

Rise of Leaders



How do dictators rise to power? How does a religion completely dominate a country that it begins to censor creativity and restrict contrary opinions? The world may be dictated by a greater power, but that power really only operates on self-interest. As an all-powerful being, the insignificant whims of the people mean nothing, what is important is who they have chosen to lead and how they get there. The death of millions is only a way to remove opposition. The creation of the computer happened because it was necessary in order to advance society to their next level(s) of innovation.

Religion gives society purpose and meaning, while conforming it to a standard set of beliefs. War is only there to limit the growth of civilization. Every event, no matter how small plays some role in shaping society, it's just to the desires of a higher entity and not those of humanity.

What is Rise of Leaders?

Rise of Leaders is a turn based multiplayer strategy game where two players face off against each other to see who can bring their leader to power the fastest.

Each player is given a random society that they then must influence through event bombs known as Pandora's Box.

Victory is achieved once a player's society matches the same values of its chosen leader.

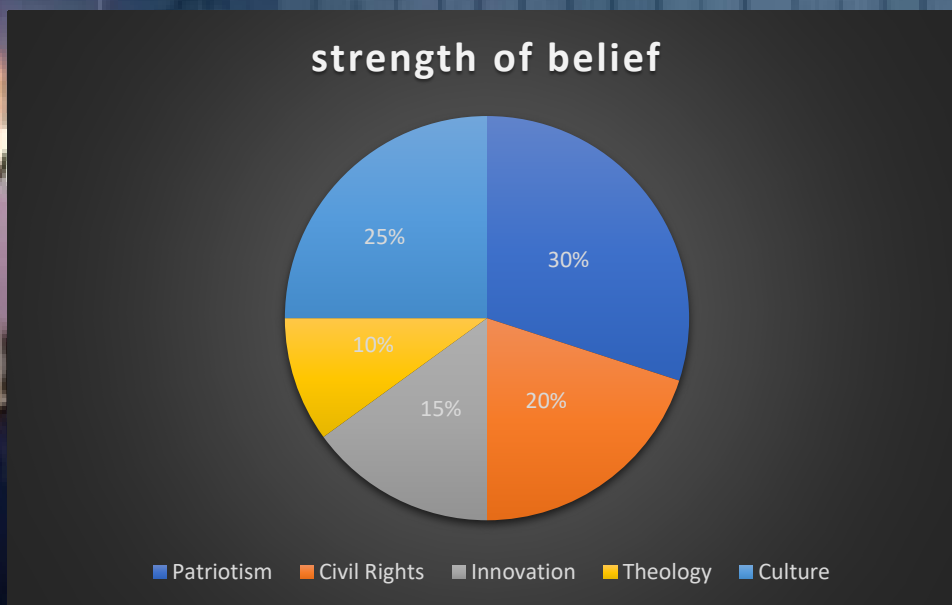


Mechanical Systems

Monitoring society's core values and either weakening or strengthening them through the influence of Pandora's Box is the core gameplay of this game. Each event in Pandora's Box costs a certain amount of Morale, and when there is no more Morale, an Election must be held to gain more.

Societal Values Meters

In order to effectively guide the player's chosen leader to power, the player must manipulate the beliefs of their society. These beliefs quantified based on how many Non-Playable Characters(NPCs) identify with the specific societal value. These values are represented as Patriotism, Civil Rights, Innovation, Theology, Military, Culture, Government.



Government and Military

These particular societal values are not actually given to the NPCs. Instead, this is gauged based on the other societal values. The Government value rises based on Civil Rights and Theology, while the Military value rises based on Innovation and Patriotism.

Population

The population of the society contains an assortment of NPCs that are given three random societal values, which the NPCs either have a strong or weak belief in. Each of these NPCs are attracted and affected by different events based off of their values and how strongly they believe in each of them.

Pandora's Box



Mass relocation, technological advancement, war, subjugation, and civil rights movements all have one thing in common, they can drastically change society for better or worse. Similar to Zeus afflicting mankind with the sufferings from Pandora's Box, the player will unleash events on their society, similar to bombs with their own radii and effects. These event bombs will be the player's main tools in order to manipulate their society and emerge victorious with their leader at the top of the totem pole. These events will be

divided into categories: Mass Relocation, War, Civil Rights, Technology, Culture, and Religion.



Mass Relocation- removes a designated section of the population based on a player-made radius; replaces Civil Rights with Patriotism for the remaining population and drastically lowers Government and Military

Technology- attracts NPCs that are interested in Innovation or Culture; increases Military



War- randomly removes a portion of the population, and will replace Theology and Culture with Innovation and Patriotism for the remaining population; increases Military

Religion- forces a portion of the population to abandon their Civil Rights and Innovation, and gives them Theology and Patriotism, strengthens Government



Civil Rights movement- attracts NPCs with a strong belief in Civil Rights and Culture, strengthens Government



Morale

Morale is the energy that events cost from Pandora's Box. Once all the Morale has been used up, the only way to recharge Morale is to hold an election.

Elections

An election checks the Government value in order to determine if The Chosen One can be promoted to a position of greater power. If the Government value is at least higher than 40%, the election will be successful and energy will be restored. An election lasts two turns and the player is unable to use Pandora's Box during this period.



The Chosen One

Similar to gods choosing leaders to rule mankind, The Chosen One is selected by the player from the population of NPCs within the player's society. The Chosen One is affected by all the events from Pandora's Box and the player must be careful not to accidentally kill off The Chosen One or it will cause them to lose the game. If there have been at least two successful elections, The Chosen One is unable to be killed off by war.



Win Conditions

Whichever NPC the player has chosen as their leader determines the win conditions for that player's society. If the leader has Innovation, Civil Rights, and Government, then the player must have only those core values in their society. The player to achieve this in the fewest amount of turns wins the game.

Ties

If the players manage to rise to the top in the same amount of turns, then the game determines the winner through the Government and Military values. Whoever has achieved higher overall values for these particular categories wins the game.

Psychograph


This person enjoys watching documentaries on Hitler's Rise to power, or how a Theocracy manages root itself as the sole authority of a country. This person loves strategy and is constantly engrossing themselves in games like Civilization, Chess, Risk, and Catan. This person explores all the different possible routes that they could go in Civilization and has invested most of their 20s into trying out each route.

This person often wonders what events inevitably cause certain leaders to rise to power, and definitely thinks that every person operates on their own self interests instead of the greater good. This person spends their Friday nights engrossed in History books, or glued to the History channel, studying the different effects of events like the Holocaust, the Tiananmen Square Protests, the Civil Rights movement in the U.S., the race to space during the Cold War, or what caused the U.S. to lose the Vietnam War.

Special Considerations

To give the player visual feedback to the changes they are inflicting, the societal values will dictate the overall appearance of the society. For example, if the society has a strong Theology, the population will look very conformist and drone-like with a lot of religious symbolism.



A city street at night, illuminated by streetlights and building lights. A large, glowing red sign is visible on a building in the background. In the foreground, a crowd of people is walking, many holding colorful umbrellas in shades of pink, blue, and yellow. The scene is slightly blurred, suggesting movement and a busy urban environment.

Dictate the way society needs to be in order for the Chosen One to rise to power. Humanity is merely the chess pieces for a greater game played between two unfathomable powers. Become the force that drives society down the road of development or disaster. Discover how Theocracies and dictators rise while civil rights disappear and innovation suffers.

Be the cynical being that dictates our world.