

**Game Design Document**

# **MIRACLE: BORN AND DEAD**

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# 1 Genre, Concept, and Main View

Miracle: Born and Dead is a strategy game with turn-based resource and army management, and real-time army battles where players try to explore Eden and conquer its unending resources with an army from Industrial Age, while fighting against other races from space and time and even God's own forces.

There are two main phases in MBaD: camp phase and battle phase. In camp phase, player will be controlling armies around the world, building and strengthening outposts, exploring unknown parts of the map to strategize his/hers next move; while in battle phase, s/he will lead an army directly into the battlefield.

Player will be face-to-face with a human-like race that developed skills with alchemy called Zemihkes, a civilization that can control gravity like it's nothing called Grafons, an underwater civilization with telepathic powers called Klimaras, and God's ancient and cruel army of angels, Orthodionos.

There is a unique journey waiting for its players in Miracle: Born and Dead: a journey where players will shape their own story, face enemies that have never been seen before, explore unknown lands, manage limited resources, lead armies, take major risks, fail, grow, and much more!

## 2 Story

The year is 1956. The world has not yet fully recovered from the disasters of World War II, the atomic bombings in Japan, and the horrors of genocides. Fifteen months ago, a portal appeared in Çorum, Turkey, an ancient city surrounded by myths claiming it to be the centre of the world. After a month of secret investigations, Turkey could not discover what lay beyond the portal or who had opened it. None of the units sent into the portal returned, and the nation grew fearful of losing more lives. On the first day of the third month following its opening, Turkey finally announced the portal's existence to the world, drawing the attention of all major nations. The entire world had its eyes on Çorum, Turkey.

Under Turkish leadership, a committee was formed in Samsun. The city was chosen for its proximity to Çorum and its distance from Ankara, the capital, and Istanbul, the largest city. Additionally, Samsun's access to the Black Sea made it easier to receive troops and aid from other countries. Named the İncesu Research Committee, after the location of the portal, the committee consisted of members from thirty different countries, including Turkey, the USA, the UK, France, Spain, Portugal, Italy, Denmark, the Netherlands, Switzerland, the USSR, Germany, Finland, Sweden, Norway, Greece, Bulgaria, Romania, South Korea, China, Mexico, Chile, Argentina, Egypt, Tunisia, Saudi Arabia, the UAE, Iran, Azerbaijan, and Kyrgyzstan. North Korea wanted to join but was unanimously excluded by all member nations. Some countries, like Japan and Poland, also have been informed but they denied the community due to poor political relations and also wounds from freshly finished the war. Turkey emphasized its desire for neutrality and welcomed these nations if they choose to participate later. Forming the committee took four months, and deploying troops required an additional two months. As the founding member, Turkey appointed the first commander to lead the expeditions through the portal.

This commander was the first to pass through the portal and return. According to reports, the portal opened into a beautiful forest by the sea, with no signs of living creatures. They built a military outpost and lived there for a while. Every day, a soldier would travel through the portal to report on their experiences and then return to the outpost. After six calm months, one day, no one returned from the portal. According to pre-established protocols, the committee waited three days before sending support troops to investigate. For three days, they anxiously awaited someone to emerge from the portal, but no one voiced their concerns aloud. At the end of the third day, a soldier finally appeared, reporting that an unknown species had attacked them. More than half the soldiers, including the commander, had died in the battle. A new commander and additional support forces were urgently needed.

In this game, players will create a character of any nationality, name, and appearance. As a young soldier who proved their valour in World War II, player will take on the role of the new commander of the İncesu Research Committee, leading the forces beyond the portal to uncover the secrets of this uncharted land.

## 3 Races

### 3.1 Klimarans

The planet inhabited by this race is almost entirely covered with oceans. As a result, Klimarans evolved underwater and established a grand civilization beneath the waves. Due to their way of life, they cannot communicate verbally. Initially, they used high-frequency sound waves for communication and gradually developed the ability to communicate directly through mental signals, evolving telepathic powers. Eventually, they discovered that another race had also developed telepathic abilities, a race far more physically powerful and aggressive than themselves. To protect their civilization, the Klimarans went to war with this race and, during the conflict, realized they could also telepathically communicate with other species. They have easily become victorious with their freshly discovered powers. They even learned to control less advanced races using their telepathic powers. However, this required a higher level of intelligence than their subjects and an understanding of the frequency of the brainwaves emitted by these beings.

