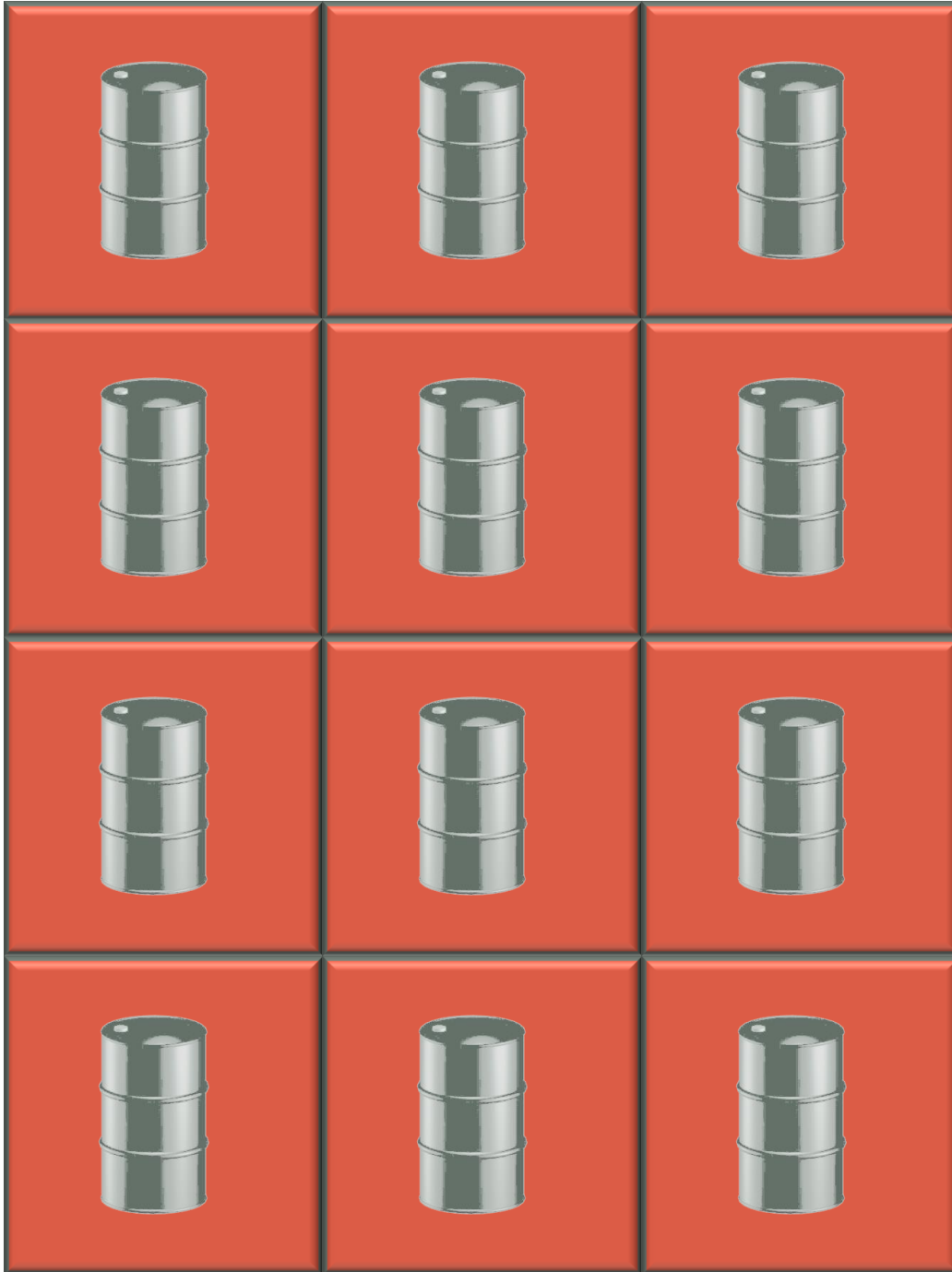


