

## Politics and Civilization in the Trade game:

- Military from followers + leaders, nomadic tribe organization
- Civil from buildings, structural advances + upgrades
- Corporate from businesses and trade relationships
- Educational from schools, guilds, apprenticeships

## Military (tribal?)

An individual who battles a lot may simply be a mercenary, hero or smuggler, by grouping with others (Share goals) experience towards real organization (follow, obey orders) can happen, allowing AI overrides and basic hierarchy. Players with enough skill can (follow) to let another physically lead and eventually (take orders). A commander with enough skill can (give orders) even if the receiving player is less experienced. Promotions are natural as leadership complicates. Without structures, all grouping is nomadic and can be "military" without "violence" and can also be hunting parties for food, simple groups for gathering, trade caravans, etc. More than x(5?) followers begins to subdivide.

- Commands (not skills)
- Follow(*target*): physical path tracing to be in the same place and minor control of directions (related: tracking)
  - Attack(*target*) command remote player to assault target using its own AI for determination. Maybe, just mark target (related: fight)
  - Mark(*target*) identify a mutual object for attention by followers
  - Gather(*target*) Mark + gather resource
  - Gather(*type*) Find resource nearby & return (related skills to gather)
  - Protect(*target*) Defend a person, resource, or location
  - Obey(*person*) Transfer trust and leadership to another for a group.
  - (Un)Load(*inventory*) Move in and out of a designated cache.
- Complex command

Skills: Lead Direct Organize Schedule  
Command Tactics Assault Seige Settle

Skills allow certain commands and grant bonuses to group events beyond the advantage of numbers.

### Civics (building-centric developments)

When a permanent structure is built, civics starts to happen. A few (5, match military groups) households in the same place may allow for some laws and organization. Administrative positions exist within a city and can be more formalized as it grows. Administrative buildings grant further commands and bonuses. These collaborative buildings can be very functional for players (city hall, firehouse) or direct city improvements (streets, walls). In smaller villages, individuals will contribute skills, but a city will have its own treasury, etc.

Laws in a city will start with recognition of citizenship. Some trust and reputation comes just from sharing citizenship (or enemies...). Eventually laws can include curfews, taxes, tolls, tariffs. Some leader player will decide these and (eventually) decide whether it goes to consensus or vote.

Townships may eventually need to mint a currency to standardize exchanges and taxes. Before the mint, a village leader will artificially set exchange rates for tradable resources, especially those which are needed for structures. Contributing to the town is reflected in the civic reputation for the player and may be key in elections or minimum standards for citizenship benefits. Exchanging for payable taxes at a banker (chicken for wood, for example) who sets certain values and stockpiles the trades. Backed script is then possible and is redeemable at these locations.

Once cities grow to a size and have a <sup>city planner</sup> streets department. Paths around the border can be paved as well. This can benefit movement for trade, military or simple mobility. Once the structure is laid out, several cities can collaborate to build it and may even begin to have civic relationships as a result.

### Corporate: the business of trade.

A sale happens as early as the first trade. If I trade you a stick for a snack, I may be on my way to becoming a stick-seller. Once I set up a shop, this is formalized. Shops have limited inventory so they are likely to start as general goods and grow into groceries, building supply, weaponsmiths, etc. The earliest shop is a trading post, since there is no money. Players will exchange their surplus for specific needs at the shop at a rate set by the shop keeper. These exchange rates allow for "fair pricing" even while in AI mode. If the keeper is out - an offer can be made (offer range, if haggling) that the keeper can respond to when available (or set a default to reject or accept). At first, subsistence will be key, but shops will grow as players begin to specialize in trades and spend time in that way. This covers goods (stock) primarily, since services will have different logic.

The infrastructure for the economy will grow as well. A player who collects sticks all day and sells them the next will soon accept a lower price for goods in one shop to wholesale them. Alternatively a shop keeper may be born when the same player decides to pay a less experienced player to gather sticks for them. If a courier spends enough time travelling between caches, he may become a merchant. Someone who decides to map out the different

exchange rates at various shops to turn a profit may become a very rich day trader.

Support structures are raised around businesses for their protection and efficient operation. A courier may make do with a basket or wheelbarrow, but a distance requires a horse or wagon. At each level, a more advanced skill to build is needed. A corporation will bundle several businesses together, with special rates and some control over the supply chain. A managed forest may supply great lumber that is only accessible at one wholesaler in large lots so the final shops for individuals will have a higher price unless others can supply. In this way, "private" property can have a very civil relationship when it comes to land deeds and plots or paying for the city's protection from raiders or supporting laws that punish theft or damage to property.

