
Kingdom of Masters'

The Original Multiplayer/Single RPG

Store

Axe. Sword. Spear.

Type;	Cost;	Dmg;
Wood	50g	3
Stone	100g	5
Iron	700g	8
Steel	1200g	10
Diamond	2000g	17

Arrows

Type;	Cost;	Dmg;
Stone	50	2
Steel	85	3
Diamond	120	5

Gauntlets

Type;	Cost;	Def;
Wood	30	2
Chain	90	4
Iron	300	7
Steel	600	12
Diamond	1200	20

Chest Plate

Type;	Cost;	Def;
Wood	100	4
Chain	200	6
Iron	500	9
Steel	800	15
Diamond	2000	21

Small Weapon.

Type;	Cost;	Dmg;
Metal Rod	250g	3
Dagger	400g	5
Hatchet	600g	7
Rock	50g	2
Shirikin	200g	5
Knife	600g	7

Items

Type;	Cost;
Shovel	3000g
Rope	100g
Cart	200g
Chest	2000g
Tent	200g
Forge	1000g
Ring Mold	500g
Anvil	2000g
Hammer	1000g
Pack Upg.	3000g
Carving Blade	400g

Bows

Type;	Cost;	Dmg;
Maple	300	5
Yew	1000	10

Leggings & Helmets

Type;	Cost;	Def;
Wood	50	3
Chain	100	5
Iron	400	7
Steel	700	12
Diamond	1500	20

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<u>Potions</u>			<u>Shields</u>			<u>Pickaxe</u>		
Type;	Cost;	Hp;	Type;	Cost;		Type;	Cost;	Traits;
Small	25	25	Small	100	4	Iron	500	
Medium	50	50	Medium	300	6	Steel	1000	+1 Ore
Large	80	80	Large	1000	10	Diamond	1500	+2 Ore

Item Use; **Shovels** allow you to dig for agates, as a type of skill flip you will have to divide your combined charisma and intelligence by 30, the sum of which is the number of agates you find. If tails (o) you find one agate.

Rope will instantly bring you near the cave entrance. Depending on dexterity you will be between 1 and 3 spaces from the exit. At a Dex of 50 or less you're placed 3 spaces away, 51 to 74 Dex and you are 2 away from the exit. At a Dex of 75 and up you're placed only one space away.

Cart Auto spawn to your house via a onetime use enchanted cart.

Chest All your gold, gems, and ore will be saved where you die.

Teepee One time use to sleep and heal 20 Hp instead of battle.

Forge This item stays at your house, refines ores.

Ring mold Stays at your house, makes rings.

Anvil Stays at your house, used to socket armor and weapons.

Throwing weapons All but the throwing knife are single use.

Pack Upgrade Will double everything your able to carry.

Adventure Awaits You

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Rules

The game starts on an 8x8 inch gridded square. The starting place also used as your house, is the top left square. Here you will keep your Forge, Ring mold, and all old items that can then be sold to other players. *Movement, Mining, and battle system are all based on binary derived from the flip of a coin.

Binary:

The binary system is based on ones and zeros, if you were to flip a head you would count that as a 1 and tails would subsequently be a 0. With this we build a very simple method of deriving a random **Ward or fate*** But at the same time you are able to set up odds so that game play remains even.

Now that we know that Heads is (1) and tails (0) we can build a system to create a language for actions to be taken.

Character Creation; In KingdomCraft you are given 50 stat points to spend and will begin with 70Hp. This Character will be your only one, so spend them wisely. The stat points can be spent between; Strength, Intelligence, Charisma, Endurance, and Dexterity. You can choose a race from the following list of suggestions or create your own: Swedish Viking, German Barbarian, Celtic Druid, Mongolian Mongols, Hopi Warrior, African Bushman, Japanese Samurai, or Australian Aboriginal. You can carry a maximum of 8 gems, 20 Agates, one pick, a main and small weapon, up to 5 of each ore type, 3 ropes, one cart, a chest, a tent, and up to 50 Arrows. If you buy a pack upgrade, you can carry twice as much of everything. A player may only use 2 rings at a time and may not use two of the same type.

Player Attributes; Now it's time to figure out how deadly you really are. At the very least you have your hands and with them you hit for a max of 5 Hp. Proceed to add your brute strength to this base Att. by finding the result of your strength divided by 10. From there add whatever bonus your weapons, armor, and rings provide. If you are in a group add that bonus as well. Defense works like this: Take the combined number of **Def.** Points afforded by your armor and add them to your health.

Leveling; Every level you will add 3 Hp, plus the sum of your endurance divided by 20 to your Health Points Leveling is based on experience; first level takes 100 Exp points to achieve. From there add 15 to the required Exp. Per level-up. Each level you will gain an additional 5 stat points to spend. Every 10 stats in dexterity will increase your bow attack by 1. At a strength of 200 you can wield a small weapon along with your main weapon giving a damage boost and a strength of 400 will let you duel wield any of the weapon types.

Monsters give Exp. Based on their difficulty; Weak monster are worth 5 Exp., Average will give you 10 Exp. And a strong monster gives 15 Exp. The Experience gained from each beast will go up by 5, per 8 levels you gain. Bosses give a base of 35 Exp.

