Nom: P.A.O.N (Peacock And Other Nations).

Histoire : Leonleon’s Peacock only got 20 cycle to build up their civilization… Neighboring planet, Peafowlia will soon meet, crash on Leonleon and then you’ll have to do everything for your peacock survival. Will you exterminate them ? Nor convert them to your faith ? Maybe will you use your head to do something else ? It’s up to you !

Aim : Find a way to survive

Time : 20 game cycle + 2 coexistence choices.

Faction :

Peacock have 3 fields of skills :

* War
* Science
* Spirituality

Peacock’s style will change for every move you make

Game cycle :

Player choose one of the 3 choices up to them, and then get a point on it.

Once 20th ends, he will have to do 2 lasts choices

The first one will be choosen between Attack / Think / Pacify

After what, he’ll get 3 other choices, respectively

* Exterminate / Colonize / Send missionaries
* Send giant killing robots / Proove them your intellectual superiority / Educate them
* Preach zealously / Share your knowledge / Quietly spread your faith

AI :

AI will randomly get one point on one of it 3 fields each time player gets a point

Final event :

First choice : Will set which field will be set as primary (P)

Second choice : Will set which field will be set as secondary (C)

If (P) and (p) are from the same field, (C) will be only 0.5 times its supposed value

Then, unconcerned points will be noted as (x)

Last battle : If (Player(P) + Player(C)) \* Player(x) > (Computer(P) + Computer(C)) \* Computer(x)) then player wins. Do not forget to apply skills’ effects

Fields and skills :

|  |  |  |  |
| --- | --- | --- | --- |
|  | War | Science | Spirituality |
| 5 pts | Trains of War | Reading | Prophecy |
| 8 pts | LEONLEON | Scope | Education of the young believer |
| 12 pts | Call of Peacock | Education | Faith |
| 16pts | Peacock Hunter | Peacock City 4 | Peagod’s divine gift |

Trains of War : -10% to other peacock’s P value

LEONLEON : Changes all text to get some key-words

Call of Peacock : +15% to your P value

Peacock Hunter : +25% to your total score

Reading : Changes all text to readable text

Scope : Allows you to see other peacock’s evolution

Education : +20% to your C value

Peacock City 4 : + 30% to your P value

Prophecy : Allows you to know how much turns are left till the end + gives some hints about the other nation

Education of the young believer : +10% to your C value and +1 Science point

Faith : +15% to your total score

Peagod’s divine gift : Allows you to convert some peacock of the other nation once they hit the ground, getting -10% to the other nation score.