Groups of shops can agree to fix prices and avoid speculators, day traders, or fluctuations from flooding the market in one area. Block bargaining may fetch better prices and lead to corporate formations. Unsavory shops may start to trade in store credit and allow players to trade for credit that can be used at other stores as well. In this way, currency may emerge from civil caches and banks or from corporate economic organization.

→ Education and guilds make up the service industry. At a simple level, one player may tell information, show a skill, or perform a task for another player. For a bard (poet, historian) this may be stories of deeds, resource locations, prices in another area. For a scout, this may be terrain information and troop movements. With the addition of some resources, services become crafting.

One may hire a carpenter to build a house or furniture out of resources on-hand or a furniture store may employ a carpenter full-time to supply the stock. At some level, even couriers are a type of service industry.

A guild structure (corporate) allows for education and apprenticeship. Experience can be gained in knowledge for skills otherwise inaccessible. This is especially important for something interdisciplinary. For example, some musical skill may be needed for a furniture-maker to begin constructing instruments, but once that is learned it can be taught. With higher levels in military or civics, other services become available. A policeman protects civic interests as a player, but also needs a badge, uniform, weapons. A teacher may learn many basic skills to share out and increase the quality of life or speed of learning through experience for others. A <sup>gossip</sup> newsman may effectively gather information and report it out, but then need a printer and paper mill to really get the word out. A player with artistic skills and good communication can paint signs for storefronts, wayfinding, or public information.

Combined with corporations, a crafter or service person can be the official for some groups. A town may appoint posts (paid or not) so that new members or visitors can easily find their way around. "Help wanted" will become the default place for (un)skilled workers to find "guests."

Building a home...

A tent is structural supports + fabric

supports may be wood, bone, metal

fabric may be a blanket, wool, grass(woven), leather, skin

A tent is portable and can be picked up each day - it lays no

claim to the property it is on, but offers a shelter bonus for sleeping anywhere. Before having a tent, a mat or blanket may also improve an area's "shelter" enough to sleep. A tent may be left behind and returned to, but may not be there upon return if another player sees it or an animal ransacks it. A more permanent structure can be built from the same materials or something sturdier (stone, clay, mud, cob, brick, lumber). A tent is always a 1m structure, but time can be dedicated to a solid home and it can be expanded. It would require basic planning, mapping, and some intermediate gathering and construction. The most typical homestead would probably start with a tent in place and build skills with fencing, traps, and simple tool/weaponsmithing. It may require experimenting to lay out better plans and materials and homes may be dismantled for parts to rebuild a new abode. Advanced homes and plans will certainly require the hiring of skilled craftsmen. It would be unreasonable to think a subsistence farmer would support himself and have the time/skills to build more than a 4m hut with basic furniture without help.

The smallest hut would be  or a 2m triangle, providing just enough space to lay down and store some items. A security skill would allow an indicator that it was disturbed, <sup>barring</sup> ~~redact~~, and eventually locks of increasing complexity.

Formed mud/clay, brick/cobb hut:

construction knowledge + experiment with mud(wet dirt) would ask for a "form". This could be wood (good) or woven(okay) and would require a curing time (faster in sun and w/fire) to form a single brick. These bricks would degrade over time and need

12m<sup>2</sup>

repair (short for mud, longer for fired cob, distant for brick). Skills in masonry or pottery could improve the quality of even low quality materials.

Stacking bricks is ultimately easy and a simple house could be done in one day, once ~~288~~<sup>288</sup> .33m x .165m blocks are formed. Formed bricks or shaped stones can be dry fit or with slurry or mortar. Rough stones or log segments require chinking or mortar.

Roofing can be flexible, but requires appropriate support. E.g. a log roof cannot sit atop woven stick walls. Once homes get complex, physics for second floors, etc. will be needed. A simple thatch roof or woven branches should suffice for early homes.

8x3x6

8x3

While waiting for bricks to cure, perhaps some light gardening would be called for. Near water (lakes, springs, ponds) the dirt would be "soil" with good fertility for germination and yield, even if relocated to a specific area. Amendments of ash, bone, blood, or animal parts/waste could make it more productive. A lot of seeds, fruit, and such would need to be gathered (as well as witnessing a certain number of seedlings) before planting would be unlocked. The witness concept would also be needed for soil amendments so the benefit in "apprenticing" at a farm is automatic.

