

PIMP.FUN: The Pimp Master Plan Document

Web3 Evolution of a Gaming Legend - Q3 2025

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Executive Summary

Pimp.Fun is a Web3 reimaging of the cult classic turn-based strategy games Pimp Wars (1990 BBS) and PimpWar (2000-2020 web). Built on Solana and launching through Pump.fun in Q3 2025, it combines nostalgic gameplay with blockchain ownership, play-to-earn mechanics, and decentralized governance.

Key Features:

- **Genesis NFTs:** 8-Bit Pimps & 8-Bit Bitches collections
- **Turn-based strategy** with probabilistic resource discovery
- **NFT assets** (Hoes/Bitches, Thugs, Weapons, Vehicles) with true ownership
- **\$PIMP token** for utility, governance, and rewards
- **Seasonal resets** with persistent NFT progression
- **DAO-governed alliances** (Crews) with on-chain treasuries
- **Cross-platform play** (mobile-first design)

Core Innovation:

Where the original games reset all progress monthly, Pimp.Fun allows players to own and retain certain assets as NFTs across seasons, creating long-term value while maintaining competitive freshness.

Historical Context & Vision

The Legacy (1990-2020)

Pimp Wars (1990)

- Created by 14-year-old Paul J. Martino for BBS systems
- Text-based empire building
- Goal: Accumulate \$5 million to buy "Flaming Sheinen's" restaurant
- Single-player focus with multiplayer elements

PimpWar (2000-2020)

- Web-based reimagining by Happy Empire Inc.
- Over 1 million registered players at peak
- Monthly resets maintaining competitive balance
- Complex alliance system with up to 20 players per crew
- Turn system: 2 turns per 10 minutes, max 200

The Web3 Evolution (Q3 2025)

Pimp.Fun honors this legacy while addressing historical limitations:

- **Persistent ownership** through NFTs
 - **Transparent economy** via blockchain
 - **Community governance** through DAOs
 - **Real value creation** via play-to-earn
 - **Anti-cheat** through smart contracts
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Genesis NFT Collections

8-Bit Pimps Collection

Supply: 10,000 unique 8-bit styled Pimp characters **Mint Date:** Q3 2025 **Benefits:**

- Exclusive access to Season 1
- Enhanced turn regeneration (+20%)
- Unique cosmetic traits
- Governance voting power
- Revenue share from platform fees

Rarity Tiers:

Tier	Supply	Turn Bonus	Special Abilities
Common	6,000	+20%	Basic gameplay access
Rare	2,500	+25%	Special district access
Epic	1,000	+30%	Crew leadership perks
Legendary	400	+35%	Territory ownership priority
Mythic	100	+50%	Platform revenue share

8-Bit Bitches Collection

Supply: 50,000 generative 8-bit female characters **Purpose:** Core income-generating units found through gameplay **Generation:** Through turn-based discovery system

Traits & Rarities:

Type	Discovery Rate	Base Income	Special Traits
Street	60%	Low	Standard income
Club	25%	Medium	+20% happiness bonus
High-End	12%	High	+40% income, harder to steal
Elite	3%	Very High	+100% income, unique abilities

NOTE: *Need game design input on exact income generation rates per turn*

Core Game Mechanics

Turn System

The heart of Pimp.Fun remains turn-based strategy:

Turn Generation:

- Base rate: **2 turns per 10 minutes**
- Maximum cap: **200 turns** (increases with \$PIMP stashing)

- Stamina system: Diminishing returns after **120 turns/day**
- Bonus turns available through:
 - Genesis NFT holdings (+20-50% based on rarity)
 - \$PIMP stashing (+10-30% regeneration)
 - Seasonal events
 - Community achievements

Turn Actions (Cost per Action):

Action	Turn Cost	Description
Scout for Hoes	1	0.1-69% chance to find hoes/bitches
Prowl for Thugs	1	Search for thugs to recruit
Produce Dope	1	Create resources for retention/attacks
Hustle	1	Mini-games (Insurance Fraud, Casino)
Recon	1	Scout enemy defenses
Travel	1	Move between districts/cities
Craft/Equip	0-1	Attach gear to NFTs
Attack	2	Five attack types available
Crew Raid	5/player	Coordinated alliance assault

