**VAMPIRE LORD MECHANICS**

This game will basically be a Civ style turned based strategy game where you take on the role of a Vampire Lord determined to take control of a city over your rivals while dodging hunters, law enforcement, and other dangers to your rule.

**Gameplay Loop**

The game starts by choosing your Vampire Lord archetype. These are detailed below, but each gives you an advantage in a certain playstyle/victor condition. The Street Tough may provide a bonus to gang combat units or let you control a larger street gang. The Sorcerer gains a bonus to Ritual research. Royalty gives a bonus to cash or interactions with city government. Necromancer lets you raise an army of the dead.

You then choose your Lair type which each give you particular bonuses. Keeping it in the rich part of town can give you a bonus to cash or gives you bonuses to running legit businesses. Setting your lair in a museum or library can give a bonus to certain types of research. A hospital could give a bonus to your blood pool.

Once you’ve chosen your lair, it’s time to control the city! Each city is divided into several areas. Inner city, cultural district, business district, suburbs, wealthy, etc. You start solely in your personal lair and perform actions to gain control of each part of the city, research magic and blood powers to grant bonuses, respond to events, and fight rivals to the throne.

Each section of The City has a specific condition you’ll need to meet to gain control over it. And once you’ve gained control, you’ll need to prevent your rivals from kicking you out and taking it over for themselves.

**Research**

In your quest for power, you may decide to research certain magicks to help you on your way. Split into several subcategories (Blood, Sorcery, Shadow, Necromantic), completing research in one or more could give you a bonus to increase your blood potency, raise the dead, or outright destroy enemy units. One can even win the game by only researching particular spells and rituals without controlling the city!

**Events**

Events can happen which drive your personal story. Perhaps the existence of vampires has spawned hunters that try to destroy every supernatural threat they find? Or a rival has gained control of Law Enforcement and are sending them after your holdings. A mortal necromancer may even have discovered the secrets of undeath and created a zombie horde to destroy the city!

Completing an event will grant you a bonus or some sort related to the event itself. The zombie horde event could grant a bonus to your Necromancy research. Resolving the law enforcement event can grant you control over larger parts of the city.

**Adversaries**

Adversaries are your rivals vying for control of The City. These are mostly other vampire lords similar to your own, but may also include Werewolves, Wizards, and Cultists in future updates.

**Victory Conditions**

Destroy your enemies

Control one of each type of sector (Cultural, business, suburban, inner city, etc.)

Research ultimate blood magic/ultimate power

Raise The Great Vampire Lord/Great Old One (Cultist victory)