

The Executive code

Section 1 - Definitions

1. This act defines the following terms.
 - a. Executor: An executor is a member of the executive branch that was elected by the people or appointed by the ministers. This includes ministers, mayors, the general and the secretary. This excludes proxies.
 - b. Voting Period: The Voting Period is the period of time during which the Executives who are eligible to cast their vote for an action may cast their vote.

Section 2 - Parameters

1. In this code, the Legislature preemptively regulates other in-game aspects under jurisdiction of the Executive, but the regulations shall not micromanage the Executive Branch, leaving them with no ability to make any meaningful decisions.

Section 3 - Executive Procedures

1. Establishment of Executive Roll Call
 - a. This act creates the Executive Roll Call
 - i. At the beginning of every play session, during the stream, the President must take a verbal roll call, in which he/she clearly states the name and role of each Executor and waits for their response.
 - ii. In response to their name, each executive must state "Here." if they are present.
 - iii. In response to the name of the Executor that they are proxying for, proxies must state their name, followed by who they are proxying for.
2. Establishment of Executive Voting Procedures
 - a. This act creates Executive Voting Procedures.
 - i. When a vote is taken during the play session, the President or his/her vice must clearly state the purpose of the vote and the options of the vote immediately preceding the voting period.
 - iii. During the voting period, each voting executive must state their vote, and the President or his/her vice must state the outcome of the vote.

Section 4 - Gubernatorial Powers

1. City Naming
 - a. The Governor is to be given control over his/her cities' name.
 - b. The Governor in question may only change the names once per term, to prevent abuse.
 - c. Cities cannot have names that violate restrictions, which are to be decided by the Moderation. These must be made public.

- d. If the Moderation changes the restrictions, they must alert all Governors who have names or are planning on changing their names to something that violate the new code. Governors whose current names violate the restrictions will be given 48 hours to choose a different name, and they may do so without violating 2.b.
- 2. Power against Federal Executive
 - a. A Governor gets to decide what to build on his/her city's tiles, but can be overruled by a $\frac{4}{5}$ vote from the council if a tile has a resource or a councillor wants a Great Person Improvement.
 - b. A Mayor may kick a non-garrison unit out of their city, over-ridable by a $\frac{4}{5}$ Ministry Vote.
- 3. Captured Cities
 - a. If all cities in a state gets captured, the Governor remains. He/she retreats to the capital.
 - b. When a Governor's term ends while we don't control any cities in his/her state, if the Moderation decides that we will retake the city soon, elections will still go out. If they don't, he/she is removed from office, and the City Garrison is given to the General.
 - c. If a city is retaken, and there is a current Governor for it, all of his/her power will be reinstated. Otherwise, candidacy announcements must go up within a day.
- 4. City Garrison
 - a. The City Garrison is solely to consist of combat units. These may be ranged or melee, naval, aerial, or land.
 - b. If a city creates a Bomb Unit or a Scout, the President automatically gets control over it.
 - c. The City Garrison may be brought up to war, however, it may not move adjacent to the border of a Civ we are at peace with.
 - d. If a City Garrison unit is within two tiles of an enemy unit, the President gains control over it. The Governor may veto any actions the President does with the unit, and may at any point have it retreat behind the front lines.

Section 5 - Gubernatorial Responsibilities

- 1. Every week, each governors must submit a build queue list of at least 20 turns of what he/she plan to build in his/her cities to the judicial branch.
 - a. This is to facilitate carrying out arbitration cases
 - b. The governor may select constructions not outlined in the original build queue submitted during the play session.
 - c. If no build queue was submitted, the governor is deemed to have lost any arbitration cases that might have happened if he/she had submitted one.

Section 6 - The Budget

1. This section is not enacted until the legislature decides to activate it through a bill. the following points (2) and (3) may not be enforced until a repeal of this point (1)
2. The Economist has the following powers and responsibilities:
 - a. Calculate an estimate of the amount of gold that will be accumulated by our civilization in the next play session.
 - b. Write a budget bill every week, separating this gold sum into seven categories:
 - i. Purchases local enhancements (tiles/buildings)
 - ii. Purchase Units
 - iii. upgrade outdated units
 - iv. gold gifts to city states
 - v. Trade with other civilization
 - vi. Emergency fund
 - vii. Other purchase (define)
3. A budget must be passed by the legislature every week, and the ministry may not play without it.