

Basic attributes:

1. Resources
2. Troop point
3. Resource growth rate. In each round of acquiring resources, the player will get (5*resource growth rate) resource resource growth rate (rgr)
4. Troop point growth rate (tpgr) in the stage of gaining troop points each round, players will get (1*troop point growth rate) troop point growth rate (tpgr)
5. Corruption value. Corruption value will reduce the benefit of 'construction' action and increase the probability of negative events. But corruption can be turned into resource corruption through 'trade' actions
6. Stability, too low stability will lead to crisis, and stability will also affect the effect of 'construction' and 'conscription' actions. stability

Round process:

1. Check if you are entering a crisis
2. If the focus is not selected, select the focus, and choose one of the two focuses (domestic policy and foreign policy). Please refer to the follow-up explanation for the role of the focus (2. Each time the focus ends, the system will check whether the number of player resources meets the requirements, if not, the game will end directly)
3. Carry out an action (1. Construction, 2. Recruitment 3. Trade 4. Threat)
4. Event link
5. Get resources and get troop points (see rgr and tpgr notes in basic attributes)

focus

1. When the player does not select the focus, a focus needs to be selected (domestic policy/foreign policy). Focus means the direction of development that the country focuses on over a period of time.
2. After the focus is selected, it will last for 3 turns, during this time, the bonus will be increased when the player performs the same action as the focus type.
3. At the end of the focus, the system will detect whether the player's resources have reached the number of resources mentioned in the focus task (focus demand). If not, the game ends immediately

action

There are four actions in total, and players can choose one to execute each round. They are: Construction, Conscription, Trade, Threat

Construction and conscription are domestic actions. Trade and Threat are foreign action

1. Construction: Consumes 1 troop point. Change the amount of resources, increase the resource growth rate, increase the troop point growth rate, and increase the stability by 1 point. Gain a certain amount of corruption. (If the troop points are insufficient, executing this action must be a negative benefit)
2. Conscription: Change the troop points, increase the troop point growth rate, and reduce the stability by 1 point
3. Trade: Increase resources and consume troop points according to corruption value. Reduce

resource growth rate and reduce corruption. (If the troop points are insufficient, executing this action must be a negative benefit)

4. Threat: Reduce the stability by 3 points, reduce the growth rate of troop points, and increase the growth rate of resources by a larger deputy.

event

Number: Event003-Event006

Events are divided into benign events and malignant events

1. When the corruption value exceeds a certain amount, vicious events (numbered Event003-Event004) will be triggered, which may reduce the amount of resources, resource growth rate, troop point growth rate, and corruption value.

2. When the stability is low, it will increase the probability of the vicious event Event005, which will reduce the amount of resources, resource growth rate, troop point growth rate and stability.

3.Event006 is a benign event with two options. 1. Get long-term benefits 2. Get resources directly

1. Obtain long-term benefits: increase the rate of resource growth and troop point growth rate

2. Obtain resources directly: The resources and troop points will be directly obtained according to the player's resource growth rate and troop point growth rate. Increases corruption by a certain amount

crisis

Number Event001-Event002

When the stability falls below a certain value, the country enters a state of crisis. At this point, the player must resolve the crisis (spending a lot of resources and troop points to improve stability)

ps: After entering the crisis state, skip all the following processes directly. After the crisis is resolved, proceed directly to the next turn.

When the player is unable to pay resources to contact the crisis state, the game ends directly.