

ADVENTURE MODE

Now that we're officially getting things started, here's how this little game works! Your wizard tower base is in the center of the world, with the middle square being your base. Leaving the base will put you into ADVENTURE MODE. The surrounding area belongs to you as well, but still puts you into adventure mode when you enter it.

MOVEMENT

You may select a square to travel to. It can be any square, but your travel will be interrupted upon encountering TCPs, items, or events. You may search any square you come across, but the world will change over time- not all squares will have resources or secrets to find, and a square's contents and events will never be the same twice. The world does not stand still at any point, so be careful. Every choice you make will have an impact on your encounters.

You cannot fast travel during combat or events. This system may change if it ends up not working out, but the square will be roughly chosen based on where the majority of votes lies. Entering bases will also disallow fast travel until you exit- these are marked with colored areas on the map itself.

When adventuring, you'll get a little minimap in the corner of the panel to help decide where to go.

KILL COMMANDS

As long as a TCP is aligned to their god, they cannot be killed without a KILL COMMAND. Issuing a command has two parts- you need to specify one of your TCPs to be the killer, and another to be the target. The target can be any TCP, including one of your own. You can only make one command at a time, but you are allowed to revoke a command/make a new one after.

Once a TCP hits CRITICAL health, they are effectively at 0 HP and will die instantly if marked with a kill command- as long as the killer makes direct physical contact. These commands can be made at any range, but again, **direct physical contact is the only way to make the killing blow**. If a kill command is not issued, a TCP can exist past critical health- but the more damage they take, the more likely they are to have **permanent debuffs**.

Rogues **do not have to have a kill command issued to die**. Once they hit 0, they will die no matter what. Rogues cannot be added to any teams- it's a permanent status. If you want to keep a rogue alive, protect them with your life. There won't be second chances.

Your alliance territory is "safe" in that kill commands will wear off over time- **this will not happen in enemy territory**. As long as you're in enemy turf, kill commands on your alliance will stay active until you retreat into your safe territory and allow the command to fade.

This system may be revised as we go forward, depending on what works best for the game. This is all very experimental and we'll work with whatever feels the most natural/intuitive. Please give us feedback in the disthread if something feels off!