Ho/Bitch Discovery Mechanics

Discovery Probability per Turn:

- Base chance: **0.1% - 69%** per turn
- Average yield: **2-4 hoes per 10 turns**
- Factors affecting discovery:
 - District type (Casino, Wino Slums, Low Rent, Nightclub, Urban Ghetto)
 - Time of day (peak hours bonus)
 - Genesis NFT bonuses
 - Crew territory control

Discovery Roll Formula:

$\text{Discovery Rate} = \text{BaseRate} \times \text{DistrictModifier} \times \text{NFTBonus} \times \text{TerritoryControl}$

$\text{Success} = \text{Random}(0,100) < \text{Discovery Rate}$

If Success: Roll for Rarity based on weighted tables

NOTE: *Need game design input on exact district modifiers and time-based bonuses*

Thug Recruitment System

Two Methods:

1. Prowling (Turn-based discovery):

- Use turns to search for free thugs
- Lower quality but no ongoing costs
- Success rate: **NOTE** *Need game design input*
- Can find special "Named Thugs" as rare NFTs

2. District Hiring (Cash-based):

- Pay weekly salaries to district thugs
- Higher quality, guaranteed availability
- Cost: **\$X per week** (*Need game design input on pricing*)
- Can negotiate profit-sharing deals
- Contract lengths: Weekly, Monthly, Seasonal

Thug Quality Tiers:

Type	Prowl Rate	Weekly Cost	Combat Power
Street	Common	\$100	1x
Soldier	Uncommon	\$500	2.5x
Enforcer	Rare	\$2,000	5x
Lieutenant	Epic	\$10,000	10x

NOTE: *Need game design input on exact prowling success rates and weekly costs*

Resources

Off-Chain (Reset Each Season):

- **Cash:** Primary currency for purchases and thug salaries
- **Dope:** Used for ho/bitch retention and attacks
- **Heat:** Law enforcement attention meter
- **Reputation:** District standing affecting recruitment

On-Chain (Persistent):

- **\$PIMP Token:** Utility and governance token

- **8-Bit Bitches NFTs:** Income-generating characters
- **Thug NFTs:** Special named thugs found through prowling
- **Weapon NFTs:** Persistent weapon upgrades
- **Vehicle NFTs:** Low-riders, Escalades, etc.
- **Territory NFTs:** Ownable districts with tax rights

Mathematical Formulas & Economy

Income Generation

Ho/Bitch Income Formula:

$$\text{Turn Income} = \sum(\text{Bitch}[i].\text{BaseIncome} \times \text{Happiness} \times \text{DistrictBonus}) \times \text{Turns}$$

NOTE: Need game design input on:

- Base income rates per bitch rarity tier
- How many turns = how much money
- District income modifiers
- Happiness impact on income (0-100% scale)

Proposed Income Tiers (Requires Balancing):

Bitch Type	Base Income/Turn	Notes
Street	\$10-20	Common finds
Club	\$25-50	Better districts
High-End	\$60-120	Rare finds
Elite	\$150-300	Ultra rare

Happiness Calculations

Bitch Happiness Formula:

$$\text{Happiness} = \text{Base}(50) + \text{PayoutBonus} + \text{DopeBonus} + \text{ProtectionBonus} - \text{Losses}$$

NOTE: Need game design input on:

- Optimal payout percentage ranges (20-99%)
- Dope consumption rates per bitch

- *Protection requirements (Thug:Bitch ratios)*
- *Happiness decay rates*

Thug Loyalty Formula:

Loyalty = Base(50) + WeaponBonus + PaymentTimeliness + CombatSuccess

NOTE: *Need game design input on:*

- *Weekly salary impact on loyalty*
- *Weapon requirements per thug tier*
- *Loyalty thresholds for desertion*

Combat & Damage Systems

Weapon Damage Tiers

Base Weapon Stats:

Weapon	Base Damage	Fire Rate	Accuracy	Street Price
Fists	1	1x	90%	Free
Pistol	5	2x	80%	\$250
Glock	10	3x	85%	\$800
Tek-9	20	5x	70%	\$2,500
Uzi	35	8x	65%	\$4,000
AK-47	50	4x	75%	\$5,500

NOTE: *Need game design input on exact damage calculations and how accuracy affects combat*

