

Sir Jones: Rise to Nobility

Structures Doc

1. Castle:

- Description: A grand fortification made of stone and mortar, serving as the center of power for the ruling monarch. It boasts towering walls, intricate gates, and a spacious courtyard.
- Name: Jones's Castle
- Action: Increases your Title, allowing you to make more decisions and take more actions each turn, slightly changing gameplay as well. Raise forces to fight against invaders.

2. Tax Collector:

- Description: A stately building made of stone and wooden beams, where taxes are collected from the local players. It's equipped with strong doors and watchtowers to deter evaders..
- Name: King's Coffers, Taxman's Tower, Royal Revenue Hall
- Action: Action: Players must pay Yearly taxes (each 4 turns) according to their Title. Failure to pay will result in penalties and a decrease in Favor.

3. Slum:

- Description: A dilapidated and overcrowded area of the city, inhabited by the poorest of the poor. The buildings are made of cheap materials and are in a state of disrepair..
- Name: Poverty Quarter, Shantytown, Derelict District
- Action: Initial dwelling for any starting player. The player can move from the Slum to improve their living conditions, but this will require a significant investment of gold.

4. Hunting Lodge:

- Description: A secluded hunting retreat made of wood and stone, where hunters prepare for and rest after a hunt. It's equipped with stables, traps, and hunting gear.
- Name: Hunter's Hideaway, Stalker's Shelter, Woodsman's Lodge
- Action: Players can participate in a hunting tour to acquire food, playing a mini-game. Successful hunts will provide food and resources, while failure will result in a loss of time and resources.

5. Alchemist:

- Description: A mysterious laboratory made of stone and metal, where alchemists perform experiments and create potions. The building is surrounded by a garden filled with rare and exotic plants.
- Name: Alchemist's Atelier, Wizard's Workshop, Mystic's Den
- Action: Provides a source of rare and valuable potions and items. Players can work in the Alchemist to create their own potions and earn gold..

6. Market:

- Description: A shadowy marketplace located in the outskirts of the city, where goods and services can be bought and sold without the oversight of the authorities. The buildings are made of cheap materials and are often hidden behind thick walls.
- Name: White's Market, Secret Bazaar, Illegal Emporium
- Action: Players can buy different meals with random quality and sell goods they've obtained through other means. The prices and quality of goods in the Black Market can vary greatly.

7. Tavern:

- Description: A lively public house made of wood and stone, where drinks and food are served and people gather to socialize. The building is often decorated with colorful banners and signs.
- Name: Drinking Hole, Boisterous Bar, Joyful Joint
- Action: Relax, play games, get into fights, lose time and honour.

8. Stables:

- Description: A majestic structure built with sturdy wooden beams and carved stone walls, this stable boasts gleaming stalls for the finest of horses. The air is filled with the sweet fragrance of feed stored in the roomy storage area, and the shelves are lined with tools of the trade for the dedicated horsekeeper.
- Name: BoJack's Equine Estate, Steed's Stall, Horsekeeper's Hall
- Action: Provides horse upgrades and buffs, allowing riders to traverse the kingdom with speed and grace, as well as access to expert horse training for the discerning equestrian..

9. Tailor:

- Description: This charming shop is nestled in the heart of the city, its walls adorned with bolts of luxurious fabric and shelves lined with spools of thread. Skilled seamstresses toil away at their sewing machines, creating and altering the finest of garments to suit the needs of their clients.
- Name: Seamstress' Shop
- Action: A source of new and fashionable clothing, necessary to achieve certain levels of Nobility. Tailors offer the finest in hand-

stitched garments, crafted to fit like a glove and make their wearers the envy of the kingdom.

10. House Block:

- Description: A sprawling medieval conglomerate of houses, built of stone and mortar, the House Block is a secure and luxurious residence for the landed gentry. The walls are fortified, providing a secure and comfortable living space for the residents.
- Name: Lord's Lodge, Knight's Keep, Grand Manor.
- Action: The player can take up residence here once they have achieved a certain title level and amassed a sufficient amount of gold. The House Block provides a safe and comfortable home, with access to all the amenities and luxuries one might expect of a wealthy and powerful noble.

11. Arena:

- Description: A magnificent edifice, the Arena boasts soaring columns and grand archways, its walls draped in rich tapestries and banners. The sounds of cheering crowds fill the air as knights and warriors do battle for money, glory, and the adoration of the masses..
- Name: Honorius Pit
- Action: Provides a source of entertainment, players can compete in games of skill and bravery, battling for the applause of the crowd and the chance to earn riches and fame.

12. Cathedral:

- Description: An awe-inspiring structure, the Cathedral boasts towering spires and intricately carved stone facades, its walls adorned with stained glass windows depicting scenes from the holy scriptures. The air is thick with the scent of incense, and the soft glow of candlelight illuminates the solemn interior.
- Name: Almost Sacred Temple
- Action: A place of worship and pilgrimage, offering strange amulets and useless relics for sale to those seeking to gain favor with the divine. Pilgrims flock to the Cathedral, hoping to bask in its holy aura and seek guidance from the divine.

13. Workshop:

- Description: A bustling emporium of steel and stone, the Workshop is a veritable armory, its walls lined with racks of weapons and shelves overflowing with gleaming armor. Skilled blacksmiths pound away at their forges, crafting the finest of weapons and offering upgrades and repairs to travelers and soldiers alike.
- Name: Craftsman's Hall

- Action: Provides a source of weapons and upgrades, offering everything a warrior might need to do battle, from deadly swords and sturdy shields, to gleaming plate armor and sharpened lances. The Craftsman's Hall is a one-stop-shop for all of a warrior's needs.

Color Palettes

Castle:

- Stone Gray - #7F7F7F
- Royal Blue - #4169E1
- Regal Gold - #FFD700

Tax Collector:

- Dark Olive - #556B2F
- Dark Lemon - #FFE600
- Dirty Red - #8B2500

Slum:

- Dusty Rose - #FFE4E1
- Dirty Olive - #808000
- Grayish Brown - #808069

Hunting Lodge:

- Forest Green - #228B22

- Brownish Orange - #8B4513
- Earthy Red - #8B1A1A

Alchemist:

- Mysterious Purple - #800080
- Alchemist Yellow - #FFD700
- Smoky Gray - #696969

Market:

- Deep Red - #8B0000
- Bright Yellow - #FFFF00
- Earthen Brown - #8B5A2B

Tavern:

- Bright Red - #FF0000
- Cheerful Yellow - #FFFF00
- Cozy Brown - #A0522D

Stables:

- Deep Brown - #8B2500
- Warm Orange - #FF4500
- Rich Red - #8B1A1A

Tailor:

- Elegant Green - #228B22
- Soft Purple - #9370DB
- Cozy Brown - #A0522D

House Block:

- Deep Gray - #696969
- Solid Brown - #8B4513
- Stone Gray - #7F7F7F

Arena:

- Dark Red - #8B0000
- Yellow Orange - #FFA500
- Light Gray - #D3D3D3

Cathedral:

- Stained Glass Blue - #7FFFD4
- Cathedral Gold - #FFD700
- Stone Gray - #7F7F7F

Workshop:

- Olive Drab - #6B8E23
- Steel Gray - #808080
- Deep Brown - #8B2500