Experience with other things (hoarding, food prep, tanning, processing) will allow for the creation of tools/yards suited for these tasks and providing some bonuses. Bonuses may include faster action, faster skill development, higher quality output or advanced creation options.

An abandoned building will degrade normally, but also suffer a penalty after being unoccupied for a time (meat). Occupied means that someone has spent significant time on the

homestead (crafting) or actually occupying the building (sleeping, eating), for this reason, some structures must always be associated with another build - a home, a shop, a workplace. Without this association obvious repairs will be missed and simulated dilapidation (from bugs, vermin, vandals, weather) accelerates.

### Tools and Weapons:

Simple, unprocessed components for items would be analogous to the ages of man - sticks & stones. The next tier would be nearly found items that require some handling - fibers, skins, bone, claws, teeth. A stick is a stick but a sturdy stick can be used as a staff and ~~can~~ processed with a rock to sharpen the point for stabbing or digging more effectively. Stone tools start with a handaxe or more primitive actions and can grow to flintknapping, polishing, etc. Bones are good handles, scrapers, and can be broken into points. Small bones can become needles, drill bits. As each task is attempted by hand, it becomes easier to recognize how a tool would help. In this slow way a tool can be invented. If a player sees a simple tool, the threshold to invent falls. When a tool is used, the threshold can disappear for simple tools (single process, handle (or known feature) + head) and can be reduced even for complex ones.

— sidenote for nomenclature — maybe the language can build organically. When a handaxe is made: "This stone now fits well in your hand and has a sturdy edge for cutting or scraping. What would you like to call it?" And then, "You have added a long handle to the BLXTH, improving leverage for chopping. What would you like to call this?" When trading with someone else, the form will be known to both, but the name may be adjusted after the trade. (conography becomes much more important)

but the immersion or possibility to make a broad impact as the inventor of the "cultivator" is pretty neat. Also, if this is applied to plants and animals, we can avoid regionalizing with "fox" + "rabbit" + "deer." If one hears about a critter, maybe there can even be some linguistic algorithm to identify it. Then again, if iconography is enough, language is not needed at all, even in trades and currency. All considered, most people will want to name towns, money, shops, players, and landmarks. With sign making, perhaps everything can be accommodated except money and ~~players~~ <sup>players</sup> — and side note —

As more complex tools are made, the utility may change as well as the degradation. A handaxe on a handle is a great way to chop wood, but no longer a great way to scrape a hide. As it is used, the head may dull and need resharpening or replacement, but the handle is in good shape. Alternatively, a broken handle may leave the head intact and make a good sharp stick instead.

Hints for tool use will guide their creation, but must be discovered through experimentation or witnessing (or use, if traded for).

### — ~~Tools~~ Taxonomy

Materials have basic properties that complicate immediately, but a player won't know utility until experience accumulates. So ...

<del>plant</del>	<del>grass</del>	<del>bush</del>	<del>tree</del>	<del>turf</del>	<del>flower</del>	<del>grain</del>	<del>bramble</del>
berries	oak	fruit	nuts				

Iconography for tools will be much trickier. ...

[handle, stone, ax, point, blade, bone, handle]

Other materials, wood, stone, metal, animal

Wood (above) Stone rock sand boulder, stone, pebble grit,

glass and — stone may also have hardness or flake attributes for variety, grouped near each other with some differences

clay,

Metals are || findable in raw form for some (bronze) and can simply be hammered out into shapes (ingots, sheets) a furnace allows for combinations (alloys) and for cleaner metal that can be poured, molded, and smithed. Ultimately, wires, nails, and more complex things like hinges and armor can be fashioned.

Metallurgy requires some careful algorithms so as not to be obvious without practice. Simple metals (copper, tin, iron) should all have properties, but be initially only distinguishable on sight from (silver, gold). Bronze should be reasonable easy to fashion, and cast, from, but the magic of steel should really take some precision and some metals (lithium, aluminum) are unavailable though they are plentiful in real life (since extraction is hard).

Major industries probably include things with a significant startup investment and quasi-complex machinery, but cheap and plentiful raw materials.

Milling : Grains into flour, wood into lumber, stone to grit (of types)

Smithing : Making things out of metal, especially advanced weapons and tools.

