Metropolis 2127

White Paper

Description : A browser based game, inspired by the 1927 movie by Fritz Lang, and the novel by Thea Von Harbau.

Genre : City builder, Simulation, Adventure, Mystery.

Metropolis 2127 is a 2 Dimensional city builder game, with an extensive story and arc missions revealing the inner workings and secrets of the city as you make progress in the game.

There is an upper city, which is a futuristic metropolis idyllic and rich in resources,

and a subterrainian city with workers living poverty, who man the machines keeping the above city alive.

The machine “Moloch” feeds on workers is you can’t keep up it’s pace. So be sure to provide enough workers and keep them fed, healthy, and most of all unbeknown of what other life there is out there.

Should a rumour of a better life above reach the below civilisation, they will become unmotivated to keep the Moloch well maintained and operated.

This will cause the Moloch to go berserk, and feed on the workers.

The whole generation of workers is lost, and you will need to send new workers down there. This will cost a lot of resources, and cause the Moloch to produce less power while the men still have to acclimate to their jobs.

End game is to build a city that has an equilibrium between the amount of workers below, and the residents above.

The workers need to be kept motivated and alive, and the Moloch well maintained. If this point is reached,

the city will grow in power and resources, and you can build more structures to expand the city.

This is hard enough as it is, yet it becomes harder to reach, as a worker finding out about the city above will demotivate the whole workforce below, leading to a loss of the generation of workers.

If the workers are big enough in numbers, or the explosions in the Moloch happen to frequently, a riot could break out, risking the existence of your entire city!