



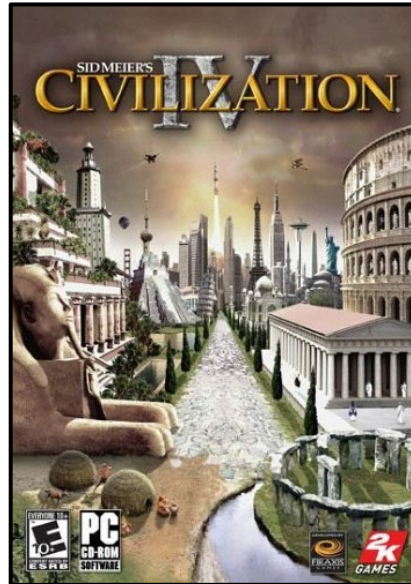
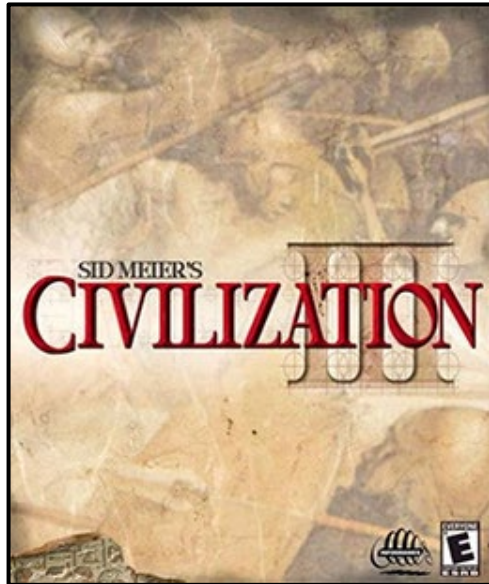




# My Elephant in the Room

*An Old World Design Postmortem*

Who Was I?





# Designer Notes.

A podcast about why we make games.

Designer Notes

NEWER EPISODES »

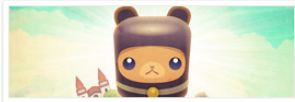
## EPISODE ARCHIVE

Page 5 of 5

Why do we make games? Every designer has a different and very personal answer to that question. Soren Johnson, founder of Mohawk Games, sits down with noted designers to find out by examining their careers as a whole.

Looking for general information about Designer Notes?

[Visit the Designer Notes Show Homepage](#)



### EPISODE 5: Daniel Cook

**March 9, 2015** In this episode, Soren interviews Daniel Cook, who is the Chief Creative Officer at Spry Fox. He is best known for his design work on games such as Triple Town, Realm of the Mad God, and Steambirds as well as for his writing on game design at [lostgarden.com](#). They discuss the joy of making tile sets, why Lost Garden was originally an anonymous blog, whether



### EPISODE 4: Henrik Fahraeus

**February 10, 2015** In this episode, Soren interviews Henrik Fahraeus, who is a Game Director at Paradox Interactive, where he has worked on the Crusader Kings, Europa Universalis, and Hearts of Iron series. Also sitting in on the interview is Jon Shafer, lead designer of Civilization 5 and currently at work on his independent strategy game At the Gates. They discuss



### EPISODE 3: Frank Lantz

**January 12, 2015** In this episode, Soren interviews Frank Lantz, currently Director of the NYU Game Center. Frantz was also the co-founder of Area/Code where he led the design of Drop7. We discuss how to make sure your game gets written up in Boing Boing, why most people who like ARGs have never played one, and how to take advantage of your friend's trip to the





old world™

# The Elephant in the Room





# My Elephant in the Room



## Game Releases by User Score

Filter:

🕒 All Time

🖥️ PC

94

### 16. Grim Fandango

Platform: PC  
October 14, 1998

94

### 17. Diablo

Platform: PC  
December 31, 1996

94

### 18. Sid Meier's Civilization IV

Platform: PC  
October 25, 2005

93

### 19. The Witcher 3: Wild Hunt

Platform: PC  
May 18, 2015

93

### 20. Company of Heroes

Platform: PC  
September 13, 2006



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Platform: PC  
September 13, 2006

ars TECHNICA

BIZ & IT TECH SCIENCE POLICY CARS GAMING & CULTURE STORE

GAMING & CULTURE —

## How a song from the 2005 *Civilization IV* won a 2011 Grammy

The theme song from *Civilization IV*, "Baba Yetu," won a Grammy at last night's ...

BEN KUCHERA - 2/14/2011, 9:45 AM

Home > News > Sid Meier's Civilization IV

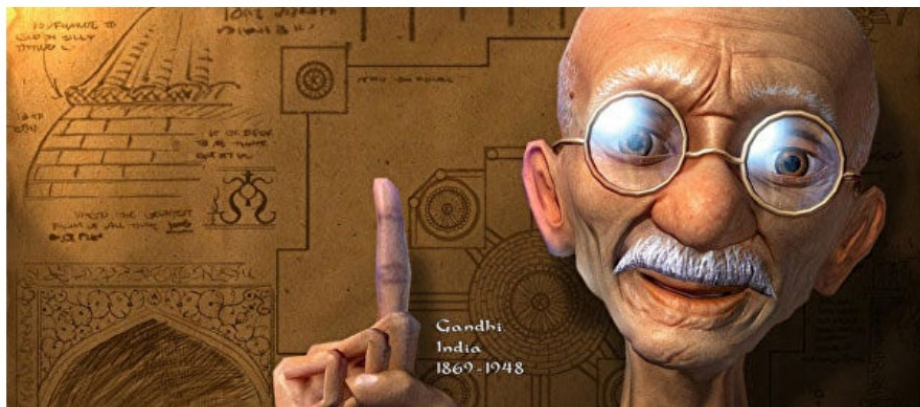
64

### Civ IV Accidentally Wins A Grammy



News by Alec Meer  
Contributor

Published on 14 Feb, 2011







Menu, Settings, Chat, Help icons

140 VS 89  
2300 BC

MASONRY 6T

\$386  
390 \$2

12  
11.5 \$10

40  
3.5 \$5

30  
\$5

70  
\$5

41  
11.5 \$10

41  
3 \$6

NEXT UNIT  
WARRIOR  
100%  
LVL 5  
2T

END TURN



Concept Art



Early 2017



Late 2017



July 2018



December 2018



June 2019



May 2020 (Early Access)



July 2021 (Launch)



