

# NarcoNations.org — Crime Atlas Anchor Document (v1.0, Expanded)

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## Core Purpose

NarcoNations.org is the **narrative research and player engagement hub** for the NarcoNations IP. It is designed as a **cinematic, immersive, and educational digital atlas of global organised crime**, blending storytelling with data visualization. The site functions on multiple levels: - **Interactive Crime Map**: a geography-first interface where users click into hotspots. - **Narrative Dossiers**: long-form, cinematic essays exploring cartels, cities, routes, and systems. - **Infographics & Data Stories**: numbers and stats translated into accessible visual narratives. - **Ethical Layer**: every page includes disclaimers, context, and tie-ins to real-world crime prevention.

The end goal is to **anchor NarcoNations as a credible, intelligent, and ethically framed franchise**, providing players and readers with a portal into a hidden world — and serving as a funnel for Kickstarter campaigns, community building, and long-term IP expansion.

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## Site Shape & Form

### 1. Landing Flow

- **Hero Section** → bold cinematic copy, striking visuals, tagline, and clear CTA (“Join the Cartel / Notify Me on Kickstarter”).
- **Crime Map MVP** → MapLibre base styled in dark dossier theme with city markers (Cannabis trade for MVP). Includes zoom, pan, and tooltips.
- **Interactive Popups** → concise summary blurb, status chips, and CTA to expand into full dossier overlay.
- **Dossier Overlay (Sheet)** → slides in over the map without route change:
  - *Story*: full Markdown dossier with long-form content.
  - *Stats*: key metrics, infographics, and comparative data.
  - *Sources*: references, ethical notes, and disclaimers.
- **Sticky CTA Bar** → always visible to capture signups and Kickstarter notifications.

### 2. Content Layers

- **JSON Nodes** → structured short-form content: name, coords, summary, key stats, tags, hero image.
  - **Markdown Dossiers** → in-depth stories, 1–2k words, illustrated with images and infographics.
  - **Infographics JSON** → reusable blocks for TopN lists, flows, sparkline charts, badge stats, and origin-destination maps.
  - **Global Overlays** → transport corridors, heatmaps of seizures, animated flows using deck.gl.
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## Narrative Chapters (Content Backbone)

1. **Drug Trade** → Cannabis, Cocaine, Heroin, Meth, Ketamine, LSD, Prescription pills (inc. Nitazines), Steroids, Precursors.
  2. **Non-drug Contraband** → Gold, Diamonds, Counterfeit luxury, Stolen cars, Weapons, Wildlife.
  3. **Transport & Ports** → land, sea, air, special danger zones (Darien Gap, Somali pirates, guerrilla routes).
  4. **Money Laundering** → fronts, casinos, shell companies, crypto, global laundering hubs (Zurich, Dubai, Lagos).
  5. **Organised Crime Groups (OCGs)** → traditional mafias, cartels, Mocro Mafia, Kinahan network, Scandinavian gangs, Australian bikers.
  6. **Law Enforcement & Tech** → Interpol, Europol, Trojan Shield, encrypted phone takedowns (EncroChat), drones and AI surveillance.
  7. **Corporate & Politics** → collusion, corruption, shadow finance, political laundering.
  8. **War Zones & Militias** → Taliban, Chechens, IRA, FARC, Hezbollah, militias running contraband.
  9. **Prison Economy** → how prisons become centres of control, smuggling, and internal trade.
  10. **Human Trafficking & Slavery** → modern slavery networks, migration exploitation, child labour.
  11. **Human & Environmental Cost** → destruction of ecosystems, human suffering, forced displacement.
  12. **Evolution of Organised Crime** → generational shifts, from Sicilian mafia to cyber cartels.
  13. **New/Smaller Players** → Kinahan cartel, Mocro Mafia, Liverpool/Manchester gangs, Swedish networks.
  14. **Production / Distribution / Consumption** → the global flows from farm and lab to city streets.
  15. **Weapons & Heists** → arms trafficking, spectacular robberies, and the underground arms trade.
  16. **Criminal Innovation & Ingenuity** → subs, tunnels, drones, laundering innovations.
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## Tech & Build System

- **Maps:** MapLibre GL + PMTiles (serverless hosting), Tippecanoe for preprocessing, custom dark style JSON.
  - **Motion:** deck.gl (Trips, Arc, GreatCircle, Flowmap) for dynamic flows; GSAP/Framer Motion for cinematic overlays.
  - **Data Ops:** Turf.js (geospatial buffers, slicing, great circles), Supercluster (clustering for thousands of points).
  - **UI:** Next.js App Router, TailwindCSS, shadcn/Radix primitives, Lucide icon set, Framer Motion for micro interactions.
  - **Content:** JSON (nodes, stats, infographics) and Markdown (dossiers). Optional integration with Supabase for structured data storage.
  - **Hosting:** Vercel-first; all static assets in `/public`; edge-friendly structure.
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## UX Principles

- **One-page immersion** → the map is always present; dossiers slide in and out as overlays.
- **Overlay beats redirect** → no full-page refreshes or route swaps during exploration.
- **Responsive-first** → full-screen sheets on mobile; desktop gets centered panels with map still visible.

- **Infographics as storytelling** → TopN lists, flow maps, sparklines, badge stats enhance narrative.
  - **Accessibility** → focus states, ESC to close, keyboard navigation, motion-reduced mode.
  - **Ethical framing** → disclaimers, pledges, and charity support are visible.
  - **Tutor mode** → each dev deliverable accompanied by a “What/Why/How” explainer to upskill the team.
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## MVP Roadmap

1. **Phase 1 (MVP)** → Cannabis map with 10–20 key nodes, JSON + MD, overlay working, at least 2 long-form dossiers, 1 TopN infographic, 1 sparkline.
  2. **Phase 2** → Expand dataset to 100+ nodes; add laundering hubs, ports, and non-drug contraband.
  3. **Phase 3** → Implement scrollytelling: scroll triggers flyTo map states, reveal layers, convoy replays.
  4. **Phase 4** → Full content breadth: OCG dossiers, war zones, prison economy, modern tech.
  5. **Phase 5** → Community tools: search/filter, command palette, Patreon-only secret dossiers, user-driven unlocks.
  6. **Phase 6** → Seasonal updates: new cases, infographics, routes, expansions aligned with Kickstarter milestones.
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## Acceptance Criteria (MVP)

- Passes Vercel build with no client/server conflicts.
  - Fully responsive on small/medium/large devices.
  - Minimum 10 cannabis nodes seeded with JSON + MD.
  - At least 2 infographics render from JSON (TopN + sparkline).
  - Overlay (Sheet) supports tabs: Story | Stats | Sources.
  - Accessibility tested: focus trap, ESC close, keyboard nav, reduced motion.
  - Performance: smooth pan/zoom; deck.gl lazy loaded.
  - Tutor Mode: every code deliverable documented with a learn-section.
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## Tagline

**“Maps are portals. Let’s build an underworld worth exploring.”**

**“Scroll is power. Data is story. Immersion is the hook.”**