

Azure

# Enchiridion

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*Imperium,  
Kingdom Azuris &  
The Civilisations*

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#### *Author's Note*

*Enchiridion* is an illustrated handbook on Kingdom Azuris, its civilisations and imperium.

## INTRODUCTION

## STORIES

## MECHANICS

A series of games inspired by the stories of Kingdom Azuris is designed with several genres – roleplay, adventure, third person shooter, empire building and strategy. All come in two versions –

*Standard Version*

*Advanced Version*

*Standard Version*

*Standard Version* is compatible on most up-to-date PCs and video game consoles.

*Advanced Version*

*Advanced Version* is available only on Symphony with its high-end mechanics and provides many exclusive features, systems and imperial assets for the user. Such high-end mechanics include the ability to auto-initialise background loading times that remove ‘loading screens’ when near impending special events and plot events, battles, navigating between planets, lightspeed and/or time travelling.

Any customer may upgrade from standard to advanced version at an extra cost so that their user equities and all the progress data may be automatically migrated to this one.

### *Equities*

Only one user account may be created per customer and is used for all the games including sequels, DLCs and expansion packs on any platform. Such enables the user to play online, contest during multiplayer scenarios, earn feats, manage equities and complete story campaigns with progression. The user's progression is automatically synchronised while there are options to play offline during story-oriented campaigns, some scenarios and skirmishes.

Regardless of how far the user progresses during multiplayer scenarios, skirmishes and/or story campaigns, the user has access to several important systems –

### *Feats*

### *Operations*

### *Imperial Cores*

### *Developer's Studio*

### *Azure*

### *Feats*

*Feats* are a collection of awards, earnings and bonuses. The user benefits from these, for example, prestigious titles that in turn bestow them with additional competitive imperial powers and influence.

Such feats earned including for specific and overall achievements come in various categories –

### *Quest Feats*

### *Imperial Feats*

### *Prestigious Feats*

### *Unique Feats*

### *Story Feats*

Any feats earnt during specific scenarios may provide the user temporary to perpetual benefits that, in turn, apply to certain scenarios. For instance, once the user beats the story campaign through the first five acts to earn Emperor's Distinction, this prestigious feat unlocks special powers that would give this user an exclusive competitive edge and advantages while they contest during multiplayer scenarios and in the online world.

## *Operations*

*Operations* are in-game sessions, missions, skirmishes and events requiring the user to be actively involved in real-time engagement, imperial management, interactions, strategic command and leadership. Such operations may be delegated to the user's subordinate leaders, allies and nobles, provided their adequate trust, autonomy, security, resources and calibre. The user may undertake multiple operations simultaneously, depending on the status of the current imperial core, its resources and capabilities. If permissible, the user may pause, suspend or auto-delegate the operations.

The operations may occur as immediate and/or remote via the user's standpoint within the currently user-occupied imperial core that is stable, secure and functional. When the user is not occupying the imperial core but engaged in operation(s), this operation(s) becomes 'coreless'.

While the operations utilise intelligent algorithms – tailored to the user's progression, gameplay styles, in-game experiences and developmental interests – that help determine with and maximise randomisation, generation and variation of the operations, some operations found during the story campaigns and as offered by Azure may be unique and provide one-time opportunities. In this latter case, the users are required to negotiate with the support team regarding the scheduling, well in advance.

During the operations, there are three special modes –

- *Battle*
- *Interval*
- *Timed*

The battle mode is for operations where hostilities occur. Where the hostilities occur, the user immediately has access to the system that allows them to pause anytime. Whilst pausing, this enables the user to manage simultaneous tasks – utilising with multi-select, multi-decide, multi-delegate, multi-command and multi-execute options.

The interval mode applies to multiplayer and online gameplay where there are predetermined and recurring sessions throughout any operation. During such sessions, the operation automatically pauses for all the contesting users with a specified timeframe. This ensures that there is fairness for all the users that

may have differing competitive edges and gameplay, no matter their progress, experiences and achievements.

The timed mode is for some operations during which the user must be decisive and agile whilst handling certain gameplay aspects including important quests to complete, project deadlines and managing complex imperial affairs.

### *Imperial Cores*

*Imperial Cores* are like a sanctuary and command hub system that provides the user with access to and opportunity to engage in operations, manage imperia, employ and delegate assignments to their subordinate leaders, allies and nobles, deploy military advancements and exercise government.

As the user progresses throughout the story campaigns, the imperial cores may alter. During skirmishes and in the multiplayer world, alternative imperial cores may be claimed for use. There are various imperial cores across several design typologies including from a small outpost and crawling mammoth to prestigious Alcazar and intergalactic flagship, each offering unique segments. The imperial cores may be expanded and upgraded to include additional segments and improve the user's military calibres, interactivity, security, economy, imperial powers, technological advancements and universal access.

