



Kingdoms

Kingdoms is...

Kingdoms is a collaborative world building mobile game where players come together to build a prosperous kingdom, keeping their realm safe and growing as Mother Nature tries to reclaim the borrowed land.

The goal is not some grand end-game triumph, but to create something meaningful together. Players build a prosperous kingdom by working together through expanding the kingdom's territory, economy, and staving off nature. The greater the expansion over time, the better the kingdom's prosperity.

Players choose from three distinct classes: the Farmer, Merchant, and Explorer. Each has a unique impact on the world around them, and similar to the real world, order arises naturally as players move through and interact with the world in their own way. Players will need to work together to ensure their kingdom prospers and is able to withstand the test of time as nature slowly tries to reclaim the world.



Tone

Kingdoms feels like tending your own bonsai tree in a garden shared with friends. Gameplay should evoke a feeling of quiet creativity by having players observe and work within natural patterns of the world. Additionally, players provide tools to aide each other in their tasks through a variety of mechanics. The world is alive and flourishing. Animals inhabit its forests and pastures, a variety of plants grow and produce seeds, and even weeds that impede progress must be managed. While players will not have absolute control of this living world, especially when alone, they will work together through friendly collaboration to engage in a deeply fulfilling experience.



Target Audience

Kingdoms primarily targets older soccer moms and their families. These moms have a slowly growing amount of free time as the children grow up. Likewise, as the kids are driving themselves and going off to college, they are finding lighter ways to keep in touch with the parents they leave behind. **Kingdoms** allows these families to stay in touch while they may physically be apart, letting the veteran gamers explore and develop the world as less experienced family members can jump right into the basics.

Design Pillars

Focus on the World

While many world building games choose to simulate high levels of organization, Kingdoms is granular, material, and immediate. Ordering the world is the primary gameplay task and should therefore not be trivialized. The environment serves as the antagonist. Players will need to keep the environment in check to maintain their kingdom. If they do not, nature will recover land the kingdom has purchased, and players must re-cultivate it to continue using it.

Invasive Vines

Vines from outside the kingdom slowly, but continually, creep inward. If they envelop the kingdom, its prosperity will gradually decline to nothing. Players will need to work together to prevent this by making sure these vines are held back. Each class has its own unique way of dealing with the environment:

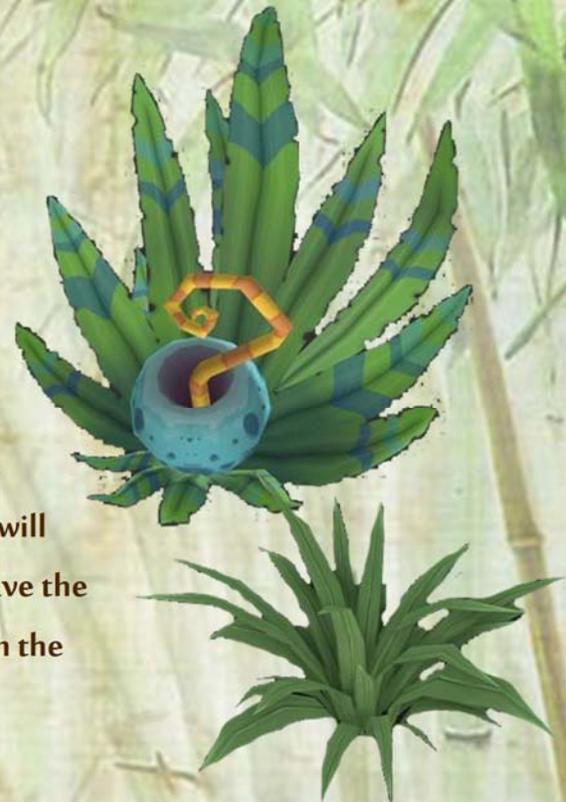
Farmer: Cuts vines

Merchant: Builds walls to slow vine growth

Explorer: Destroy vine roots and sources

Roots

Occasionally the environment will attempt to reclaim land from underground in the form of roots. Players will need to quickly remove these weeds before they mutate into invasive vines. If these roots are not removed in a timely fashion they will eventually sprout into vines. Only the farmer and explorer have the ability to remove roots, and these can appear anywhere within the Kingdom.



Natural Disasters

The Kingdom will occasionally fall victim to a variety of different natural disasters. These disasters may include typhoons, earthquakes, tsunamis, blizzards, tornados, fires, or even aggressive plants. When a natural disaster hits a Kingdom the players will need to rely on each other to quickly repair the Kingdom, and help push the Kingdom back towards prosperity. The disasters do have the ability to change the landscape (ie. An earthquake creates a fissure that forces players to construct a bridge to pass), and players may need to quickly adapt to the new environment to ensure their Kingdom continues to prosper.