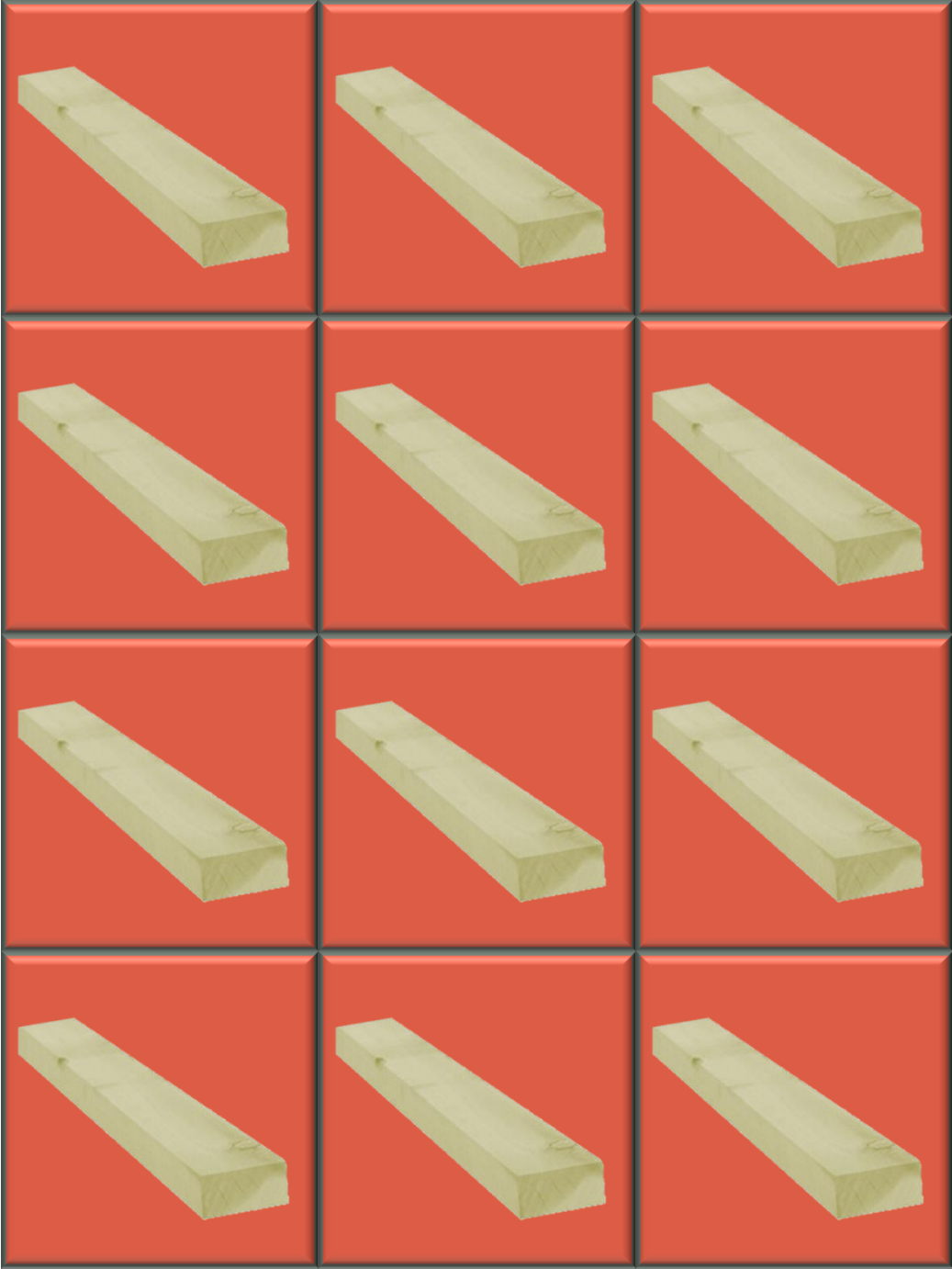




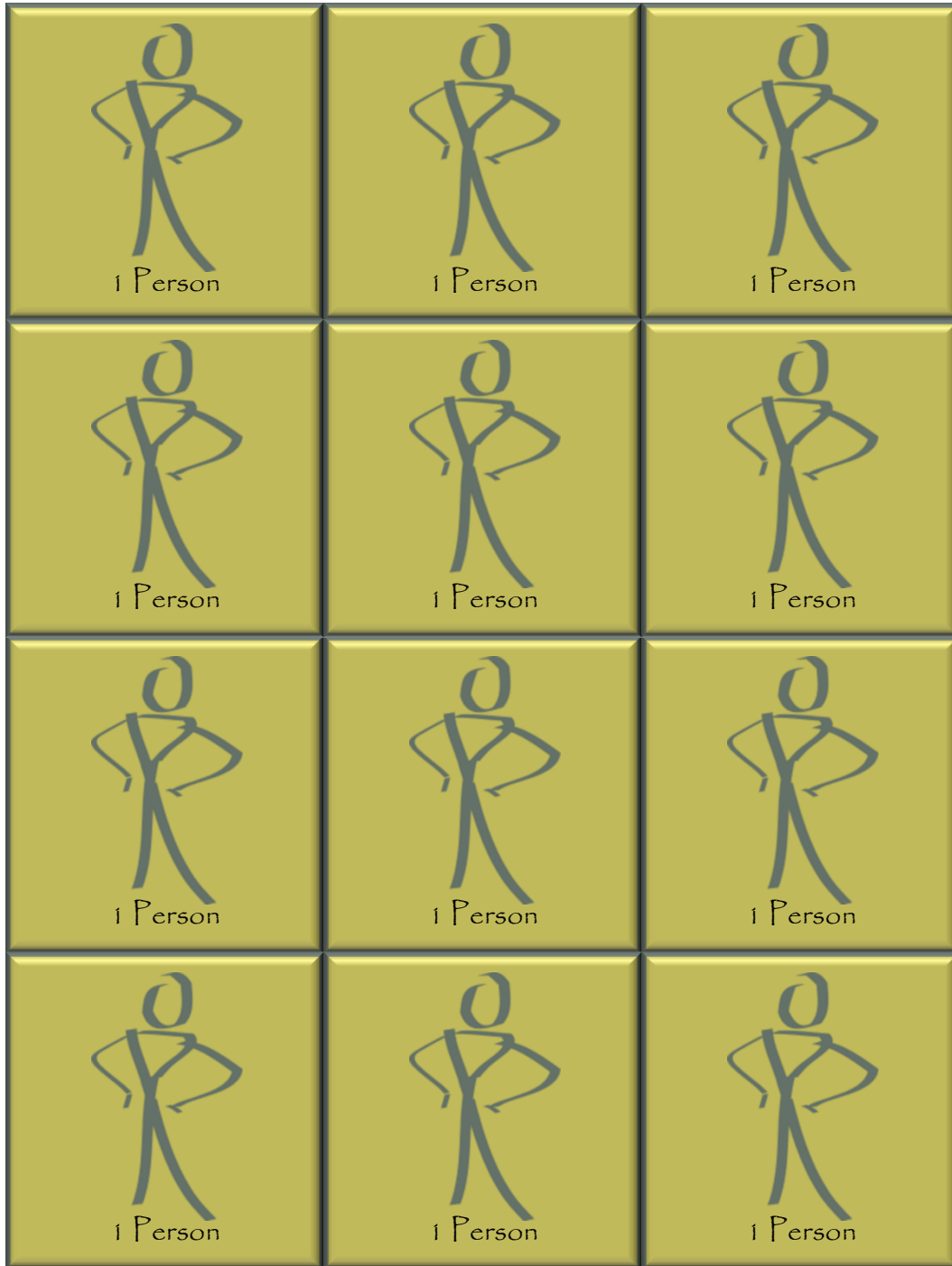