# My Elephant in the Room

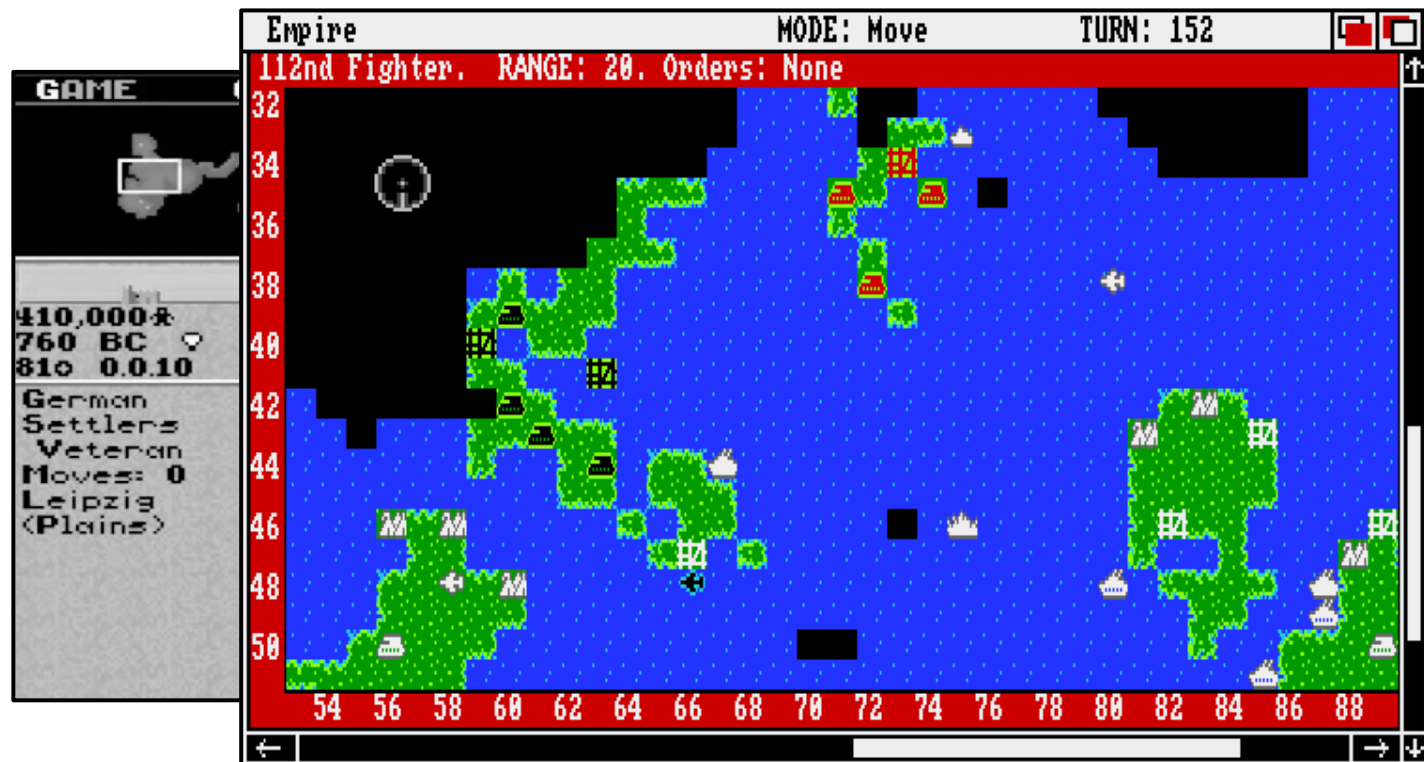




# Every Unit Moves

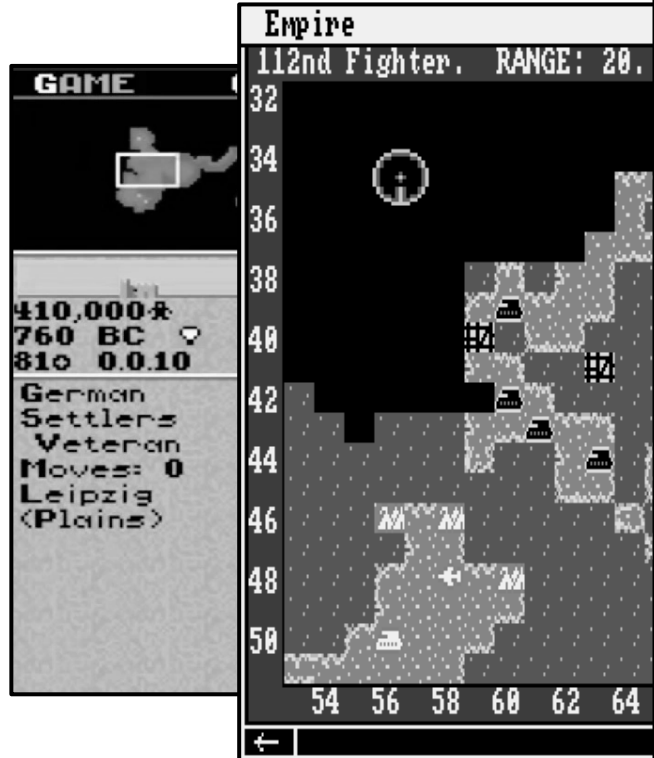


# Every Unit Moves





# Every Unit Moves

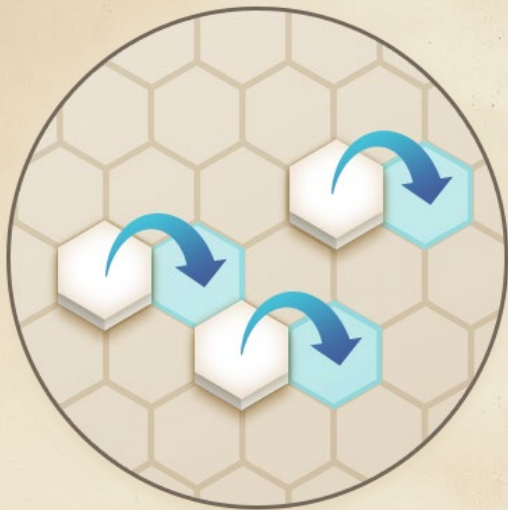


Every Unit Moves



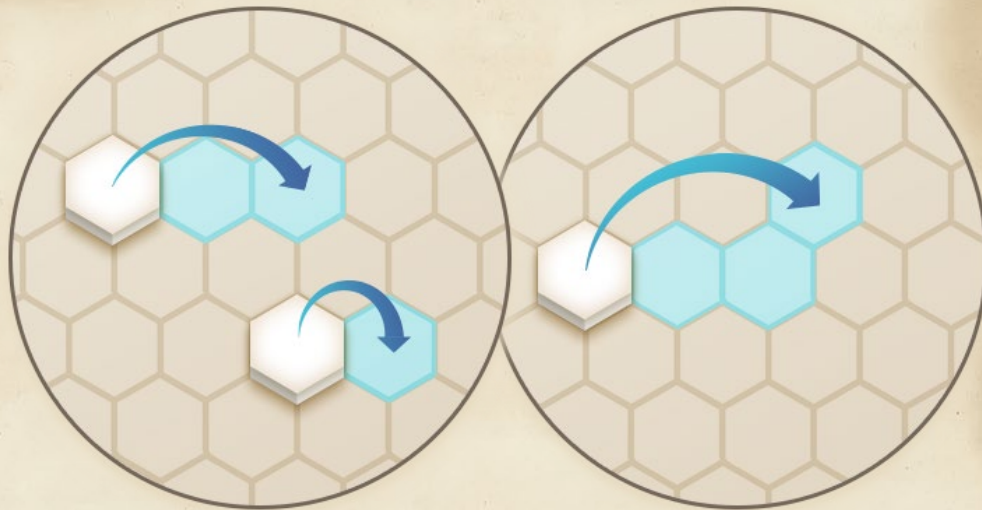


# ORDERS



TRADITIONAL CIV MOVEMENT

3 units, 1 move per unit



OLD WORLD MOVEMENT

Spend total number of Orders as you wish

# Energy System

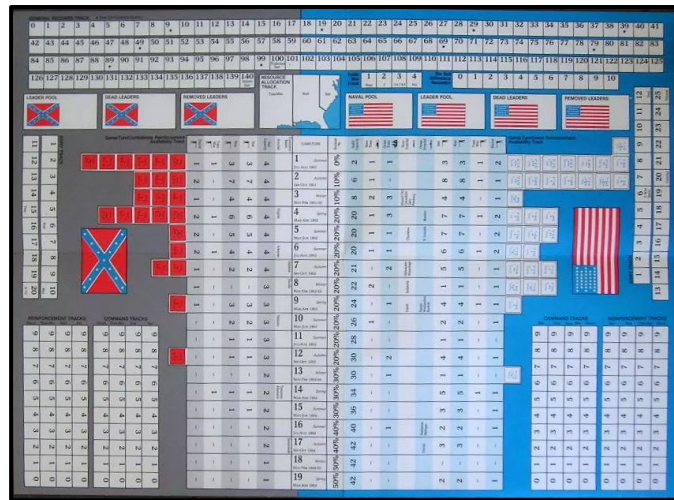


FrontierVille



# Hero Academy







# Worker Placement



Agricola



Caylus



140 VS 89

2300 BC



MASONRY 6T



\$386

○ 390 \$2



12

○ 11.5 \$10



40

○ 3.5 \$5



30

\$5



70

\$5



41

○ 11.5 \$10



41

○ 3 \$6



WARRIOR

♥ 100%

★ LVL 5

○ 2T





Exit Save

End Turn

Cycle Units Idle Workers

Turn: 0 [Team 1]

Barbarian Invasion: 30 turn(s)

Money: \$1000 (+\$10)

Science: +26

Energy \$20 100 500 15 (+12)

Food \$20 100 500 156 (-8)

Wood \$20 100 500 100

Stone \$20 100 500 50

Iron \$20 100 500 50

Horses \$20 100 500 0

Temperate/Flat  
(Flat: +50% vs. Mounted)

Scout/ScoutJohnson

HP: 10/10

Strength: 10

Movement: 9

Consumes 1 Food

15, 15 (555) 0

Tech Deck

Slinger (20)

Road (20)

Buy Tile (20)

Redraw Techs



Discovered Workboat

Discovered Camp

Founded Athens



Scout/ScoutJohnson

HP: 10/10

Strength: 10

Movement: 9

Consumes 1 Food

# Different Versions...

- Turnless Version
- Buy Orders
- Stockpiled Orders
- Unlimited Movement
- Hard Movement Cap
- Fatigue System
- Forced March







# Undo!





# Undo!



## Put an 'undo' button in every strategy game








By [Luke Winkie](#) published September 18, 2021

Old World lets players backtrack whenever they make a bad move.

[f](#) [t](#) [s](#) [p](#) [r](#) [e](#) | [c](#) COMMENTS

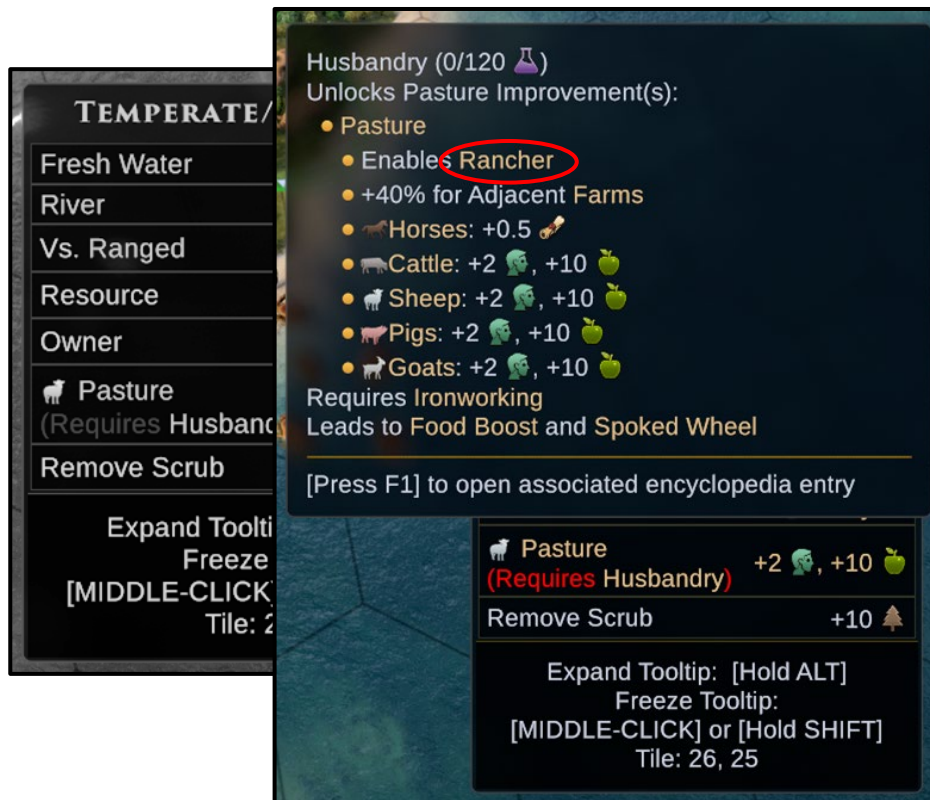


# Tooltips with Tooltips

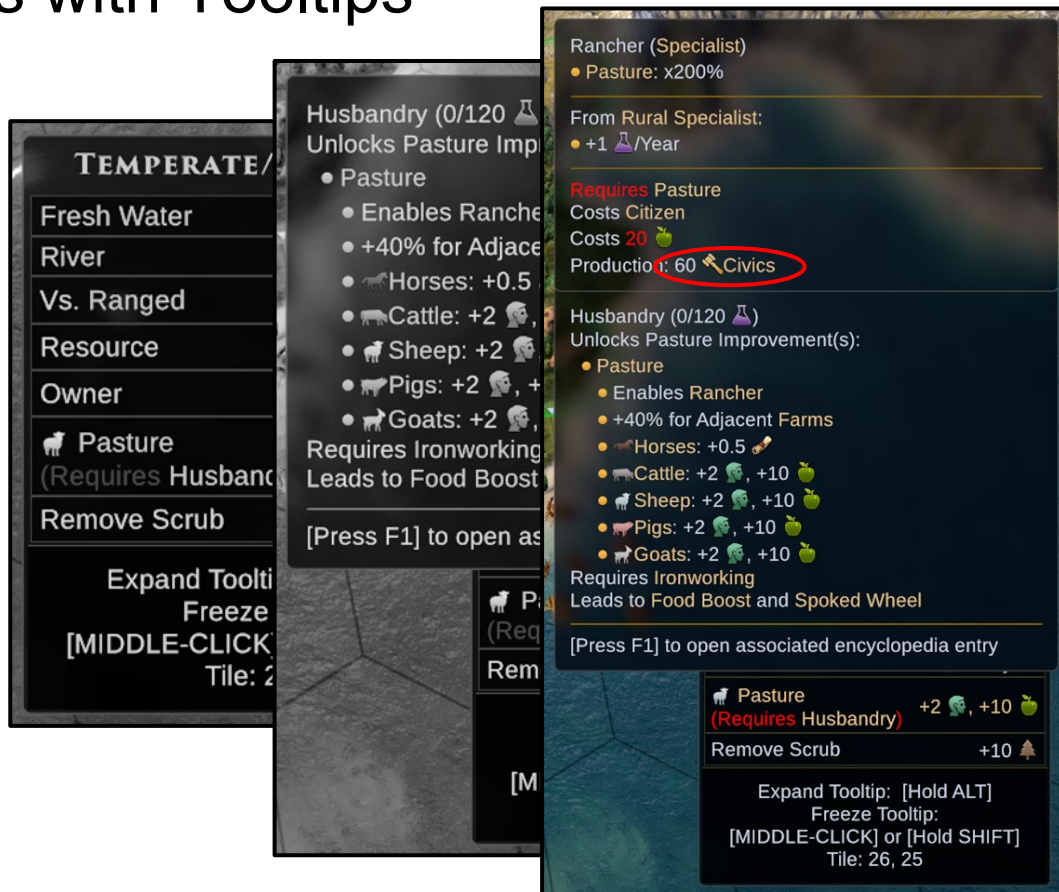
TEMPERATE/FLAT/SCRUB	
Fresh Water	
River	NW, NE, W
Vs. Ranged	+25% 
Resource	 Sheep
Owner	 Babylon
 Pasture	+2  , +10 
(Requires Husbandry)	
Remove Scrub	+10 
Expand Tooltip: [Hold ALT] Freeze Tooltip: [MIDDLE-CLICK] or [Hold SHIFT] Tile: 26, 25	



