

EMPIRE

Phase 1: 8 people join the game and we break up the teams

Examples of ways the teams can be divided:

- 4 vs. 4
- 2 vs. 2 vs. 2 vs. 2
- 7 vs. 108

Phase 2: All players travel around the map to find a location to play

- Themes in mind when picking location

Phase 3: Each team builds a wall around their civilization

- Circumference of wall determines how long the game will last

- Wall doesn't necessarily have to be crazy fortified or anything because during battle there are rules about removing blocks and shit like that
- Only the land within the wall can be accessed once the building phase starts (with exceptions to mining and cutting down trees)

Phase 4: The game essentially starts, each team begins to build their civilization.

This is where it gets foggy..

Pretty much what's going to happen is we will make rules as we go along, the first game will be an experiment and an actual game will be drawn out based on how the first game goes.

What we have agreed on though:

1. Must build farms, houses and establish your resources first. (mostly because that makes sense)

Lumber: Can be a tree farm or a patch of forest that you replant or something, can even be outside of your wall but you cannot carry wood blocks and you cannot turn wood blocks into planks from your inventory, they must be transported in mine carts from your wood source to a lumber mill within your wall, then they can be turned into planks/sticks and carried.

Exceptions: Each team will start out with a stack of wood and stone to use as tools and whatever.

Stone: You may have a quarry outside of your wall but it must be connected to a blacksmith within your wall with a track. You can carry stone only within your wall.

Other mineral shit: In order to obtain metals and shit you can find a natural cave outside of your wall to use but it has to be connected to a blacksmith within your wall with a track.

Iron: Since iron will be in high demand especially because it is the main material for weapons, armor, and track it is the only thing allowed to be strip mined. The strip mine must be pretty far above the lava layer.

Diamond: The only way to find diamond is inside a natural cave that reaches the lava layer, and only 1 layer of block can be removed within the diamond layer.

2. Tools/Weapons/Armor

Tools: Each team can only use stone tools until they build a blacksmith, then they can use iron tools. Diamond tools can be used if you can make them.

Weapons: Start off with stone tools until your team builds a blacksmith, then you can have 2 iron swords. If you build a training camp then each member can wield an iron sword.

If your team makes a gold anvil you can have a single diamond sword (like a great sword or something)

Armor: Leather armor until you build a blacksmith.. Then iron. If your team builds a gold furnace then each team member can have a diamond helmet.

Bows: If you build a workshop bow maker guy place your team can have 4 bows and 20 arrows in each players quiver. If you build a shooting range then your teams quiver size increases to 40. If your team build a golden pens statue then one guy from your team can have a quiver of 64.

(all these ideas are still in development)