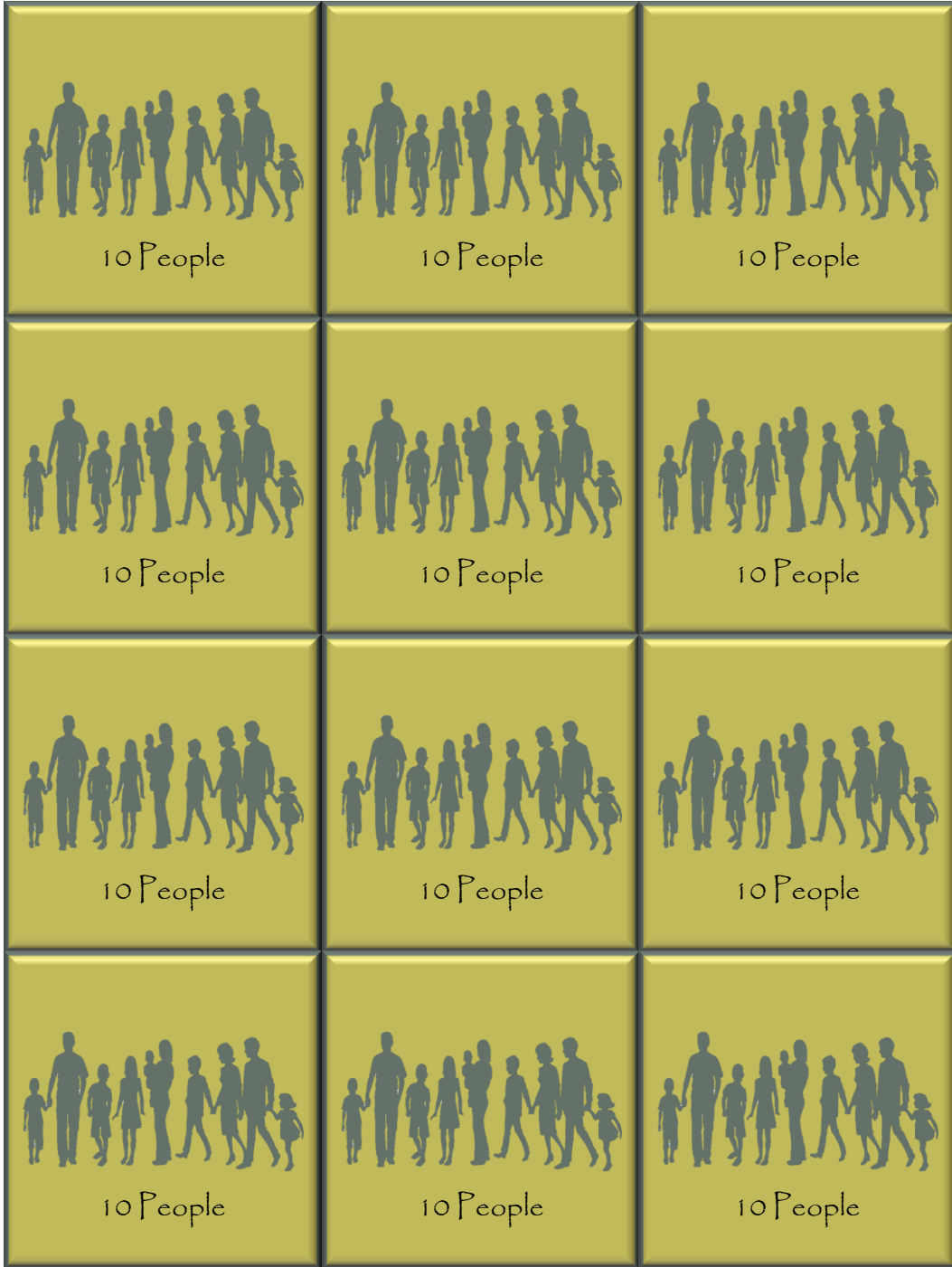