Also stone smithing & woodsmithing for cheaper goods

Farming : Basic foods are easy to find and forage, but takes time

Shopkeeping : For time-saving and avoiding direct trading for goods as well as obtaining exotic materials or goods.

Someone new to a developed area can start out gathering any of these or apprenticeship if desired. If a player is in an area where this is not available, Milling would come only with experience on a small scale; Smithing can be learned & improved and build its own tools; Farming takes experience, but scales up from gathering; Shopkeeping is super-trading.

also maybe textiles

# Skills Study

## Writing

from storytelling, history, communication, art  
allows simple signs, stories, ornamentation

## Pottery

from digging, sculpting  
allows containing, cooking

## Weaving

from botany, knots, mats  
allows spinning, fibers, containing

## Butchering

from cutting, fighting  
allows skinning, boning

First clothes: grass mats, animal skins

## Grass

First meal: found fruit

Harvest → Reap

First shelter: blanket or mat

## Hand scythe

Next clothes: fabric, leather

Bundle → carry bonus

Next meal: cooked scavenged meat

Knotting → Matting - mats, blankets

Next shelter: tent

Knotting → Weaving - fabric basket quiver pocket cord

Third clothes: woven fabric, snade

Reposwarming string

Third meal: fresh kill

## Skin (from carcass)

Third shelter: hut

scraped (time consuming, + tool)

Raw Meat (from carcass) Harvest → Butcher

④ hands (long time, stamina)

↳ spoils (threshold for time) ↑ efficient

④ stone (shorter time, less stamina)

↳ feeds (satisfaction - amount)

④ scraper (honed tool, quality, speed)

↳ actions - cube, slice, boil, grill, combine, dry, cure, marinate

④ metal scraper

Cooked (steak, cubes, pot roast)

rawhide (after time, less w/rack fire)

↳ experience + skill + balance = food quality

cut to strips, tear w/teeth

tanned (rubbed w/brain, guts, use rock)

supple (rescraped or waste treated)

## Fighting

Turn-based, asynchronous initiative, automated with interrupt.

Range consideration, movement, actions, free action, stamina cost

THAC0, DAM based on skills, wearables, and item used, aiming

Resistance based on health, skills (evade, etc.) stamina

In most cases, KO is real, most kills must be finished.

Fleeing/Pursuit just a stamina vs. skills game.

Early weapons: (wood, leather, stone)

fists (mostly stamina damage unless high skill or wearables)

hands (finishing, binding, strangling, neckbreaking, esp. hunting)

stick/baton (heavy crush injury and stamina, depending on target)

stick/pike (puncture for injury)

stick/~~spike~~ (thrown pike)

stone/klout (held stone for blunt action or finishing)

stone/wedge (edged klout for damage)

stone/ball (medium hurled rock)

stone/bullet (small hurled rock, better with sling, atlatl)

More advanced

leather wraps (more damage, more stamina use, brawling skill)

stick/handle + klout = hammer or sledge (large) need binder like gut or leather

stick/handle + wedge = maul (large) or hatchet or tomahawk (thrown)

stick + bullet = ~~bullet~~ shot (ranged)

flint + bullet = sling (later, rope can improve and ammo)

arrowhead (flake + skill) + stick = boomerang (fletch for arrow)

sapling or flexible stick + string/rope/gut. = bow  
(with memory)

## Defensiveness

Evasion: dodge skill, action selection (defend vs. evade), movement of clothing

After experience with more rigid clothes, clothes/armor distinction can be made and hints can be directed towards utility, ~~and if~~ or protection. Leather can be formed, stiffened, plated.

- Landing a hit is more about not being evaded, though damage can be low. A very immobile character can be very safe with heavy armor, but a wildly quick adversary may simply be unhittable.
- A fast enemy may flee or a stealthy move + hide, effectively ending the combat and negating now invalid moves.

## Using weapons

Inventory controls should keep from carrying tons of weapons, but most folks might keep a ranged and melee handy. First attack may require readying a weapon and switching may require putting one away (or just drop it<sup>(free)</sup>) and pulling out another. A player with stone skills can pick up and stone or stone<sup>†</sup> weapon easily. In fact, if the player does not know how to build it, it should be very easy to reverse engineer (albeit @ low quality). Other categories need to be identified as well, like good with a hammer should help with an axe (starting skill  $\gg$  max of several). Vertical categories should also be linked. Good with stone axe probably means good with metal axe & probably means more than good with metal hammer. Some weapons will have steeper learning curves.