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Titles; Level 50 and you have earned the title Hero
Level 88 and you have achieved Master
Level 100 is worthy of the title Grand Master

Movement Rules; You will have two flips to determine how many spaces you move. If you get two Tails (o) you can move 1 space, up/down or left/right. A Heads (1) first and a Tails (o) second flip lets you move up to two spaces either up or down. If Tails (o) first and then Heads (1) you may move up to two spaces to the left or right. Flip Heads (1) both times and you will be able to move up to three spaces, up/down or left/right.

oo = 1 space North/South/West/East

1o = up to 2 spaces North or South

o1 = up to 2 spaces West or East

11 = up to 3 spaces North/South/West/East

So now that you have reached the new square, it's time to see if you're in the presence of a monster. Flip once; Heads (1) and you have a **battle** before you, if Tails (o) then you have a chance at **digging** up treasure, (Heads (1) you find 5g and if its Tails (o) then you find 10g, if you have a shovel you may dig for Agates.) *If you want you can flip once more to see if there is a "Insert Noun." This can be a portal to another land, a house, ect. (Heads (1) would be yes and if Tails (o) no, then you restart movement rules.)

Battle Rules; So you ran in to an adversary?!? Better be at the ready. There are three classes of beast; weak, average, and strong. Each has a different Hp and Att.

If it's a **battle**, using the above formula (Flipping twice) to see what kind of beast stands before you. Once you have determined the foes identity. Proceed to flip for your life; Two Tails (o) and you will do an unarmed attack of a minimum of 5 Hp worth of damage. If you flip a Heads (1) followed by Tails (o) you will attack regularly. Flip a Tails (o) first then a Heads (1) and you have been attacked. If you are lucky to flip two Heads (1) add 4 to your normal attack as a critical hit. Repeat until one of you are slain.

Beasts'

oo = A weak foe comes into view

1o = A weak foe comes into view

o1 = A moderately tough foe comes into view

11 = A strong beast casts a large shadow before you

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Battle System

oo = A weak blow to your enemy (-5hp)

1o = A normal attack against your foe

o1 = Add +4 to your attack as a critical blow

11 = You take a blow from the enemy

For every 25 or 50 monster's killed (up to the player) you will flip to battle a boss. The same rules apply to a regular monster, except a boss has thrice the HP of a regular monster. In exchange for a harder battle, the rewards are double than that from a regular monster.

Enemies Attributes; As you train, you become more adept with your weapons and grow stronger each level. So do your foes. For every two levels you gain your foes will grow stronger in Attack; the weak will gain an additional point to its attack of 3, an average beast will gain a point to its attack of 5, and the strong enemies will gain a point to its attack of 7. While in a **mine** the monsters are only average or strong. So only flip once. Heads (1) and it's an average beast but Tails (o) and it's a strong foe. So be ready with potions...

o = A moderately tough foe comes into view

1 = A strong beast casts a large shadow before you

For every 4 levels you gain your enemies will also grow in life force; weak monsters will gain 5Hp on top of its Hp of 20, an average monster will gain 5 Hp to its Hp of 35, and the strong will gain 5 Hp on top of its 45 Hp. If you face a boss its health will increase by the result of dividing your Strength by 5, on top of the base 75 Hp.

High Level Attributes/ Skill flips; At Level 10 the ax gains a skill flip, you may flip once in the beginning of a battle to see if you can lob a limb off your foe. If you flip a (1) the affect of a missing limb is a reduction in damage taken by you, if the foe is able to attack. The beast will only be able to hit for half its regular hit points. Round up if you get a decimal. You may only skill flip once per battle.

Reaching Level 20 is rewarded with a skill flip for the sword. With this you will attempt to get a critical hit. Flip twice in hopes to get two of a kind and then add the result of your dexterity and strength divided by 20 to your attack once in a battle. If you don't get two of a kind then you attack normally. You may only do this once per battle.

Upon reaching Level 30 you will use a skill flip for the spear. Once per battle you can flip 3 times in a row. For every Heads (1) adding the result of your dexterity and strength divided by 20 to your attack. You may only do this once per battle.

At Level 45 your skill flip for the bow becomes available, flip 5 times in a row, for every Tails (o) you will shoot an extra arrow. Again only once per battle may you use this skill.

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Mining Rules; To mine you must have a pickaxe and be in a cave. If you're in possession of a forge and ring mold you will use the gold and silver to make rings, while using the gems to socket said rings. If you have the anvil and a hammer you can use the gems to socket armor. You must be next to an ore spot before trying to mine, to figure out whether you have found a vein of metal ores or a pocket of rare earth gems you will flip once. Gems will be found if you flip a Head (1) and so a Tail (o) Ore. If gems, flip two more times to determine type of gem found; Two Tails (o) and you have found a Diamond, One Head (1) and then after a Tail (o) then Topaz, if first Tail (o) then Head (1) Turquoise is your prize, and finally if you manage two Heads (1) it is Jade.

After mining you must move again and then flip to see if you have a battle, even if you return to a space near an ore deposit. So technically the fastest you can mine is every other movement turn.

First Flip: o = Ore is seen in the rock before you

1 = Gold Ore

o = Silver Ore

First Flip: 1 = Gems can be seen glinting light in the rocks

Tier 1

Tier 2

Next 2 Flips: oo = Diamond is found

- Emerald is uncovered

1o = Topaz is found

- Ruby is uncovered

o1 = Turquoise is found

- Light Sapphire is uncovered

11 = Jade is found

- Amethyst is uncovered

Gems; Gems are valuable so use them wisely, once a gem has been put in to an item that item can't be used by anyone else. There are four kinds of gems;

Tier 1

- Diamonds in armor lessen damage taken by 2, in a weapon they increase the damage by 5, and in rings increase your damage. The damage increases by 1 if in Silver and 2 in Gold.
 - Then there's the Topaz, it will allow you to dodge the first attack of any monster if it's in a weapon. If it is crafted into armor it will give you 5 Hp, in rings, either 2 Hp for Silver or 3 Hp for Gold.
 - The most striking of the gems being Turquoise will give 2 if put in to a small weapon or main, it grants 5 stat points to dexterity in armor, and in rings it will add 3 stat points to dexterity in Silver, and then 4 if in Gold.
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- Finally we have Jade, If placed in a weapon this gem adds 25 to charisma, plus ten in armor, and 5 to endurance in Silver rings or 7 in Gold.

