

ECHOES OF THE SANKOFA

Full Economic Model — v1 (Locked Pacing, Hero Task Economy, Aspirational Base)

1. Executive Summary

This document specifies the complete economic model for 'Echoes of the Sankofa'. It integrates time-based Ase generation (active/idle), procedural Realm rewards, hero task systems, summoning, rank-up and relic economies, Sanctum upgrades, defeat/recovery states, and player agency levers. The target pacing is 120 hours (casual) or ~80 hours (intense) to complete a max-level Sanctum, via 10–30 minute sessions.

2. Core Resources & Their Roles

Resource	Lore	Primary Sources	Primary Sinks	Design Role
Ase	Sanctum life force	Active play, idle trickle, rituals	Summons, buildings, rituals	Soft currency; always progressing
Ekwan	Essence of conquered paths	Realm objectives, expeditions	Rank-ups, advanced research	Performance gate; strategic
Relic (Frag/Item)	Blessings of Abosom	Boss Realms, Harvesting	Rank-ups, Offerings, Crafting	Strategic tension & spikes

3. Sources & Sinks (Matrix)

Resource	Sources	Sinks
Ase	Active generation; idle trickle; Realm bonus; Trading Expeditions; Return to base; Rituals	Summoning; Building upgrades
Ekwan	Realm objective reward; Boss chests; Harvesting	Rank-ups; Research; Higher synthesis
Relics	Boss Realms; Rare nodes; Harvesting; Expeditions	Rank-ups; Offerings (boost Ase); Crafting gear; Skip-ritual

4. Ase Generation — Active, Idle & Decay

Active (online) formula: $Ase/min = 2 + (0.8 \times AseFlameLevel)$. Manual collection bonus +10–15%. Buff cap +100%.

Flame Level	Ase/min (base)	Daily (base)	With +50% buffs (example)
1	2.8	4,032	6,048
5	6.0	8,640	12,960
10	10.0	14,400	21,600

Idle multipliers (offline): 0–6h=100%, 6–24h=50%, 1–3 days=25%, >3 days=0% until Rekindling ritual.

Hero Meditation duty: +10% idle Ase per hero (max +30%).

5. Hero Task Economy — Duties of the Sanctum

Up to 3 concurrent tasks initially (upgradeable to 6). Tasks consume time and may fail. Rewards scale with traits & morale.

Duty	Prereq	Duration	Expected Output	Risk
Meditation	Faith ≥ 6	6–12h	+10% idle Ase per hero (max +30%)	None
Harvesting	Courage ≥ 5	8–16h	Small chance: +1 Relic Frag or +1 Ekwan	Low
Crafting	Wisdom ≥ 6	6–12h	Item/skill progress node (+1 step)	Fail wastes time
Trading Expedition	Ambition ≥ 5	12–24h	+150–400 Ase; 10% chance lose 1 Relic Frag	Medium
Caretaking	Virtue ≥ 6	4–8h	Reduce wound timers (–1 run), +morale	None

6. Realm Rewards — Ase, Ekwan & Relics

$AseReward = 60 \times (1.05^R)$. $EkwanDrop\% = 5\% + 0.1\% \times R$ (cap 20%). Boss Realms add +1 guaranteed Relic Frag.

Realm (R)	Ase Reward	Ekwan %	Notes
1	≈63	5.1%	Tutorial
10	≈98	6.0%	Low tier
25	≈205	7.5%	Mid tier
50	≈665	10.0%	Late tier
100	≈11,000	15.0%	Endless

Objective bonuses (additive): Purify Shrine +10% Ase; Protect Totem +1 Ekwan roll; Slay Spirit Lord +Relic Frag roll; Recover Relic +25% Relic Frag; Escort Soul +morale boon.

7. Summoning Economy — Costs, Pools & Pity

Ritual	Ase Cost	Pool (Uncalled/Awakened/Divine)	Intended Frequency
Basic	400	100% / 0% / 0%	1–2 per day
Greater	1,000	40% / 60% / 0%	1 per 1–2 days
Ancestral	2,500	0% / 70% / 30%	1 per 3–4 days
Group (×6)	6,000	Same as Basic rolls	Weekly rebuild target
Legacy	2,000 + 1 Fragment	—	1–2 per fortnight

Optional pity: every 10 Greater/Ancestral summons without Awakened/Divine adds +5% to next roll (resets on hit).