Buying a weapon way out of your league may work out, but will require a lot of practice, exponential to the skill dearth. If the gap is big enough, the player may not even

recognize the weapon as one. Some parallel skills may help - a hunter may find it easy to pick up a longbow and a woodsman can use a battleaxe better than average. A butcher may have skills with a chopping sword, but not a rapier. A farmer may actually carry a fork like a trident for defense and with better effect because of the skill with it.

Students of information/knowledge may learn with exposure, but learning is bolstered by recounting the knowledge to others, even more if the person receiving is more knowledgeable (like being quizzed by a teacher). Some knowledge may be able to simply grow (literacy) some may depend on the type of input (new styles of music).

Skills can be attempted through demonstration and some skill is gained, but practice makes perfect. Apprenticeship may either be intentional or coincidental. Someone attempting a new skill around someone of a higher skill will learn a bonus by osmosis as if they say "you're doing it wrong" or "here's a tip" but the best bonus occurs when apprentice agreement exists as the time spent is expected to be the most intentional and valuable. A small boost is also for the teacher, although the advantage between the two diminishes as the skill levels close on each other. That is to say, the student can never surpass the teacher as long as they only work together, but will be partners. Some skills which require multiple intelligences (such as musical instrument building) may be discovered via conversation

and pursued individually or collaborated upon by a practitioner of each trade with bidirectional apprenticeship bonus to skill development. The resulting quality, however is either limited or closely restrained by the lowest skill collaborating.

Buildings for this work may render more effectiveness when built to the purpose. Multi-purpose buildings will probably exist, especially early and with time can be reconfigured. Outdoor skills/knowledge sharing can still be buffered by relevant equipment and furniture.

Home: (for shelter, security, storage, sleep, buffs cooking, buffs relationships, anchors workspaces and outbuildings)

④ has been slept in ④ has certain types of <sup>out</sup> buildings.

④ furniture: chair/couch, bed, table

④ configuration/floor plan: rooms (types of rooms?) ④ is most homey

④ storage of food, clothes, other possible homewares

Workshop: (for smithing, milling, processing, constructing) (anchors <sup>equip</sup> building)

④ has been worked in/near ④ has certain support buildings

④ storage of raw materials ④ most workshoppy.

④ storage of processed materials (from stored raw)

Shop: (for trading, exchanging)

④ trades occurred recently ④ diverse inventory of items

④ script in circulation or participation in currency.

④ furniture: counter, shelves, signs

continue is about 10

School: (for knowledge, storytelling, retraining, indoctrination)

④ recent interactions ④ information development

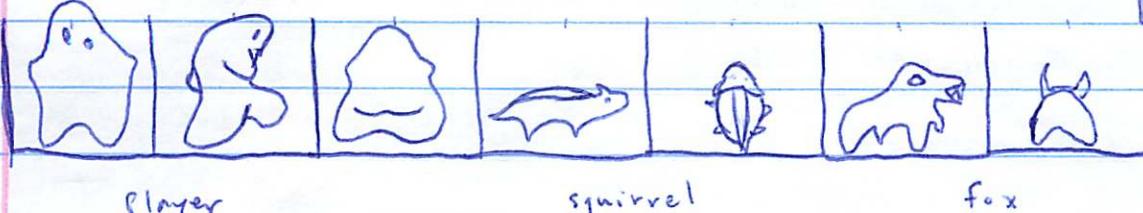
④ furniture: desk, chairs, boards ④ books, "teachers"

more - Bank, City Hall, Jail/Sherriff, Mill/workshop, Farm, Tavern/Restaurant  
Theatre/Cabaret/Auditorium, Apartment, Park

sidonote: chat + speaking - allow all unicodes but oversimplify languages based on experience with different languages. Replace all vowels with the first or most numerous vowel in username, then ~~more~~<sup>more</sup> variety, then fewer replace. Constraints begin with some automatic combinations and simplification of blends + clusters. Decipherability is a function of the speaker's communication skill, the listener's communication skill, and experience of speakers with each other. "Talking" or "chatting" would go up ~~most~~ most on a new communication with a new person, slightly on continued communication, and most when "taught" or "into apprentices."

