



GREEN: AN ORC'S LIFE



Influence Panel



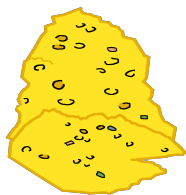
HORDE icon: This shows the strength and number of your followers. Acts of warrior courage and prowess often inspire orcs to join your horde. However, acts of cowardice and selfishness, as well as engaging in risky battles and events, will dwindle your horde. Your game will end if your horde abandons you totally.



INFAMY icon: This shows your level of monstrosity, how much you are feared. With high INFAMY you will inspire dread, will intimidate your opponents and allies alike. Evil and selfish deeds cause this to rise. Extremely high INFAMY will court the attention of dark gods. If your INFAMY reaches zero, your game will end. No orc should ever be considered harmless!!!



DIVINITY icon: This shows the opinion of Krog, the orc god of war. Acts of valour, savagery and physical strength please Krog. Aiding shamans and respecting rituals do too. Krog loves a glutton! However, Krog despises cowardice and acts of individual self-promotion at the expense of a tribe or horde. More so, Krog abhors demons and pure, un-heroic acts of evil...and the sea! If Krog decides to take his blessings from you completely, your life will end.



LOOT icon: Your wealth, your treasure, your big pile of shiny, shiny loot. Orcs love shiny things, from necklaces of polished teeth to crown jewels. The more loot you have, the more opportunities will open. An adult orc without loot is considered utterly disposable.. Your life will end if you run out of loot.

Event Card

Read the card and swipe left or right to enact a decision. These decision will affect all of your statistics and the way your orc faces life.

Press Escape to exit at any time, your game state will save until you return.

Attribute Scroll



Presence: Your ability to lead, inspire and intimidate. High values will allow you to influence other individuals and factions/races.



Cunning: Now, orcs are not famed for their brains, but some do possess a base cunning. High values will allow you to notice things others don't, and to, at times, take less risky options.



Appetite: All orcs respect those who can eat and eat and eat. It is a sign of being an alpha-primal-predator. Certain events can only be taken advantage of with a high appetite value.



Luck: Luck can affect anything. It is often tied to your DIVINITY level, but random events can increase or decrease it. High luck can limit bad outcomes or present new opportunities.



Strength: This is a very important attribute for an orc. A society of warriors, strength is prized above all else. High strength will lead you to victory over enemy individuals or entire armies.



Constitution: This is your health. Keep it high, or you will die and your life will end. Eventually, during old age, constitution will decline automatically, unless...

Inventory Sack



Axes: Using these will increase your strength and boost your HORDE.



Rock of Krog: Holy green rocks. Using these will heal you and boost your DIVINITY.



Treasure: Using this will boost your shiny, shiny LOOT.



Creature Steak: Chowing down on this tasty treat will heal you and increase your appetite.



Cursed Trinket: Using this will possess you with a demonic boost to your strength and INFAMY.



Emblem of the Blackguard: Use this to summon a unit of orc blackguards to bolster your HORDE.

There are also many other things you can acquire that will not stay in your inventory sack and will be used, automatically, if the situation calls for it.

Control Panel



Click this to see the attribute scroll.



Click this to see how many games you have played and to see your longest and shortest lives.



Click this to adjust settings. Control the sound and music volumes, reset the game or delete all data, to wipe all items and lives from memory and start a new life and orc-family line from scratch.

GO GREEN...

There are many secrets to explore and find. Not all events can be found in every life. For an orc, living through the brutality of an average orc's life, surviving to old age is an achievement in itself. Perhaps, you will chase faith, wealth, infamy or glory? You might become a demon-orc of doom. Perhaps you will teach your foot-bound tribe to ride the boars of legend again. Perhaps you will create a navy and turn the orcs into a sea-faring race for the first time in history.

Maybe you will uncover the dark threat looming on the fringes of your world. Will you succumb, or unite all against it? The greatest life will be one of an Epic Hero of Legend. One day an orc will rise to that mantle. Will it be you?

Thank you for playing and supporting this game.

For comments and questions, email me:

jkiameskisaac@outlook.com

or

numberedentity@outlook.com