

MICRONATION - GAME DESIGN DOCUMENT

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High-level gameplay

Objective

The object of the game is to create a micronation - a tiny nation-project - that ultimately achieves the recognition of the Global Assembly, the in-universe equivalent of the United Nations, and legally becomes a real country.

In order to meet the Global Assembly's requirements, the micronation must:

- Have a permanent population (while in theory any population will do, in practice the nation will need at least a few hundred);
- Have a strong enough economy (to achieve this, the micronation must have imports and exports);
- Have a defined territory (in theory any territory will do, but in practice the nation will need to build as many oil rig platforms as possible) and be able to assert its control over it (in political science this is called "a monopoly on the use of force").

How to play

The player starts by winning an unfathomable amount of money on a scratch-card, the winnings of which they spend on purchasing an abandoned oil rig.

The primary gameplay loop entails investing in this rig to house government buildings, housing, and other facilities to expand the productive power and territorial size of the micronation and ultimately achieve the Global Assembly's requirements to become a real country.

New government buildings, facilities and housing require new oil rig platforms to be constructed. Core government departments - parliament and the office of the player - can be housed on the main platform, which becomes known as the Capital Platform, but as the bureaucracy of the nation grows, its space requirement will also.

As new housing is built, the player can get more people to join their micronation. New citizens can be mobilised into government departments or other areas such as R&D, legal research, business development etc.

The player needs money to purchase the raw materials required for platform construction. The player can obtain this money manually by providing services (and, later, by selling sovereign banknotes once the nation's currency is publicly traded) or the collection of money can be automated through the implementation of new taxes on the nation's economic productivity.

New platforms, government buildings, and other facilities can be unlocked through research. Research ideas can only be unlocked for purchase if enough researchers are available.

Statistics

Introduction

Statistics are the numbers that underpin the development of the micronation. Statistics are modified by the upgrades and platforms the player purchases. Statistics exist both in isolation and in the context of others.

Money-related statistics

Reserve currency (RC)

Reserve currency (or simply “money”) is a world reserve currency kept on hand by the player. As most nations do not recognise the micronation’s own currency - and even when it is eventually recognised, it is not strong enough to be usable for international trade - the player retains reserve currency in order to make international purchases.

The amount of reserve currency generated per tick is:

$$RC = (RCGR * TR) - ((RCGR * TR) * LR)$$

Reserve currency generation rate (RCGR)

This is the amount of reserve currency generated per tick. This is *not* the amount that ends up in government coffers.

Tax rate (TR)

This is the percentage of the reserve currency generation rate that is eligible for taxation - i.e. the proportion of the RCGR that goes to the player’s reserve currency wallet.

Late/non-payment rate (LR)

This is the percentage of the overall tax receipt that does not reach the central government because it is paid late or not at all.

Platforms

Capital Platform

The Capital Platform is the central command point of the entire micronation. It is where the player’s office is housed, and where the player makes purchase orders for new resources from.

Business Platform

The Business Platform is the Canary Wharf of the micronation. This is where citizens go to build businesses, sell products and make money. The more money that's made, the more tax revenue goes to the Capital Platform to enable new purchases.

Research Platform

The Research Platform is the R&D centre of the micronation.

Government departments

Office of the Leader (Capital Platform)

The office of the player. "Leader" is used here as the nomenclature can change depending on the political ideology the player subscribes to - king, president, prime minister, etc. The player spends their remaining winnings from the scratchcard to buy the resources to build this.

The Office of the Leader is where purchase orders for new resources and commands for new platform construction are issued. The player can also change the nation's political ideology from here.

Purchases connected to this department:

- All platforms;
- All resources purchased from other nations

Ministry for the Economy and Taxation (Business Platform)

The Ministry for the Economy and Taxation (MoET) is the government ministry responsible for maintaining the nation's economic health and gathering tax receipts from the nation's citizens. Setting up the MoET requires the construction of the Business Platform - after constructing it, the player can set up the MoET if enough citizens and other resources are available to staff it.

Once the MoET is constructed and an infrastructure for getting tax receipts is available, citizens can begin to be mobilised on the Business Platform to automate the process of making money. The MoET also enables the player to set its tax policy (though policies available are rate limited by the player's choice of political ideology).

The MoET also allows the player to purchase upgrades that improves the efficiency of the Business Platform and helps make more money.

Purchases connected to this department:

Purchase name	Purchase cost	Purchase description
Digital Agency	? (Requires telecommunication infrastructure)	The Digital Agency is responsible for digitising the work of the MoET. This means making tax payment infrastructure available online. Businesses can make tax payments more quickly and easily this way, reducing late or incorrect payment of tax receipts. It also increases the effectiveness of government tax enforcement.
Effects: <ul style="list-style-type: none"> • The late and non-payment of tax rate is reduced by 2% • Upgrades to the Ministry of Justice relating to reducing the rate of late and non-payment of tax are 25% more effective 		

Ministry for Justice

The Ministry for Justice (MoJ) is responsible for upholding and maintaining the laws of the micronation. It does this by engaging in enforcement action against bad actors,

Ministry for Science, Research and Development

The Ministry for Science, Research and Development (MoSRD) is responsible for advancing the scientific progress of the player's micronation. Setting up the MoSRD requires the construction of the Research Platform - after constructing it, the player can set up the MoSRD if enough citizens are available to staff it.

Once the MoSRD is constructed and infrastructure for advancing research is available, citizens can begin to be mobilised on the Research Platform to automate the process of advancing the micronation's scientific investigations.

Purchases connected to this department:

Purchase name	Purchase cost	Purchase description