Realm of Multas

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# **Outline:**

You are Lord <Name> of <Realm>. You are the first born son and have inherited a small estate from your recently deceased father. You are not like your father who was satisfied with his loyalty to the king. Instead you are interested in power and dominion over the other lords and even the King himself.

# Game Genre:

Role-Playing, Story, Visual Novel-esque

# Core Game Elements (Outline):

* Slavery: Enslavement, Harem
* Economy: taxes, food
* Market: purchase food, slaves, weapons
* Fighting: conquest, duels, exploration
* Stats: Health, Stamina, Intelligence

# Core Game Elements

## Slavery

Slavery as defined in RoM (Realm of Multas) is the player’s ability to own a denizen of RoM as if though he or she were the player’s slave. The game has multiple definitions of slaveries for both economic and story reasons. There will be female and male slaves. Female slaves will serve the players sexual desires, and male slaves will be used as income revenue for the player. Additionally the player will acquire slaves specifically for his harem. These slaves in particular will have stories and allow for routes of progression for the player.

### Enslavement

The process of enslavement scopes from the lowest point of kidnapping from their own town, to the highest point of attacking the territories of other vassals. Enslavement generates a random slave with random characteristics; these slaves can be male or female, old or young, etc.… Enslavement from their own towns or captured provinces will generate disdain and could result in rebellions.

### Harem

The player along his quest to become the ruler of RoM will acquire and grow an assemblage of concubines of differing personalities, ages, and backgrounds. Almost the entirety of the harem will be rebellious and must be made accustom to her new position by the player through various tools available to the player.

## Economy

As lord of an estate you must provide resources to the king in the form of troops, and money. Likewise, as lord of an estate you must provide your vassals with food, shelter, and protection. These are resources that the player must manage to maintain their title, all while preserving a small group of soldiers to defend themselves from the other vassals, raiders, and their own population. Additionally slaves can be used to generate personal income through many means.

### Taxes

Taxes are the primary source of income for the player. The player will be able to set tax rates which would affect the happiness of the population residing under the player’s control.

### Food

The player will also be able to tax for food. Food will maintain the military, slaves and the loyalty of the vassals under the control of the player.

### Slavery

Another source of income of gold and food for the player will be through slaves. Slaves can also be converted to troops.

## Market

The market can be used to purchase practically any resources the player might need, as well as allowing a mechanism for the player to remove excess resources. In this case resources also include slaves. A supply and demand system will be in place to prevent market abuse.

## Fighting

The game will implement various modes of fighting, from conquest all the way down to a one on one encounter with wild animals. Warfare will be the primary method of acquiring new territories to progress the main story line. Duels are a method to gain respect. Lastly fighting will be used to defend themselves from various encounters.

### Conquest

## Stats

# Story

## The Story (Condensed)

### Act One (Beginning)

Use the beginning (the first act) to lead your reader in, introducing the main characters, setting up the main conflict and confirming the time of the book.

### Act Two (Middle)

Use the middle (the second act) to develop your themes and reveal more about the main characters. But, make sure you have enough conflict and tension here or it can start to drag.

### Act Three (End)

In the end section (the third act), the story needs to go up a gear; this is where it should reach a climax. Eventually, you should tie-up most of the loose ends, but there's nothing like a few unresolved problems to get your readers demanding a sequel!

## Characters

https://www.linkedin.com/pulse/pride-weakness-disguised-strength-thasia-awadGoal

http://www.stanneshrine.com/liturgy/confession/the-seven-deadly-sins-and-their-remedies/

### Player

#### Storyline

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Peria Gloria (superbia -> Latin for “pride”)

#### Storyline

#### Motivation

#### Conflict

#### Epiphany

### Vidia Ni(timidis -> Latin for “envy”)

#### Storyline

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Gula Gluv (gula -> Latin for “gluttony”)

#### Storyline

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Libia Cupio (gula -> Latin for “lust”)

#### Storyline

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Ira Furo (furor -> Latin for “anger”)

#### Storyline

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Avari Avi (cupiditas -> Latin for “greed”)

#### Storyline

#### Goal

#### Motivation

#### Conflict

#### Epiphany

### Dia Igna (acedia -> latin for “sloth”)

#### Storyline

#### Goal

#### Motivation

#### Conflict

#### Epiphany

## Expanding

## Back to the Characters