Version 1.0

Known bugs or features:

Sometimes left bottom screen will be covered by a black triangle. It is related to the force name rendering but I still cannot figure out why.

English scenario description is so long that some part of it cannot be seen.

Music is hard coded, sounds are bad.

**0.Introduction**

Stupid Monarch is a highly abstract turn-based strategy game that originated from a board game designed by me and my friends during middle school and high school. I discarded some board game elements and added in some video game elements which are mainly inspired by Europa Universalis and other paradox games.

Player acts as a Jiedushi (which almost equal to warlord) in late Tang dynasty and conquers other Fanzhen (which is the regime which a Jiedushi controls, aka. force) or zhou(which is a province in Tang dynasty; I will call it province later) and unify China.

Language:

In GameConfig.xml, edit the language element. En: English; Zh: Traditional Chinese

**1.Force (Fanzhen) selection**

A screenshot of a map

Description automatically generated

After entering the game, you will see a force selection interface. You can click on buttons on the left to select scenario. You can click the color on map to choose force for the player. One color means one force, and the provinces that a force controls are separated by grey lines. You can click buttons on the top right corner to add a player to start multiplayer game. Press P or N button to go to previous or next player selection. If a force is selected by the current player, it will be highlighted, and if a force is selected by another player, it will be greyed.

**2.Game Concepts**

A map of the country

Description automatically generated

Force: The force name this player acts. When a player’s turn starts, the map camera will go to the player’s force’s capital.

Province: A force consists of a number of provinces. The force’s economy is supported by provinces, and a force builds army to capture more provinces or protect own provinces.

Action Point(AP): Action points are abstract currency used by a force to do administrative or military operations (actions). Action points are generated by provinces owned by the force each turn.

Army: The army slot counts how many armies this force has and the max army amount.

Force Uncultivated: The total militarism point this force has.

Round: A round is, in other words, all forces execute a turn.

Turn: A turn is the time when the current force can do as many operations as it wants (until run out of action points).

A screenshot of a computer screen

Description automatically generated

Province Name: The name of the province.

Province Attribute: There are 4 attributes: Capital, Plain, Mountain, Major Province.

Capital is the capital of the force. Plain makes the province easy to develop. Mountain makes the province hard to develop but give the defender an advantage when there is a battle. Major province makes the province a little bit easy to develop and decides the max army amount.

Province Capital: It is only a name.

Province Economy: The economy index of a province. A province with a higher economy will generate more action points for the owner.

Province Population: The population of a province. A province with a higher population will generate more action points for the owner. Population will automatically grow each turn slowly. Forces can do attract population operation to attract more population for this turn. A major war or siege will let some people of the province run into adjacent provinces and some people die. (The population data of each province refers to historical data recorded by ancient Chinese historian.)

Province Uncultivated: The militarism of this province. It will add together with other provinces to form force uncultivated data. It will affect the province’s action point generation and owner army’s combat effectiveness. It will decrease a certain number each round, but it can be increased by attracting population operation.

Illegally Occupied: If a force captures a province that is not valid for that force, the province will only provide a few action points to the force.

Build an Army (ARM): Operation. Cost: 1 AP or 6AP. Can only be done in a legal self-owned province without any army. Build a new army for that force. The army starts with 1 size. If the army amount does not exceed the max army amount after recruit, this operation only costs 1 AP.

Validate Province (VLD): Operation. Cost: 5AP. Add process to legal process bar. Can only be done in illegally occupied province.

Legal Progress: The legal process for an illegally occupied province. If the process is completed, the province will be a legal and normal province of the force. The length of the process is decided by the population and economy of the province.

Develop (DEV): Operation. Cost: 5AP. Add one to the right development process bar. If the bar meets the requirement, the economy of the province will increase by 1 by the end of the turn. The requirement of increasing economy is decided by the population and the attribute of the province.

Attract (ATT): Operation. Cost: 5AP. Add a certain value to the population growth rate listed on the right and reset it after the turn ends and the population grows. Add uncultivated points to the province.

Defense (DEF): Operation. Cost: 5AP. Add 500 defense to province and make it difficult for enemy to siege.

Province Defense: The current defense and the max defense of the province.

