





PHASE - 3

THINGS TO DO

ACTION - OVERSIO

NOTHING TO DO

LEAVE TOWN (?)

HUMAN SELF-MOTIVATE (?)

MOTIVE			
WEALTH	...	SUB GOODS	65%
		LEAVE TOWN	35%
SOCIAL	...	GENERATE SOCIAL MISSION IN TOWN	
KNOWLEDGE	...	BUY A SCROLL	65%
		LEAVE TOWN	35%
CONTRACTS	...	PASS	65%
		LEAVE TOWN	35%
LOOT	...	SELL SOMETHING	25%
		BUY SOMETHING	50%
		LEAVE TOWN	25%
GLORY	...	PASS	65%
		LEAVE TOWN	35%
LEADERSHIP	...	PASS	65%
		LEAVE TOWN	35%
BALANCE	...	PASS	85%
		LEAVE TOWN	15%

HERO. PHASE - YOURSELF

!> CHECK EQUIPMENT -> HERO. DETERMIN  
PREPARED ()

DRESS - YOURSELF ()

!> RETURN  
CLOTHING,  
ARMOR,  
WEAPON

[CLOTHING  
ARMOR  
WEAPON]

SELF. BRAIN. CONTRACT = BUY

(IF WE NEED ONE OF THOSE)

!> IF WE ARE  
"EQUIPPED"  
!> RETURN  
True

!> RETURN False

AND SET HERO. BRAIN. PHASE TO "PHASE

## PoPULATE - ACTION - LIST()

ADDS LIST OF TAGS TO  
SELF.BRAIN.DECISIONS

FOR

ACTION - YOUR - DECISION

TO HANDLE IN ORDER.

E.G. "BUY" CONTRACT WILL ADD

'move-shop'

'buy'

'resolve-contract'

TO SELF.BRAIN.DECISIONS.

SELF.BRAIN.CONTRACT.TAGS[1].NAME

WILL BE THE TYPE OF ITEM WE  
ARE TRYING TO BUY (e.g. 'weapon')

FUNCTION

SELF.ACTION-YOUR-DECISION

UNDERSTANDS HOW TO ACTION EACH  
"ORDER", AT EACH TURN TWO MORE TAGS



# CONTRACTS

- ASKING - PRICE VALUE FOR e.g. "MONSTER HUNT"
- MISSION - TYPE e.g. "ITEM - HUNT" OR "BOSS"
- TARGET - NAME e.g. "DUNGEON - NAME" OR "WEAPON"
- CONTRACT - TYPE e.g. "DUNGEON" OR "TOWN"
- ASKING - FACTION e.g. "Mayoress" OR "Fighters"
- DEFINING - MOTIVS e.g. "[SOCIAL]" OR "[SOCIAL, LOOT, True or False (false hidden)]"
- VISIBLE
- PAID
- ACCEPTED
- HUND HAS TAKEN ON CONTRACT

## TYPICAL CONTRACTS

	ITEM_HUNT	SOCIALISE	MONSTER HUNT
A.P.	15	0	20
M.T.	"item_hunt"	"socialise"	"monster_hunt"
T.N.	"Ruins of Mulger"	None	"Grace the Evil"
C.T.	"dungeon"	"town"	"monster"
A.F.	"Player"	"Mayoress"	"Mayoress"
D.M	"loot", "contracts"	"social"	"glory", "contracts"
VISIBLE	True	False	True
PAID	False	False	False
ACCEPTED	"Hero x"	True	False
	↓/pay on		