Vehicle Combat Multipliers

Vehicle Capacity & Combat Bonuses:

Vehicle	Thug Capacity	Damage Multiplier	Defense Bonus	Cost
On Foot	1	1.0x	0%	Free
Bicycle	1	1.2x	+5% mobility	\$100
Low-Rider	6	1.5x	+20% style points	\$5,000
SUV	8	1.8x	+30% armor	\$15,000
Escalade	8	2.0x	+40% armor	\$30,000
Armored Truck	12	2.5x	+60% armor	\$75,000

Drive-By Damage Calculation:

Total Damage = $\Sigma(\text{ThugDamage} \times \text{WeaponDamage} \times \text{VehicleMultiplier} \times \text{Accuracy})$

Where:

- ThugDamage = Base thug tier damage
- WeaponDamage = Weapon base damage \times fire rate
- VehicleMultiplier = From vehicle table
- Accuracy = Base accuracy modified by movement

NOTE: Need game design input on:

- How multiple thugs in a vehicle coordinate damage
- Drive-by accuracy penalties vs stationary targets
- Damage reduction from defender's armor/vehicles

Attack Type Formulas

1. Drive-By Shooting:

Damage = $(\text{Thugs in Vehicle} \times \text{Average Weapon Damage} \times \text{Vehicle Multiplier}) \times 0.6$

- 0.6 modifier represents reduced accuracy while moving
- Can only use vehicle capacity (1 for bike, 6 for low-rider, etc.)

Example Scenarios:

- 1 Thug with Glock on Bicycle: $1 \times 10 \times 1.2 \times 0.6 = 7.2$ damage
- 6 Thugs with Tek-9s in Low-Rider: $6 \times 20 \times 1.5 \times 0.6 = 108$ damage
- 8 Thugs with AK-47s in Escalade: $8 \times 50 \times 2.0 \times 0.6 = 480$ damage

NOTE: Need game design input on damage thresholds for killing defending thugs

2. Home Invasion (Full Combat):

$\text{Attacker Power} = \Sigma(\text{All Thugs} \times \text{Weapon Damage} \times \text{Formation Bonus})$

$\text{Defender Power} = \Sigma(\text{All Thugs} \times \text{Weapon Damage} \times \text{Fortification Bonus})$

$\text{Victory Chance} = (\text{Attacker Power} / (\text{Attacker Power} + \text{Defender Power})) \times 100\%$

NOTE: *Need game design input on:*

- *Formation bonuses for organized attacks*
- *Fortification bonuses for defenders*
- *Casualty calculations based on power differential*

3. Territory Defense:

- Defenders get +25% combat bonus on home turf
- Can pre-position vehicles for quick response
- District control provides early warning system

NOTE: *Need game design input on exact territory defense mechanics*

Combat Resolution

Casualty Calculation:

$\text{Casualties} = (\text{Enemy Power} / \text{Your Power}) \times \text{Base Loss Rate} \times \text{Random}(0.8, 1.2)$

Weapon Priority in Losses:

- Unarmed thugs die first
- Then pistol users, ascending to AK-47 users
- Special named Thug NFTs have plot armor (reduced death chance)

NOTE: *Need game design input on:*

- *Base loss rates for different combat scenarios*
 - *How to handle weapon redistribution after combat*
 - *Medical/revival systems for wounded thugs*
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NFT System Design

Genesis Collections (Q3 2025 Launch)

8-Bit Pimps (Player Avatars)

- Supply: 10,000 unique procedurally generated
- Benefits: Turn bonuses, governance rights, revenue share
- Stashing: Lock for additional benefits

8-Bit Bitches (Income Units)

- Supply: Unlimited (discovered through gameplay)
- Generation: 0.1-69% chance per scout turn
- Burning: Can burn low-tier for upgrade chances
- Evolution: Level up through successful seasons

Bitch NFT Mechanics

Discovery & Rarity:

Tier	Discovery Weight	Avg per 10 Turns	Income Potential
Common	70%	1.4-2.8 bitches	\$10-20/turn
Uncommon	20%	0.4-0.8 bitches	\$25-50/turn
Rare	8%	0.16-0.32 bitches	\$60-120/turn
Epic	1.9%	0.04-0.08 bitches	\$150-300/turn
Legendary	0.1%	0.002-0.004 bitches	\$500+ /turn

