**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, 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.

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.

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.