Aside from the great war and their encounters with other wild creatures, the Klimarans had little need for conflict throughout their evolution. As their telepathic abilities strengthened, they gained control over animals with ease. A creature resembling Earth's horses but capable of moving swiftly underwater, known as the Fipat, became their primary mount. After centuries of systematic efforts to enhance their telepathic powers, the Klimarans connected their entire population to a unified telepathic network using brain implants. This network acts as a collective mind where everyone shares knowledge, but no one controls another. This harmony ensures that each individual's life path is predetermined from birth to death. Their technology allows them to determine the genetic and personality traits of their offspring in advance. Therefore, no Klimaran exhibits rebellious or aggressive tendencies. Because of this, they perceive themselves as a superior race. Accustomed to controlling their environment and exploiting every available resource, the Klimarans aim to dominate Eden, viewing other races as animals and intending to either tame or expel them while harvesting resources for their home planet.

Due to their deep-sea habitat, Klimarans have dark purple skin, large skulls in proportion to their bodies, six tentacles resembling those of an octopus, and a tail-like fin for swift swimming. Accustomed to living in darkness, they have poor vision and weak hearing. To move in Eden, they attach prosthetic legs to their fins and continue to use their six tentacles. They also wear masks to breathe on land.

Technologically, they are far above average. However, they do not engage in entertainment like many other species and have no development in media or journalism. Their lack of historical involvement in war leaves them with minimal weaponry. Their technology focuses on underwater construction and health sectors, with surface technologies limited to exploration. Initially developed to explore limited landmasses and underwater air pockets,

these technologies became obsolete over time. Their high average intelligence provides the potential for rapid technological advancement.

During their civilization's golden age, while living in vast wealth and controlling their planet, a child noticed a strange shape just above the water's surface. The collective mind spread this discovery throughout the entire population. The mysterious shape was quickly secured by officials and identified as a portal. A fully equipped exploration team crossed it and reported their findings to the leaders. After six months of extensive preparation, Klimarans established their first base in Eden.



*Klimaras*



*Fipat*

## 3.2 Graphons

The original planet of the Graphons were in orbits around a sun that had reached a partial supernova state, causing its temperature to rise far above normal levels. This event, which occurred abnormally in just a few centuries, was beyond the Graphons' control. To save themselves, they developed a different solution by creating technologies capable of managing gravity. With this technology, they managed to lift the lands of their civilization, which were on the verge of being submerged due to sea levels getting higher and higher, into the sky. At the same time, they turned their disadvantages into advantages by building panels that absorbed almost 100% of the solar radiation hitting their planet and converted 80% of it into energy. However, millions of their kin lost their lives during this process, leaving only a small minority of a few million living in the sky. During this period, their closest companions were large spiders, which they called *Edita*, and a species of bird-like creature, which they used as mounts, called *Klat*, that allowed them to move easily between flying islands.



*Flying Islands*

The Graphons' misfortune did not end there; living on the land masses in the sky, they began to suffer from resource shortages, gradually unable to even meet their basic needs. With agriculture and animal husbandry restricted, they began searching for new solutions and found it in migrating to other planets. For a thousand years, they lived on the land masses in the sky, and in the last four centuries, they were forced to undergo strict population restrictions, reducing their numbers to just five hundred thousand. Finally, they developed the technology to migrate to other planets again using gravity. They successfully developed and applied a method of traveling by utilizing the gravity of planets along the way, setting their sights on a neighbouring planet in the same solar system with suitable living conditions. They set off with the landmass that served as the capital of their civilization and successfully reached the target planet. After a 133-year journey, during which population growth was still restricted, the Graphons arrived at the target planet with their population halved.

After a short time on the new planet, a disease appeared among the population that they could not find a cure for. Research revealed that the planet was not actually uninhabited, as they discovered an abundance of microscopic organisms. The population, not accustomed to these organisms, began to fall ill due to these bacteria. This time, rather than rising to the sky, they found the solution by digging into the earth. Using their technology, they created a massive mountain around their capital, which had fewer bacteria, and built layers of land inside the mountain. They began living underground. In this dark, enclosed space, the *Klat* could not survive for long, and their species nearly went extinct, except for a specially cared-for group. However, the *Edita* thrived, as they had settled in an environment suited to their natural habitat. The greatest advantage of this planet for the Graphons was its rich mineral and resource content. Using these resources and their technology, they covered the mountain's surroundings with solar panels, once again using their sun with maximum efficiency.