# Tooltips with Tooltips

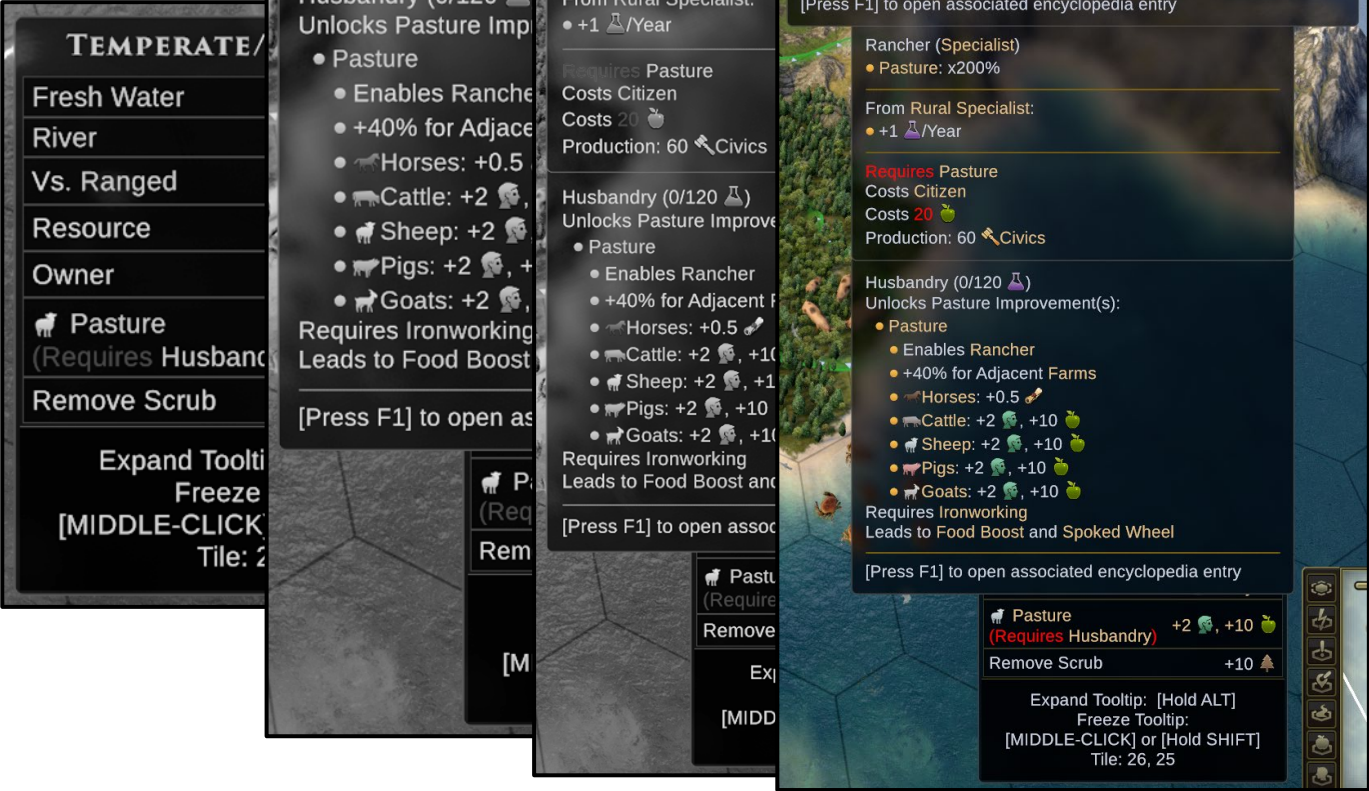


# Tooltips with Tooltips





# Tooltips with Tooltips



# Jon Shafer's At the Gates





# Water Find a Crack

The video player shows a thumbnail for a video titled "Playing Past Your Mistakes" by Game Maker's Toolkit. The thumbnail features a dark, atmospheric scene from the game "The Elder Scrolls V: Skyrim" with a large text overlay that reads: "Given the opportunity, players will optimise the fun out of a game." Below this, the name "Soren Johnson" is visible. The video player interface includes a progress bar at 9:29 / 10:10, a volume icon, and a play button. Below the video player, the video title "Playing Past Your Mistakes" is displayed, along with the view count "679,296 views" and the upload date "Sep 11, 2018". The channel name "Game Maker's Toolkit" and subscriber count "1.23M subscribers" are shown. A red "SUBSCRIBE" button is located in the bottom right corner. The video content itself is a screenshot of a game interface, likely "The Elder Scrolls V: Skyrim", showing a character in a dark, gothic setting. The interface includes a top bar with "The Elder Scrolls V: Skyrim" and "Complete 100% of room battles." Below this, the text "Given the opportunity, players will optimise the fun out of a game." is displayed. The bottom of the screen shows a "Reviews" section with a table of statistics: ACC 90, CRIT 12.5%, DMG 24, and a "PROT" section with "0%" and "6".

Given the opportunity,  
players will optimise  
the fun out of a game.

Soren Johnson

Reviews  
Occultist

ACC 90  
CRIT 12.5%  
DMG 24

PROT 0%  
6

DESIGNER NOTES  
Soren Johnson's Game Design Journal

GD Column 17: Water Finds a Crack

The following was published in the March 2011 issue of Game Developer magazine...

"This is what games are for. They teach us things so that we can minimize risk and know what choices to make. Phrased another way, the destiny of games is to become boring and to be fun. Those of us who want games to be fun can fight a losing battle against the human brain because fun is a process and routine is its destination."

— Hugh Hester, A Theory of Fun

Many players cannot help approaching a game as an optimization puzzle. What gives the most reward for the least risk? What strategy provides the highest chance — or even a guaranteed chance — of success? Given the opportunity, players will optimize the fun out of a game.

Games, however, are so complex that it is difficult to anticipate exactly how players will optimize a game and alter mission. Some thousands long ago, the game's design will be inevitably skewed over and over. The greatest danger is that once a player discovers such an aspect, it will never be seen to give the game again without using it — the knowledge cannot be ignored or forgotten, even if the player wishes otherwise.

GameMaker 3 provides a simple example with "Lumberjacking" — the practice of farming trees for white production. Chopping down a forest gives 10 happiness to the player.

29K DISLIKE SHARE DOWNLOAD CLIP SAVE ...

