

## The Four Interlocking Forces

The game is based on four forces that play of each other, interact and balance each other.

A Gameplay Force could be considered one level higher than just a system and its interactions, a concept that controls multiple systems but is orthogonal to the other forces.

The **external world** representing **external trade** and **factions** that influence the town. Your Guild objective is ultimately to profit and develop/progress your guild and town.

The business and services represent the **internal economy** of the town trying to find your own niche and monopolize and outcompete your rivals in a domain so as to have a real influential power over the town and exploit to your benefit. Dealing and stealing with your rivals.

Through this business you can manipulate and satisfy adventurers to attract them to your guild. Rivals can also try to steal powerful adventurers to join their side. Some adventurers have a contract where they can enjoy various benefits of the guild and where you lavishly provide for and carefully manage their desire. Some adventurers are loyal to your guild having made relationships and comrades with your guild and staff. Some are completely independent adventurers from all other guilds and can just use your various businesses, services and trade.

ALL AI Characters are simulated for the whole town, including crafters, workers, guards, government officers, entertainers and can interact with each other and build relationships. Not just adventurers.

Lastly you have the dungeon itself which the whole town depends on.

### External Trade

While everything is tracked inside the town itself from the moment a resource is generated in the dungeon there are external exports and imports that happen through traders that come to the town.

On the Town's Open Market there is a dynamic market where traders come to buy as well as adventurers come to buy as well. Traders will also sell things like food, construction material and mundane resources and products that are not available in your town.

Your Town is very specialized and while the dungeon can provide a lot of varied and rare resources, it cannot provide for everything or at least not in a large enough quantity. So your town is dependent on external trade.

Your gold used for constructing new business as well as paying your staff and rewarding adventurers also initial come externally.

There are various **Events** in the **External World** that can drive the demand and price of specific resources, products and items, things like war, famine, disease, luxury.

## External Factions and the Four Alignment and Progression Paths of the game.

There are four external factors that can influence the development and direction of the town. Your Guild and Rival Guilds can make deals with this factions and through that their influence. All the factions are opposing each other, so you have rival guilds in the town and rival factions externally. So usually rivals map to the external factions in influence. Of course a Guild can also deal with and be influenced by multiple factions, and factions can have under their wing multiple rivaling guilds they have to balance.

The factions are:

- **The Military Empire.** They govern the **Training** and **Order** aspect of the game, with facilities and buildings for that. Alignment and influence brings a defined hierarchy with soldiers and knights enforcing the law as well as more government buildings. Adventurers will become more like disciplined and loyal soldiers that mitigate their bad traits and be much more controlled. With advancement in rank possible based merit and the possibility of receiving a nobel title. The disadvantage to that is you will be much more restricted, the market and prices with the Empire profiting instead of you. You in a sense become a vassal to the kingdom and you and the town lose your autonomy. The Rule of Law is enforced with much more government regulation. As the Military influence grows and you align yourself to that faction you might be able to take full control of the city from the rival guilds. You become the noble in charge of this town. Some special buildings that unlock: A special knight's order barrack that can unlock some special classes like Knights. A Nobel's Quarters, Governing and Justice Hall, The Princess Palace.
- **The Trade Conglomerate.** They govern **Wealth** and **Businesses**. They are pretty much all about generating ridiculous amounts of profits and solving all their problems with money. They can provide luxury and rare goods from the **external world** that you cannot get in any other way. Adventurers are handled by simply drowning them in luxury and comfort, getting them addicted enough to that lifestyle that they can never live without. They become Celebrities, what other adventurers become envious of and want to be in their shoes. Even if it will lead them to their inevitable deaths and their shallow life not all what is cracked up to be. Special buildings: An Airship Port where guests from different parts of the world come to

spend their huge amount of cash. As well as getting rare trade goods from all over the world consistently.

Auction House where resources and artifacts are sold to the highest bidder, especially with foreign guests.

- **The Magic Academy.** They govern **Research** and **Magic**. They are all about researching the mysteries of the dungeon and unlocking new technologies based on that similar to research in a 4X Game and XCOM. New crafting recipes, with more powerful devices, artifacts and materials become available as well as more powerful magic and classes.

Adventurers become ridiculously OP to the point of thinking themselves beyond the limits of humans, striving to become true Gods.

Special Buildings: Mage Tower, Alchemy and Enchanting Workshop, Magic University/Mage Academy.

They can also become equivalent with an **Industrial Revolution** and magitech based devices like trains, robots (golem automatons), mechs and flying ships being possible.

- **The Black Market.** They govern **Decadence** and **Chaos**, pretty much the opposite of the Empire. Similar to the merchants but giving in to the most decadent desires and the seediest of business. Where there are no laws other than the law of the jungle with endless turf wars and assassinations on a daily basis. A city governed by thugs where Adventurers are the most thuggish of them all.

Special buildings: Red Light District (gambling, drugs, prostitution), Assassins Guild, Thieves Guild (spies), Slaves Quarters, torture and sadism facilities.

- **The Guilds Council.** The town and its guilds can also collectively represent an independent faction that resist the influence of the external factions, they govern **Balance** and **Cooperation**. The rival guild themselves can make deals and alliances with each other to maintain the balance between the external factions while extracting as much benefits from them using their collective bargaining power. If they play their cards right they can use all the features of all the factions without any drawbacks.

