**A KING’S DAY**

**- A Turn based decision making game.**

**- Every day is a challenge, and as a king, you are to deliver the best result**

**Features :  
  
Day by Day** - dilemma coming from the kings’ court, troops and countrymen.

**Village Improvement** - with your resources, can you make your kingdom comfortable.

**Influence** - a kings’ court is never empty, Influence the villagers, nobles and aristocrats to take refuge behind your walls, are you prepared to satisfy them?

**Loyalty system -** will your people open the gates for your enemy, or can you defend them

**Resources**

**Coins** - used to improve your village

**Villager’s loyalty** - their loyalty allows you to maximize their production, and minimizing potential betrayal and rebellion.

**Troops’ Loyalty** - paying their wage and winning battles increases their loyalty.

**Population** - their numbers is what makes your kingdom, they produce goods and create food within your fertile lands, choose to rule with fear, or with greatness.

**Food** - Foundation of how much your kingdom can sustain.

**GAME CYCLE**

The game revolves on **decision making**, in which you as the player will have to do, each decision consumes energy, **consuming all the energy will end the day,** all of this is to prepare for the **30 day event** that will come to the towns, and **and leave a legacy your kingdom will remember**

**GAME OBJECTIVE**

The games objective is to have the highest score as you end your run as king, compare it with friends as they do their own runs.