Tier 2

- Emerald gives an aura of Green healing light to your Armor, (+2 hp Every other time you attack.) Weapons give a poison of soul spoil, (-50% of enemies hp per flip after deducting the Hp your attack takes. Even if attacked your self.) Emerald Rings give you and a group Increased Endurance, (+10 in silver, +20 in gold.)
- Ruby will sustain the flame with in. When put in armor. (Increase yours and the group's Hp +20.) In weapons a light reflects into what appears as rays of flame, (your blades rays cut the enemy at many angles Flip 3 times, only if all Heads (1) foe is left with 1 hp. Other wise you do half again as much damage.) Ruby rings glow, lighting the way ahead, (if silver you can go 1 extra tile during movement. Gold rings +2 tiles.)
- Light Sapphire clears the body of impurity and makes a vigilant mind when in armor (you are immune to all poisons.) A weapon with Light Sapphire can break a foe's shield, (Flip once Heads (1) and you shatter the shield like glass.) A Light Sapphire Ring will keep your mind sharp, (Increase your intelligence by 50 in silver and 100 in gold ones.)
- Amethyst is a mysterious foreboding stone that will make your enemies feel weak in armor, (Half the damage is taken if you flip a Heads (1) as your enemy attacks.) Weapons imbued with Amethyst puts the effect of time distortion on the enemy, (you always attack first.) Rings of Amethyst will keep you grounded with the earth, (You can move safely through a time gate.)

Crafting; Now that you have the raw spoils of your labor it's time to make something useful. But this skill requires an intelligence of at least 50 just to make Silver rings and 65 to craft rings of Gold. To imbue your armor with tier 1 you need an intelligence of 80 and a godly 100 to imbue weapons. To begin tier 2 silver rings you need an intelligence of 150 and dexterity of 100. A whooping intelligence of 165 for gold. For armor you will need to reach an intelligence of 250 and a dexterity of 200. While the most powerful of imbued items are the weapons. Requiring an intelligence of 300 and dexterity of 300.

Runes; Runes add the element of magic to the game while you are still beginning. Runes are created with petrified wood and agates. In order to create runes you need a charisma of at least 50 and an intelligence of at least 50. Also a carving blade is needed. Runes can do many things. To create the base rune simply use one piece of wood and 1 to 10 agates. How many agates used determines the strength of its effects. A passive rune lasts for 5 movement turns. While the direct rune only lasts for the battle it's used in. The effect of a rune is determined by flipping the coin three times:

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First Flip:	o = An Aura effect (Passive) ;	-	1 = A Targeting effect (Direct) ;
Next 2 Flips:	oo = Hp gain +1 per agate	-	oo = Attack Increase +1 per agate
	1o = Charisma gain +1 per agate	-	1o = Hp Drain +1 per agate
	o1 = Dexterity gain +1 per agate	-	o1 = Teleport to home or cave entrance
	11 = Failure to create a rune	-	11 = Failure to create a rune

Your Plaid: A player's plaid is related to his experience and serves as a visual status symbol. The base color of your plaid will be determined by your alignment upon the creation of your kingdom or if you decide not to build a Kingdom it will be determined by your alignment upon reaching level 20. If your karma is in the negative you can choose between Orange or Red for your base. A neutral Alignment would give you the choices of Blue or Green. Being a positive player opens up Purple and Yellow.

The second pattern to be added is a bar of solid color that is vertical, the boldness should be no less than one inch across and the space between should be no less than half an inch. To receive your next pattern you must achieve the title of Hero. The color will be determined by the weapon you use when attaining level 50; Sword = Red. Axe = Green. Spear = Yellow. Bow = Blue.

The third pattern is created when you pass into the Celestial Realm. You will choose any color you wish but the bar of solid color must be horizontal. Depending on your Karmic alignment the shade will be light or dark.

The miscellaneous patterns that can be added are more specific to your actual achievements. They are as follows; For attaining the tier two pickaxe you will be given a thin dashed line of light brown. When you meet a wizard for the third time you will add a solid thin line of sapphire blue to your plaid. Once you become an Avatar you will be able to add a solid white bar of any size to the pattern.

Creatures: During your adventures away from home it's possible to meet one of four special creatures. They are the following; Most common are Dwarfs, second are Elves, third are Dark Riders, and most rare of all are wizards. Each one of these eventualities serve a specific purpose.

The **Dwarf** is of course found in the caverns where you mine and battle seasoned beasts. Every half hour you are in a cave you can flip to see if you are greeted by a Dwarf. Heads (1) and you have met a Dwarf. If not then you automatically begin battling a strong foe. Dwarfs will buy your agates and petrified wood at 10g a piece, as they rarely go out to forage for such items. You can also buy gems from dwarfs. At first only tier 1 gems (100g each) are available but after your 5th encounter with dwarfs they will sell you tier 2 Gems(2000g each.) this is also the only way to purchase a tier 2 Pickaxe(10000g) (Opens tier 2 Gems.) You can only carry one type of pick at a time.