- **The Dungeon Itself.** Is a secret faction itself. The Dungeons require the deaths of adventurers in order to progress and unlock more powerful monsters and rare resources. So it's in the interest of the Guilds to provide a steady supply of skulls.

And what better way to do that with some nice backstabbing of a rival guild's team of adventurers.

The Guilds and Adventurers can make nefarious deals with The Dungeon more directly as it's the source of all the benefits. A deal with the Devil itself. This could lead the whole town towards a path of doom.

## Skills, Talents, Classes, Levels and Progression *Limits*

As a Guild your job is the economic game trying to control various Monopolies like dungeon resources, recipes, businesses and services to maintain exclusivity and bargaining power.

Character Progression itself can become another **Monopoly** you can control.  
And for a Monopoly to Exist it needs **Limits**.

All AI Characters, from Crafters to Adventurers to Staff has skills they can learn by training or doing jobs and activities related to those skills. Think something along the lines of Raising Sim genre like Princess Maker 2.

However All Characters also have a Talent Potential Limit on Skills. That means there is a cap to that skill and some characters are better than others at that skill.

To break through that skill cap and reach a higher potential you have to Level Up which you can do exclusively through the dungeon that provides XP.

Furthermore Levels of the Character correspond to the **depth** of the dungeon at which floor you reach.

So at Floor 1-19 you only gain XP for Level 1, the higher the floor number the higher the XP amount the monsters killed provide for that Level.

So to become Level 4 you need to hunt at the Floor 40-49.

What Leveling give is a Class that increases your skill talent limit based on that class.

The higher your initial talent and the better the class the higher your skill limit.

Another thing Leveling gives is a special ability based on the current Class.

What Classes are available at Level 1 depends on your currently trained skills as well as some other special requirements like having specific equipment or catalyst items or achievements like taking a certain amount of damage or defeating a specific boss by yourself.

As long as you meet the special requirements you can become that class.

On the other hand every Level has its own requirement threshold for that Class so it's possible to be stuck in one Class for a time.

That means the faster you can unlock better classes the higher potential you will have and the more powerful class abilities options you can select at Level Up.

## Veteran Trainers

While classes and talent potential skills, you still have to train that potential into really which is a challenge in itself.

Characters that are more skilled can be used to teach or train skills faster that what they can do on their own.

Furthermore the more your skill reaches the skill cap the more essential higher skill trainers become.

For example:

If you have an Adventurers skill of 80 and a potential of a maximum potential of 113.  
A trainer of 200 in that skill can be the difference between reaching that 100 threshold or not.  
That could be the difference between an advanced class that can provide you 250 potential in that skill or a more basic class that only provides 180.  
A trainer of 300 could max to that 113 potential, although it wouldn't matter that much.  
A more talented Adventurers with a skill and talent of 80 / 157 might reach that threshold of 100 more easily, by themselves or a lower skill trainer.  
However if that adventurer wants to reach 150 skill threshold and possibly unlock an even more powerful class they will need a 300 skill trainer to maximize their potential as they are much closer to the limit.

To increase skill without Trainers is much more difficult.  
First way is to have much more potential, the higher the potential the faster you grow at the lower percentage from the cap.  
But once you need a lot of investment in the form of high tier gear, items, abilities and consumables that boost that skill growth and also require a lot of time and increasing risky challenges to grind that skill.

## Non Combat Characters

All Characters are required to go through the dungeon to Level Up in order to progress their skills.  
Non Combat Skills also unlock special classes and abilities related to that skill and can usually boost the skill growth of adventurers.  
For example a High Level Dancer on the proper stage can unlock the potential of an adventurer similar to how a high skill trainer can.  
Since Trainers might not be available to that particular skill yet that can be incredibly powerful.

Likewise Crafters need higher skill to advance their craft.  
Mages and Scholars also need the class abilities in order to progress their research and unlock new recipes.

## Dungeon Farming

While you are happily exploiting the dungeon for your profit.  
**The Dungeon** has its own form of progression which pretty much ties to the Level of Adventurers.  
In order for the dungeon to unlock new monsters, resources and abilities as well as create deeper floors.  
In other words it's progression requires the deaths of high level adventurers.

For example:

A dungeon with 52 Floors in order to add a new floor might require the death of 3 Level 4 Adventurers or 12 Level 3 or 40+ Level 2 deaths.

What classes die can also unlock what kind of monsters and materials the dungeon unlocks.

If a Dragon Slayer Class dies a new type of dragon might become available.

If a Level 4 Blacksmith dies a new metal material might be unlocked.

If a prostitute dies a Succubus monster might be unlocked.

Just like Adventurers have achievements and challenges they have to overcome that could be related to what kind of monsters the dungeons unlock. So the dungeon and adventurers can revolve around each other in a beautiful dance. Of course that dance would create **a pile of skulls**.

This also means both the Dungeon and the Guilds want adventurers to grow even higher, and also both Dungeon and Guilds want the adventurers **to die**.

Of course the Guilds want to maintain their own interests and assets and want that rival Guilds to take the big fall.