

World RPG

Prologue:

In the midst human expansion across this great planet, is where our journey begins. We start off in a primordial age, 1000 B.C. with sticks and stones as our main tools. As a player, it is your responsibility to lead your tribe, and later civilization into glory. Welcome to the world RPG.

Eras:

Stone: The name explains itself; this is the era in which hunter-gatherer tribes wander the corners of the earth, discovering new, fresh land.

Classical: This is the era of the great Greek Philosophers such as Bobosculus and Jerald the Pizza Delivery Man. It's time for our primitive tribes to ripen into nations. We will begin building great monuments, growing powerful armies, and gathering more fresh, juicy land.

Medieval: We now Arrive at the era of knights, chivalry, and magic! (Don't forget the plagues, dysentery, and general death). It's time to continue growing our kingdom, with new, high-quality armor!

Gunpowder: It's time to make guns, shoot people, and wear epic drip. We're now able to use gunpowder to shoot bullets, create artillery, and begin colonialism. (Colonialism is now unlocked).

Enlightenment: Time to Colonize the rest of the world. We will be slaughtering natives just as been done to us (if you're Asian) in the name of greed and power. Also, WAR!!!!

Industrial: Alright, it's time for WW1 type nonsense. We gonna kill a lot of people, grow really big, and possibly assassinate some archdukes!

Modern: Gen Z, Mark Zuckerberg, 9/11 and more awaits us in the modern age, where we live

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Resources:

Stone Age:

Food - Every day you must gather Food for your people, as we all need food to survive. Food determines a people's ability to war while maintaining resources. You gather 100 food a day, and each day you neglect gathering food, you lose 50 foods (In this era).

Wood - Wood is used for making tools and weapons. Likewise, to food, you gather 100 wood a day which you need to make weapons.

Classical Age:

Food - Gather 500 Food a day and lose 100 for each

each day you do not invest.

Wood - Gather 500 Wood a day.

Iron - Gather 100 Iron a day.

Medieval Age:

Food - Gather 1000 Food a day, lose 250 for each day you do not invest.

Wood - Gather 1000 Wood a day.

Iron - Gather 200 a day.

Steel - Used to make medieval Armor and weapons. 1 Steel per two iron.

Gunpowder Age:

Food - Gather 2000 Food a day, lose 500 for each day you do not invest.

Wood - Gather 2000 wood a day.

Iron - Gather 500 a day

Steel - Now Used to make bayonets and pikemen armor.

Gunpowder - Make 100 a day.

Enlightenment:

Food - Gather 5k Food a day, lose 1k for each day you do not invest.

Wood - Gather 5000 wood a day

Iron - Gather 1000 a day

Steel - Used to make Cannons

Gunpowder - Make 200 a day

Industrial Age:

Food - Gather 10k Food a day, lose 2k for each day you do not invest

Wood - Gather 10k Wood a day

Iron - Gather 2000 iron a day

Steel - Used to make big ole ships and tanks

Oil- Gather 200 Oil a day

Modern Age:

Food - Gather 50k Food a day, lose 10k each day you do not invest

Wood - Gather 20k a day

Iron - Gather 10k a day

Steel - Used for Ships and tanks

Oil - Gather 1k oil a day

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War:

War is turn based, and based on the quantity, type, and use of soldiers, ships, and weapons in each respective age. Please refer to the application provided with this game for numbers. Battles will be based on HP and whoever's HP reduces to 0 first will die. Please Submit information and result of program into chat.

Stone Era -

Warrior - Cost 100 Food for 50 Warriors

Bowmen - Cost 50 Food and 50 Wood for 10 Bowmen

Classical Era -

Warrior - Cost 500 Food for 500 Warriors

Bowmen - Cost 250 Food and 250 Wood for 50 Bowmen

Cavalry - Cost 500 Food for 10 Horses

Ship(Boarding Ship) - 100 Iron per ship

Medieval Era -

Warrior - Knights - Cost 1000 & 50 Steel Food for 1000 Warriors

Bowmen - Cost 500 Food and 500 wood for 100 Bowmen

Cavalry - Cost 1000 Food & 100 Steel for 20 Horses

Ships(Boarding Ship) - Cost 200 iron per dragoon

Gunpowder Era -

Gunmen - Cost 1000 food and 125 Steel and 100 gunpowder for 1000 Gunmen

Pikemen - Cost 1000 Food and 250 Steel and 1000 wood for 500 Pikemen

Cavalry - Cost 2000 Food for 40 Horses

Cannons - Cost 250 steel for 10 cannons

Ships(Dragoons) - Cost 400 Steel and 2000 wood per 5 ships

Enlightenment Era -

Gunmen - Cost 2500 food and 250 Steel and 200 gunpowder for 2000 Gunmen

Cavalry - Cost 5000 Food for 100 Horses

Cannons - Cost 500 Steel For 20 cannons

Ships(Ships of the Line) - Cost 500 Steel and 4000 wood for 5 Ships

Industrial Era -

Troopers - Cost 5k Food and 500 steel for 3000 troopers

Tanks - Cost 1k steel and 200 oil for 10 tanks

Ships(Battleships) - Cost 500 steel and 100 oil for 5 Battleships

Planes - Cost 500 steel and 200 oil for 5 planes

Modern Era -

Troopers - Cost 25k Food and 5000 steel for 10k troopers

Tanks - Cost 2.5k steel and 1K oil for 20 tanks

Ships(Destroyers) - Cost 5k Steel and 1k Oil for 20 Destroyers

Planes - Cost 5k Steel and 1k Oil for 10 Fighter Jets

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General Rules:

- We Start off in Stone age, each age will last one week. I will update each age in the Application I will create alongside this game each week, so please do not try to access future ages (it will not work).
- We will have map makers (including me) to create and approve of the nations you draw into the world, to maintain the quality of the image and consistency. Simply submit a drawing of the territory you want and we will draw it for you (changes can be made to your submission). If any disputes happen between players and map makers, then refer to me to resolve.
- No Border Gore
- No Colonialism until Gunpowder Age (Meaning you cannot own land across the map, except for nearby islands)
- Do not overexpand quickly
- Please Examine this Document before asking me questions, I worked hard on it.
- Any of the above numbers or rule are subject to change and will probably be updated over the weeks.