Game Maker's Toolkit  
1.23M subscribers

SUBSCRIBE

# ICS (Infinite City Sprawl)





# Planets = Cities (Master of Orion)



# Territory Model (Endless Legend)





# City Sites



# One Unit per Tile





# Stacks of Doom (Civs 3-4) vs Carpets of Doom (Civs 5-6)



# Stacks or 1UPT?

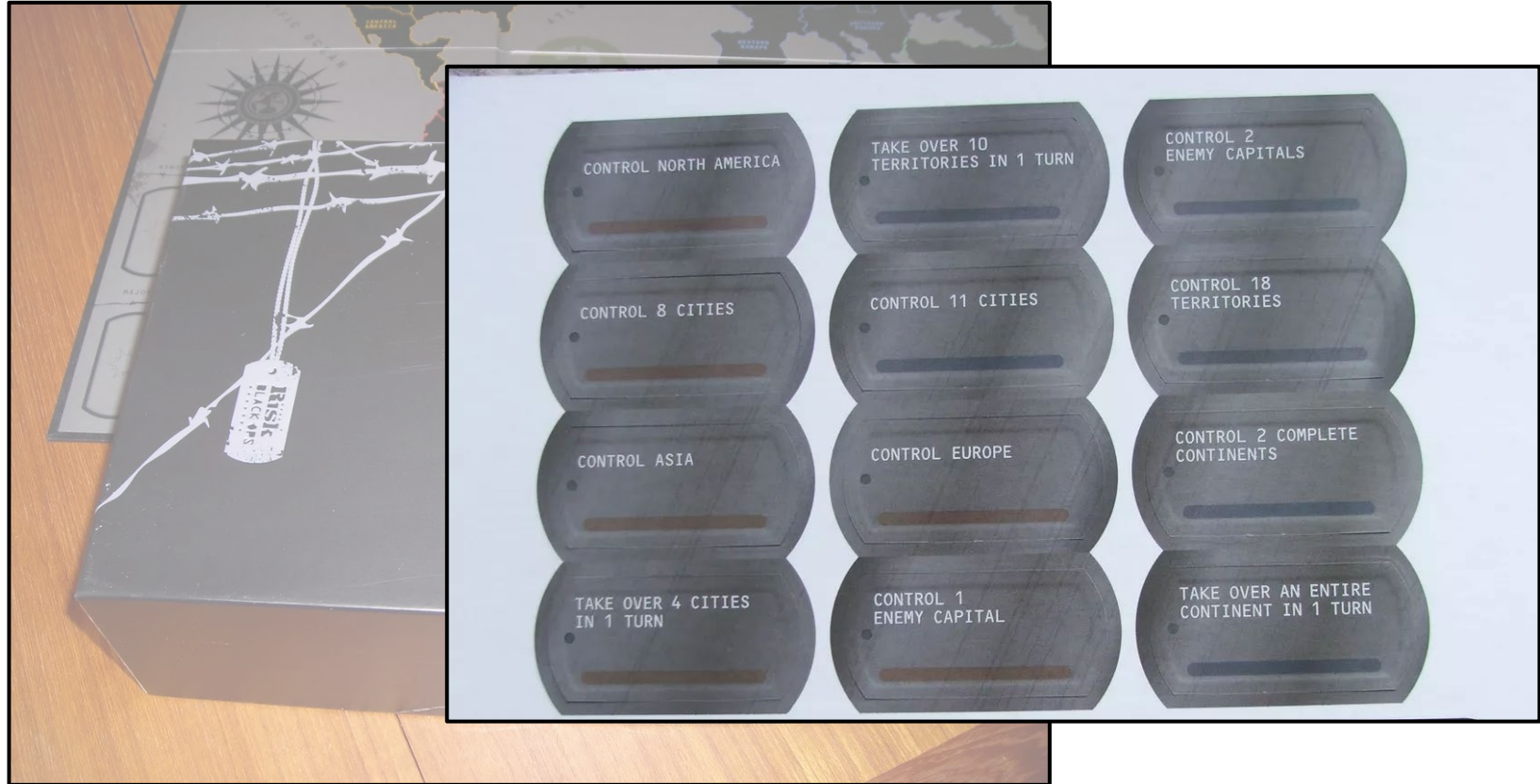




# Risk: Black Ops



# Risk: Black Ops





# Stacks or 1UPT?



# Orders + City Sites + 1UPT

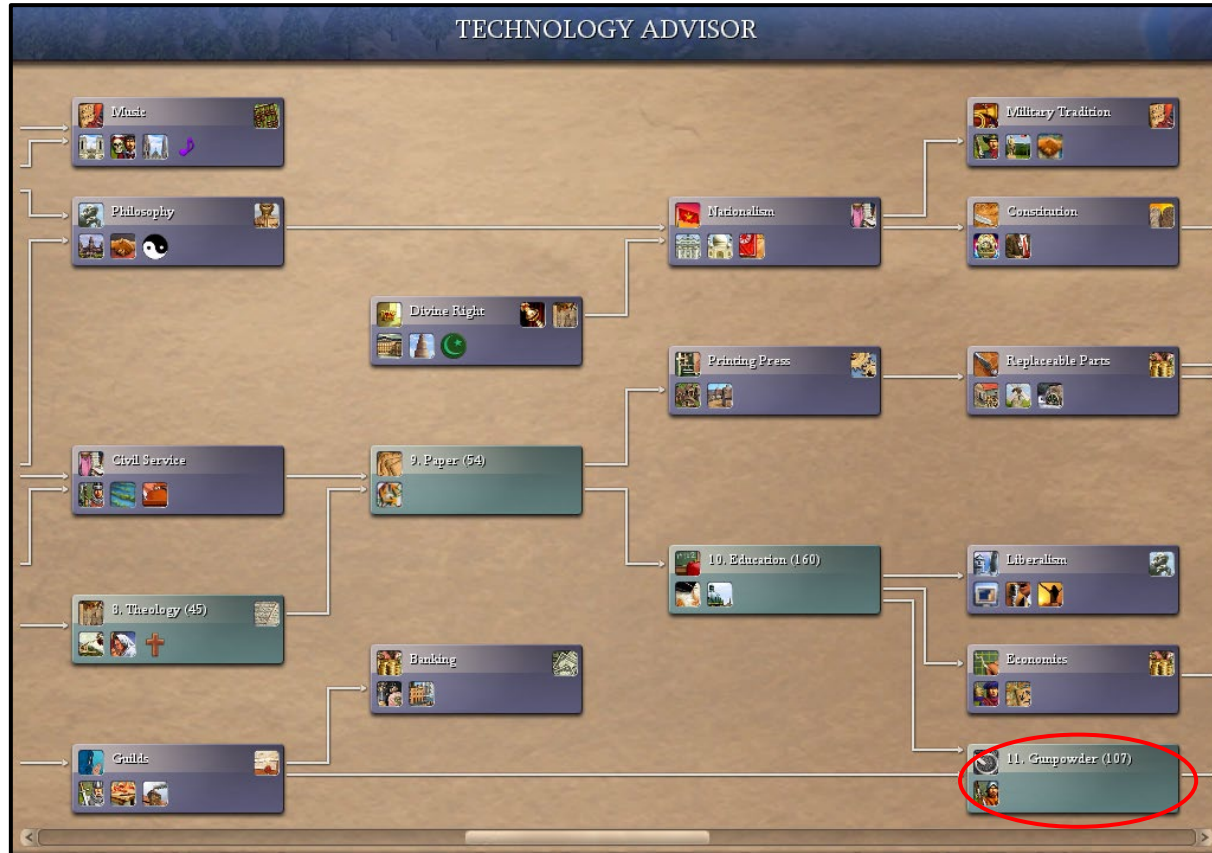




# Orders + City Sites + 1UPT



# Technology Deck

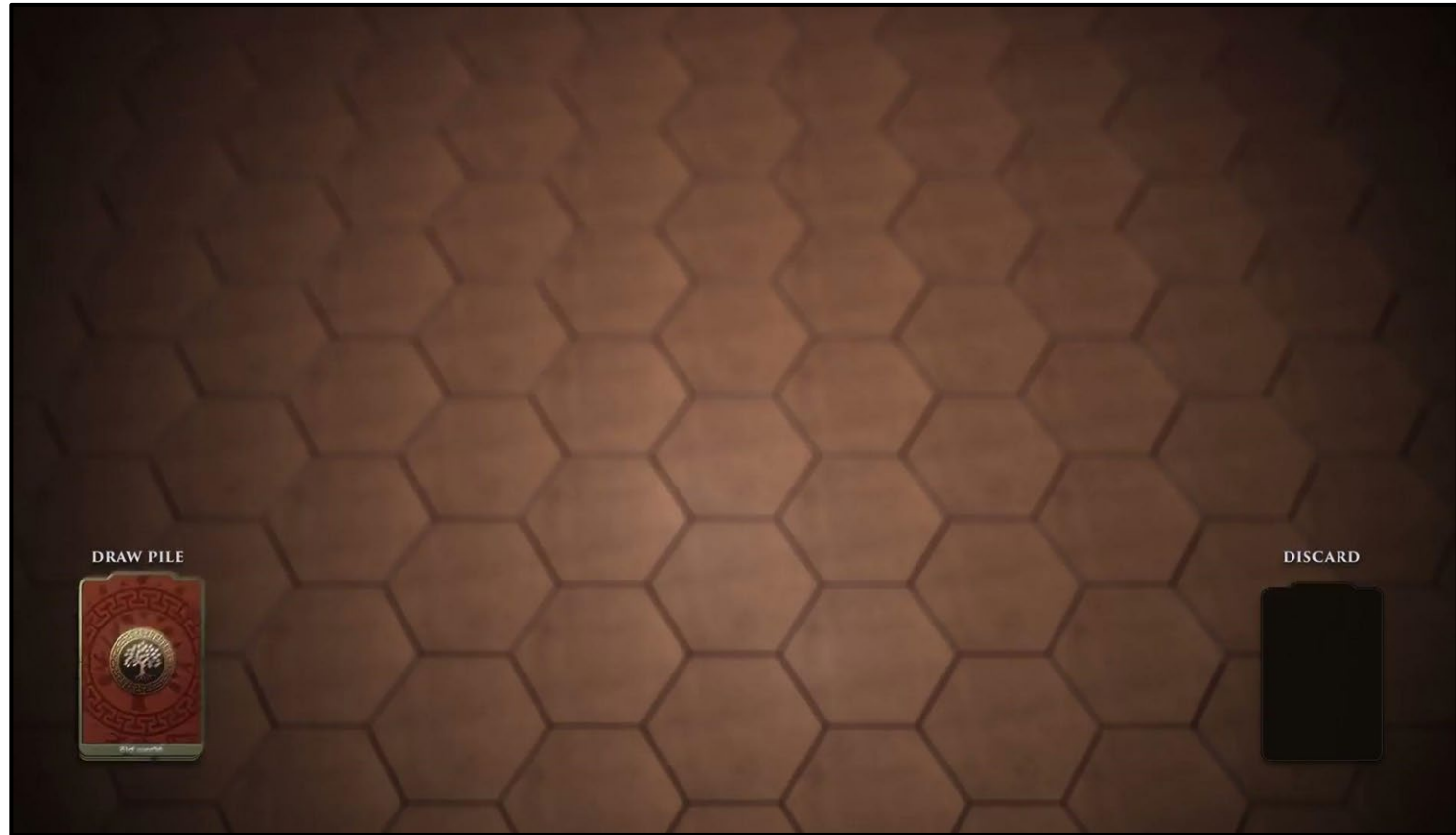




# Technology Deck



# Technology Deck







## TRAPPING DISCOVERED



DIVINATION



SHRINE



6 YEARS



HUSBANDRY



PASTURE



10 YEARS



FREE SETTLER



SETTLER



5 YEARS



MILITARY DRILL



RALLY TROOPS



BARRACKS



10 YEARS



REDRAW

VIEW TECH TREE



# Resource Market

**Pay Debt** \$ 312K  
Debt \$ 51,676

Rate	Quantity	Price
⚡ +1.55	- \$292	\$ 188*
💧 +7.7	- 60	\$ 278
🍏 +2.76	- 206	\$ 530
🌬️ +0.5	- 25	\$ 399
🔥 +3.3	- 335	\$ 380
🔧 -0.25	- 128	\$ 63
🪨 -0.35	-	\$ 100
📄 +1.65	- 391	\$ 271
🪨 -	- 10	\$ 74
⚠️ +3.35	- 622	\$ 76
🧪 -	-	\$ 389
💎 +2.89	- 293	\$ 422
🏠 +0.28	- 80	\$ 541

Level 5  
1 Claim Title

**NEWSFLASH: Solar flare!**

+ \$23K  
Silicon sold offworld

Symbol	Price	Action
JAAJ	\$55.50	SELL
JAAJ	\$25.81	SELL
JAAJ Frank	\$68.46	SELL
JAAJ Sam	\$45.39	SELL
3	(+\$2)	
5	+\$262	
4	+\$239	SELL
5	(+\$14)	

Sam Moreno bought 1,000 shares of Frank Dawson's stock!  
Sam Moreno was targeted by a **Underground Nuke!**  
Dragino bought out **Silas Critchton**, who is now a subsidiary!  
Dragino receives 2 free claims for buying out **Silas Critchton**.  
Frank Dawson: Lining them up to knock them down.  
Frank Dawson bought out **Paulo Rubini**, who is now a subsidiary!

**Black Market**

Item	Price
🪙	\$25K
💀	\$60K
🔪	\$18K
🚫	\$18K
💣	\$40K
👊	\$12K
🛡️	\$25K



# Resource Market

Pay Debt

\$ 312K

Debt \$ 51,676

	Rate	Quantity	Price
	+1.55	- \$292	\$ 188*
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	+3.3	- 335	\$ 380
	-0.25	- 128	\$ 63
	-0.35	-	\$ 100
	+1.65	- 391	\$ 271
	-	- 10	\$ 74
	+3.35	- 622	\$ 76
	-	-	\$ 389
	+2.89	- 293	\$ 422
	+0.28	- 80	\$ 541

Level 5

1 Claim Title

Resources	Rate	Quantity	Price
	-2.5	-\$290	\$ 117
	+3.65	- 54 +	\$ 36
	+1.17	- 13 +	\$ 192
	-0.15	-\$12 +	\$ 81
	+0.5	- 3 +	\$ 84
	+5.25	- 337 +	\$ 5
	-	- +	\$ 12
	+4.5	- 54 +	\$ 122
	+1.0	- 8 +	\$ 24
	-	- +	\$ 30
	-	- +	\$ 133
	-	- 30 +	\$ 154
	-	-(30) +	\$ 111

Sol 9, 08:10 Slow

+23K

Silicon sold offworld

5 JAA	\$55.50	SELL
5 JAA	\$25.81	SELL
5 JAA Frank	\$68.46	SELL
5 JAA Sam	\$45.39	SELL
3	(+\$2)	
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Frank Dawson: Lining them up to knock them down.

Frank Dawson bought out **Paulo Rubini**, who is now a subsidiary!

\$25K

\$60K

\$18K

\$18K

\$40K

\$12K

\$25K

Black Market

# Resource Market

Pay Debt

\$ 312K

Debt \$ 51,676

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Level 5

1 Claim Title

🔧

🖨️

📄

🔍

🛡️

NEWSFLASH: Solar flare!

+23K Silicon sold offworld

3,641 +19

🍏 541 +18

🌬️ 7.4

🪨 421 +6

🌫️ 6.6

🔺 521 +46

🌳 147 -21

🌫️ 4.4

📦 40 +40

Buy

🌫️ 7.4

Sell

🌫️ 3.7

PHALANX

4y

🌱 \$25K

💀 \$60K

🔥 \$18K

🛡️ \$18K

🔥 \$40K

👊 \$12K

🛡️ \$25K

Block Market

Sol 9, 08:10 Slow

⏪ ⏸ ⏩

☰

JAAJ

5

\$55.50

SELL

JAAJ

5

\$25.81

SELL

JAAJ Frank

5

\$68.46

SELL

JAAJ Sam

5

\$45.39

SELL

(+\$2)

+

\$262

+

\$239

+

\$14

Frank

erground Nuke!

who is now a

Dragonel receives 2 free claims for buying out

Frank Dawson: Lining them up to knock them down.

Frank Dawson bought out

a subsidiary!



# Resource Market

Pay

Buy

Sell

3,641 +19

541 +18

421 +6

521 +46

147 -21

40 +40

7.4

3.7

PHALANX

4y

100

271

74

76

389

422

541

Level 5

1 Claim Title

76

55

99

142

103

185

Sell

Buy

5

4

5

+262

+239

(+\$14)

SELL

Sam Moreno bought 1,000 shares of Frank Dawson's stock!

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Draginol bought out Silas Crickton, who is now a subsidiary!

Draginol receives 2 free claims for buying out Silas Crickton.

Frank Dawson: Lining them up to knock them down.

Frank Dawson bought out Paolo Rubini, who is now a subsidiary!

15K

\$60K

\$18K

\$18K

\$40K

\$12K

\$25K

Black Market

# Growth, Training, and Civics

GROWTH +17.1 🌱		
	Settler 🍏 75	7y
	Worker	4y
	Scout	4y
	Militia	4y

TRAINING +16 🛡️		
	Warrior 🛡️ 50 +50 XP	4y
	Axeman 🛡️ 100 +50 XP	5y
	Slinger 🏹 50 +50 XP	4y
	Chariot 🍏 50, 🌳 50	5y

CIVICS: SPECIALISTS +14.5 🔑		
	Stonecutter	3y
	Apprentice Officer 🍏 40	3y
	Rancher 🍏 20	5y
	Elder Poet 🍏 80	7y



# Growth, Training, and Civics

GROWTH +17.1 🌱		TRAINING +16 🛡️		CIVICS: SPECIALISTS +14.5 🔑	
	Settler 🍏 75	7y		Warrior 🛡️ 50 +50 XP	4y
	Worker	4y		Axeman 🛡️ 100 +50 XP	5y
	Scout				
	Militia				
		City Production	Stockpile	Used For	
	Growth	Workers, Settlers, Scouts, Disciples	City	New Citizens	
	Training	Military Units	Global	Missions, Forced March, Promotions, Generals	
	Civics	Specialist/Projects	Global	Mission, Laws, Theologies, Wonders, Governors	

	Nation	Resources	Improvements	Specialists	Ratings	Traits	Families
Orders	Persia	Animals	Garrison	Acolytes		Robust	Statesmen
Growth		Crops	Granary	Farmers		Affable	Landowners
Training	Rome	Ore	Barracks	Miners	Courage	Warlike	Champions
Civics		Marble	Courthouse	Stonecutters	Charisma	Chancellor	Patrons
Money	Carthage	Bullion	Hamlet	Shopkeepers	Discipline	Prosperous	Traders
Culture	Greece	Luxuries	Odeon	Poets		Inspiring	Artisans
Science	Babylon		Library	Woodcutters	Wisdom	Intelligent	Sages



# Citizens and Specialists



# Citizens and Specialists

The image displays the game interface for managing a city, Johnstown, and its surrounding region, Tombouctu.