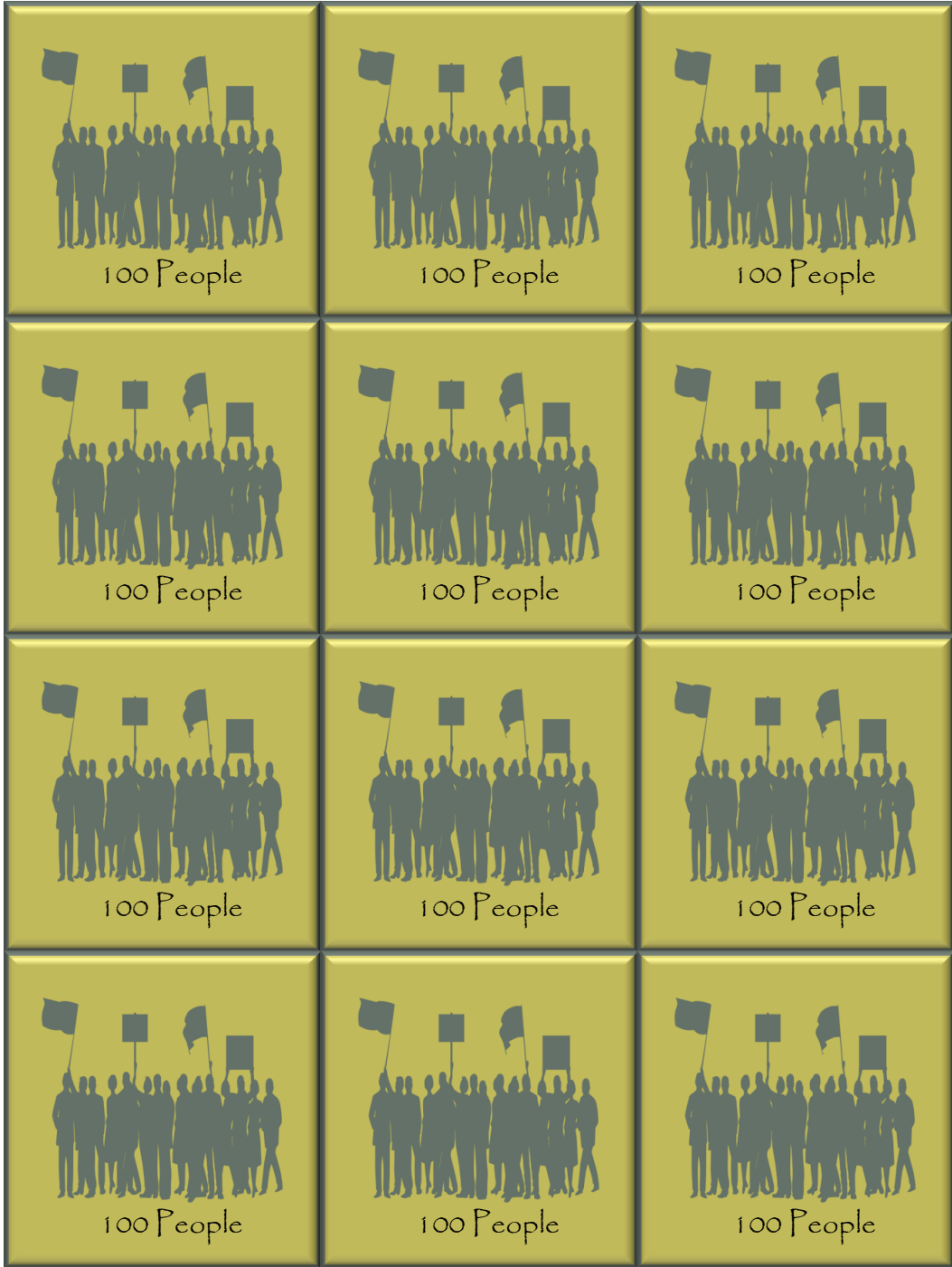