Elves are normally very gentle and sociable. They are found in meadows near water and mountainous forests. Every 10 movement turns you can flip twice (2 Heads (1 / 1) and you find an elf settlement.) But it's common to be treading in a spiritual area for which they will toss a dust of stone on you taking 20% of your health (Flip once to see if you are treading on their sacred land,

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Heads (1) and you are welcomed, Tails (o) you take 20% of your health away.) You can continue to attack said Elves if you wish but they do 5 more damage than a Strong beast and have twice the Hp. Upon killing one you will find 50g and a tier one gem (flip as if mining to determine type.) If you are lucky and haven't clumsily trodden right into their marked land then you can trade with the Elves a tier 1 gem for 10 agates and 10 pieces of petrified wood. While for two tier 2 gems you can trade for a piece of sacred stone (You need 10 to build a time gate.) If you present a piece of enchanted iron to an Elf, she/he will offer to make you a lucky horse shoe for an emerald in exchange. This item is very valuable and can be traded!

The **Dark Riders** are a group of lowly but well connected men. They will stop you and ask for knowledge. If you refuse they will attack you to cover their trail. Dark Riders are always met in pairs, (Flip twice every 3 days, only if you get a Tails (o) then Heads (1) will you be encountered.) If you give them Knowledge they will give you a half of a piece sacred stone. But the allegiance ties your fate to a darkness. For every piece of stone received by their hands you must reduce your karma by 2. Also if over half of your gate is of blood stained stone then when you step through the time gate you will have to be allied with the force of darkness (Control.) Dark riders have Half the Hp of a Strong beast but inflict 2x the damage with their tainted blades. You can eliminate the local Dark Riders for a month. Simply go across the length of your map 5 times and flip once to see if you find the local hideout (Heads (1) and you spot a trail of smoke behind a fence of trees. Proceed to kill off the ten men that are there. If Tails (o) Cross the board once more and try again. Repeat till you find it.)

Wizards need little introduction, their feats in spirit and magic alone deserve your respect. Without this vital keeper of knowledge you can not unlock the secrets of "Magic" or "Alchemy." There are two main Wizards in the normal time realm. One is a being who followed more of his heart than mind, this being mastered the forces of energy. While the being who focused on mind used his knowledge of the world around him to unlock the secrets of Alchemy. You will flip once a month (Heads (1) and you find a wizard smoking a pipe outside his lake house. If Tails (o) you come to an empty hut by a lake.) If you find him sitting enjoying a levitated ponder, Flip once more to see if he is a Master of Heart or Mind (Heads (1) is of the Heart, Tails (o) the Mind.) You can hand the Master of Heart one of each tier 2 gem and he will return your gift with a Book and Staff. The Master of Mind for Four Light Sapphires will hand you a Pipe and small box of fragrant, dried exotic flowers;) After your encounter with a wizard, he will make a series of incantations that send you back through time to your bed that same morning. Upon the third time visiting a wizard you will be given a chance to buy some enchanted Iron for the modest price of 5000g.

You must have both of the wizards' gifts to bring your kingdom through the time gate to seat it in the celestial hall of time. Making it a permanent and righteous entity, the only way to removed is to be voted into a death match with a willing adversary by a 9:10 vote by the other Infinite Kingdoms or if you are a part of the Force of Darkness's Control you can be brought to a celestial war if 50+% of the Infinite Kingdoms wish to try and banish the darkness. More on this later.

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Group Rules

If you happen to be with fellow adventurers and want to take on fate together, form a clan, or just PvP. It's time to link some boards; 4 boards can be arranged in any fashion. This can lead to the creation of complex arenas. You can play with 2 to 16 or more players; every player must use the space they personally designate as home the whole time. To PvP two players must be on the same space or next to each other depending on the way you want to play.

Group Attributes One of the biggest advantages in a group game is the "Clan bonus." Take the combined charisma of the group and divide it by 25 to get the clan bonus. This is added to everyone's attack. If at least one person in the group holds a lucky horse shoe, while the group is together playing the gold rewards are doubled.

Group Rooms When playing in a group it's traditional to have at least 4 special rooms and 1 mine entrance. One room should be a castle; this castle should take up all the boards being used, and have door ways that make you travel through all 4 rooms till you get to the Boss room. In this room will be a chest, you must first defeat a boss to open the chest. To determine how much gold is in the chest flip the coin twice; if you get two Heads (1) you will receive 100g, Heads (1) first then Tails (0) and you get 150g, Tails (0) first and then Heads (1) and you'll get 200g, Finally if you happen to get two Tails (0) then you get 300g.

Kingdom Creation

Once you have enough capital built up. It's then possible to Start your Kingdom. The creating of a Kingdom is easy enough. You will use gold to pay villagers to help build. Per villager you can have one 1x1 space developed per day. Villagers are found after you have gotten to lvl 25. More on them later. A Kingdom can be helpful because one can dig for agates and petrified wood in peace and enter and exit caves on safe land (However caves always have monsters). You are instantly healed when you enter your estate as well.

