**King of Grinders**

The main concept that make this MMORPG unique is employment of 3 modes i.e. ZPG (Zero Player Game Mode), AFK mode (Away from Keyboard Mode) and Live Mode.

The rewards precedence order is ZPG < AFK < Live mode, which is pretty much understandable by anybody.

**Game Flow –**

1. **Registration and Login** - A player will register at the kingofgrinders.com or whatever our final website will be. He has to choose a username and password for him/her. If username doesn’t pre exist this process should be a success. Now user can login to the game. There should be forgot password and change password options available for the user as well.
2. **Game Concept and Time Scale** – The game will begin in the Precambrian Age where world is being created by the diety of the server i.e. admin or me on the orders of even higher being almighty God referred as Allah, God, Waheguru, Ram and many more names. Game clock will be real time. But the time passage will be equivalent to Infinity:1 during ancient epochs, In BC period it will become 30 days of game for 1 real day. As there are not too much funny things to do in earliest eras the game speed will be made even faster till the dinosaurs age. As we know main fun should start with the beginning of the human era, we will try to fast forward till that time if its get too boring depending on polls of the game players. And time passage should be equal for all, it means say x has registered on the starting day of server i.e. Precambrian age and has reached till Triassic age. Now a new user y has registered he will have missed all the Precambrian age, Cambrian age, Ordovician age, Silurian age, Devonian, Carboniferous, and Permian Ages. He will be born on the date where x is currently in (even if dead, as game continues on even after dead as dead are reborn as something else, date of birth will change of his reincarnation will obviously change. But the time continues after death and doesn’t rewind in any circumstances. We can fast forward time on the opinions of game community but will never rewind the time back.) Once the game time reaches the real time of the actual world the 30:1 ratio will become 1:1 as well with real time. The actual fun starts in human age anyways so i don’t think anybody will regret joining late and missing those old days ☺

**TIME SCALE**

Precambrian Age – Cambrian Age – Ordovician Age – Silurian Age – Devonian Age – Carboniferous – Permian Age – Triassic Age – Jurassic Age – Cretaceous Age – Paleogene Age – Neogene – Quaternary (Current Epoch)

**TIME RATIOS** – Infinte:1 and later after reaching beginning of BC period the time will change to 30:1, and when timer reaches current date it will become 1:1

The main purpose of having all these old eras is just due to recording history for game. Its like a step for future ages where people will take history or geology as professions and study the past.

1. **Welcome Page** – On the very top, the Grand Timer is showed, which displays Epoch (if its before Quaternary), If quaternary – Epoch, Date and time and even day will be displayed.

On the left side will be window pane depicting stats like Stamina, and skills your character knows. If you are dinosaur your only skills will be Hunting (Luck), Speed (If speed level is higher than prey then there is no escape for prey), Power (If power level is above the prey then it means guaranteed death to prey), Survival (If you encounter someone with higher levels than yours but your survival skill is higher than his then you will easily escape him after being penalized with injuries which will be severe for you and your stats maybe reduced to half of actual for certain time period.) During modern human age such skills will be changed according to your species like for human woodcutting skill, mining skill, further upgraded to industrialist later on. Money is listed here as well. In non human ages food will be the currency and in human age Money will be the currency of course once the kingdoms or civilizations start not during the early man ages. Your Rebirth logs are maintained here as well on clicking it you will know what you were earlier (its only activated by praying c), even you can record revenges, like say person x killed you, after death you will have option to take revenge on him. It will always be telling you location of x to you and his stats so that you go an kill him only if your stats get higher than him, it will display common stats only, there are various hidden stats like gods grace etc. Which may lead to reverse result than you expected, so beware of that too :D

On the right side will be equipment slot which will enhance your natural defences like spike tail, spiked back during earlier epochs and in human age it will be like normal equipments shirts, armors, weapons, helmets, hats etc. Equipment slots will be Head, Chest, Legs, Right Hand, Left Hand, Feet, Back, Neck, Finger, and Pet slots for your pets.

In the middle area of the screen will be the exploration area, where you can explore, its text based so simply random events will be displayed on clicking which you may discover new places, get something to do all the time. In later human ages, it will continuously provide you quest according to your chosen professions.

In the bottom will be the chat window where you can pass your time by chatting as well, or newbies can ask for help in that. Diety of server wont ever chat in that chat room though, he can only chat with the Praying professionals.