A map with green lines and red dots

Description automatically generated

Army description:

Army needs action point to maintain. Each army needs 1 AP to maintain each turn, no matter how large it is. In addition, each army needs extra maintenance APs depending on its size.

An army can move to another reachable province once per turn. An army can always go to the provinces adjacent to it. If an army starts in a friendly province, it can go to any friendly province connected (not broken by other force) to that start province. Players can always cancel or change the movement until pressing the next round button.

Press the left mouse button to select an army and press the right mouse button to set movement. Press the left mouse button again to cancel the selection.

One province can only hold one army at the same time. If two armies of the force are in the same province, they will be integrated into one army immediately (before anything like combat or siege happens; army max size is always 100).

Army Owner: The owner force of the army.

Army Size: The size (how many soldiers the army has) of the army. 1 size represents 1000 soldiers. Max size is 100.

Army Uncultivated: Equal to force’s uncultivated points.

Recruit (RCT): Operation. Cost: 1AP. Add 1 to army’s size.

Recruit5 (RCT5): Operation. Cost: 5AP. Add 5 to army’s size.

Green Provinces: Provinces this army can go to this turn.

**3. Round and Turn Sequence:**

Each force does operations in the sequence listed in ForceDefinitions.xml. After a force completes its turn, provinces will develop, population will grow, army movement and combat will resolve, after all resolution, action points will be recalculated and given to that force, and the next force will be active and do operations. After all forces complete their turns, the next round starts.

**4.Scenario Suggestions:**

Try Yuanhe Renaissance first, it’s the most balanced history scenario.

In Jingyuan mutiny scenario, there are some interesting choices:

Datang(Medium): act as the court to reunite the country.

Huaixi(Medium): try to establish a country in the fertile central China.

Yongping(Hard): defend against two strong enemies Huaixi and Pinglu (Succeeded in the history)

In Yuanhe Renaissance scenario, there are some interesting choices:

Three towns in Heshuo: Lulong(Simple); Chengde(Medium); Weibo(Simple): Try to unify yellow river north territory and conquer the whole country.

Xuanwu(Medium): Try to establish later liang as what history is.

Hedong(Simple): Try to establish later jin and conquer the central plains.

Datang(Medium): act as the court to reunite the country.

Jiannanxidao(Simple): By owning fertile Chengdu plain, try to unify Sichuan.

Zhexi(Simple): Try to control the fertile plain south of Yangtze River.

Lingnan(Hard): Develop undeveloped southern China and find a place in aggressive north neighbors.

Annan(Hard): Seek independence from China to become Vietnam and try to defend the independence.

**5.Combat and Siege:**

(Skip this if you do not want to know, all calculations are automatic)

There are two kinds of battles: combat and siege. Combat means two enemies’ army fight with each other and siege means one army try to occupy one enemy’s province.

Combat sequence:

1.decide who is attacker and who is defender; fighting in own province is always defender, or the force in its turn is attacker.

2.calculate the strength of each army (depending on force uncultivated points and army size)

(See combat resolution table)

3.calculate the strength ratio (this turn army/the other army) and find the column (round down)

4.modify the ratio depending on the terrain of the province and attacker or defender (attacking mountain or crossing small river: defender has 1 column advantage; crossing large river: defender has 2 column advantage)

5.roll a d10 and (use the dice result as row to) find the result number related to the modified column

6.add two armies’ size together and find the corresponding row, use the result in 5 as column, and find the combat result.

7.the number left is this turn army loss, and the number right is the other army loss.

8.substract army loss from army size and redo step 2-7 for other 2 times (totally 3 times)

9.get the army remain size and total loss of each army.

10.If both armies lose all their soldiers, no one wins. If one army loses all its soldiers, the other army wins, or the army sustains more losses lose the combat and must retreat to a safe province. If there is no safe province, the army is wiped out.

11.One army cannot give losses to the other army more than its own initial size.

Siege Sequence:

1.reduce province’s defense by 20 multiply army size

2.divide(normalize) defense by 100

3.get the ratio (army size divide normalized defense)

4.if ratio < 1, skip following steps and end siege

5.roll a d10

6.if is sieging a mountain province, roll result -1

7.find the minimal dice roll result in siege table

8.if dice roll larger or equal to the requirement, successfully capture the province

9.if unable to capture, roll another d10, if result less or equal to 4, army size -1