Imperial Scripts

Campaigns, Kingdom Azuris & the Lore

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Author's Note

Imperial Scripts is an illustrated notebook on campaigns and Kingdom Azuris.

INTRODUCTION

Statement

Intention is to simulate what it is like to be with Kingdom Azuris and the human alliance. This includes adventure, wars with the enemies, strategies in dealing with the aliens and so on.

The alien campaign is designed to understand, appreciate and relish in how powerful, intelligent and just Kingdom Azuris is and itself as the only answer to defeating the archnemesis, Empire Kries. Whereas the human campaign, it is to develop skills, prepare for the actual time and impart values in humanity.

ATLAS

PROCEDURES

Campaigns

Plot Courses

Plot Courses are organised –

Campaigns > Acts > Stories > Operations

Developmental quests include

- Plans

- Imperatives

- Actions

Cinematics

Cinematics include various styles –

- Motion

- Storyboard

- Animation

	Acts	*Stories*	*Operations*
Cinematics	Animation	Storyboard	Motion
Plot Courses	Plans	Imperatives	Actions

Divine Kingdom Azuris Ventures (DKAV)

Divine Kingdom Azuris Ventures

White Swan Adventures (WSA)

White Swan Adventures

- *Empire's Fall*

White Swan Adventures II – Pandemonium Supreme

- *Past the Universal Judgement*

- *Nuclear Arms*

White Swan Adventures III – Another Armageddon

- *Divine Alliance*

- *Perilous Stuwins*

- *Sun's Legion*

White Swan Adventures IV – Promising Kingdom

	DKAV	*WSA*	*PI*	*U*
Mechanics				
Interfaces	Distinct	Seamless	Flexible	Coarse
Player Development	Adequate	Versatile	Epic	Nominal
Operations	Light	Integrated **Battle** Interval Timed	Perennial Interval **Timed**	Random Battle **Interval**
Scales	Static	Zoomable Personal **Imperial** Universal	Dynamic **Personal** Imperial	Toggleable Imperial **Universal**
Imperialities				
Users	✓	✓	✓	Limited
Imperial Cores	✓	✓	Limited	✓
Invention	✓	✓	✓	✓
Nobles	✓	✓	✓	Limited
Superweapons	✓	✓		✓
Imperia	✓	✓	Limited	✓
Armed Units	✓	✓	✓	Limited
Imperial Designs	✓	✓	Limited	✓
Armaments	✓	✓	✓	
Imperia				
Areas	Scarce	Normal	**Prominent**	Normal
Armadas	Normal	Normal	Scarce	**Prominent**
Armies	Normal	**Prominent**	Normal	Scarce
Systems				
Primaries	Users Imperial Cores	Users Imperial Cores	**Users**	Users Imperial Cores
Secondaries	Invention **Nobles** Super-weapons	Invention Nobles Super-weapons	Invention Nobles	Invention Super-weapons

Tertiaries	Imperia Armed Units	Imperia **Armed Units**	Armed Units	**Imperia**
	Imperial Designs	Imperial Designs		Imperial Designs
Interiors	Armaments Default Places	Armaments Hybrid Places Imperial Cores	Armaments Frequent Places Imperial Cores Imperial Designs	Seldom Imperial Cores
Invention Visuality	Balanced Featured	Regular Scalar	Simple Detailed	Complex Abstract