1. **Stats AND Skills–**

A . **Stamina** - There is no HP system here, stamina is inclusive of Hitpoints and the work you are capable of doing. (Rounds during fight are calculated from this, more rounds you can last = more chances of your survival and living during a battle or hunt. (random plus 1 – 3 rounds per level))

b. **Hunting** – It tells complete luck percentage for success during your hunt for prey. (Say Big Dinosaur with Hunting level 20 attacks a level 19 Big Dinosaur, chances for success increases for him.) (plus 5 percent chances are given per level for this)

c. **Speed** – It is major calculator for escaping. If lvl 19 speed chases lvl 20 speed he has zero chance of catching lvl 20, and lvl 20 chasing lvl 19 or lower ones have 100 percent chances... (one level difference is too much in this game unlike and all levels are equally barred like say lvl 1 to lvl 2 will require 50k experience it will remain same for lvl 3 , 4 and onwards till lvl 50, then lvl 51 to 100 will have same but 500k experience requirements per level) [Only thing that can save lvl 19 guy in this case is his survival skills, or power skills, stamina and hunting are useless here or the mercy option that will be shown to the hunter before he deals final death blow to you. As their are options for hunter to just eat away leg, hand or tail of your body for his hunger needs and spare your life to get good act points. Killing is equal to bad or evil act.]

d. **Power** – Power level is useful while fighting equal level opponents. Higher power level guy will get extra boost in luck to obtain victory (plus 2-5 percent survival, and hunting as well per level) and also higher survival and victory chances. Even if you have speed of lvl 19 and power of lvl 20 and your predator is lvl 20 speed and power of lvl 19 you will survive for sure, with a tie in fight with him dealing both sides with wounds.

e. **Survival** – Your odds of survival depends on this. (gives +2-5% speed boost, +2-5% luck boost, and +2-5%stamina rounds per level.)

f. **Profession** – Its a stat activated if you are a human or a trained pet of a human, otherwise its not activated for you. There are various professions for Humans which are further upgradable later on in their upcoming generations, they can degrade as well. Only one type of profession can be chosen by one person...

**Praying** – This is very boring path, so not recommended for those who are atheists, or actually doubt about praying to god, impatient kinds etc. Only true worshippers of gods will enjoy this path. Here quests are related to writing praises for gods, keep typing god, allah or any name that you worship. But they are the dearest and most nearest to the diety of the server. They have the power to chat/communicate with diety of server, they are usually protected by God as well from bad game characters. Only they have the power to read the rebirth logs of any character, which acts as their living, and also they are respected in game for that, but its most boring and difficult path of the game. And just joining this profession won’t give you the amazing powers of this profession, you have to be pure hearted, if any atheist or somewhat like fake babas that fool people on name of worship and try to make just money for them will call forth the wrath of the diety of the servers and get heavy penalities.... But this is the fastest path to ascension to higher world. This profession is categorized under study type professions as it include study of holy books as well. This profession is always under dietys control. So anything he says have to be followed by this professional or he suffer the death even at the smallest mistake. (Ha ha somewhat like serving Beerus always being afraid of being getting destroyed by the god of destruction Beerus and also with no Whis like angel to protect or undo tasks for him)

**Hard Entertainment** – This is for lonely people who neither takes interest in studies like praying, law etc. nor the hard labor type works like fishing or mining. They like having fun always i.e. martial arts, sports, athletics, gymnastics or any of the sports available in the real world whichever you are interested in. Somewhat marginal chances of ascension as we see generally sportsmen pray to god before

**Soft Entertainment –** Video Game Developers, Programmers, Actors, Actresses, Circus Entertainer or similar kind of jobs etc. Maybe they can never reach ascension as they people who enjoy this sorta things already feel their lives as they are in heavens and don’t worship at all. They may do good deeds and get some chance of ascension but it will be very low under 5 percent. Only the praying soft entertainment professionals will get somewhat higher chances for ascension.

**Farming, Fishing and Hunting** – Those who love fishing, farming or hunting can go for these professions. At level 1 you can catch from 1 to 10 fishes or animals per hour, at level 2 its increased from 2 to 11 ........ level 50 its increased to 50-59 at level 51 it goes directly to 100 – 150 due to high requirements of level ups and so on after every 50 levels level up condition rise up and rewards too ;)

Later upgradable to Fish cooking, Meat Roasting, Wheat Products Cooking, Vegetables Cooking, Fruits added Delicacies, All round cooking, Dhaba (a cottage scale restaurant), Restaurant (small Scale), Hotel 1 Star to 7 star and last will be Diety’s Serving Hall. (So a very long way for ascencion) but is very fun filled and enjoyable.