**Left Panel (Johnstown):**

- JOHNSTOWN (POP: 17)**: Shows 17 citizen icons.
- CITY RESOURCES**: Displays resource levels and production rates.
- FOOD STORAGE**: Shows a bar representing food storage capacity.
- INFO**: Provides additional information about the city.

**Top Panel (Tombouctu):**

- 19 Citizens**: Shows 19 citizen icons and a progress bar for the next citizen.
- Resources**: Displays Food (+8.75), Production (+21.6), Gold (+41.85), Science (+117.03), and Culture (+26).
- Production**: Shows a bar for production rate.
- Science**: Shows a bar for science rate.
- Culture**: Shows a bar for culture rate.

**Right Panel (Tombouctu):**

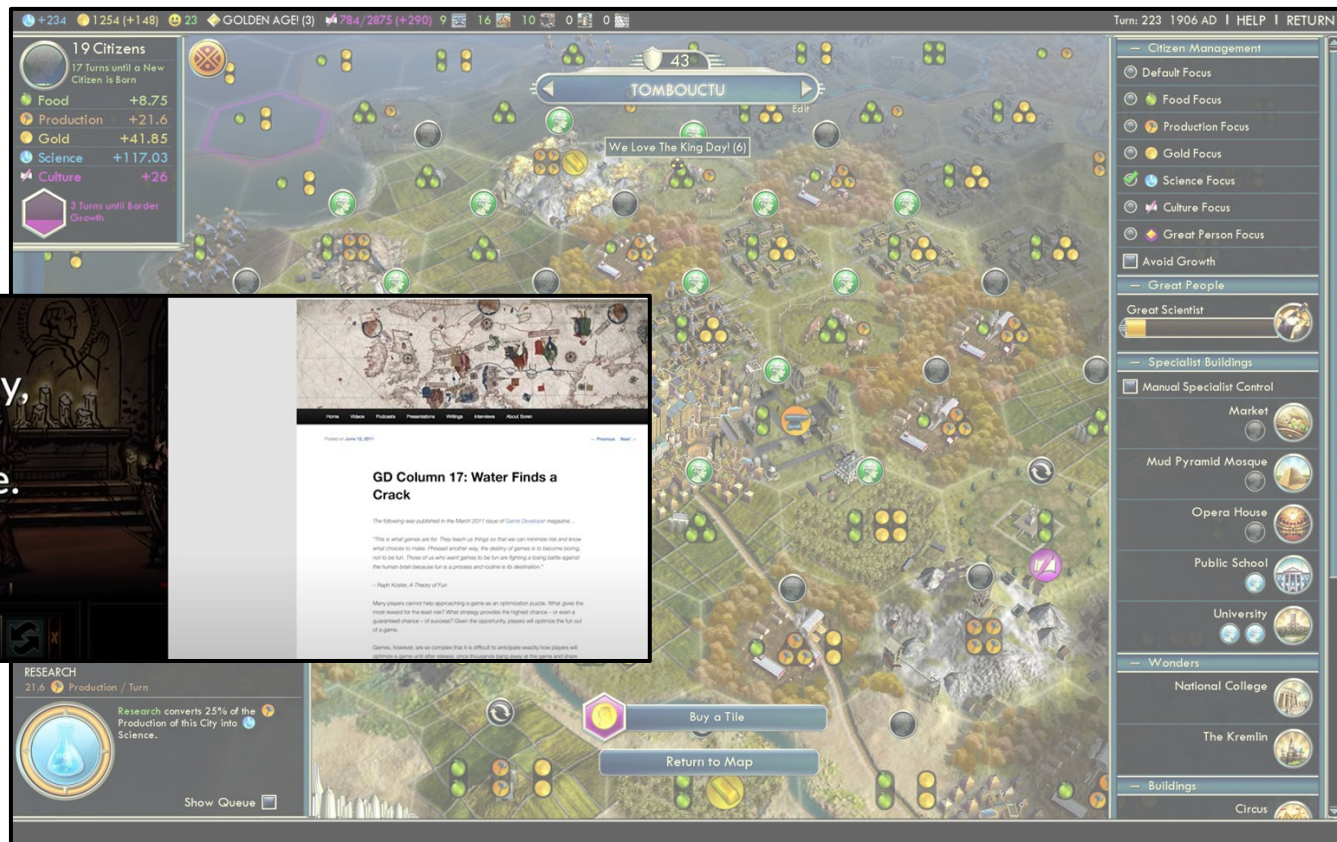
- Turn: 222 - 1708 AD**: Shows the current turn and year.
- HELP | RETURN**: Buttons for help and returning to the map.
- City Management**: A list of management options, including Citizen Management, Default Focus, Food Focus, Production Focus, Gold Focus, Science Focus, Culture Focus, Great Person Focus, Avoid Growth, and Great People.
- Great Scientist**: A bar representing the Great Scientist's progress.
- Specialist Buildings**: A list of buildings, including Manual Specialist Control, Market, Mud Pyramid Mosque, Opera House, Public School, University, National College, The Kremlin, and Buildings.

**Bottom Panel:**

- PURCHASE**: A button to purchase items.
- CHANGE PRODUCTION**: A button to change production.
- RESEARCH**: A button to research.
- Research**: Shows the current research progress and a description: "Research converts 25% of the Production of this City into Science."
- Show Queue**: A button to show the research queue.



# Citizens and Specialists





# Citizens and Specialists



# Culture

Available Wonders:

🎭 Weak:

- The Pyramids
- The Great Ziggurat
- The Oracle
- The Hanging Gardens

🏛️ Developing:

- The Necropolis
- The Ishtar Gate

🏆 Strong:

- The Mausoleum
- The Acropolis
- The Musaeum

🌟 Legendary:

- The Circus Maximus
- The Pantheon
- The Hagia Sophia
- The Via Recta Souk

# Culture

Available Wonders:

🏰 Weak:

- The Pyramids
- The Great Ziggurat
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🏰 Developing:

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🏆 Strong:

- The Mausoleum
- The Acropolis
- The Musaeum

🏆 Legendary:

- The Circus Maximus
- The Pantheon
- The Hagia Sophia
- The Via Recta Souk

## LEGIONARY

Melee

Infantry

Melee, Infantry

- Has ZOC
- Ignores ZOC
- Can Fortify
- Can Testudo
- Starts with Centurion
- Consumes -2 🛡️ and -4 🏰

Costs 200 🏰

Production: 160 🛡️

Requires 🏆 Strong Culture

Requires Citadel





# T E N C R O W N S

THE FUN OF CIVILIZATION + THE DRAMA OF CRUSADER KINGS



Crusader Kings 2



Total War: Three Kingdoms

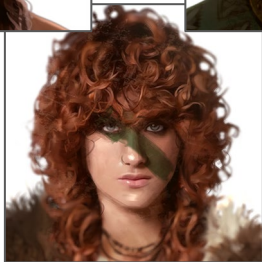
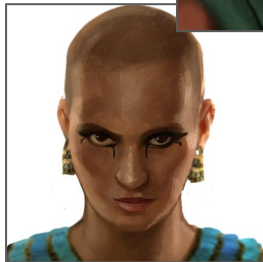
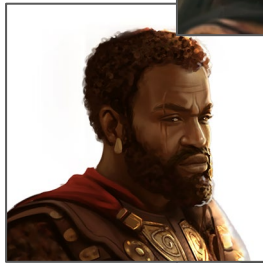
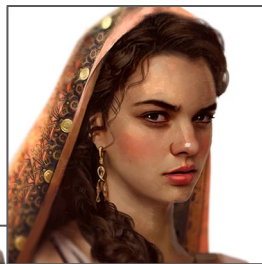


XCOM 2



Wildermyth







# ECS (Eternal China Syndrome)



# Characters



Dido



Hatshepsut



Ashurbanipal



Cyrus



Romulus



Nebuchadnezzar

# Characters



Dido



Hatshepsut



Ashurbanipal



Cyrus



Romulus






Nebuchadnezzar







# Archetypes







## Hero (Archetype)

- Can serve as General or Agent
- As General: Heal in Neutral Territory
- As General (if Leader): Can Launch Offensive
- As Leader: [All Units] Heal while Pillaging, +40  per Military Unit killed
- +3  (Global: +16 )






## Tactician (Archetype)

- Can serve as General or  Spymaster
- As General: Immune to Critical Hit
- As General (if Leader): -20% , Stuns Target for one Turn
- As Leader: +2 Vision Range, [Ranged Units] Hidden in Friendly or Neutral Trees
- +2 , +2 

## Scholar (Archetype)

- Can serve as Governor or  Spymaster
- As Governor: +2 /Year per Archive
- As Leader: Unlocks Inquiries in Capital, Can Redraw Techs
- Leader Mission: Tutor Child (Leader)
- +3  (Global: +15 , Slinger : +24% )

## Orator (Archetype)

- Can serve as Governor or  Ambassador
- As Governor: Can Hurry Projects with Orders
- As Leader: +40 Religion Opinions, Recruit Tribal Mercenaries with  Legitimacy, [All Cities] +2 /Year per City with Friendly Family
- +4 , -1 

# Diplomacy

The screenshot displays a game interface with a list of nations on the right and a detailed opinion report for Assyria on the left. The nations list includes Queen Tetobastis, King Mamercus, King Adonibaal, King Adamu, Queen Hipparchia, King Megabazus, and King Kashtiliash. The opinion report for Assyria shows various interactions and their scores, totaling +44.

**NATIONS**

Nation	Score
QUEEN TETOBASTIS	-122
KING MAMERCUS	-25
KING ADONIBAAL	+44
KING ADAMU	-100
QUEEN HIPPARCHIA	-50
KING MEGABAZUS	-190
KING KASHTILIASH	-190

**Assyria Opinion of You: Cautious (0 to 99)**

- +20: Ambassador
- +8: New Trade Deal, 4y
- +36: Freed our ambassador, 36y
- +40: Our Luxuries (Gems)
- +20: Trading with Us
- +20: War with Our Enem(ies)
- 20: Near
- Leader: King Adamu the New of Assyria (-80)
  - +20: Owes Favor to Queen Tetobastis
  - +20: Both are Compassionate
  - +30: Your Law, Legal Code (as Judge)
  - 40: Drunk
  - 60: We are different (Judge vs. Schemer)
  - 10: Assyrian Paganism is not State Religion
  - 40: More Active Laws, 8, than Assyria, 6 (Judge)

Total: +44



## Fellowship Map



## World

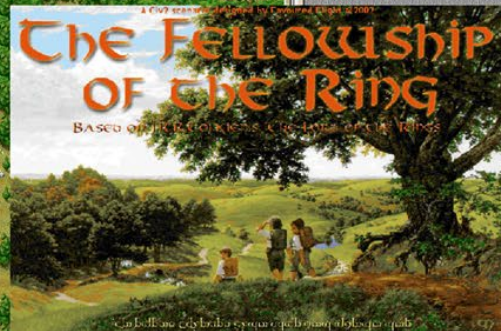


## Status

10,000 Folk  
Hours 0  
0 Gold 0.73 Turn 0

## Viewing Places

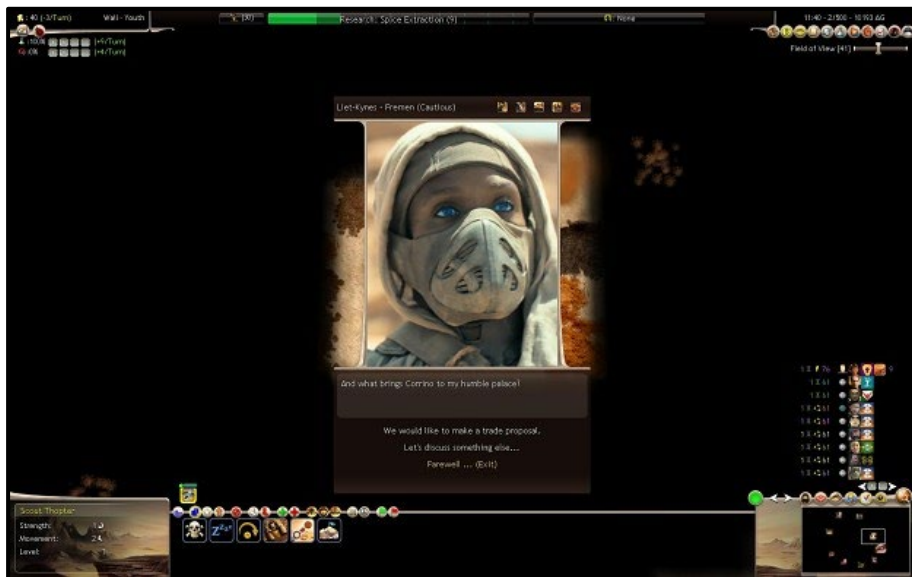
Loc: (25, 27) 1  
(Homes)  
(Bustling)  
(Road)







Fall from Heaven



**Dune Wars**





Crusader Kings 2



Stellaris



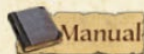


Cows: 868    Food: 728    Population: 766  
 Goods: 151    Magic: 0    Weaponthanes: 13

Known Clans    A

Antorling  
 Anzarni  
 Apple  
 Arnoring  
 Bachad N  
 B. J. ---

Fire Season



A scouting party discovers rich farmland not far from your stead. It is inhabited by strange beast folk who behave sort of like normal Orlanthi and call themselves the Slapfoot Ducks. For once, both warriors and carls agree: it would be a fine thing to drive these small, inhuman creatures from this fertile valley and claim it as your own.