Special Traits:

- **Loyalty:** Resistance to poaching attempts
- **Charisma:** Attracts more clients (income bonus)
- **Street Smart:** Reduces heat generation
- **Connected:** Bonus when working with specific thugs

NOTE: *Need game design input on trait combinations and synergies*

Thug NFT System

Two Types:

1. **Hired Thugs** (Off-chain, seasonal):
 - Recruited from districts with weekly salaries

- Lost at season end
- Can be upgraded but not traded

2. Named Thug NFTs (On-chain, persistent):

- Rare finds through prowling (1-5% chance)
- Unique names and backstories
- Special abilities and loyalty bonuses
- Tradeable on marketplace

Named Thug Examples:

Name	Rarity	Special Ability	Find Rate
"Big Mike"	Rare	+20% intimidation	3%
"Silent Sue"	Epic	Stealth attacks	1%
"The Doc"	Epic	Heals wounded	1%
"Bulletproof Barry"	Legendary	50% damage reduction	0.1%

NOTE: Need game design input on full roster of named thugs and abilities

Weapon NFTs

Permanent Collection:

- Weapons found or crafted become NFTs
- Can be equipped/unequipped between seasons
- Special editions with unique skins
- Upgrade paths through crafting

Weapon Evolution Tree:

Pistol → Chrome Pistol → Golden Pistol



Glock → Modded Glock → Legendary Glock



Tek-9 → Extended Mag Tek-9



Uzi → Dual Uzis



AK-47 → Golden AK → Diamond AK

Vehicle NFTs

Types & Benefits:

Vehicle	NFT Status	Seasonal Bonus	Special Features
Pinto	Common Drop	None	Humor value
Bicycle	Crafted	+5% scout speed	Silent approach
Low-Rider	Crafted	+10% respect	Hydraulics emote
Escalade	Rare Drop	+15% defense	Bulletproof option
Lambo	Ultra Rare	+25% flee chance	Status symbol

NOTE: *Need game design input on vehicle customization options*

Territory NFTs

District Ownership:

- Limited supply: 50 districts across 10 cities
- Generates passive income from taxes
- Provides strategic advantages
- Contestable through Crew Wars

Benefits:

- Set tax rate: 0-3% on all district transactions
- Priority spawn rates for rare bitches
- Defensive bonuses for crews
- Naming rights and customization

NOTE: *Need game design input on territory conquest mechanics*

Tokenomics

\$PIMP Token

Total Supply: 4,206,900,000 (meme-friendly number)

Distribution:

Allocation	Amount	Percentage	Vesting
Gameplay Rewards	1,682,760,000	40%	5 years linear
Liquidity/Stashing	841,380,000	20%	Immediate
Team/Development	631,035,000	15%	4 year vest
Marketing/Airdrops	631,035,000	15%	As needed
Treasury/Reserve	420,690,000	10%	DAO controlled

Utility:

1. **Turn Boosting:** Stash for increased regeneration
2. **Crafting:** Required for NFT upgrades
3. **Marketplace Fees:** 2% fee on all trades (50% burned)
4. **Governance:** Vote on game updates and treasury
5. **Season Passes:** Entry to special events

Deflationary Mechanics:

- Attack burns: 50-100 \$PIMP per action
- Crafting burns: 500-5000 \$PIMP per upgrade
- Territory tax burns: 30% of collected taxes
- Marketplace burns: 1% of all trades

Pre-Launch Token: \$PIMPFUND

Purpose: Fair launch token on Pump.fun before main game

Mechanics:

- 1 billion supply
 - 100% fair launch (no team allocation)
 - Converts to \$PIMP at launch:
 - Base: 1:1 ratio
 - Holding bonus: 1.5:1 for 60-day holders
 - Burn bonus: 1:3 for burned tokens
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Web3 Integration

Smart Contract Architecture

Core Contracts:

1. **TurnManager**: Handles turn generation and spending
2. **CombatResolver**: On-chain battle calculations with VRF
3. **NFTMinter**: Creates and manages game NFTs
4. **TerritoryRegistry**: Manages district ownership
5. **CrewDAO**: Alliance governance and treasury

Security Features:

- Multi-sig controls on critical functions
- Time-locked upgrades
- Audited by [Major Firm]
- Bug bounty program

Wallet Integration

Supported Wallets:

- Phantom (primary)
- Solflare
- Ledger
- Email/social login (custodial option)

Mobile Integration:

- WalletConnect for seamless mobile play
- In-app wallet for newcomers

Cross-Chain Potential

Future Bridges:

- Ethereum for high-value NFTs
 - Polygon for cheaper transactions
 - BNB Chain for Asian markets
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Seasonal & Progression Systems

Season Structure

Duration: 30 days

Phases:

1. **Early Game** (Days 1-7): Territory rush, alliance formation
2. **Mid Game** (Days 8-21): Power consolidation, wars
3. **Late Game** (Days 22-28): Final pushes for rankings
4. **End Game** (Days 29-30): Championships, rewards

Reset Mechanics

What Resets:

- Cash, Dope, Heat
- Hired thug contracts
- Territory control
- Alliance standings

What Persists:

- Genesis NFTs (8-Bit Pimps)
- Discovered Bitch NFTs
- Named Thug NFTs
- Weapon & Vehicle NFTs
- \$PIMP tokens
- Achievement badges

Ranking System

Net Worth Formula:

$$\text{NetWorth} = \text{Cash} + (\text{Bitches} \times \text{Value}) + (\text{Thugs} \times \text{Value}) + (\text{Dope} \times 3) + (\text{Vehicles} \times \text{Value}) + (\text{Weapons} \times \text{Value}) + \text{NFTValue}$$

NOTE: Need game design input on exact multipliers for net worth calculation

Rewards

End of Season:

- Top 10%: Exclusive NFT + 10,000 \$PIMP
 - Top 25%: Rare NFT + 5,000 \$PIMP
 - Top 50%: Uncommon NFT + 2,000 \$PIMP
 - Participation: 500 \$PIMP
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Roadmap (Starting Q3 2025)

Phase 1: Genesis Launch (Q3 2025)

- ✓ \$PIMPFUND pre-launch token on Pump.fun
- ✓ Genesis NFT minting (8-Bit Pimps)
- Launch Season 1 with core gameplay
- Mobile app beta release

Phase 2: Feature Expansion (Q4 2025)

- Named Thug NFT discoveries
- Advanced weapon crafting system
- Territory warfare implementation
- First championship tournament

Phase 3: Platform Growth (Q1 2026)

- Cross-chain bridges (ETH, Polygon)
- User-generated content tools
- Advanced crew management
- API for third-party tools

Phase 4: Ecosystem Maturity (Q2 2026+)

- Pimp.Fun platform for other games
 - Real-world partnerships
 - Metaverse integration
 - Global esports league
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Social Features & Alliances

Crew System (Web3 Alliances)

Structure:

- Maximum 20 members
- On-chain treasury (multisig)
- Shared thugs pool
- DAO governance for decisions

Crew Features:

1. **Shared Resources:** Alliance thugs (offensive/defensive)
2. **Territory Control:** Collective district ownership
3. **War Declarations:** Formal on-chain challenges
4. **Revenue Sharing:** Automatic distribution of taxes

Alliance Thug System:

- Purchase shared offensive/defensive thugs
- Cost: **NOTE** *Need game design input on alliance thug pricing*
- The 99/99 trick: Buy 99 of each type then bulk purchase
- Funded through crew dues (% of member income)

Communication

In-Game:

- Global chat (with spam filters)
- Crew chat (encrypted)
- Trade chat (for NFT deals)
- War room (strategy planning)

External Integration:

- Discord webhooks
- Telegram bots
- Twitter/X integration for achievements

Reputation System

Honor Points:

- Gained through fair play
 - Lost through exploits/griefing
 - Affects matchmaking
 - Unlocks exclusive NFTs
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Technical Architecture

Backend

Blockchain:

- Solana for main game logic
- IPFS for NFT metadata
- Arweave for permanent storage

Game Servers:

- Node.js backend
- Redis for caching
- PostgreSQL for off-chain data
- WebSocket for real-time updates

Frontend

Web App:

- React/Next.js
- Web3.js integration
- Responsive design
- PWA capabilities

Mobile Apps:

- React Native
 - Native wallet integration
 - Push notifications
 - Offline turn planning
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Areas Requiring Game Design Input

1. Income Generation Mechanics

Current Unknown: How much money do bitches generate per turn?