continued ↑ here

## Icons / ART



## Player

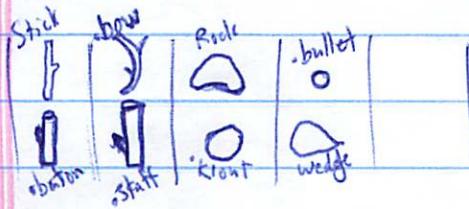
squirrel

$f \circ x$



## Active + Passive for dual tools

Side note: could be fun to apply a random penalty for off-handedness and let someone learn that they are, for example, left-handed.



stick : strength, flex, weight, length, quality

baton	+	-	Ø	-	Ø
Staff	+	-	Ø	+	Ø
bow	+	+	Ø	Ø	Ø

- Variety after cleaning/processing

rock. hardness, strength, flake, size, weight, quality

	+	-	+	0	0
Klout	+	-	+	0	0
wedge	+	+	+	0	0
bullet	+	-	-	0	0

Causal simple case until canvas or SVG upgrade

Div frame  $360 \text{ m}^2$

TILES, absolute position (logical or DOM?)

center on player

load 100 m block in each direction



draw entities in tile from top to bottom

Timing

6 second ticks

20  $\approx 1/\text{min}$   
120  $\approx 1/\text{hour}$

1 action, walk @ regular speed 2 m.

actions by pts.

1. look

3. examine

2. trade

1. attack (in range) 10. study (per)

1. haggle

1. defend.

3. experiment

2. gather

~~Environment~~: Environment

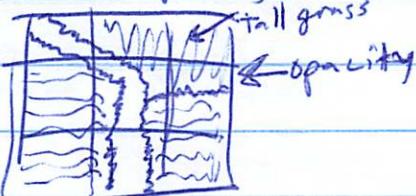
tiles with type & grasses (draw for paths)

20%	100%	90%
50%	20%	50%
60%	10%	60%

~~< 20% = path~~

~~> 20% diff = path edge~~

~~< 50% = expose dirt~~



entities in place - (grass), tree, bush - each simple case

(animals - small prey/herbivore) + 2

player - moving

Crafting/inventory:

gather: sticks, stones, food



craft: stick weapons, stone weapons, woven mat, clothes, tent, satchel

skills: exploration, stealth, wayfinding, planning, observation, mapping

attack, kill, hide, weave, process, fabricate, harvest

actions: look, examine, attack, kill, hide, sheep, gather, weave, experiment

quench: taste, eat, drink

HUD

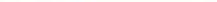
Shawn  
Hall  
Blues  
Jenkinson



As knowledge of certain bushes grows, visible display can reflect recognition

Tile types: dirt (grass), rocky, sandy, water, river (force vector)  
impassable (for now) tree, water

SAMPLE

Stick : length 

length [lɛnθ] 

quality  $\frac{P}{F} \frac{F}{g}$

weight BA A Above Avg

length  qual

weg

四

flex

14

F10

stre

the

100

1

## Render

render  
Tile bkgd by class dirt, water, gravel, sand + w0,1,2  $\frac{7}{6} \frac{0}{\oplus} \frac{1}{2}$ , g012, d012  
then grass layer, opacity, graphic and pathing (opac + path w/"tracking")  
then entities on tile (passive) then active.

Drops items only through the sidebar or submenu listing

## Click handling

left click on tile = goes here, rt click menu for go to or pickups or actions

left click on rt. panel = show available targets, change cursor

right click = add to queue (when available) or drag into queue

rt click on gene = remove

## IDEAS / PLANS / BOOKS / PLAYS / STORIES

A player may have the idea of something without being able to build or inventing outright. A shared or communicated idea may be enough "collaboration" for some interdisciplinary or complex inventions.

An idea is more portable or ~~detachable~~ when recorded in a plan. Someone with a sufficient idea may write it down themselves, copy it via dictation to someone literate (quality check), or otherwise inscribe it (plaque, sign). Other forms of transmission may include a song, story, or play - these need to be created by someone who can write scripts, or who has sufficient oral skills.

Consuming ideas is private or a service. Someone literate may study a written plan or sign themselves, ~~converse~~ ~~dictate~~ an audience member may watch a play or just overhear a song. In the presence of a teacher or other helpful instruction, work improves. When directly taught, more benefit.