**Approach the ducks and offer them a peace pact.**

**"Each year, you must give us enough food to feed 50 of our people."**

**"Each year, you must give us enough food to feed 150 of our people."**

**Demand that the ducks cede you half their lands.**

**Launch a surprise attack against the puny ducks.**

**King of Dragon Pass**

# Tales of the Arabian Nights



THE LEGENDARY STORYTELLING BOARDGAME  
IN THE WORLD OF ALADDIN AND SINDBAD

BY ERIC GOLDBERG





**SEAMANSHIP:** You realize that the wind is growing to a storm and return with haste to your ship. You ride before the tempest rapidly across the world. [D2/S2/Quick Thinking/Have another player move you to any coastal space]

**1407**

...said that the names on the seal grant all nature of remarkable powers to those who understand them.

**WISDOM:** When later you study the names you have transcribed, you realize that you are not one who can. [DI/SI]

**SEAMANSHIP:** The names are most antique and wondrous, and you learn their meaning for many weeks before you understand them. Understanding, though, worlds of possibility are opened to you. [Magic/Wisdom]

**1408**

...names, a djinn arises from the solid stone of the island and now your business.

...before him, and apologize for trespassing on the island. Rather than flaying you, he merely beats you away. [DI/S2/Wounded/Go to paragraph 315]

...read aloud the names, and the djinn bows before you. "Master returned! Is this the Final Day?" You tell him to robe you in finest garments and make you one of the Faithful. [D3/S3/W+3 [Max:

that you have bought piles of worthless trinkets. You have learned quite a lot of his technique in the process, however. [SI/W-1 (Min: Poor)] [Bargaining and Evaluation]

**BARGAINING AND EVALUATION:** You manage to construct an elaborate trade involving future actions, deals with others you know, and other complex stipulations and come out far ahead of your mark. [You may trade up to 2 D, S, or W in exchange for an equal number of D, S, or W. You cannot exceed a Wealth of Princely in this way]

**1412**

The other seeks to trick you into surrendering your wealth to him. You feed on his ego about his intelligence to make a wager: if you can come up with a riddle he cannot solve, he will give you his wealth and leave. Otherwise, you will hand over yours.

**NO SKILL:** Your best attempts to construct a difficult riddle are easily answered, and you are forced to concede the wager. [W-1 (Min: Beggar)/Scholarship]

**SCHOLARSHIP:** By crafting an unanswerable question, you easily defeat the other. While he may be crafty, he is still a man of his word. [SI/W+1 [Max: Princely]]

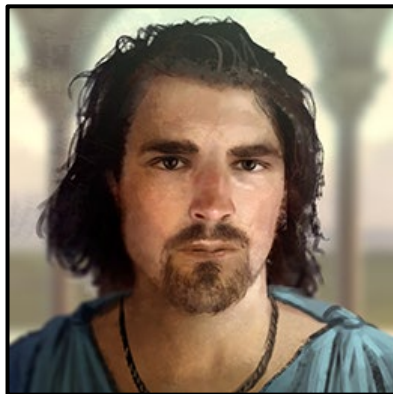
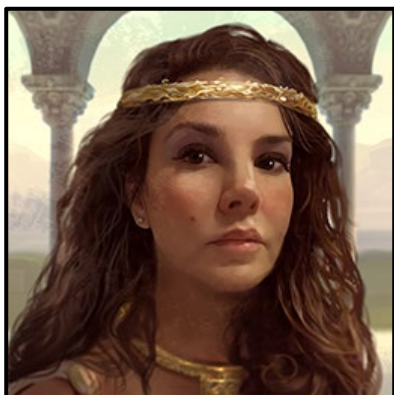
**1413**

You approach the other to ask a favor while he examines a strange object. Somehow you manage to inadvertently give offense to him. "Idiot!" he thunders. Fuming, he summons a lesser djinn to him, and orders it, "Take this fool anywhere; just get him out of my sight!"

**NO SKILL:** The djinn carries you to lands unknown. [DI/SI/Have another player move you to any space except a Place of Power]

BY ERIC GOLDBERG





# Potential Inputs

- Traits (Cursed, Imprisoned, Romantic, Bloodthirsty, Pet Monkey)
- Relationships (Lover of X, Suspicious of, Plotting Against X)
- Memories (Failed Assassination, Brokered Peace, Borrowed Money)
- Ratings (High Wisdom, Low Courage)
- Active Laws (Slavery or Freedom, Constitution or Tyranny)
- Family Opinion (Angry, Upset, Pleased, Friendly)
- Tribal or Nation Ethnicity (Persia, Scythian, Gaul)
- Religion (Jewish, Pagan, Zoroastrian)
- Family (Spouse, Son, Granddaughter, Stepfather)
- Age, Gender, Marriage, Job, City, Unit, Tile, Distance



## MONSTERS OF THE DEEP



The people of **U** Assur listen in horror to the tales of Balihiti's adventures on the open seas. They say an endless briny ocean, inhabited by gruesome beasts of the deep, marks the westernmost boundary of the known world.

Balihiti reports that in the depths of the ocean lurk horrors beyond imagining. She tells tales of immense tentacled beasts that can crush a ship with a dozen sinewy arms and ravenous behemoths that consist of naught but a gaping maw of a thousand razor sharp teeth, with which they swallow men whole.

Balihiti has grown wary of these dangers and desires to return home to the safety of **U** Assur, well beyond the reach of such nightmarish creatures of the sea.

Requires Balihiti Is Exploring

Bring Balihiti back from these perilous adventures at once!

Stay out there Balihiti! You didn't think exploring would be easy, did you?

Let our scholars analyze these reports, and send sailors out to hunt and study these monsters.  
Requires King Tiglath-Pileser Is Inquisitive

## A WILD NIGHT



The party is in full swing, the orgy is reaching its climax, and the wine fountain has run dry and been refilled twice already. You are contemplating calling for the dwarf wrestling teams when Eriba-Adad approaches you, covered in whip marks.

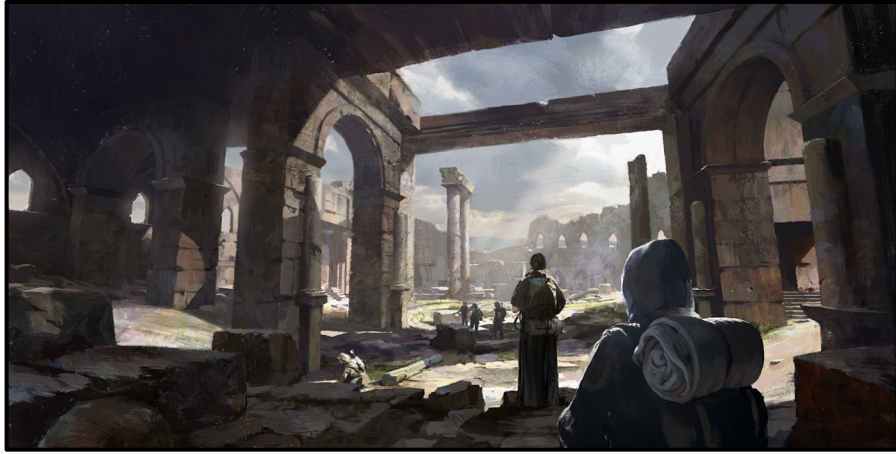
"I say, Adamu," he exclaims, "this is the best party I've been to in years! Thank you ever so much!"

You grin in reply, "Think nothing of it!" and return to your contemplation.

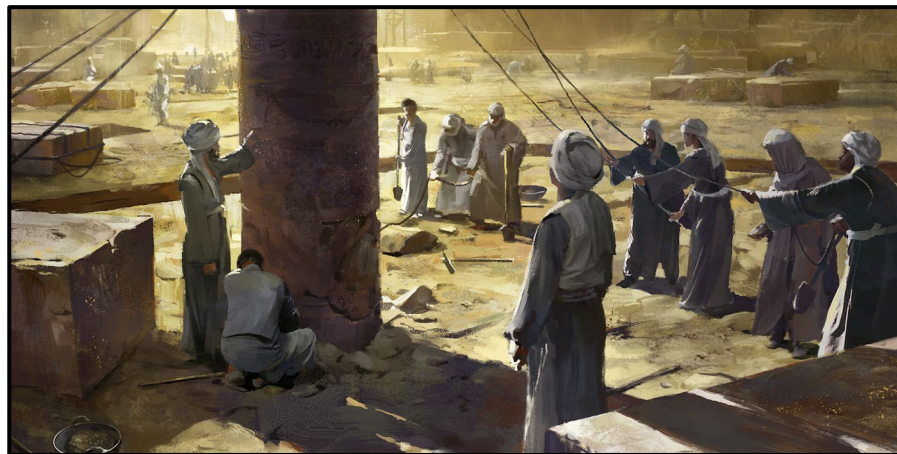
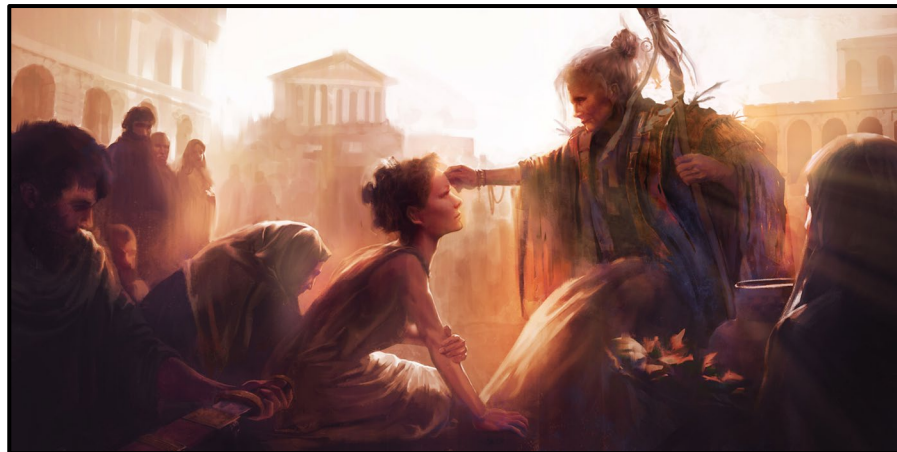
Before you can reach any conclusion you are distracted by the sight of Ashur-Uballit entirely covered in honey. Since he looks to be having so much fun, you decide to join him.

Requires King Adamu Is Age 18+, ...

I can resist anything, except temptation!









