Kingdoms

Or whatever it’s gonna be named

# Genre

Strategy / Multiplayer

# Pitch

A handful of kingdoms battle to take the sacred land of Carnage. In that war are a few heroes and known figures, each of which make for a very important ally to have. Each player controls a kingdom and tries to gain terrain by culture, religion or war, helped by whoever is on their side, until reaching total control of the map over the others.

# Macro loop

Create the kingdom and ruler

Accumulate power

Expand

Win

# Create the kingdom and ruler

Before starting the game, the player is set to create their kingdom and the first ruler they will play as.

## Ruler

A ruler is defined by diverse values that indicate, overall, what type of character he is both as a ruler and as a person. There are three types of values:

* **Characteristics:** Numeric values that define the main aspects of the character, like personal combat skill, diplomacy, wisdom.
* **Stats:** Values like the age, name or HP of the character
* **Traits:** A few traits taken from a predefined list – some can be acquired at birth, other throughout the life of the ruler or during special events

# Accumulate power