**Mining –** Extracting ores in the beginning, later upgraded to smelting, then further up it goes forging, cottage scale smithing factory, small scale, middle scale, large scale, Ultimate Metal Factory, and Diety Level Metal Factory for ascension. A very long path just like fishing. God grace is often given to this mining, woodcutting and construction professionals if they are in contact with prayer professionals as server of diety desire quick growth of his server which is possible by helping these professionals only.

**Woodcutting –** Cutting trees and collecting logs, later gets upgraded to fletching arrows, bows, etc. , later wooden handicrafts, wooden articles, cottage scale wood works, small, middle, large scale, ultimate wooden works and diety level wood factory

**Construction –** start by constructing mud huts, later they provide igloos (as per environment of location), wooden hut, iron sheds wooden hut, small house, medium house, big house, cottage factory, small scale, middle scale, large scale, ultimate scale, and diety scales.

**Explorers and Natural Gatherers** – Gather honeybee, silk, fruits, herbs, raw gems, even hidden crates or crates, fossils, location for natural resources, explorations for quick travelling, They are weak so this job is dangerous for them, but lots of fun and rewards. Gods grace before going on exploration is recommended though, so being in contact with praying professionals will be great for them.

**Tailoring** – Buy silk from explorers and natural gatherers and design clothes of silk, leather (leather skin is acquired from hunting professionals). Cottage scale to diety scale factories are options for him. But as clothes are must required this profession is guaranteed the huge incomes. Ascension is hard again here as well.

**Jewelcrafting** – They craft fake or original jewelleries from the raw gems gathered by explorers.

**Animal Tamers** – They make pets out of wild animals, and are generally strong.

**Fuel Workers** – They work in the natural resources location explored by explorers, and gather oil, petrol, and all sort of extinguishable and natural resources.

**Geologists, Soldiers, Police, Lawyers, medics, doctors, herbalists, chemists, Military, Dark Magic Practitioners (totally atheist and dark people only willing in destruction, sacrifices, humiliation of women, curses etc.), Anti Dark Magic Squadrons, Thieves, Bandits, Terrorists, etc. Etc. Etc. Lol literally everything. Every profession will have some interdependence to other professions.**

These are just the outlines of the professions basically any profession can be carried by anybody even those which are not listed here, as on request by user, it will be created by the diety of server. Doing more than one profession is not allowed, and changing professions is allowed but with heavy penalities. There are 3 types of experiences in the game – profession experience, skills experience, general experience (acquired by doing non profession related tasks. Some random festivals events also provide them)

General Experience can be used to upgrade skills and professions experiences, but in case of changing professions all these experiences acquired by player are reduced to half as penalty.

**Game World**

Initially its infinite land, but still due to the server limitations we will name places and areas for easy travelling, explorations etc. Universe is named as Grindahl Universe, as the diety of server loves grinding genre lol. There are countless planets in it. But the beginning server will be from the planet named Grindo Planet. Later when the server gets full then the next planet then the next planet will be born.

So in Grindo Planet there are 10 continents (they can be increased further depending on the server load)– each continent has 10000 sectors. To form a village 20 sectors should be colonized by various professionals that help each other in their tasks, anti village can be bandit camp requirement will be same 20 sectors of bandits, thieves or other bad professions, 100 sectors or a combo of 5 villages will be called as a small city, 2 city or 10 villages can be upgraded to town i.e. 200 sectors, 500 sectors is state, 1000 sectors is country. So at the maximum one continent can own 10 countries. They can be good countries, war mongering or anything depending on the leaders of their countries. Civilians will suffer fate according to the decisions of such leaders, so chose your leaders wisely :P

One player lives in one sector. Sectors are exchangeable like say a professional of construction who is in sector a90 wants to be near woodcutter who is in sector a12 and an explorer visits him and tells him about sector a90, so explorer can ask him to give sector a12 and buy sector a91 or a89 if its empty already. Every sector is named from a1 to a10000, b1 to b10000, any new player who join the game will be assigned a random sector. To reach a specific sector one must have previously visited interlinked sectors. For eg:- a player who is prayer professionalist is born in sector c1000, to reach c 1005 he has to go through 1001,1002,1003,1004 sectors respectively. But once visited it is added to the map section of the inventory.