# The Bargaining Table

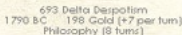


# Galactic Civilization 3





Clear Table      New      Active



# Total War: Warhammer





# Stellaris

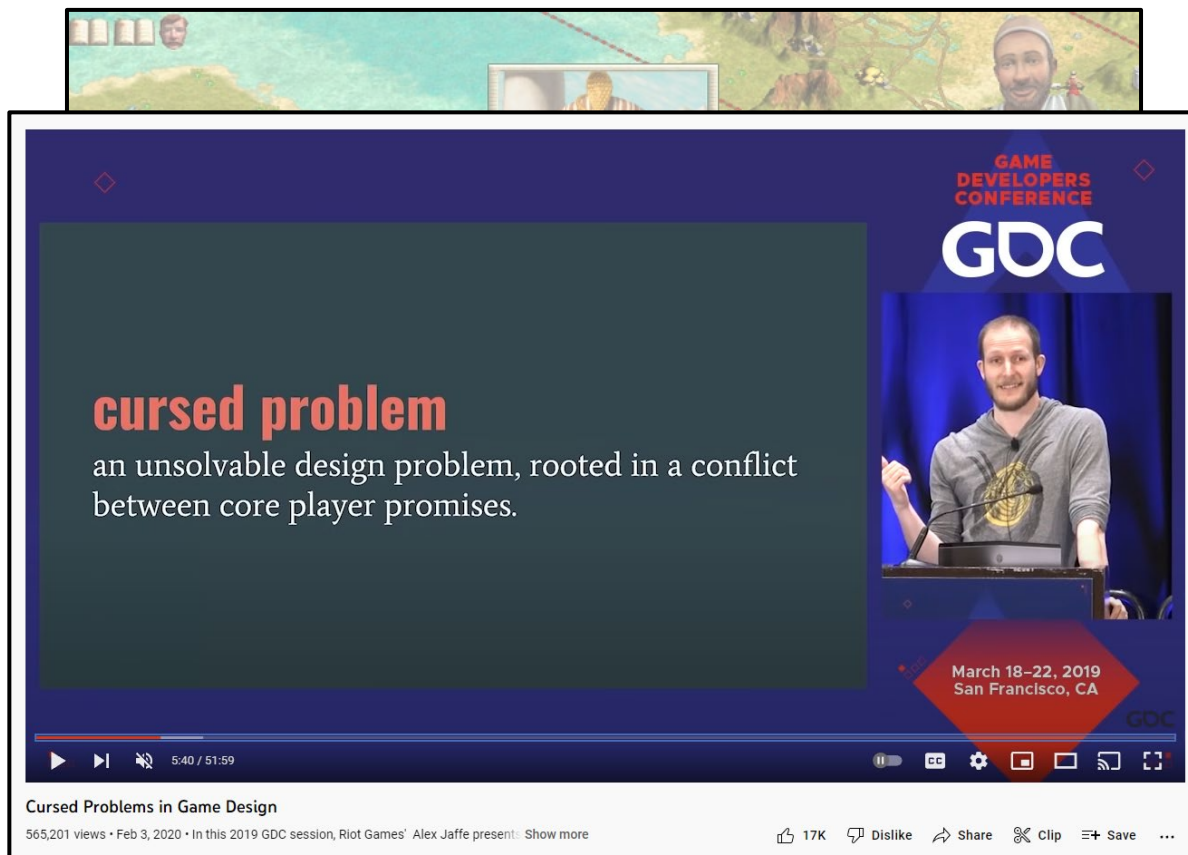


# Mea Culpa





# Mea Culpa



The image is a screenshot of a video player displaying a presentation from the Game Developers Conference (GDC). The main content area shows a dark blue slide with the text "cursed problem" in orange, followed by the definition: "an unsolvable design problem, rooted in a conflict between core player promises." To the right of the slide is a video of Alex Jaffe, a man with a beard wearing a grey hoodie, speaking at a podium. The GDC logo is visible in the top right corner of the slide area. Below the slide, a red banner indicates the event dates: "March 18-22, 2019 San Francisco, CA". The video player interface at the bottom shows a progress bar at 5:40 / 51:59, along with standard playback controls. Below the player, the video title "Cursed Problems in Game Design" is displayed, followed by view and date information: "565,201 views • Feb 3, 2020 • In this 2019 GDC session, Riot Games' Alex Jaffe presents: Show more". At the bottom right, there are social media interaction buttons: "17K", "Dislike", "Share", "Clip", "Save", and a menu icon.

**cursed problem**  
an unsolvable design problem, rooted in a conflict between core player promises.

**GAME DEVELOPERS CONFERENCE**  
**GDC**

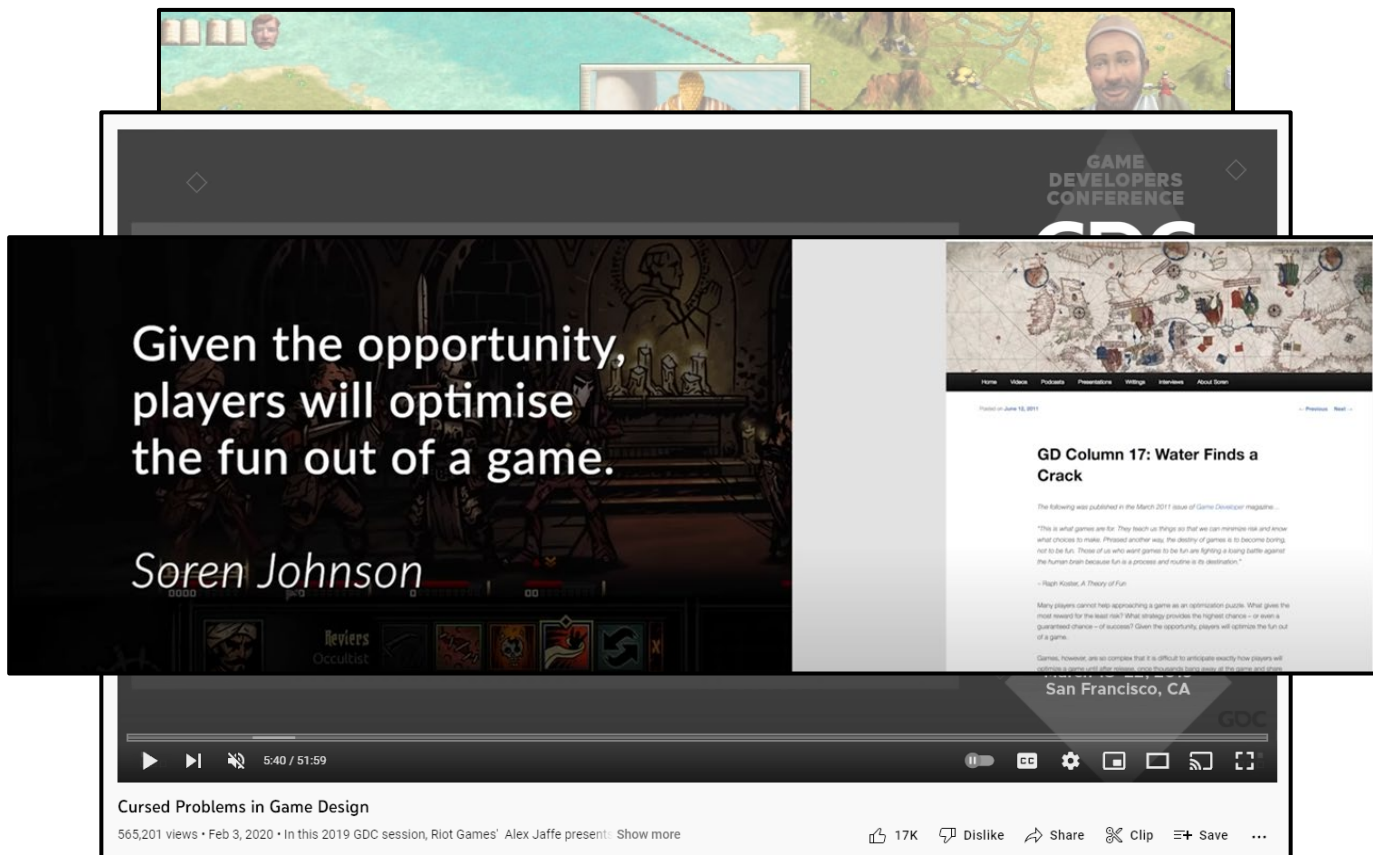
March 18-22, 2019  
San Francisco, CA

5:40 / 51:59

**Cursed Problems in Game Design**  
565,201 views • Feb 3, 2020 • In this 2019 GDC session, Riot Games' Alex Jaffe presents: Show more

17K Dislike Share Clip Save ...

# Mea Culpa



The image is a screenshot of a video player displaying a presentation. The main content area is divided into two panels. The left panel features a dark, atmospheric game scene with a large, ornate altar and a statue. Overlaid on this scene is the text "Given the opportunity, players will optimise the fun out of a game." in a white, sans-serif font. Below this text, the name "Soren Johnson" is written in a stylized, white font. The right panel shows a screenshot of a website titled "GD Column 17: Water Finds a Crack". The website has a dark header with navigation links and a main content area with text and a small image. The video player interface at the bottom includes a progress bar, play/pause button, volume icon, and a timestamp of 5:40 / 51:59. Below the video player, the video title "Cursed Problems in Game Design" is displayed, along with the view count "565,201 views" and the date "Feb 3, 2020". The description "In this 2019 GDC session, Riot Games' Alex Jaffe presents:" is also visible, followed by a "Show more" link. On the right side of the video player, there are social media sharing icons for Like, Dislike, Share, Clip, Save, and a menu icon.

Given the opportunity,  
players will optimise  
the fun out of a game.

Soren Johnson

GD Column 17: Water Finds a Crack

San Francisco, CA

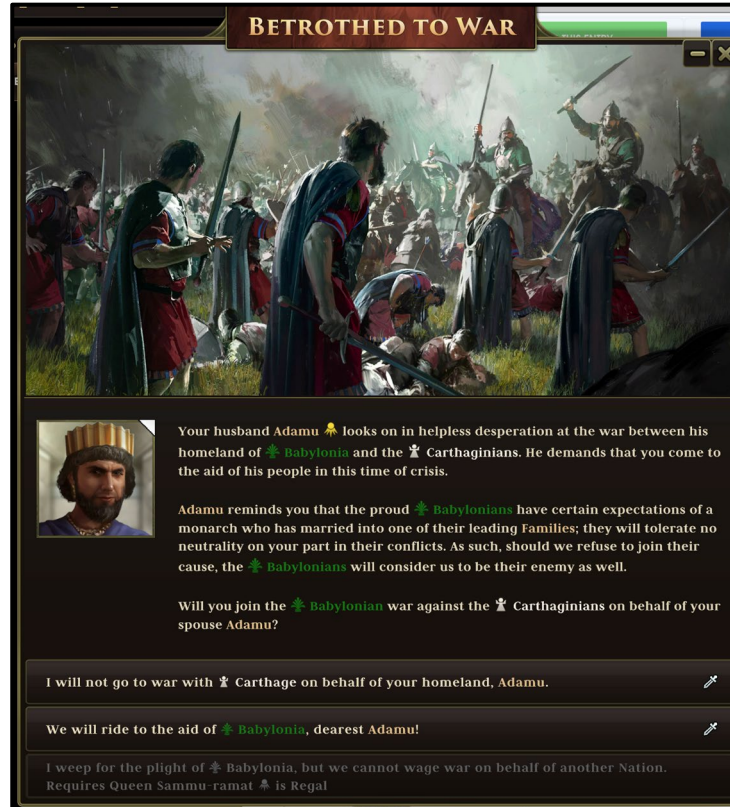
Cursed Problems in Game Design

565,201 views • Feb 3, 2020 • In this 2019 GDC session, Riot Games' Alex Jaffe presents: Show more