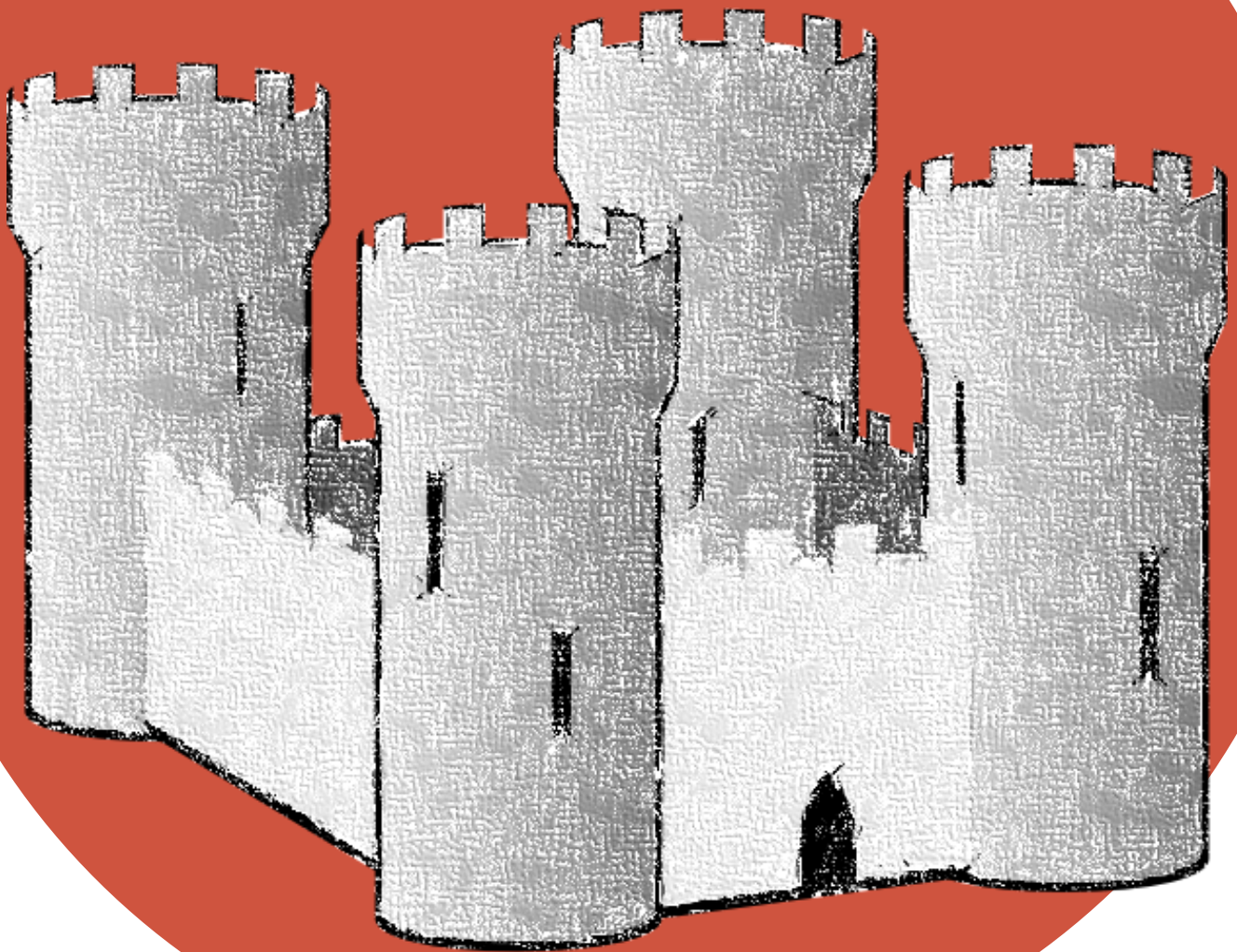












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