Whenever the user gets in personal danger, they temporarily suspend all the operations and must survive and defend the current imperial core until relief, aka 'coreless' operation – in the meantime, those all other operations are either aborted or automatically delegated to their subordinate leaders, allies and nobles, provided that their other imperial cores, that they are currently occupying, are stable, connected and secure.

Such various statuses are outlined below.

*Command* –

- *Coreless*
- *Immediate*
- *Remote-controlled*

*Responsibilities* –

- *Delegated*
- *User-helmed*
- *Vacant*

*Situation* –

- *Danger-alerted*
- *Responsive*
- *Stable*

*Developer's Studio*

*Developer's Studio* provides the user with the tools to mod, design, edit and create assets, civilisations, universe(s), scenarios, campaigns and skirmishes. The users may share custom stories, characters, assets and the universe(s) with one another within their online-established multiplayer and/or private groups and guilds.

### *Azure*

*Azure* is the overarching system that provides with links to important events, news and updates. This system enables the user to contact one another – regionally and globally. The users may form special networks called the guilds and allies where they may team up and engage, co-operatively, during both story-oriented campaigns and multiplayer skirmishes. The user may utilise Azure to report any issues, lodge queries and seek support.

### *Scales*

Scales include

- *Personal Scale*
- *Imperial Scale*
- *Universal Scale*

### *Personal Scale*

*Personal Scale* zooms in on 1:1-1:100 and provides full control of a single person and/or small party of adventurers that may include armed units, nobles and those that operate the vehicles and starships. This allows full control of the single subject or party in question, with the leadership dynamics that are limited to the select few nobles, characters and units.

This scale provides either of the two distinctive views – oblique and third person. Oblique view is flexible when exercising leadership over multiple subjects and/or a party of adventurers. Third person view is ideal for controlling a single subject. Such views each offers slightly varying degrees of control – whereas the third person view provides real life-like combat and adventurous experiences; the oblique view, intimate interpersonal leadership skills to use.

The scale is useful for adventurous quests, solo-exploration, shooter combat, espionage, covert operations, infiltration, social experiences and defences.

### *Imperial Scale*

*Imperial Scale* zooms out on 1:10-1:100,000 and is ideal for managing armies as well as vehicular, stellar and colonial management. This enables simultaneous, multiple and complex tasks, activities and events to be performed, including resources gathering, outpost-to-city development, large-scale sieges, invasion and battles, epic exploration and military conquest. While this scale enables more flexible leadership capabilities over grander numbers of subjects, the control is limited to coarser abilities amongst the units in question – this, nonetheless, leaves them to be automatically taken care of, depending on their subjective autonomy.

The scale is excellent for superweapons deployment, international and political affairs, military advancements, territorial management, civilisational and technological research and development, industrialisation and epic adventures.

### ***Universal Scale***

*Universal Scale* provides divine outlook on 1:10,000+ and enables star fleet control, management and navigation across galaxies, stellar wars, in-depth star-to-planetary management systems, divine affairs, time travel, lightspeed travel, terraforming, celestial destruction and astronomical discoveries.

### ***Subjective Autonomy***

Subjective autonomy is a system of character dynamism that underpins decision-making capabilities amongst the nobles as well as armed units. With every consecutive dignity-advancement among the nobles as well as rank-advancement among armed units, such develops. This paves way for easier and more confident delegation of certain to complex tasks to the imperia but at the same time, poses with riskier implications depending on how far such developmental advancements progress.

The subjective autonomy is shaped in terms of dually intertwined circumstances –

I. *Individualist Autonomy*

II. *Situationist Autonomy*

### *Individualist Autonomy*

*Individualist Autonomy* is the set of internal circumstances that influence the subject's behaviour and capabilities. This includes factors such as race, family history, nationality, sociocultural heritage, prosperity and political, religious and philosophical influences.

### *Situationist Autonomy*

*Situationist Autonomy* is the set of immediate circumstances that affect the subject's behaviour and capabilities. This includes factors such as adversity, climate, hazards, resources, accessibility, opportunities, leadership and technology.

### *Developmental Integrity*

Developmental integrity is a system of progression that underlies the improvisational synthesis for imperial cores plus imperial designs including architecture, vehicles and starships as well as armaments. With each consecutive segment-upgrade within the imperial cores and calibre-advancement on imperial designs as well as grade-advancement on armaments, such progresses. This auto-unlocks specialisations for weapon and infrastructural uses within the imperial cores and imperial designs including architecture, vehicles and starships as well as armaments plus improvements in their equipment uses and utilities that depend on the intentional, circumstantial or both situations.