Creating one cost's 150g per 2x2 area claimed on a board. To begin you will want to enter your new Kingdom's title here_____. Your copy of the rules is like a form of deed to your Kingdom and can be traded to other players. A Kingdom has set areas by either drawing your own board (Recommended) or Denoting the space via your player card. Simply letter across the top row A-H and down the first row 1-8. That way you can give buildings an ID and location on the board field. Buildings are all user defined but are priced by size. Per Board Unit the building consumes it will cost 1500g to create. Kingdoms are built on a traditional 8x8 or you can theoretically make the board as big as you wish as long as it's square. But before going all out. Consider how much you are going to build and try to plan ahead. Having one 5x5 castle as a Kingdom on a 32x32 is a little wasteful of space. But hey, it's your choice*

Two times a day. After reaching lvl 25. You can flip to see if you find a villager while you are out of your kingdom fighting beasts and exploring. Heads (1) is a yes. If not then you are out of luck for that day(24hours). Villagers won't have children till you reach lvl 50. After achieving the title of Hero you can flip twice a week to see if children are born, (Heads (1) a child is born, Tails (0) your citizens are too busy working.) They will then feel safe with you as a landlord and settle

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down permanently. Until you reach lvl 50. Flip once every Three days to see if a villager finds your town disagreeable and leaves to live as a hermit once more.

After one month of having sustained a Kingdom you can then start building social order. This includes A Military/A Center for higher and progressive learning/A Navy/Trade Agreements with other kingdoms/Industry/Religion and Agriculture. These variables open up the arena of experience for the player immensely. But keep in mind the kind of Culture you are creating in your Kingdom. It is possible to be challenged by another Kingdom if both of your Karmic alinements are on the offensive side. Also depending on the direction you take your society it will have tremendous effects on the land scape of the future. When building a Military and Navy for every percent after 10% of your population is enlisted your Karmic alinement is reduced by a factor of 1. While capitalizing on education without a military will raise your alinement by 4. As does instituting a peaceful* religion or Dharma adds 2 to your alinement. Neutral and Peaceful kingdoms are considered Forces of One or (FOs') And can't be brought into a war unless they wish to be a part of it. All three alinements have benefits and downsides. Be wise. Your alinement can be changed by your actions as the king of your kingdom and will fluctuate through out the game.

Military and Navy: Now that you have began a standing army. You will be responsible for keeping morale up or the effectiveness of your force will be harmed. To keep morale up you must have an adequate food supply, progressive training for your troops, and A fair salary. You can choose to force enlistment without pay but will cost you a fraction of your morale bonus. To provide the food you must have wells dug and a large enough agricultural force to keep up with daily demand. Your force of Farmers has to be at a ratio of least 1:10 Soldiers to keep the base feed bonus. If you starve your military. Every day you flip once to see if 2(Heads (1) or 4 (Tails(o) people starve. This usually should only happen during a war when you force a larger ratio to up immediate numbers on the ground. You can progress your troops training several ways. One is to institute A Center for progressive learning and forcing it to produce new technology. Another is instituting a combat school to teach Kung Fu to your Troops. The third is to commit your soldiers to honing their skills with specific weapon types this includes new Technology you produce. You can designate different troops to learn different things to make a more efficient Army and Navy. To create the Kung Fu school you must first have a Qi Instructor to teach it. From here you choose the styles you wish to teach your soldiers. You can choose 2 Animal Styles and one Unique Skill From the 72 Shaolin techniques. It takes 3 weeks to teach the troops the Kung-Fu. And increases their base morale by 4%.

Morale effects how effective the troops are in battle. Not feeding the army reduces the morale by 3% for everyday missed. Due to the fact that soldiers are risking their lives, it costs 10g for every soldier during wartime every 3 days. During peace time that figure is reduced to only 5g per soldier every week. A paid and fed Army is by default at a morale of 65%. Unpaid and the morale is reduced by 20%. Using 80% quality FSUs for the Army improves the morale by 7%.

A morale of 50% or lower is the lowest tier and makes your soldiers lethargic on the field (reduce enemies killed per flip by 10%.) A morale of 60% or higher is considered normal. A morale of 80% and above gives a bonus of (3%) to inflicted casualties.

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War Rules; War is a duel between kingdoms. But some guidelines are in order. Before every war all sides must agree on reparations and rewards, should they lose or win. This prevents arguments over what should be whose after the battle is over. Peaceful and Neutral kingdoms can battle but only if both agree on the terms. While hostile kingdoms are at risk from raid and siege. A hostile kingdom must accept a battle when asked. If a kingdom does not wish to battle they must forfeit an agreed amount of gold or make some other deal with the apposing kingdom should they forfeit.

The war system is unique to the rest of the battle system. Both sides may only Attack once a day. The number of Flips you are afforded against your aggressor relies on your forces size. For every ten soldiers you will get one flip. Flipping a Heads (1) means you attack with full force (-5) but lose more men(-5 soldiers), Tails (0) and your men are more careful (-2 soldiers) but kill few forces (-3). For every 5 tanks a kingdom has add 2 casualties to the body count per flip. For every Battleship add 10 to the total enemy casualties for that day. For every Airplane add .25% to the daily body count. Remember to factor the morale bonus or handicap. The Kingdom's health is calculated by adding your Population Total up, Soldiers and all. And then dividing that number by 2. First to reduce the number to an agreed point wins. If you battle to Zero the losing side will have to start from scratch finding new villagers. To prevent this, always make a battle treaty first as it is considered a right to negotiate terms no matter who is attacking or being attacked.

Center for Higher Learning: After establishing a University you can have it's students work on ideas for you and produce new technology to be used by your kingdom or you can sell/trade knowledge to other Kingdoms if you wish. You can also use it's Graduates to Create an Industry. The different tracks the students can focus on are Military/ Natural Sciences/ Technology/ and Philosophy. Each focus brings different rewards. Once you choose a focus the University can only produce that kind of knowledge and you must create another University to advance other fields. But you can only found one university per week. Once a school has run its full course it will produce one Grad of your choosing every week as needed.

