



**Welcome to the fifth issue of the Norberg bulletin! In this issue we are proud to present the first part of the Kigal game example written by Glom. We'll also look at some numbers and have a look at an example technology description...**

### **The Kigal nation – unliving Ende with a quest for knowledge...**

We are proud to present the setup and first turn of the Kigal game example written by *Glom*. It will be a while before the game example is added to the Fate of a Nation-website as it will be run on a few other websites first. Enjoy!

#### **The setup**

I decided on the setup below for the nation:

Player id:	9999
Password:	test player
Choose position type:	Nation
Setup cost	€10
Name your nation:	Kigal
Choose your race:	Ende
Choose your religion:	Wisdom of the ages
Name your religion:	Search
Choose your heritage:	Cultural
<input type="button" value="Save setup"/>	

This is an Ende nation, formed around the Search of what they are and how they came into existence. It will be a knowledge-seeking nation. The religion is of type: "Wisdom of the ages" and will ease the research. The heritage 'cultural' will set the nation on a good start for learning new things.

The nation of Kigal consists of a gathering of different Ende and their greenskin servants. The society is united in the search for knowledge. Living close to them are some few of the Unwilling, the ende-noii, which posses great knowledge brought from their previous life. Sadly they are extremely unwilling to share that knowledge, they will not easily be reminded of the life that was. The fragments of lost forbidden knowledge that the seekers gather are presented as sacred glyphs of knowledge that are kept in the Seekers caves in holy Kish.

Objectives for this game example:

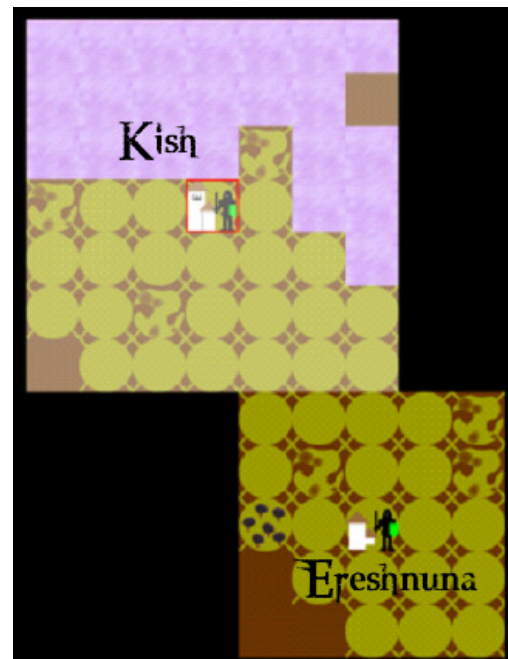
- Complete research of Magical Forces to be able to use magic.
- Develop the second settlement to the size of a city.

- Have more food than twice the population.
- Start surveying the surroundings for new room for settlers.

#### **Turn 0**

Looking at the start map and seeing that I got all that I want, it seems that I made a wise choice and can focus on the coming development. The date is late winter year 1.

The starting map:



Kigal has a nice start with large areas of open cave halls that are easy to find food in. An outlying settlement is already founded on a convenient distance. The sea surrounding the capital would be fast to exploit if the food should run scarce some day.

The capital starts with a food production that is exactly twice the population, this is the maximum the population can eat. But there is also need to store a substantial part for the winter. Instead of putting effort into getting more food, I will relocate all new population to other settlements that already have a food surplus they can't use.

The Kigal nation is well off and as I do not plan to muster an army or anything else expensive, I could use the economical surplus to increase the research efforts. Kigal starts with two guards, one worker unit in the capital and two scouts, it is more than enough.



**Settlement report:**

**Capital Kish (247) details:**

- > Population: 5000.
- > Food production: 10000 (Stored food: 10000/25000, 30% is stored each turn).
- > Buildings: Learning Circle.
- > Kigal Capital has built 1 building. 11 more can be constructed.

**Town Ereshnuna (248) details:**

- > Population: 500.
- > Food production: 1712 (Stored food: 1000/2500, 30% is stored each turn).
- > Corruption: 0%.
- > Buildings: Learning Circle.
- > Kigal Town has built 1 building. 3 more can be constructed.

**Orders for turn 1:**

The capital is renamed Kish and the town Ereshnuna. The leader will be called Ereshki from now on. I order the scouts to move to the borders of the lands under Kigal influence. The worker in the capital will move to the town and should arrive during turn two.

The capital Kish is ordered to build four workers in one army, intended for emigration. This will cost 240 gold.

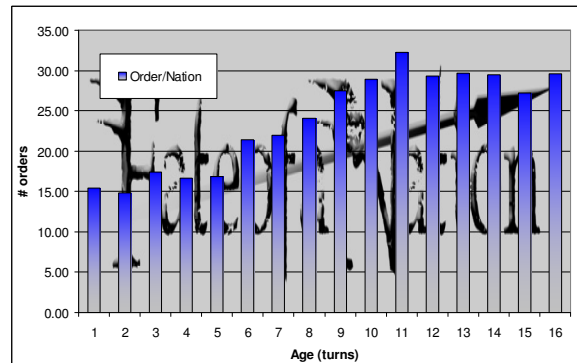
Kish will start constructing a small library and Ereshnuna will build a council of wise men. Our honoured leader, Ereshki, will see if she has an heir. Research will be set to mediocre social structure (5 turns) and unnatural forces (1 turn).

A total of 22 orders were made for the first turn.

**Numbers and statistics**

For us it's of interest to keep track of how many orders a nation do and how this change as a nation grows and becomes more advanced. Some nations regularly do a large number of orders; the current top notation is 62 orders for a nation and 38 for a trade company.

During the first game year (16 turns) of a nation it looks like this:



A nation starts around 15 orders per turn but after the first free turns it starts to rise and then stabilises at approximately 30 orders per turn.

**Example technology description – Mushitic revolution**

The mushitic revolution does in many ways represent the change from hunting and gathering to agriculture and settlements in the Netherworld. By adopting limited food producing techniques growing a few mushroom species and using them for food now become possible. This requires patience, hard work and as the crops yield surpluses steady settlements also become a requirement. Development of this technology allows for your workers to improve the following terrains to level 1: Open Cave. It will also give a small nationwide increase of the birth rate of your population.

This is just one of more than 250 technologies in Fate of a Nation.

**Fate of a Nation**

*Fate of a Nation* is a strategy game with a strong focus on interaction between players, research, exploration, trade, resource development and empire management. Conflicts are common in the struggle to survive in a world populated with the most diverse races.

**Want to know more?**

Please visit our website at [www.fateofanation.net](http://www.fateofanation.net) or e-mail Peter at [peter@fateofanation.net](mailto:peter@fateofanation.net)