**??? TRPG DESIGN GUIDE**

**GAMEPLAY**

CTRPG is a turn-based grid/tile tactics simulation and role playing game for mobile phones and tablets. The grid/tiles are squares with terrain bonuses for different aspects of the game.

**Action Points & Turns**

Energy Points (EP) are the base resource with which players will spend to do actions in-game. Everything the player’s character can do will cost some amount of EP. EP represents how much energy the player’s character has and can be replenish through resting and consuming foods.

Turns are a measure of time that progress the gameplay, from activating passive events to actions done by the player’s character. Each action will take a certain number of turns to complete. Other events that occur in the world, such as animal and plant actions, as well as weather and events, will take place as players use turns.

As actions are described in this guide, their costs will be formatted as such: [EP, Turns]

**Interactions/Actions**

Walking [1,1] – move character to adjacent tile

Running [2,1] – move character two tiles over in one turn

**Combat**

Damage Type

Imbuing Zodiac Damage

Weapons

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**THE FIRST PLANET**

**Area I**

Biomes

Grasslands, Caves, Ocean

Natural Resources

Fiber, Wood, Feldspar, Granite, Quartz

Skill Tree

Chopping

Crafting

Smithing