8. Rank-Up Costs — Hybrid Gate (Ase + Ekwan + Relics)

From→To	Ekwan	Relics	Ase	Reward
1→2	1	1	300	+10% stats
2→3	3	2	600	+20% +1 skill
3→4	6	3	1,000	+30% +1 skill
4→5	10	5	1,800	+40% +Trait Fusion
5→6	15	7	2,800	+50% +Aura

Strategic tension: Relics are required for rank-ups, or can be sacrificed for Ase (Offerings), or crafted into gear.

9. Sanctum Buildings — Costs & Benefits (Aspirational)

Building	Levels	Total Ase Cost	Benefit Summary
Ase Flame	10	≈213,000	+0.8 to +3.0 Ase/min per level; core income
Forge of Souls	8	≈90,000	+trait inheritance chance; unlocks synthesis tiers
Shrine of Voices	8	≈70,000	morale recovery, dialogue slots, event unlocks
Hall of Lineage	8	≈55,000	legacy potency & frequency
Diviner's Library	8	≈45,000	research speed; class passives
Marketplace	8	≈30,000	better trade rates; daily market events

Max-base target ≈ 450–500k Ase over 80–120 hours depending on engagement and ritual use.

10. Marketplace & Rituals — Player Agency Levers

Marketplace daily rate: Ase↔Ekwan fluctuates ±10% around a baseline (e.g., 500 Ase = 1 Ekwan).
Trader■Djinn upgrades improve spread and unlock arbitrage events.

Rituals: Offerings (spend 1 Relic to double Ase for 1h), Caretaker healing (Ase + Relic), Return bonus (+500 Ase on login after 2+ days).

11. Defeat, Mourning & Recovery

State	Penalty	Recovery
Minor Loss (1–2 deaths)	–15% Ase regen for 2h	Caretaker Ritual (150 Ase + 1 Relic Frag)
Major Wipe	–40% regen for 4h; Summon lockout	Ritual of Return (1 Relic + 400 Ase)
Triumphant Clear	+10% Ase regen for 1h (stack x3)	—

12. Session Pacing Targets (10–30 min bursts)

Burst Type	Duration	Expected Yield	Decision Hooks
Quick	10–15 min	100–200 Ase; 0–1 Ekwan	Collect, assign tasks, 1 Realm
Standard	20–25 min	200–350 Ase; 0–1 Ekwan; +Relic chance	2 Realms; upgrade choice
Deep	30 min	300–500 Ase; 1–2 Ekwan	3 Realms; ritual & market play

13. Progression Milestones & Checkpoints

- Realm 10: First boss; unlock Marketplace events
- Ase Flame 5: Mid■game income; unlock 2nd task slot
- First Ancestral summon: unlock leadership aura synergies
- Hall of Lineage 4: legacy fragments become common

- Realm 50: Late game Relic pool; crafting unlocks
- Sanctum complete: economy shifts to lineage/challenge mode

14. Anti-Exploit & Safeguards

- Buff cap: total Ase generation bonuses capped at +100%.
- Daily expedition cap: 2 Trading Expeditions per 24h to prevent runaway Ase.
- Market rate floor/ceiling: $\pm 25\%$ from baseline; no infinite arbitrage.
- Rekindling lock: idle > 3 days yields 0 Ase until ritual is performed.
- Relic scarcity: minimum drop pity over time; no duping via reloads (seeded outcomes).

15. Telemetry, KPIs & Tuning Knobs

KPIs: median Ase/hour (active & idle), time to first Greater, time to first Ancestral, rank up cadence, defeat frequency, return rate after wipe, base completion ETA.

Primary tuning knobs:

- Ase Flame per level yield (± 0.1)
- Idle multipliers
- Summon costs & pool odds
- Ekwan drop per Realm
- Relic drop pity steps
- Ritual multipliers & costs
- Marketplace baseline & spread

16. Worked Example — First 3 Days (Casual)

Day 1: 3 bursts \times 20 min \rightarrow ~600–900 Ase. Buy Basic summons, assign Meditation, clear Realm 1–3. Day 2: 2–3 bursts \rightarrow ~700–1,000 Ase, 1–2 Ekwan; upgrade Shrine or Flame (2 \rightarrow 3). Day 3: Trigger Offering for 1h, push Realms 6–9, obtain 1 Relic + 1–2 Ekwan; consider first Greater summon. Total Ase after 3 days \approx 2,000–3,000; clear direction toward Flame 3–4.

17. Final Loop Summary

Ase (active/idle) → Summon → Realms (Ase/Ekwan/Relics) → Rank■up / Rituals / Upgrades → Assign Tasks → Defeat or Victory → Legacy → Repeat. The loop is slow-burn, choice■rich, and aligned with 10–30 minute sessions.