# Court Collusion - Final Game Systems (Aligned with Code)

## Hierarchy & Structure

- \*\*12 Knights → 6 Dukes → 1 King\*\*  
- Knights serve Dukes, Dukes serve the King  
- King does nothing (purely a title, gameplay revolves around Knights & Dukes)

## Resources

|  |  |
| --- | --- |
| Resource | Type |
| Gold | Spendable resource |
| Power | Accumulated resource, used to climb ranks |

## Knights

### Gold Income & Costs

|  |  |
| --- | --- |
| Tax Level | Gold Income per Turn |
| Normal | 1 gold |
| Low Taxes | 1.5 gold |
| High Taxes | 0.5 gold |

### Actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Action | Gold Cost | Gold Gain | Turn Duration | Other Effects |
| Duel (Win) | 0 | 0 | 1 turn | Winner +3 Power |
| Duel (Lose) | 0 | 0 | 1 turn | No power gain |
| Train | 0 | 0 | 1 turn | +30% Duel/Mission Success (Lasts 1 turn) |
| Go on Mission (S) | 0 | +14 Gold | 1 turn | Success: +14 Gold, +2 Power |
| Go on Mission (F) | 0 | 0 | 1 turn | Failure: No gain |
| Buy Equipment | 8 Gold | 0 | Instant | Permanent +10% Duel/Mission Success |
| Assassinate Duke | 0 | 0 | Instant | If \*\*≥15 Gold & ≥12 Power\*\*, 70% success rate. If successful, knight replaces the duke. |
| Steal Gold | 0 | +5 Gold | Instant | Steals 5 Gold from a random knight if they have ≥3 Gold. |

### Assassination Mechanics (No Plotting Phase)

|  |  |
| --- | --- |
| Success Rate | 70% |
| Requirement | ≥15 Gold & ≥12 Power |
| Immediate Effect | If successful, knight replaces their duke and inherits 75% of their gold and power. |

## Dukes

### Gold Income & Costs

|  |  |
| --- | --- |
| Vassal Power Bracket | Duke's Gold Income per Knight |
| Low (1-4 Power) | +1 Gold per knight |
| Medium (5-8 Power) | +2 Gold per knight |
| High (9+ Power) | +3 Gold per knight |

### Taxation

|  |  |  |
| --- | --- | --- |
| Tax Level | Duke's Gold Income | Knights' Gold Income |
| Low | 50% of normal | 1.5 gold per turn |
| Normal | 100% | 1 gold per turn |
| High | +50% Gold | 0.5 gold per turn |

### Actions

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Action | Gold Cost | Gold Gain | Turn Duration | Other Effects |
| Strengthen Defenses | 2 Gold per turn | 0 | Until deactivated | -20% Assassination Success Chance |
| Ambush Attempt | 2 Gold | 0 | 1 turn | If successful, knight dies & duke gains 3 Power |
| Weaken a Knight | 2 Gold | 0 | 1 turn | If successful, knight loses 1 Power |
| Steal Gold | 3 Gold | +6 Gold | 1 turn | Target loses 6 Gold |
| Steal Power | 3 Gold | +2 Power | 1 turn | Target loses 2 Power |
| Attempt Coup | 0 | 0 | Instant | If \*\*≥20 Gold & ≥15 Power\*\*, 40% success rate. If successful, duke becomes king. If failed, duke is eliminated. |

### Coup Mechanics (No Plotting Phase)

|  |  |
| --- | --- |
| \*\*Success Rate\*\* | 40% |
| \*\*Requirement\*\* | ≥20 Gold & ≥15 Power |
| \*\*Immediate Effect\*\* | If successful, duke becomes king. If failed, they are eliminated. |