The **Military Academy** will produce Graduates in the following order; Week 1 : Improved Weapons Master (+2 to all weapon damages) Week 2 : Qi Technique Instructor for Kung-Fu (to boost morale of Army) Week 5 : Rifle Crafting Expert (only for wars and trade, doubles your enemies casualties/ uses 100 bullets every day in battle.) Week 8 : Explosives and Rockets Expert (only for war, add 10% to the losses of your enemies.)

The **Technology Institute** Will produce Grads. In this order; Week 1 : MetalSmith (Paves way for metal based Craft.) Week 2 : Advanced Engineering (Opens up **Industry** so you can mass produce things.) Week 7 : Advanced Tools (**Agriculture** becomes twice as efficient.) Week 10 : Architect (SECRET 1/3.)

The **Collage of Natural Sci.** Gives; Week 1 : Geologist (New tier of ores and gems to be found.) Week 2 : Doctor (After a battle reduce your casualties by 4% . Also improves Karma by 10) Week 5 : Genius (A grad that when combined with an Advanced Engineer can create One of three things: A ferry (can haul 20 villagers an hour between two kingdoms), Energy based thrust, and inactive Time gate. Week 8 : Chemist (SECRET 2/3)

The **School of Philosophy:** Makes the graduates; Week 1 : Learn'ed Scholar (Gives your Religion's Temple a speaker with grounding, decreases the time to wait for all Grads by 2 days.)

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Week 2 : Writer (This allows books to be produced for your citizens to learn from, increases the Quality of products made by the labor force by 10%. Void if you don't have a library.) Week 4 : A Freed mind (This pupil can be Enlisted by you to learn a single weapon type and to accompany you on adventures, helping with battles and carrying things)

Industry: With industry you can create a labor force and put villagers to work building the technology that the university discovers. It takes one Advanced Engineer to start up the first Industry. You have to have a Graduate per industry you wish to fund. As a king asking it's subjects to work it is important to maintain fair wages. Or the industry will become weak and the workers will produce less. The quality of the end product relies heavily on the amount you pay your Industry to produce it. These products can then be Traded to other Kingdoms or used by your Population/Military. Each Industry costs 500 gold a month to maintain a base Quality of 50%. For every Extra 200 gold paid to an Industry its produce will increase by 5% in Quality up to 75%. After this you must do other things to improve the Quality. The first form of Industry is a Mass production of a food, this is stored as **Food Supply Units** and serves as back up during war. A Food Supply Unit or FSU is produced at a rate of 1 per day.

Items with a Quality of 50%-65% last only 2 days in storage. For 66%-85% Quality the good can last up to 4 days. While anything over 86% can be expected to keep for 2 weeks. This is true for only FSUs and Military products.

The next is **Military Industry** with this you can produce in order of Graduate level. bullets at 100 per week, 2 tanks every 3 days, 1 Navel ship a week, or 1 Aircraft every 2 weeks. You have to have 4 military Graduates to make all four. Now for the miscellaneous; A philosophy Grad of 2 weeks can open a library to fill with books so people can read them(activates the bonus in quality of goods.) With an Architect, Genius , Chemist and Pipe & Box you can create a personal hovering cloud to move around on. This will make finding villagers easier and when you flip each day you will have a chance to find two each time. Also the hover Craft is not limited to vertical and horizontal movement and can move diagonally and is the only way to avoid monsters while traveling.

Trade Agreements: Agreements can be made between kingdoms to facilitate trade. The main function this provides is a way to forge Empires/ Alliances between kingdoms. If you are an Offensive kingdom it's possible that you will need to be Allied with a group to be protected from attack. The options for Agreements between Kingdoms is limitless. Agreements between kingdoms and players is also allowed and encouraged.

Religion/Belief system: A religion that is peaceful will always help with the Karma of the nation because it puts the minds of the population at ease by filling a spiritual need. However it's possible to forge an evil religion that harms the nations Karma. Religion has an effect on many facets of your kingdom. Having none will not harm or help your kingdom. It simply means your population will not progress together in a spiritual sense. You can name the Religion what ever you like, you choose the main beliefs and commandments for the people to follow. The goal of forging a Religion is to create enlightenment within in the population. And no matter what you choose it will have this end result. But different paths produce different fruit.

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When beginning your new religion the first thing to do is state its goal as you see it:

_____. Then choose a rating (1 -10) for the following based on it's relevance to the goals of your religion's teachings; Focus:___ Tolerance:___ Obedience:___ Worship:___ Sacrifice:____. What is the main intent of your Religion or System of Belief? Sum it up in one word: _____. What is the motto that would sum up the common ground your followers should agree on?

_____. What are the three core character flaws this belief attempts to help balance or fortify? :_____ - _____ - _____. If one of your followers comes across an injured bird they would: _____.

Why would they feel inclined to do this?

:

_____. Lastly does your religion seek harmony, wisdom or knowledge?

:_____. And For what purpose?

Agriculture: This is one of the main needs for a larger nation, But is not necessary for all social structures. The size of your Agricultural machine is dependent on the amount of farmers you have and the technology you use to increase effectiveness. Having a military force means you must have agricultural development. This is also true for kingdoms who have more then Two University's. You can use agriculture and Industry together to make food products for Trade or consumption. The first form of Industry is a Mass production of a food, this is stored as Food Supply Units and serves as back up during war. A Food Supply Unit or FSU is produced at a rate of 1 per day.

