The Caregiver RPG Game

The first words you read as a player of The Caregiver is as follows;

*“And so it begins. It's a lovely spring day. With winter finally over, you are ready to be on your own, apart from your family, crafting your own path, starting in the wilderness of Hyleo. What will be your destiny? How will you best contribute to the world? There is nothing more important than leading a meaningful life.”*

The player begins the game without quite knowing what it’s about. The game does guide them in this being phase, but just until things get interesting. Any new chap, in a foreign land, needs a place to hang his helm. Finding a suitable place for a home is at the top of the list, but to do so, you need resources. Once the house is built, food becomes a priority. The game guides the player to find the right tool in town to build a garden.

Getting the player to town is important. They need to see what it’s all about. They will return many times.

The Caregiver was inspired by the early Ultima series, created by Origin Systems. There are similarities. However, there are some things that set it apart.

Player’s Home – the player is able to construct a place to call their own, on any grass tile. It can otherwise be anywhere. A house is needed to kick the adventure off, so it’s one of the first things you can do in the game. A player gets only one house and cannot move it.

Gardens - the player can grow their own food in their own garden. They can dig these garden plots wherever they like, as long as they are adjacent to a garden tile or their house.