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0. Intro

The game is supposed to be simple and easy to learn, yet be a bit challenging and harder to master – it should be easy to grasp the basics for a new player, but reward people who put more thought into their actions, by adding a few not-so-obvious elements.

1. Base Rules

A. The goal, base gameplay

Players create accounts, choose their country name (+avatars? Anthems for if they win?) and colour from one of the available ones (first come first serve). After that they choose a starting point, where their country is formed (distance from another country? Fixed starting points?). The server waits for all players to preapare/join (time? Server-chosen?). When all the players are ready the game starts.

B. The Map

Example picture of a blank map (World? Europe? Chosen by server?):

C. Action points

Players get '**action points**' over time (depending on the server- could be every 5 seconds for a single-session game, could be every hour for a game lasting days-weeks). They then use these points to '**attack**' territories around their borders. Action points can also be used to buy different **upgrades** (trading? Treaties? Sending points to other players?).

D. Attacking

Attacking other territories can end in a **success** or a **failure**.

-Attacking a region occupied by another nation has a lower chance of success

-The chance of success while attacking a region increases accordingly to neighbouring territories occupied by the attacker (the more neighbours the attacker is in control of, the higher the chance). This increases strategical value of certain territories – sea regions or regions in tight spaces have less neighbours, thus reducing the chance of attacker conquering the territory around and then easily finishing off the desired region

-The chance of success is lowered by the number of neighbouring regions controlled by the defender

-The chance of success can be further modified by different upgrades bought by defenders/attackers

-The chance of success can also be modified by territory-specified upgrades (e.g. Castles, that could be destroyed if the territory gets conquered, removing the bonuses) –do we really want this feature or would it be too much?

-Territorial penalties/rewards? - same as above

E. Upgrades

TBA

F. Politics, player interaction

Simple messaging? Treaties with conditions? Trading territories?

G. Victory

A player wins if they control a certain percentage (of all territories)/(over other players).

Players entering the server at that point are displayed a message with the winner and/or their avatar/anthem/message (depending on what we include).