Karma: The Karmic alinement you start off with has to do with the creatures you aline your self with during the first part of your journey. If you came across Elves in the forest while wondering and made friends then you can add 5 to your neutral alinement of 0. If you had offended them by fate but ran instead of fighting then you remain at 0 still. If you decided to kill the nature born Elves then you reduce your karmic meter by 5. This is also true with the Dwarfs you might have met by chance in the caves. If you came across dark riders and did not challenge them then reduce your karma by 3, if you fought add 3 to your meter. If you met a wizard by a lucky chance you can add 10 in either direction.

After the first month you can then begin creating your social order. During this time remember to add or subtract from your karma accordingly.

Negative Karma: While a Kingdom's Karma is below -3. A few things need to be taken into account first off this makes your status "Offensive" and opens you to attack from others. Willing or other wise. How ever a negative Karma will give you a connection to the forces of control. This makes your military's morale never drop below 55%. Even if you are starving the troops, however you still have to flip to see how many of them die each day. While a negative karma gives one a sense of power, it saps the soul of the kingdom and adds 2 days to all action wait times that are

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measured in days. These include the meeting of creatures, the production of FSUs, and Bullets and all other military goods. Also you must reduce your charisma by 20%. Note that a Negative Karma aligned Kingdom can't trade with Peaceful ones.

Neutral Karma: Having a neutral karma is tricky. But has many advantages, first and most useful depending on the way you choose to play is the title of a Middleman. A neutral karma means you can trade with who ever you like and because of this you can facilitate or "host" an agreement between a Negative and a Positive Kingdom. You will also receive a bonus of 5g from every monster you kill. A neutral standing army is a content one. You will pay nothing to maintain it while it's peace time.

Positive Karma: Kingdoms' of Peace are not as difficult to maintain and are fairly easy to create. With Peace comes increased vigor and spirit in the people. All waiting times measured in days are reduced by 1 day. Monsters in caves become weaker and have a reduced attack by 2 points. However because greed is not something the kingdom partakes in as a path, all gold rewards from monsters are reduced by 5g. While at war or in peace time maintaining your troops cost's nothing. Positive Karma also makes the creatures of the world more welcoming to your presence. Dwarfs will sell you Tier 2 gems for 1500g and reduces the cost of the Tier 2 pick to 8000g. You no longer have to worry about unsettling the sacred earth that the Elves guard. And Dark riders will have a reduced attack by 3 points.

Celestial Realm

The Hall of Time: This part of your journey has many paths. If you wish, you can continue to grow your Kingdom. Here in the Celestial Hall of Time the time it takes to do things is halved. However this is not the end of the game. When you permanently seat your Board in the Hall. It becomes a piece of the very fabric of space that is the Hall. As more kingdoms are seated the Hall expands, no kingdom can be removed. Only converted. If a Kingdom of darkness is banished the space they are connected to becomes a barren area. That is until they remake their time gate and return. The placement of the board in the matrix is up to the Master of the kingdom but must be touching another board making an area to move between them. After attaining illumination by completing the three grand tasks you are made an "Avatar" . Then the entire map the Hall makes up is yours to roam, and the many different kinds of kingdoms that make up this matrix determine the different kind of environments there are in each region. An Avatar can choose at will what time in space they are living in, once an Avatar leaves his kingdom the other regions become rich with new life. This is because you are in the future relative to your kingdoms time. Things have evolved and changed a lot. The soul purpose of an Avatar is to turn the Wheel of Life in the direction of their most cherished virtue. In this way the entire population of players becomes a measured force of nature, with the pure intent to change only the focus of truth. Once the Wheel has made a revolution the Path of Nirvana begins for all Avatars.

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Task One: Once you find your self and your kingdom permanently seated in the Hall. You will need to gain blessing from the people for you to become an Avatar. You can do this one of two ways. The first is to seek out a way to summon a deity to show your people you are favored by the gods.(This is the honest way and will not effect your karma. First you have to find a spirit gate in the lands around your kingdom. Flip once each time you move across the entire length of your map. Heads(1) and you have to cross the map again to flip, Tails(o) and you find it: A small stone building in the grass. Now that you have found it offer the small spirit building a rune of Charisma gain, use ten agates.) Once you complete this task go back to your kingdom, wait 20 minutes after your return, Flip once Heads(1) and a spirit will appear next to you and will cement you as a chosen one. Tails(o) and you will have to re-do this ceremony. The second is to use your levitating cloud to trick them into thinking you are a gift from god. However this is very dishonest and there is a chance you will be found a fake.(Simply flip once a day until you get Heads(1) three days in a row. After this, Flip twice, only if you get Tails(o) two in a row will you be found a fake.) Once you have done this move on to the next Task.

Task Two: Introduce an new player to the game. Their name should be here:_____. When you introduce a new player to the game as an Illuminated Man, that new player is given a “red cap” symbolizing initiation. You will receive a cape made of your personal plaid.