Collaboration

It is precisely because characters have limited functions that each class needs the others. This is the core philosophy of the entire design.

When imagining new features, the questions to ask are: what relationships can this feature create? Can individually beneficial actions have natural positive effects on others? What new possibilities will arise through combined efforts between classes?



Kingdom Expansion System

Players will have the ability to purchase land surrounding their existing Kingdom in order to expand their Kingdom and increase their Kingdoms efficiency and output and result in a higher prosperity score for the Kingdom overall.

The players will have to work together in order to gain currency. After players have gained enough money they can opt to purchase a new "Block" to add to their Kingdom.

Blocks consist of the following types:

Kingdom Block

This is the initial starting block of the Kingdom. This block is permanent and can't be taken back by nature. This block can't be invaded by vines, however weeds will sprout up within this area, if it is not maintained.

Cross Blocks

These blocks are located directly North/South/East/West of the Kingdom Block. These blocks are permanent and can't be taken back by nature. When purchased these blocks have roads already preexisting running vertical/horizontal. Vines and weeds can invade these spaces, however they cannot overtake the roads. One setback of these blocks is they become increasingly more expensive the more of these blocks are purchased.

Wild Block

These are all blocks not located directly north/east/south/west of the Kingdom Block. These blocks can be invaded by weeds and vines, and if not maintained the Kingdom can lose these blocks back to the environment. The Kingdom will then need to re-purchase this block to regain the block.

Ritual Block

These blocks are Wild Blocks that have been converted into Ritual Blocks. By performing a ritual on a Wild Block, this block becomes permanent similar to the Cross Block. To create a Ritual Block the players will need to collect ritual items, and then perform a ritual on a block within the radius of another Ritual Block or of the Kingdom Block itself.



Asymmetric Character Design

Character roles include the Farmer, Merchant, and Explorer. Each type impacts the world in ways that are inaccessible to the other classes and develops in a unique way over time. The intended result is that each class's gameplay should feel thematically tied to their individual driving aesthetic.

Farmer

The farmer's primary mechanic deals with planting, maintaining, and harvesting food. Additionally, the farmer will have the ability to change the landscape to better suit the kingdom and the player's taste. Crop growth is timer-based.

Farmer Mechanics:

- Crops – The farmers primary mechanics revolve around raising crops through the following:

- **Aerate Land** – The farmer will be able to turn any cleared land in the game into farm land using the hoe.
- **Plant Seeds** – The farmer will be able to go into his/her inventory and select seeds to plant on arable land within the kingdom.
- **Water crops** – The farmer can water his/her crops to increase the speed at which they grow.
- **Harvest crops** – The farmer can harvest his/her crops and place these items into a silo for storage. Or take them to the merchant to sell. Additionally a scythe may be used to increase crop yield.
- **Store crops** – The farmer can take the crops harvested to a silo for storage where the farmer and merchant have access to the crops.



- **Vine Interaction** – The farmer is responsible for ensuring that the vines do not completely take over purchased blocks within the kingdom to do this the farmer will be given the following abilities:
 - **Cuts Vines** – Farmers can destroy invasive vines that are entering the kingdoms borders using the axe.
 - **Harvest Vines** – Farmer can harvest these vines and sell the harvested vines on the market. Or provide these vines to the merchant to incorporate the valuable object into new unique items.

- **Trees** – These are non-invasive trees that do not yield any produce. Players will be allowed to destroy trees, as well as plant new trees to create a desired look for a block.
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- **Rocks** – The merchant will sometimes require a certain type of material to build a structure or item. To do this players can break blocks and gather the resources dropped to acquire these materials. Players can also move smaller rocks around the environment.



Farmer Tools:

- **Standard Tools** – These are items that the farmer can never get rid of. These are basic items that the farmer will have when the game begins.
 - **Axe** – Used to chop down trees
 - **Hoe** – Makes land arable in order to plant crops.
- **Purchased Tools** – These are items the merchant can purchase for the farmer to up his productivity.
 - **Pickaxe** – Used to destroy rocks.
 - **Water bucket** – Increases the speed at which crops grow.
 - **Scythe** – Increases the crop yield.

Farmer Buildings:

- **Farmer Built** – The farmer has the ability to build this structure in order to store his crops.
 - **Silo** – This structure is for storing crops and seeds of a single type. The farms inventory is limited so these structures will be needed in order to store larger quantities of a crop.

- **Merchant Built** – There are also several structures that the merchant can build in order to aid the farmer to increase his output.
 - **Silo** – The merchant can build these structures for the farmer.
 - **Barn** – Upgraded version of the silo that holds more crops.
 - **Mills**
 - **Watermill** – Put vines into this structure to produce oil for the explorer's expedition.
 - **Windmill** – These structures when built close to crops increase the speed of which crops grow.