Intentional instruction is powerful, but there is also room for <sup>or incidental</sup> pervasive, even subliminal messaging. Multitudes of signs reinforce a local language and could (slowly...) increase literacy. If the message is about laws, elections, or personal propaganda, the influence can be significant. Even graffiti can have an accidental influence though low quality signage or style strongly opposed to the player's values may have the opposite effect.

- Reach Goal Regarding Language Development:

First utterances between any two people are highly distorted, but quickly improve. Interactions create/taint language groups and common linguistic nodes can diversify across the map.

Person	States	To	Hears	Adjustment
A	"Hello there" (first contact)	B	"Amma Vasa"	uniform vowels translate consonants drop "h"
B	"Who are you?" (improvement, but since no rejoinder yet, nothing visible)	A	"Vo ogo yoo?"	uniform vowels translate consonants drop "h"
A	"The name's Grimlock!" (listening to conversation improves a bit)	B	"Ta nama's Gramlock!"	uniform vowels known consonants drop "h"
B	"I think that was your name?" (continued improvement)	A	"A <u>th</u> ank that was <u>y</u> our name?"	split vowels
A	"Is that a question?"	B	"Is that a question?"	Communication!

Now, if C next talked to A for a time both languages would be influenced. From a dialect perspective, A would speak ABC, B would speak AB, and C would speak AC, so if C went to talk to B, the threshold for communication would be lower, but if B tried to talk to A again, there is a chance for misunderstanding because of "C's" influence.

In this way, no one really speaks the same language, but communication is possible. Social clusters will become much more in sync and migrants or traders will learn several messages. The efficacy of any sign, plan, etc. can be tied to a reliance on communication.

Understanding and the deformation of communication is based on probability and then the application of major & minor deformations. In this way, "Say again?" may be a successful way to communicate something more mission-critical. Although many skills may be effected by communication, other low-level ones would not. For example, teaching needs communication, but ordering an attack may not.

## Deformations

D T H

- Major ① - uniform vowels (pick one and stay there)  
 /aeiou/ "o"  
 "Alarming chicken sausage"
- ② - translate consonant (shift to consonant)  
~~consonant~~ consonant (shift to consonant)  
 /cons./ Cons + 1 || 2  
 "Olormong chockon soosago"
- Minor ③ - collapse diphthongs  
 /vow(2)/ "vow[0]"  
 "Amazniph dijidlep tantahe" transcribe fail  
 "Amazing chicken sausage"
- ④ - drop trailing "g" or "e"  
 "Amazin chicken sausag"
- ⑤ - drop "h"  
 "Amazin cicken sausage"
- ⑥ - collapse consonant cluster  
 (con(2) = con[1]) (drop)  
 "Amazig ciiken sausage"

(major) ⑦ - shrink alphabet/group consonants

- r/l z/s m/n u/w p/b f/v c/k/x/j/g t/d, etc.  
 "Amazing kikken zuzage"  
 ⑧ - split vowels (aei)(au)  
 "Amazang chackan sausaga"  
 ⑨ - accents th/z ch/sh s/z  
 ing/in/ en/an on  
 "Amazin shicken zuzage"  
 "Amazin chickon sausage"  
 (more like no -s-es, simple r/l, f/v)

## Examples

① ③ ⑤ ⑦

"Omozomj Kokkom zozojo"  
 "Anabaph djadlap tootoho"

Communicate: {

message: "Amazing chicken sausage";

language of transmission: ~~100% English~~ {

A (user): 216 (number of communication), B: 67, C: 4 }

216  
67  
4.3%  
287  
67  
228  
190

Receiver: check for thresholds in spoken language - Major >, Minor % ;

Translate message with results; update understanding (Aer += 1, Bt += .04, Ct += 0)

Imagine some threshold for a "language" so it can be named. If 100 people share a value of  $\geq 1000$  with each other, maybe we call the language something. The major/minor deformations ought to give a sense of dialects. The more languages one speaks, the more likely they are to sound odd to everyone.

The defaults for major/minor may influence the path of a player. A grant who only hears simple characters and who doesn't travel cannot understand teacher or learn from imported knowledge. Someone with a low handicap will easily cross boundaries and make new friends and arrange trades. As a result, clever people learning more skills will be motivated to grow this advantage while spending less time soldiering. A lone ranger by contrast will struggle to connect civically, but instead spend his time hunting and crafting, only travelling to other regions as a drifter or soldier under someone else's command.

This may become an element to balance, allow users to customize at creation, base on stats, or include in personality calculations.