

Rules for RealCiv IV & V

Ghost Rules

- In BNW and other existing features before BNW, you are able to do things without talking with the other civ. Just because you can do this doesn't mean you should do it. You need to roleplay with the other civ in order to do something like swap great works of art, music, or writing, and establish trade routes. If a nation in the real world has to make contact with another nation in order to establish something, swap something, or whatever else.
- When talking in chat to another player, stay in character and remember to use the OOC bracket system if there is something you must say outside of roleplaying your nation.
Ex. "((I need to go to the bathroom))"
- Keep all roleplaying in the private message function in the multiplayer chat. OOC chat belongs in the Steam chat.

World Congress

- Global chat will be open to discussion, **once the World Congress is founded**, about international matters and proposals that are relevant to the World Congress. Nothing else.
- You must remain in character in Global Chat. Discuss the proposals as if you were the nation leader, convince others to either support or disapprove of the proposal amendment.
- When it comes time to vote on a new host for the World Congress/United Nations, you may not vote for yourself.

War

- No unnecessary wars.
 - Valid reasons for war include:
 - Land dispute
 - Betrayal
 - Resource dispute
 - Difference in ideology or social issues (ie. order, autocracy, freedom, piety(religion), marriage, race)
 - Too much espionage
 - Disputes about allied City-states
 - Too much illegal digging (digging for archeological finds in someone else's territory)
 - Too much culture influence (Before threatening to declare war, you must make the civ aware of their influence on your nation and how you dislike it)
- You must have met a civilization before declaring war on them.

- Before you declare war on a civ, you must have made known to the opposing civ that you are very angry at them either subtly or blatantly through PM
- Please don't roleplay any extreme domination characters or any 'Hitler'-like characters. Totalitarian leading is fine, but no "wanting to take over the world" bullshit. Use of **WMD's (Weapons of Mass Destruction)** will likely result in international consequences.

Foreign Relations

- ~~Global chat is disabled until the UN is built, and the first meeting occurs.~~ Refer to the World Congress ruleset above.
- Nobody is allowed to communicate with each other until they meet each other's civilizations. If the Modern Era is reached, everyone can communicate via PM's.
- When you meet a civilization, you may only communicate with them if you do one of the following:
 - Establish a road to their capital
 - Both have a harbor
 - Both "Accept Embassy" in a trade window
 - Use Scout/Explorer/Worker unit as messenger and sent to said civilization's border.
- Please remember to talk as if you are the ambassador or leader of your nation. No 1337 speak or casual conversations.
- Once you meet a civ, you can make an alliance with them. Alliances must be based on trust, economic or militaristic benefits. An alliance can have an unlimited amount of civs. To solidify the alliance in-game, do a declaration of friendship/defensive pact.

Game Mechanics

- The map will be decided by the game host and players playing.
- Difficulty must be on prince.
- Resources are standard availability.
- All Victory Conditions must be turned off.
- You must have Complete Kills turned on in the adv. setup.
- You are free to name your nation whatever you want, but within the limitations of your nation's culture. (ie. You pick China. You can rename your nation and leader something historically accurate or culturally related to Chinese or Asian culture.)
- All DLC and Expansions are allowed.
- Games should be private. Please remember to add everyone's steam name, moderators, so you can invite players to the game.
- ~~'Disable Start Bias' must be turned on.~~
- Please remember to turn on quick combat and movement.
- ~~The turn timer must be enabled.~~
- The game speed is determined by the players and the host.
- Please don't base your real life judgement on other players that are either friends or enemies.

