**Commandments**

The commandments of the Adwa game is based on hierarchy in power distribution among the different authorities. The flow of commandment is directed from the king or the queen who’s in the top hierarchy down to the subsequent authorities.

There are various methods to help the game player accomplish the commandments. These could include

* By putting different hints and helping tools in the game.
* Using a map to navigate to the desired destination of the commandments.
* Using different instructions in the beginning and middle of the game.

The commandments in this game will have their own requirements and one commandment could either be dependent or independent on another commandment. The tools used to accomplish the commandments could be dependent of the commandment given.

As the rank of the player grows there are changes and abilities that the player acquires, such as

* A better clothing and a better horse
* A better attacking skill and attacking power
* A better defending skill and defending power
* Increased ability to withstand damage.
* Which leads to an increased life in the game