Reverie

Game Concept

The world of Reverie is a light fantasy online world in the tradition of Zelda with a Roguelike play style combined with user generated content for dungeons. Character progression in the game is performed by allocating "cards" into the mind of the character and allocating XP to buying card improvements. The tiles of cards laid out as a dungeon determine your characters strengths, abilities, and level advancement. Your "character" (or rather the dungeon representing your character) becomes joined to the world and functions as playable content for the other players.

Character Creation

To enter Adventure Mode you must create a character. Thereafter, you may choose to start with the same character or create a new character. The following steps are necessary to complete character creation. Some steps are required to start, and others are optional and can be changed later.

Required

- Choose a Sex – Male/Female
- Choose a Class – Knight, Rogue, Wizard, Cleric
- Choose a Culture – Tyran (European Feudal), Al-Dib (Arabian Sultanate), Ryoko (Eastern Feudal)

Optional/Deferred

- Customize Appearance (You may also freely change this in game at any time)
    - Hair Style (5 choices per sex/culture: Bald, Short, Medium, Long, or Braided)
    - Skin Color (Light, Medium, or Dark)
    - Clothing Color (6-8 choices)
    - Clothing Accent Color (6-8 choices)
- Choose a Name (Random name is also possible)

After you've completed these steps, you then advance to dungeon creation.

Dungeon Creation

After making the required choices, you open a "character booster pack" of cards based on your chosen class/culture that show each room to add in your dungeon. These are then automatically added to your dungeon grid and can be rearranged at will to create new layouts. An initial pack contains:

- Heart Chamber – The goal of your dungeon
- Class Chamber – Knight = Armory, Rogue = Tavern, Wizard = Library, Cleric = Chapel
- Skill Chamber (x3) – Miscellaneous rooms with different abilities/stats based on class
- Defense Chambers (x3) – Knight = Barracks, Rogue = Lairs, Wizard = Towers, Cleric = Guard Houses
- Gate Chamber – Entry point to dungeon

Each of these chambers start as Level 0, and a chamber can have up to 3 Item cards added to it. The default layout is a grid with the Gate Chamber on the left, the Heart Chamber on the right and at least 40% (rounded up) of the remaining cards in a straight line between them. For example:

	Defense Chamber	Skill Chamber		
Gate Chamber	Defense Chamber	Skill Chamber	Class Chamber	Heart Chamber
	Defense Chamber	Skill Chamber		
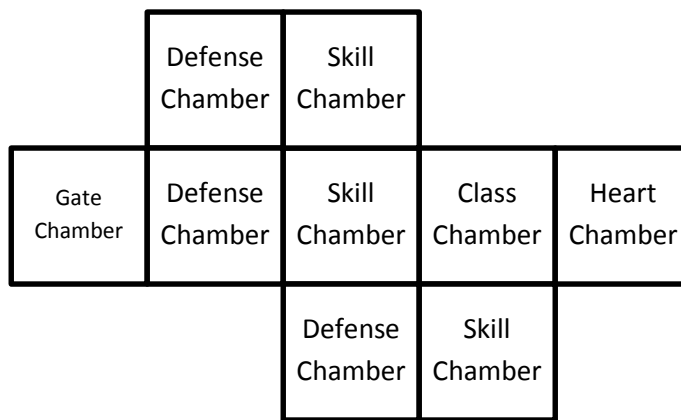
An algorithm determines the placement of doors between chambers to maximize the length traveled to progress through the dungeon.

	Defense Chamber	Skill Chamber		
Gate Chamber	Defense Chamber	Skill Chamber	Class Chamber	Heart Chamber
	Defense Chamber	Skill Chamber		
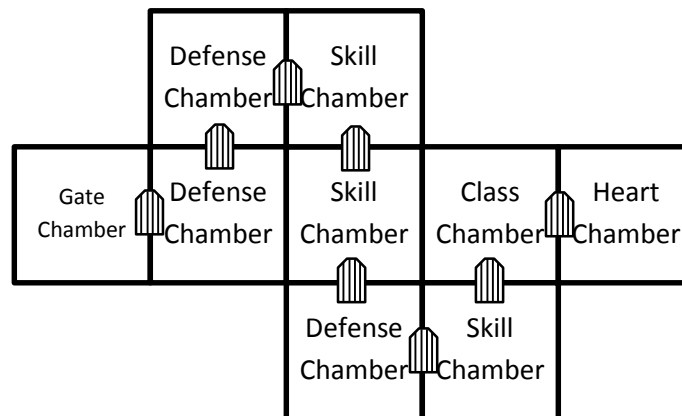
World Structure

The game world is divided up into a series of regions (one for each culture) made up of a rough grid of 30 zones with cut-scene transitions between adjoining zones. Each zone is approximately 2x2 screens of display and scrolls appropriately. Exits are located off the edge of a zone. Additionally, some zone transitions act as region transitions.

