Start/Intro: beginning cutscene or dialogue lines that introduces the premise of having 5 kingdoms with each leader and the sixth middle kingdom that was lost to war. In the war the previous human king found that the power of analyze was OP and he could steal/copy any skill that he has previously seen enough times. He was on a mission to manifest destiny and take control of each of the kingdoms but forgot he was in the middle of all of them and ended up getting pincered and attacked by all of them at once. Ever since the former palace was used as a meeting place for the remaining 5 kingdoms to ensure such a threat to the world doesn’t reappear. Enter MC that has the analyze power but doesn’t know the stipulations of it. Backstory time! MC was born into the world where humans are treated as slaves and are nearing extinction. Parents were kind enough to hide him from slavery by giving him to an orphanage that is run by the adventurer's guild who always has uses for more bodies. There MC meets his party members each thrown away by their families/countries because they were considered useless black sheep. MC finds that he can see their hidden talents/skills/stats that others couldn’t and finds they are each strong in a way that their countries never experienced before hence why they thought they were just useless fodder. Timeskip to current time into first battle.

First Battle: starts with the MC being slightly dazed after experiencing his first ability copy and the player is introduced to the analyze mechanic. Also introduced to base starting 5 members/characters which are only three for now being knight, mage, healer. Basic bandit type deal that adventurers deal with to introduce combat skills etc. Enemy boss is lancer so MC starts with lance abilities. Reason he gets to learn the lance abilities is cause the adventurer guild orphanage thing has a lancer as the teacher so he has seen many lance abilities before 100 to be exact. Next, he learns axe abilities since he has seen around 90 abilities and player sees that every move seen is logged and that 100 is the unlock requirement. He also has a list of his team's abilities but they are only at around 10-20 since they are just recently adventuring as a party. Battle ends when all enemies are routed.

Conflict Premise: Back at guild headquarters player meets SQUIGGY YEAH who is the guildmaster and the teacher of the party who can use all base weapons but no weapon skills. Introduction to the practice mechanic where MC can up his analyze count to unlock and or upgrade skills/attacks. Afterwards meet sword and ninja who stayed behind to practice reconnaissance and comes back with news about the council meeting that took place. The meeting was the annual meet usually to discuss law changes and the like and the guildmaster just wanted to be ahead of the loop hence the spying. They end up reporting that each kingdom is struggling with a specific problem and later tell you in secret that they also talked about how nobody with the apocalyptic analyze skill has been found as per usual which ended the meeting. MC now knows that he can learn any ability and knows that the former human king nearly used it to stake his claim on the whole continent. Players then get first dialogue choice after Squiggy asks which kingdom they would like to be assigned in next. Leads to 5 battles introducing each area.

**Problems/5 battles**

Elf: abundance of mana and food due to having the world tree but lack of minerals/rocks for armor or production. Elves have hunters, mages, and nimble swordsmen/ninjas but no armor production and magic stone production to sustain their defenses against monsters so show in battle a lack of equipment to properly fight monsters. Receive part of the world tree as compensation for your help.

Animal: abundance of space, food, population with no need for minerals or mana but too many monsters spawning. The animals have big fields with room for all of their population and big farms for food but can’t help others because they are too busy dealing with the monsters in their own land. So show in battle survival round with monsters spawning infinitely until sunrise. Receive an abundance of food for your help.

Dwarf: abundance of minerals and armor production but lack of food. Dwarves have a bunch of natural minerals around them to create the best armor and weapons for their defenses but are lacking in area to farm of find food. Show that the dwarfs have incredible defenses against monsters but in battle they are always hit with a debuff and start with less health. Receive an abundance of ores/weapons/armor for your help.

Demon: abundance of magic stone production and good armor/weapons due to close proximity with dwarfs but barren land due to production side effects. Demons have the only mana stone production on the continent but have no good land for food or mana to make the good land. Show in battle their prowess in magic and weapons but have toxic land effects in place. Receive an abundance of mana crystals for your help.

Angel: perfect life and lifestyle but not enough manpower because their area is the entire sky. They have food and mana from the world tree, minerals from the mountain tops, and pure land but have too much land to cover. Before battle present choice in location to show lack of manpower. Receive lots of money for your help.

Split Path: after the MC visits each area to scope out possible character recruits, meet monarchs etc. And then news of his exploits will reach each monarchs ears leading them to realize that he has the analyze skill. After visiting each area there is an emergency meeting which never happens and MC sends ninja to scout what's up. Finds that they are aware he has the analyze skill and that he needs to be dealt with immediately. Though they are unsure if they should simply kill him off as this power can be used for good as proven in the previous battles. Each region is undergoing difficulties unique to their areas and need to find a solution. They think if the MC can be reasoned with, they could use his powers to help each region prosper however the problems are so severe that they need to be dealt with immediately. Each region leader must look out for the good of their own and thus declares war on each other. As soon as this information is passed the ground rumbles and the middle area gets attacked by each kingdom causing it to become rubble and a wasteland that spawns in lots of monsters essentially just blocking off access to the middle. The decision will cause an impact throughout the land as the MC will be the key point in this war. Now narrative sort of flips where each kingdom wants to manifest destiny to the whole continent using the analyze ability so the MC gets to essentially choose the winner, decide to take over for himself, or find a way to solve all the problems and bring peace to the world. So have five-way choice for which kingdom to go to first like the first time but this time the decision matters. After choosing a kingdom ask if it is to help that kingdom or to use them for their own gain. Which unlocks normal/villain route. Has to choose normal route for the hero route which will have specific decisions that need to be made to achieve. Group will follow the MC because they can either hate the world and prove themselves superior by conquering those that looked down on them or wish to prove their worth to the world by saving those that looked down on them. Either way leads to the MC and main friends becoming new leaders of the new world.

Underlying story: have the previous king be reincarnated and moving in the underground world causing monsters to appear all of a sudden.

Battles list - try for three battles per kingdom + one extra per and one in the middle so total of 21 for the ideal route or villain route but 15 for normal route just excluding the middle kingdom.

**Elves route**

Go around recruiting elves and solving their problems with the weapons/mana crystals given to you previously. After go to the animals or angels which unlocks the demons and dwarves respectively.

**Animals route**

Go around recruiting animals and solving their problems with the weapons/mana crystals given to you previously. After go to the animals or angels which unlocks the demons and dwarves respectively.

**Dwarfs route**  
Dwarfs ally with demons to start so player can choose to take the angels first or animals first either one unlocks elves then ends with demons

**Demons route**

Same as Dwarfs but ends with Dwarfs

**Angels route**

No allies to start can choose elves or dwarfs first which unlocks animals or demons respectively.

**Villain Route**

Have to go through each area and can kill the recruitable characters/monarchs to gain their shadows with necromancy and can steal skills from those that die.

**Hero Route**

Go through each kingdom in a specific order as an elite unit fixing their problems without any help