

Twitch Civ 6

I will be playing a game of Civilization -- 1 session per week. But I want you to make decisions in it! For this purpose we use 3 different methods, inspired by Democraciv: Live-Polls, Inter-Session Contests, and Mayors. Here is how the three work:

Live-Polls

During the stream we will have live-polls going up, that will **determine discrete choices**. Including, but not limited to: What to research? Where to settle? Declare war or play nice? What to build in the capital city?

The polls are created, held, and closed by mods during the stream, such that you, can have immediate impact on the game. We keep an eye out for casting polls as often as possible, without disrupting the flow of the game.

Inter-Session Contests

Contests are mostly for the purpose of **naming things**: Cities, Units, our Religion, a distinctive patch of land, you name it! These contests are held between each online session and all of them will be related to Civ 6. Two examples:

- Create some lore or digital art for our Civilization. A jury decides on 1st, 2nd,.. place.
- We offer a game-save. You play and screenshot it at turn 100, highest points win.

The amount of contests and how many people will be rewarded in each one, will depend on gamestate. But we plan to have something up between each session.

Mayor Elections

Every city beyond the capital needs a mayor! A mayor will control

- what is being built in the city
- which tiles are being worked
- every non-military unit (except admirals and generals) spawned or built in the city

A mayor is present in the live-stream to tell me what to do with the city. A mayor's term lasts 3 online sessions. A city without mayor is called *neglected* (see below).

Anyone can run in the mayor election and the elections are being held by the mod-team. Everyone can vote for a mayor in only 1 city! If a mayor cannot make it to an online session a designated proxy takes over. If there is no proxy either, the city is *neglected*.

A *neglected* city's population reacts in three possible manners:

- They pack their stuff and leave for a better place (building a settler)
- They see no other future and enroll to the military (building military units)
- They spend time in their districts, praying, working,... (district-related projects)

I decide, or let decide via a poll, which of the three cases occurs.

Further Elections

The game will be in a constant flow and maybe there is need to assign further positions via elections. This is not planned out at this stage, but it could definitely happen. We will think about these things as they occur.