Each region has a Town zone that is the main town for that region of the world. Each Town contains the following locations:

- Shop: A few basic single-use items may be purchased here for Gold, such as Health Potions, Mana Potions, etc. Additionally, you may buy Booster Packs with Fame (earned by people playing your dungeon or dungeons you complete). Booster Packs contain a random room card that must be immediately added to your dungeon.

- Post Office: Send messages to other characters in the game that are off-line or view system messages about new additions to the world.
- Temple: Heal your character to full health.
- Graveyard: Where you appear when you die.
- Expedition Hall: Get quests to fill creature bounties, deliver messages, or find and kill a certain creature. Quests of this type award Gold and/or Fame bonuses.
- Travel Portal: This allows you to return to the Nexus you most recently visited in this region (if any) or to go to any Town that you've already been to.

Each zone contains a Nexus, a magical portal that allows travel into any of the dungeons associated with that zone. Your dungeons are automatically added to a level-appropriate Nexus somewhere in the world (you are told what zone) when you enter the world with your character and people may explore the dungeons that you have created. When you enter a Nexus, you have the choice of one of the following:

- Return to Town – This gives you a quick way of returning to the town. You can come back by going to the Travel Portal in the town.
- Enter <Dungeon List> - This lists each dungeon connected to that Nexus and the level of the dungeon.

Each zone also contains a number of locations where quest creatures might appear or where auto-generated Quest dungeons can be found. Quest dungeons are unique to your hero (other players won't see them).

Character/Dungeon Level

Your character/dungeon level is a sum of the levels of each card in the dungeon. The level of each card determines the effectiveness of that

Gold & Fame

As you progress through the game, you will encounter monsters both on the world map and in dungeons. Every monster you fight drops either Gold or Fame as a resource when you defeat them. Gold can be used to buy consumable items from the store or to level up room cards in your dungeon. Leveling up room cards makes that ability/stat stronger during play, but also increases the difficulty of monsters for your dungeon automatically.

Current Lvl	Upgrade Cost	Item Slots
0	100	1
1	300	1
2	600	1
3	1000	1
4	1500	1
5	2100	2
6	2800	2

7	3600	2
8	4500	2
9	5500	2
10	6600	3
11	7800	3
12	9100	3
13	10500	3
14	12000	3
15	13400	4

Fame is earned every time you complete a dungeon, someone completes your dungeon, and occasionally when you defeat enemies. Fame can be used to purchase new Booster Packs to progress your character.

Character Progression

The main method of character progression is earning Fame through game play. You can then spend Fame to buy Booster Packs from the store to add new rooms, items, or abilities to your dungeon which improve your character's abilities.

Chamber Cards

Chamber Cards are cards that add new rooms to your dungeon. A dungeon can hold 10 Chamber Cards plus 1 new card for every 3 levels your dungeon advances (by leveling room cards). It is possible to buy more Chamber Cards than will fit in your dungeon, at which point you can swap one room card type (Heart, Class, Skill, etc.) for another card of the same type. New Chamber Cards added to the dungeon for the first time are always Level 0, but cards that have been increased in level do not lose that level if moved to the inventory. Removing a leveled card may require removing additional room cards if there are now too many rooms in the dungeon based on the new level. Some Chamber Cards can only be added to dungeons of a particular level or higher (e.g., a Skill Chamber that requires that the player/dungeon is already level 15 or higher.

Item Cards

Each Chamber Card can hold 1 item (e.g. suit of armor, globe, etc.) that provide a buff to the player's skills and may alter the enemy types that will spawn in the room. For every 5 levels that a Chamber Card reaches, it gains one additional Item slot. Unallocated Item Cards remain in the inventory.

Character Stats

All characters have the following base stats, which can be enhanced by adding new Chamber Cards or Item Cards or by leveling up the Chamber Cards.

	Knight	Rogue	Wizard	Cleric
Power	10	5	3	7
Health	7	3	5	10
Luck	5	10	7	3
Mind	3	7	10	5

Power rules how much damage you can deal in combat, Health how much damage you can take, Luck rules speed, gold production and ability to avoid traps, and Mind rules the ability to understand and use magic abilities.

Communications

The game has a persistent in-game messaging system (mail) and chat while in the world map with other players. Chat is technologically restricted only others within the same zone.

Leaderboards

The game has weekly leaderboards for top players in dungeon level, dungeon rating, gold collected, fame earned, and a current special event. At the end of each week, the leaderboards are cleared and the top performers get special "elite" boosters that have higher level Booster Packs. Winning a weekly leaderboard is the only way to earn these elite boosters, that are generally better than their equivalent standard booster.