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. They all start at 1 and the player can freely dispatch up to 10 points in any of them, in the way they like.  
  For any point spent in any of those characteristics (except arrogance) above 5, Arrogance increases by 1.
  + **Personal combat skill** (0-10) – How much the ruler is trained to one-on-one combat. Good PCS increases the chances of winning a duel.
  + **Diplomacy** (0-10) – Diplomacy allows the ruler to dissuade other kingdoms from attacking him
  + **Administration** (0-10) – Administration increases the Structure of the kingdom, which in turn increases its efficiency
  + **Charisma** (0-10) – Charisma helps convincing Heroes to join your kingdom and helps in one-on-one relations.
  + **Command** (0-10) – Command helps tip the balance in favour of the ruler’s army in battles.
  + **Wisdom** (0-10) – Each point of Wisdom decreases arrogance by 1. Wisdom increases with age.
  + **Karma** (0-10) – Gives to the ruler a little chance to succeed at literally anything
  + **Arrogance** (0++) – Each point of arrogance decreases every skill by 0.5 in all system calculations.
* **Stats:** 
  + **Name**: The name of the ruler.
  + **Race:** The race of the ruler – if it is different from the race he rules, negative effects occur.
  + **Health** (0-100) – The maximum health of the ruler is equal to (100 – current age). Illness or war injuries will decrease this value. When it reaches 0, the ruler dies and another takes its place.
  + **Age** – The ruler ages with time. Few kingdoms have a ruler less than 18 or 20 years old, as it takes time to build shoulders solid enough to carry such responsibility.
* **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
  + **Divine mark:** The ruler is believed to be the holder of a sacred mark from the gods
  + **Overpowered:** The ruler has immense power in combat, which both inspire and terrify its troops.
  + **Bookworm:** Rarely seen in public, the ruler spends all their time accumulating knowledge on about everything.
  + **Empathetic :** The ruler takes on the grief of other royal families, and is appreciated at times of sorrow
  + **Illegitimate:** This trait has a chance to be passed upon the futures generation on the ruler’s death. Being illegitimate puts arrogance to 0, but creates other issues.
  + **Prince of Carnage:** The ruler masters the ancient charm of the Princes of Carnage, making them both charismatic and lunatic, as well as skilful and manipulative.

## Kingdom

# Accumulate power