The cure

'working title'

**Pitch:**

you play as \*milarde Fevaro\*, an enthusiastic entrepreneur with a passion for money. Strike the balance of fleecing the sick and keeping them alive in this strategy shop keep sim.

**Plot:**

MC is from *not Europe* and travels to the mysterious frontier to the west, starting with a small loan of 1 million freedom units. They see the rampant disease and lack of public awareness these seeming savages have. An Idea forms, a small plot of land is purchased in a major trading town and unfortunately though a funny sequence of events MC now had a small shop, but can’t afford the equipment or materials required to sell drugs, and also has the stuff for pancakes.

As such the pancake stopgap is created while initial drug research and inventory acquisitions happen.

**The pancake phase:**

Sell, a free joke *pancake*, cheap cheap large and researched fancy pancake.

Give free pancakes for drug and surgery trials to advance research.

Buy up inventory for materials.

Setup the drugstore.

**Loop:**

* Wakeup and collect orders, make pancake batter.
* Open the shop for breakfast, sell pancakes with the pre-prepared batter.
* Approach people about drug trials.
* Select research, carry out experiments.
* Interview patients, revise prescriptions.
* Send out new orders for materials.
* Set prices, income screen.
* Sleep. In this phase, logic for population, the spread of disease and creation of new diseases happens. Also the reputation of the pancake place.

Easter eggs:

If you don’t leave the pancake phase everyone dies.

Some of the experiments make new diseases or improve existing ones.

Mud pancakes.

Plicibo pills and pancakes

Game script:

Narrator: Hello there! Welcome to the world of GAME TITLE! My name is Oak! People call me the disease Prof! This world is inhabited by creatures called Viruses! For some people, Viruses are parasites. Other use them for fights. Myself… I study Viruses as a profession. First, what is your name?

<player input> name: <player>

Right! So your name is <player>! This is my grandson. He's been your rival since you were a baby. …Erm, what is his name again?

<player input>name: <rival>

That's right! I remember now! His name is <rival>! <player>! Your very own disease-ridden legend is about to unfold! A world of dreams and adventures with diseases awaits! Let's go!"