Farmer Items:

- **Inventory** - The farmer has items which will be stored in his inventory which he can go through and inspect.
 - **Seeds** – The farm holds these and selects these when planting new crops. Seeds can be gathered when harvesting crops. Each time a crop grows the chance of seed drops vary randomly. However, several structures can be build next to crops to increase their yields.
 - **Crops** – After harvesting a crop the farmer holds the crop in his inventory until he transfers them to a storage location or brings them to a merchant.

Merchant

The merchant's primary mechanic deals with creating the village itself by laying out the infrastructure of the kingdom. Merchants can also aide the Kingdom by crafting special items that give other players the ability to perform tasks more easily. Further, these players can build walls around the kingdom to help slow the invasive roots from entering the kingdom.



Merchant Mechanics

- **Crafting** – The merchant will be allowed to structure the entire world of Kingdoms by building the following:
 - **Buildings** – The merchant will have the ability to create a new building from his list of blueprints. This building can later be destroyed and moved to a different location. All buildings within Kingdoms will be upgradable. In addition to buildings the Merchant can build a variety of unique items and decorations into the Kingdom, that will help the prosperity of the Kingdom grow over time.
 - **Tools** – The merchant can create a cart to help the farmer move his/her crops. Additionally they can transform this cart into a market near the farmer's crops to cut down on time it takes for the farmer to travel to a selling location. In addition to creating tools, the merchant can take existing items and upgrade them to increase their efficiency.

- Roads – The farmer can build roads within the Kingdom to both ease travel for the other classes, as well as increase the prosperity of the Kingdom. Like all items in Kingdoms, Merchants can upgrade roads so they are more likely to withstand the test of time within the kingdom. All roads slowly break down and will need replacing.
- Vine Interaction – The merchant is responsible for aiding the Kingdom so the vines do not completely take over purchased blocks within the kingdom to do this the merchant will be given the following ability:
 - Build Wall – The merchant can construct walls on the borders of areas, in order to slow the progress of the vines.
- Purchase Land – The Merchant will control which blocks will be purchased next for the Kingdom.
 - Different Types of blocks
- Economy – The merchant will be in charge of buying all items for the kingdom, as well as selling all items for the kingdom.
 - Buy
 - Sell
 - Local Economy – Items can be sold in the local economy for a set price.
 - Global Kingdoms Economy – Items can be sold “Online” to other players
 - for players looking for unique items.
- Economy Items – The following are the items available within the economy, additionally all items within the Kingdom can be sold back for a slightly less price.
 - Upgrade existing items – Players can upgrade an existing building or tool.
 - Seeds – A variety of seeds of crops will be available for purchase.



- Weed prevention – Some weed prevention devices may be purchased to further aid a kingdom trying to fight back the weeds.
- Ritual items – Rare items may be purchased for large sums of gold instead of sending the explorer out to find the rare items.
- Artifacts – These may hold secrets to uncovering new blueprints for the merchant.

Merchant Tools:

- **Standard Tools** - These are items that the merchant can never get rid of. These are basic items that the merchant will have when the game begins.
 - Blueprints – The farmer will have basic blueprints to construct farmer buildings.
 - Trowel – This allows the merchant to build walls to defend against the invasive vines.
 - Hammer – This allows the player the ability to upgrade existing items.

Merchant Items :

- **Inventory** - The merchant has items which will be stored in his inventory which he can go through and inspect.
 - Blueprints – Used for constructing new buildings or tools out of the available materials.
 - Ritual items – Items supplied to the explorer for performing rituals.
 - Artifacts – Unique items that may be purchased through the market system.

Explorer

The explorer is responsible for going outside the kingdom and investigating new lands. While the village can survive without them, the explorer provides exotic new materials and plants to improve its prosperity. Moreover, the explorer can find artifacts containing

blueprints for new structures, tools, and crops for the kingdom to utilize. He is limited in his or her exploration by the amount of supplies they can gather prior to going out into the world. These players can also destroy vines at their root to help prevent vines from further invading the kingdom. On top of that, there will be quests the explorer will need to complete in order to obtain new items to help aide the kingdom's progression; these quests are rolled out at an infrequent basis, and new items are given on a loot drop-basis, with the drop rate influenced by the player's abilities, equipment, and activity from friends.



