The King of Gamers

* Simulates the life of a gamer who pursues to become The King of Gamers.

Mechanics:

* Character stats
  + Strength – Combat stat
  + Intelligence – Combat stat
  + Luck – Combat stat
  + Health – Combat stat
  + Stamina – Energy for doing combat
* Combat
  + Turn-based
  + Use games as skills
    - The damage scales based on S, I, L stats
    - Defence also scales based on S, I, L stats
* Money
  + Learn new skills (games)
  + Improve stats
  + Earnt in combat
* Time / Age
  + Combat takes time
  + Needs to rest after stamina is empty, and rest takes time
  + The ending of the time depends on time

Endings:

* Quit Addiction
* Casual Player
* Pro Gamer
* The King of Gamers