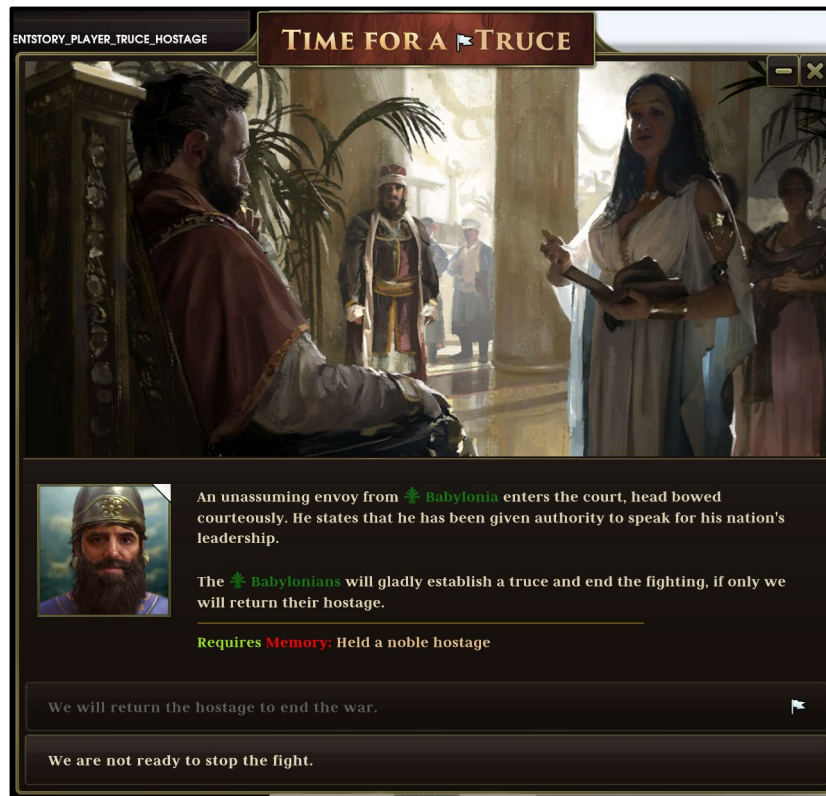
17K Dislike Share Clip Save ...



# Event System via Diplomacy



# Truce via a Hostage



# Who is the Greatest?

[more above](#)

## DINNER WITH A RIVAL

[HIS ENTRY](#)





A delegation from [Babylonia](#) is sent to help settle a minor dispute that is brewing between your two nations. At dinner, one of their party speculates on who could beat the gods of war, leading to a spirited debate. They put forward Labashi-Marduk [as](#) the best candidate.

Who do you choose?

Requires [Babylonia](#) is [Upset](#), ...

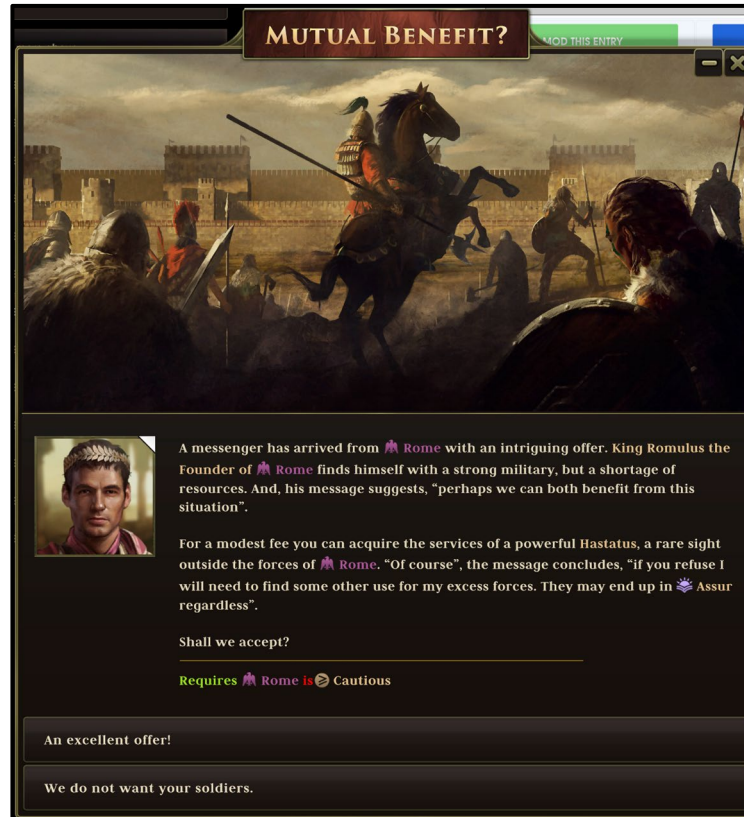
I agree. Labashi-Marduk is the most superior general.

Let's be realistic. Everyone knows our own Kabalaia [is](#) unbeatable.



Surely, it is foolish to compare mortals and immortals!  
Requires King Puzur-Ashur [is](#) Charming





# Unique Unit for Hire









# Victory?


 Posted by u/thepiratehero 1 year ago 

 4  **Is there winning or a victory condition in Crusader Kings 3? How do games end?**

[\[Crusader Kings 3\]](#)









Playing my first crusader kings tonight when 3 drops. I'm the classic new player who played a lot of civ but never crusader kings. Is there a win condition? If not and you set your own goals I think that's pretty cool and refreshing but how do games normally end? Just when you get tired of that campaign and start a new one? Thanks!


 34 Comments  Award  Share  Save  Hide  Report 64% Upvoted

 Cliffinati · 1 yr. ago









The only "Victory Conditions" are surviving until game end and score if you actually value that

Every thing else is just acheiving what ever goal you set for yourself

 2   Reply  Give Award  Share  Report  Save  Follow

 thepiratehero OP · 1 yr. ago

That sounds right up my alley then thanks!

 1   Reply  Give Award  Share  Report  Save  Follow

# Themed Victories?

VICTORY CONDITIONS		
<b>TIME</b> (230 Turns Left)		
Highest score at 2050 AD	Soren_Mohawk:	1442
<b>CONQUEST</b>		
Eliminate all rivals	Rivals left:	6
<b>DOMINATION</b>		
25% of World Population	Soren_Mohawk:	100.00%
64% of Land Area	Soren_Mohawk:	1.02%
<b>CULTURAL</b>		
3 cities with Legendary Culture	Beijing:	0
<b>SPACE RACE</b>		
Build 5 SS Casing	Soren_Mohawk:	0
Build 3 SS Thrusters	Soren_Mohawk:	0
Build 1 SS Engine	Soren_Mohawk:	0
Build 1 SS Docking Bay	Soren_Mohawk:	0
Build 1 SS Cockpit	Soren_Mohawk:	0
Build 1 SS Life Support	Soren_Mohawk:	0
Build 1 SS Stasis Chamber	Soren_Mohawk:	0
<b>DIPLOMATIC</b>		
Election triggered by The United Nations	Not yet built	



# Victory Points!

13/85: Assyria (Soren)

12/85: Assyria (Filthy) 🗡️

If any of your opponents reach 85 points, the game ends

---

Total Victory Points: 13

- 7: from 7 🏰 Weak Cities
- 4: from 2 🏰 Developing Cities
- 0: from Industrial Progress
- 0: from Military Prestige
- 0: from Economic Reform
- 2: from The Hanging Gardens

# Missions (Jetpack Joyride)



# Ambitions

ENTSTORY\_AMBITION\_COMMANDER\_2

ENTSTORY\_AMBITION\_TACTICIAN\_1

ENTSTORY\_AMBITION\_JUDGE\_2

CITY OF WONDERS

nders of {CITY-1} are known far and wide  
ly is a marvel. And yet...



The wonders of 🏰 Assur are known far and wide. Looking across the city, you can't help but agree that it truly is a marvel. And yet...

You know in your heart that you are a builder, could you not exceed them if you tried? Spotting an empty area of land that would be a perfect site, you can almost hear the bricks being laid, the creak of the wooden cranes lifting stone.

Filled with passion, you summon the court architect. To work!

Requires Queen Kidiniti 👑 is 🏗️ Builder

What would be more impressive than a lighthouse seen from the furthest shores?

A gate would be used, and be seen, by all who enter the city.

Maybe I am getting carried away.

• Starts Ambition Build The Lighthouse (0/1)



# Ten Crowns?

49/68: Assyria (Alex) 🚩  
43/68: Carthage (Brodie) 🏰, 8/10  
35/68: Greece (Dale) 🚩, 7/10  
29/68: Rome (Soren), 8/10  
27/68: Babylonia (Andrew) 🏰, 2/10

## Complete 10 Ambitions for an Ambition Victory

- Control Six Mines
- Control Five Military Units
- Promote Units Five Times
- Produce 800 🍏 Food
- Maintain Four Governors
- Establish Enlightenment
- Reveal 80% of the Map
- Control Six Cathedrals and Two Holy Sites (0/6, 2/2)
- Control 10 Elder Specialists
- Discover Architecture and Jurisprudence (1/2)

Fri, Feb 7, 2020, 1:42 PM

- "New World" video game from Amazon (page 275)
  - Different mark but same type of goods and a big company potentially on the opposite side

Fri, Feb 7, 2020, 1:42 PM

- "New World" video game from Amazon (page 275)
  - Different mark but same type of goods and a big company potentially on the opposite side

	29,310 playing 41 min ago	46,043 24-hour peak	913,027 all-time peak
October 2021	410,170.7	-	-
			913,027



# What about the AI?

The screenshot shows the 'VICTORY CONDITIONS' menu, which is divided into two main sections: 'AMBITIONS' and 'SCORE'. The 'AMBITIONS' section on the left lists ten conditions, each with a checkmark icon indicating it has been completed. The 'SCORE' section on the right displays a table of scores for five civilizations: Rome, Babylonia, Greece, Assyria, and Carthage. At the bottom center, there is a button labeled 'VICTORY PROGRESS'.

AMBITIONS	
✓	✂ Enact Epics
✓	Enact Freedom
✓	Kill 10 Military Units
✓	Field Four Generals
✓	Produce 800 Iron
✓	Kill 15 Military Units
✓	Discover Scholarship and Vaulting
✓	Control 10 Cities
✓	Control 100 Urban Tiles

SCORE	
ROME	29/66
BABYLONIA	29/66
GREECE	28/66
ASSYRIA	25/66
CARTHAGE	20/66

VICTORY PROGRESS

# Where Does Symmetry Matter?



# Monkey off my Back?







@SorenJohnson  
designer-notes.com  
oldworldgame.com

+20.3 - Obelisk (2y)

None

211 +18.7

290 +16.3

Wonders

Families Tribes Empires

Julius -6

Fabius -2

Valerius +5

Claudius +5

GOYMS  
Head Unit: 17y

PROMISING STUDENT

A promising student in Roma would be capable of helping out. What path should we encourage?

The civil service  
(City Happiness Event)

The poetic arts  
(City Happiness Event)

The workforce  
(City Happiness Event)

Decide later

TEMPERATE/FLAT/TREES

Farm +4

Lumbermill +4

Quarry +4

Mine +4

Pasture +4

Middle-Click or F1 to Lock  
3x, 2x (18x1) 4x 1.3x 5-40

Ostia finished a Project: Repair

King Galus the Explorer (1 CE-29 CE) (You and General of Warrior) has died!

0 3 1 4

NEXT UNIT (WARRIOR)



66 109.9  
890 151.7  
+23.3 - Free Axeman (8y)  
Mythology  
Wonders



+40 XP for this Unit (60/100)  
Cost: 40  
Cooldown: 1y

Fortify Add General icons with costs: 40, 40, 40, 40

Slinger 2 3

Free Axeman 5y

7 King Artabanus the Warrior  
Queen Consort Borane  
Prince Ardashir  
5 2  
Families Tribes Empires  
Achoemenid +11  
Assacid +5  
Sasonid +5  
Mihronid -20

Worker Attacked!  
Scout Attacked!  
Warrior Attacked!  
Susa Attacked!  
Persepolis finished a Project: Assembly (Repeat)  
Susa developed a Scribe II  
Prince Ardashir (Your Son and Heir) was born!  
2 3 1 1

CHOOSE PRODUCTION (SUSA)





# Strategic Resources