Task Three: Befriend a pet/companion to join you in your adventures as an Avatar. The pet is entirely up to you but some suggestions : Dragon, Cat, Bird, Dog, Monkey, any Zodiac animal. The way we make it harder to tame and find each kind of creature is to set size and ability as a variable. There are three size classes. First is House cat relative in size (Small), Second would be a large dog or cat sized animal (Medium), and Third and largest is anything bear sized or more (Large). Small pets add one to the Flip count, Medium add 2 Flips. And Large is 3. So every day you go out to find a pet you can flip once to see if you find tracks or a nest (Heads (1) and you find tracks or nest depending on the type of creature, Tails(o) then you try an hour later till you do.) Once you find tracks make sure you have food for your soon to be companion, to get food you need to ask another Non-Ascended player to forage for the desired food for you (anyone you ask will have it already,) and then trade for it with a signed agreement. I would suggest doing this before looking for tracks. Once you have the food needed and have found the tracks or nest. You will need to travel 10 times across the land (Board) to find a hermit trapper. Hire him to help you trap the creature you are after. He will follow you for no less then 4 Rubies. Once you have lead him back to the nest or tracks origin you will flip according to the size of your companion. The only way to succeed is; **Small** creature: (Flip a Heads(o) then a Tails(o) **Medium** creature: (Flip a Heads(1) then Tails(o) and then Heads(1) **Large** : (Flip a Heads(1) then Tails(o) and then 2Heads(1) in a row.) These are the only ways. This last task tests your resolve if you are unlucky.

Animals: Different sized animals require different diets and it's imperative you see to caring for your companion. Small animals need water and food twice a day, medium and large 3 times. The easiest way trade for it. If you don't have access to another player or just want to do the work your self you will have to find the proper region to forage for the food your animal would need. After arriving at the proper region; Flip one time per movement turn to see if you are successful (Heads (1) Success, Tails(o) move to a new space and try again.)

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Avatar Regions:

Karma:	Type/Effect:	Reason:
Neutral	Decaying Forests	Religion of Harmony, 20%+ of population was Military.
Negative	Desert Wasteland	Religion of Knowledge, Military focus.
Negative	Swamp and Ruins	Religion of Wisdom, no Military.
Positive	Sculpted Land, with ancient Gardens	Religion of Harmony, no military, no Agriculture.
Positive	Land of Fungi and Mosses	Religion of Knowledge, no Military. Focus on Agriculture and Universities.
Positive	Over Grown land	No Religion or Military, Agricultural focus.
Neutral	Meadows with above ground dwarfs	Religion of wisdom, Military under 10% of population with 4 Universities.
Negative	Oasis lands, Earth of sands	Evil Religion, Focus on Military and Agriculture.
Negative	Barren, Flat Land	No Religion, Military and Agricultural focus.
Positive	Fertile rich Jungle	Religion of Harmony, no Military, just Universities.

Movement of the Wheel of Life: Might sound pretty straight forward, but the possibilities are as diverse as the players who engage in such an awesome idea. Here is the condensed translation. As an Avatar you have few real challenges in life. But the impact you can have on a situation is huge. And so it is up to your intent; the wheel will only turn the way a person directs it. There are many ways of effecting the focus of truth. The focus will have tremendous tidal effects on the actual reality of all times and situations for all players.

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To move the wheel of life in the direction of your desired intent you will have to do two things. First you must make contact with all the other current Avatars. During this phase you and the other Avatars must choose a task for you to complete to show your intent as true and to put it in real motion with in the game. You must choose a non-Ascended player to receive your pet as a companion for you will not need the company anymore in the state of Nirvana. The last task for you to complete is to make a shrine on your current Kingdom. You must name it and endow it with a piece of wisdom or knowledge that other players will be able to read as they move around in the hall. This space will be no more then 3x3 on the board. You must also then create a Crest or Coat of Arms to go along with it. After these things are done. You may move the Wheel one click in the direction of your choice.

The Wheel of Life:

I – Pure Point of View

- Renunciation
- Tolerance or endurance
 - Compassion
 - Harmony

II – Pure Mindfulness

- Morality
- Wisdom
- Honesty
- Equanimity

III – Pure Focus

- Generosity
- Effort or Diligence
 - Resolution
 - Knowledge

Once this wheel has completed its entire revolution all the current Avatars will enter into Nirvana. This is a state of being where the Avatar no longer is confined by their own experience. At this point it is the hope that the player gains a true and measured increment of enlightenment.

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House

8x8 field

KingdomCraft Cheat Sheet V1

Heads = 1 Tails = 0

Movement

Legend

- = Ore or Gem
- = Store
- = Cave Entrance

Foe's

Weak
0 / 0 or 1 / 0

Average
0 / 1

Strong
1 / 1

Battle System

0 / 0 (-5)

1 / 0 Normal Attack

0 / 1 (+4) to Normal Att.

1 / 1 You are Attacked

You

0 / 0
1 space, any direction

0 / 1
upto 2 spaces left or right

1 / 1
upto 3 spaces, any direction

1 / 0
upto 2 spaces up or down

Gold upon winning Battle

0 / 0 = 5g

0 / 1 = 10g

1 / 0 = 20g

1 / 1 = 30g

Formulas

Add End/20 (Per lvi-up) To HP

HP + Armor Bonus = Total HP

Weap. Att +(Str / 10)+ 3 = Normal Att.

Mining

0 = Ore	1 = Gems
1 = Silver	0 / 0 = Diamond
0 = Gold	1 / 0 = Topaz
	0 / 1 = Turq.
	1 / 1 = Jade

Enemy Attributes/Rules

Type	Att	Hp	Exp
Weak	3	20	5
Average	5	35	10
Strong	7	45	15
Boss	11	75 + Str/5	

Per 2 lvls +1 to Att
Per 4 lvls +5 to Hp
Per 8 lvls +5 to Exp

Runes

0 = Aura effect

1 = Direct effect

0 / 0 = +1 Hp per agate	0 / 0 = +1 to Att per agate
1 / 0 = +1 Chr. per agate	1 / 0 = Hp Drain (-10)
0 / 1 = +1 Dex. per agate	0 / 1 = Tele to Home or Cave
1 / 1 = Failure to create	1 / 1 = Failure to create

Notes