Explorer Mechanics:

- **Light Source/Energy/supplies** – The explorer is limited by how far outside the kingdom they can extend by the amount of supplies they have with them. This prevents the Explorer from leaving the Kingdom and never returning, additionally this will serve as a means to keep an explorer from being permanently lost outside the kingdom.
 - **Candle/Lamp/Energy/Supplies**
- **Vines** – Similar to the Farmer and Merchant, the Explorer also lends a hand in keeping the Kingdom from being overrun by Mother Nature.
 - **Cut** – The farmer can cut vines similar to the farmer.
 - **Vine Source (Root)** – When outside the kingdom the explorer may encounter Vine sources known as Roots. The Explorer can destroy these sources, slowing Vines from a particular area from invading the Kingdom.
- **Rituals** – The explorer has the ability to perform rituals that perform special actions within the game. The following rituals may be performed:
 - **Tunnel Ritual**– With the correct items the explorer can create a tunnel from one block exit to another block located elsewhere in the Kingdom

world. This may be useful when different types of terrain are located that may produce a certain type of crop.

- Block Ritual– The explorer can also perform rituals on certain blocks to make the blocks resistant to vines where they may not be taken over by the vines for a period of time.
- Item Ritual– If the explorer has gathered the correct items, he/she may perform a ritual to summon a special item to the Kingdom.
- Dungeons – There will be dungeons or exploration areas that will appear outside the Kingdom. These dungeons can be explored, and special items may be dropped at the end of the dungeons. These dungeons will focus around maze and puzzle based gameplay.



Explorer Tools:

- Standard Tools - These are items that the explorer can never get rid of. These are basic items that the explorer will have when the game begins.
 - Machete – Used for cutting through roots, and vines.
 - Backpack – Stores items discovered in the wilderness.
- Purchased Tools - These are items the merchant can purchase for the explorer to up his productivity.
 - Upgrades – The merchant can upgrade the machete, and backpack to increase the explorer's efficiency.
 - Shovel/Pickaxe – Allows explorer to dig under the first level of terrain, and break small rocks to collect different materials.
- Sign/Mapmaking

Explorer Buildings:

- **Explorer Built** - The explorer also has the ability to build several structures which will allow them to travel further out into the wilderness.

- **Tent** – Allows the user to stop and gather energy for a short while so they can take a further journey into the wilderness.
- **Outpost** – More permanent structure that allows explorer to stop and gather energy for a short so they can take further journey into the wilderness.



- **Merchant Built** – There are also several structures that the merchant can build in order to aid the explorer to increase his efficiency.
 - **Lighthouse** – This increases the range of a explorer who exits near this structure.

Explorer Items:

- **Inventory** – The explorer can find a variety of items while outside of the Kingdom and hold these within his/her backpack. These items include:
 - **Artifacts** – These contain blueprints for new tools or buildings that can be used to help aide themselves and others in the kingdom, as well as increase the Kingdoms prosperity.
 - **Seeds** – New seeds to supply the farmer with a variety of different crops.
 - **Ritual Items** – Items that can be used to transform items in the Kingdom into more powerful items.

Rituals

Players can come together and perform rituals to create unique artifacts by using special items discovered or created by each class. These special items can be used toward improving their kingdoms greatly, bestowing bonuses that can't be gained elsewhere.

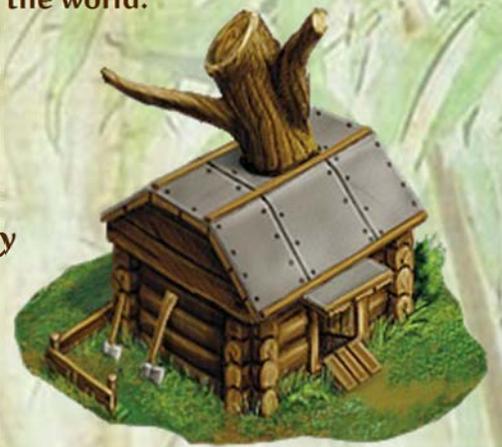
Prosperity

Kingdoms will be measured by their prosperity. This rating involves the kingdom's size, wealth, and structures they have built. Certain buildings can add a set amount of prosperity or build it over time. Weeds and unmaintained structures will cause this score to drain, though the basic amenities of the classes (such as a farmer's plots or merchant's cart) will never decrease. Players work together to increase this score, and once they reach a certain size their kingdom will be awarded with a greater title. Leaderboards allow players to see how their kingdom stacks up to others in the world.

Art Style

Kingdoms takes its artistic inspirations from Asian calligraphy and sumi-e paintings, with earthy environmental tones and blues and reds accenting buildings and characters.

Textures resemble hand painted pieces, giving the world some fluidity. Models are low-poly and simplified, giving characters a cartoony appearance with exaggerated facial features.



On Multiple Kingdoms

Upon their first play through, players can reach a state where they can participate in multiple kingdoms. This gives them the option of having different games with different groups of friends or family.

Business Model

Kingdoms aims to be a free-to-play game. Its revenue is generated by ads, shown briefly as the game loads, and by in-app purchases. These are commonly a premium currency, which is used for special bonuses or items.