- Need base rates for each rarity tier
- Income scaling with happiness levels
- District-based income modifiers
- Time-of-day variations
- Synergy bonuses for matched sets

Questions to Resolve:

- Should a common bitch generate \$10, \$20, or \$50 per turn?
- How does happiness scale income (linear or exponential)?
- What's the optimal income rate to maintain 30-day seasons?

2. Discovery Probability Fine-tuning

Current: 0.1-69% chance per turn, averaging 2-4 bitches per 10 turns

Needs Definition:

- Exact probability distribution curve
- District-specific modifiers
- Time-based bonuses (happy hour?)
- Genesis NFT discovery bonuses
- Bad luck protection mechanics

3. Thug Economics

Prowling Success Rates:

- Base chance to find free thugs
- Quality distribution when found
- Special named thug appearance rates

District Hiring Costs:

- Weekly salary scales
- Profit-sharing percentages
- Contract negotiation mechanics

- Loyalty vs. payment curves

4. Combat Damage Calculations

Weapon Damage Scaling:

- Exact damage numbers per weapon
- How accuracy affects final damage
- Critical hit chances
- Weapon degradation over time?

Vehicle Combat Mechanics:

- How multiple thugs coordinate fire
- Drive-by accuracy penalties
- Vehicle armor damage reduction
- Repair costs and downtime

5. Death & Revival Systems

Questions:

- Are thugs permanently dead or wounded?
- Medical/hospital systems?
- Revival costs and time?
- Special NFT thug death protection?

6. Territory Control

Undefined Mechanics:

- How are territories initially distributed?
- Conquest requirements (minimum thugs?)
- Defense bonuses for holders
- Tax collection mechanisms
- Revolt/uprising chances

7. Economic Balance

Key Ratios Needed:

- Optimal thug:bitch ratio for protection
- Cash generation vs. expense rates

- Seasonal economic goals
- Inflation/deflation controls

8. Happiness & Loyalty Formulas

Specific Values Needed:

- Payout percentage sweet spots
- Dope consumption per bitch/day
- Happiness decay rates
- Emergency happiness boosts

9. Attack Cost-Benefit

Balance Questions:

- Cash stolen percentage ranges
- Thug casualty rates by weapon tier
- Defense advantages
- Retaliation mechanics

10. Progression Pacing

Season Flow:

- Expected net worth by day 7, 14, 21, 30
- Power curve for early vs. late joiners
- Catch-up mechanics
- Snowball prevention

Balancing Considerations

Core Tensions to Maintain

1. **Income vs. Protection:** More bitches = more money but higher thug needs
2. **Quality vs. Quantity:** Few elite units or many common ones?
3. **Aggression vs. Defense:** Attack for gains or turtle for safety?
4. **Solo vs. Crew:** Individual glory or team success?

Economic Levers for Balance

- Turn generation rates

- Discovery probabilities
- Income rates
- Attack costs
- Maintenance expenses
- Seasonal modifiers

Recommended Approach

1. Start with conservative numbers
 2. Run closed alpha with 100 players
 3. Daily metrics review
 4. Weekly balance patches
 5. Community feedback integration
 6. Season 2 major adjustments
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Conclusion

Pimp.Fun represents the evolution of a gaming legend into the Web3 era. While many mechanics are defined, the precise mathematical balance requires careful tuning through playtesting and community feedback. The areas marked for game design input are critical for creating an engaging, balanced experience that honors the original while innovating for modern players.

The combination of nostalgic gameplay, blockchain ownership, and community governance positions Pimp.Fun to become the definitive Web3 turn-based strategy game. With proper balancing of the economic formulas and combat systems, it can achieve the perfect blend of accessibility and depth that made the originals legendary.

"From BBS to blockchain, the game remains the same: Build your empire, manage your resources, and become the ultimate digital kingpin."

Next Steps for Game Design

1. Define exact income generation rates
2. Balance weapon damage tables
3. Establish thug salary scales
4. Create discovery probability curves
5. Design territory conquest rules

6. Set economic targets per season phase
7. Build progression simulators
8. Plan closed alpha testing