

Civilization Building/God Game:

How it works is the player can freeform script with a restrictive language the laws and norms of "his people".

Populations are stimulated and they have classes or identities they are part of.

The People follow the Hierarchy of Needs as well as Game Theory to see how suited the Created Rule is. They also try to climb the Class Structure.

Every population always generates a certain amount of [Cooperation Types](#) for each population class that interprets that Rule in their own way. Do they follow it? Do they target and exploit the other people following it? Do they use their power and authority to enforce on others?*(higher class enforcement)*, Do they enforce both on others and themselves? Are they Libertarian that do not care what others do or do not? Do they shame and smear the reputation of those that don't follow it?*(lower class enforcement)*, Do they revolt because of the rule?

Successful Rules are disseminated and spread out through trade channels and migration. Rules can also be forcefully imposed on a population class or by people of another civilization.

Overtime Rules that have existed for a long time become Traditions and Dogma, which makes them not replaceable by other rules, new rules and conditions get added on top so that it makes it more of a mess and gets quirkiest over time.

Rules also tend to Mutate over time, usually "interpreted" for the classes in power for their benefit at the cost of others. Rules for thee but not for me.

A Perversion, Corruption and Decadence mechanic that even more "negatively" mutates the Rule once a Class is too "comfortable" and "bored" for too long when they reach an equilibrium state within hierarchy of needs and class advancement. What this does is generate a lot more Negative Game Theory Types in that Population Class. Mutating Rules and using them for Perversion generates "excitement" that gets them out of the "bored" state, but like an addiction they need more and to even higher extremes to get their "fix".

Perversion is based on the Seven Deadly Sins. For example Sloth is basically the state of Not Working while Others Work for You. So things like Slavery and using Rules to enslave people for your benefit.

The game has very progressive themes like Rape(Lust),Genocide(Wrath),Class Oppression/Narcissism(Pride),Starvation(Gluttony),Communism/Class Hate(Envy),Capitalism(Greed).

There is also Tech Trees, Trade and Resources like in a normal 4X style game besides the Cultural Simulation thing.

What is interesting is how they will interpret those Technologies based on the Rules and Hierarchy of Needs as well as cultural momentum. Some might want to keep the Status Quo, some might consider a technology Evil.

Progression can also be in the form of "conceptualization" which you unlock through various achievements and requirements, new Rule Scripting Conditions, Functions, States and Variables that are tracked which makes those Rules more sophisticated. That kind of conceptualization however also has a trade-off in being utilized for mutations and perversions.

The Simple, Honest, Naive people aren't going to think about all that wickedness.