*Klat*



*Edita*

At this point, their population had dropped to nearly one hundred thousand, and the Graphons had already begun searching for solutions to escape this situation as well. Due to the effects of the technology, they used, the Graphons have different physical appearances. Depending on the field they work in, some are short and broad, while others are tall and slender. The Graphons do not know what they looked like in their past because they never had the opportunity to conduct archaeological studies on their origin planet, and that planet is now far

away. Due to their small population and the many challenges, they have had to face, they have stopped fighting among themselves, but they are inherently an aggressive and tough people. Though large-scale wars are rare, conflicts are common in their daily lives.

During this time, they discovered that a portal had opened in the centre of their former capital on the new planet. As they were already looking for new ways to survive, they began to migrate into this new land which almost occurred as a miracle for them, unknowing of what new troubles and challenges are ahead of them.

### 3.3 Zemihkes

The Zemihkes are essentially a human race living in a parallel universe to ours. Their evolution and history until approximately A.D. 2500 are nearly identical to ours. However, in 2426, a war begins due to the actions of a cult named *Hardack*, which never existed in our universe. Unlike typical world wars involving two sides, this conflict had a total of eight factions. Nuclear bombs detonated in rapid succession, resulting in the deaths of billions and leaving Earth nearly devoid of life except for humans. The war lasted only three years, but by its end, the world population had dwindled from 24 billion to just 1.5 billion, with only a minimal amount of arable land and huntable wildlife remaining.

The cult responsible for this catastrophic war survived among the remnants of humanity. In fact, everything had gone exactly as they planned. From the beginning, their goal was to curb the exploding population and utilize a great power they had kept hidden for years to ensure the survival of the post-war minority. This great power was *alchemy*. The Hardack Cult was founded in the 1200s in a region corresponding to Central Asia in our world. Until the early 1900s, they systematically pursued knowledge in alchemy. In 1929, they proved its reality by successfully transmuting copper into aluminium and rapidly advanced their alchemical practices using centuries of accumulated knowledge. Within their universe, they initiated and achieved their goals through three major world wars, ultimately succeeding during the fourth.

Following the Fourth World War, without revealing the existence or methods of alchemy to their fellow humans, they suppressed the reproductive instincts of the remaining 1.5 billion people. For the Zemihkes, reproduction was no longer a desire or goal—only a necessity undertaken as required.

As the Hardack Cult began healing the wounds of war, they withheld the truth about their role in causing the conflict, gradually elevating themselves as rulers of the surviving population. By the early 2800s, roughly 300 years later, they revealed the existence of alchemy to humanity and systematically began teaching selected topics to the Zemihke people. Gradually, the populace moved away from technological development, relying instead on alchemy and, eventually, powers that could be described as magic. With these abilities, they reshaped the land, forming a single, massive continent resembling the ancient supercontinent Pangaea, but carefully crafted according to their design. Under the absolute rule of the Hardack Cult, the



entire population lived unified under one nation, language, religion, and ideology for many generations.

In 4346, a curious group of young individuals, who managed to infiltrate the Hardack Cult and free themselves from its magical influences using the very alchemical teachings the cult had provided, began uncovering its secrets. This group named themselves *Orkhaletsi*, a word in their language meaning "the burden and pain brought by knowledge." More researchers than warriors, they sought to expose the truth about the cult to the Zemihke people and liberate their race from tyranny and servitude. One night, while meeting at their remote headquarters on the outskirts of the continent, they received sudden news: the Hardacks had discovered a portal in the centre of the continent and were sending exploration teams through it.



*Zemihken Man*

### 3.4 Cybers

The Cybers are also a human race, similar to the Zemihkes. Unlike the Zemihkes, however, the Cybers share the exact same past as us; they are, in fact, our future selves. Since time and space do not exist in Eden in the way we understand them, both we and our future selves can coexist there simultaneously. By the time we reach Eden, the Cybers have already arrived, having been engaged in a massive war with the Klimaras, from which they emerged defeated. During the war, they lost control of the lands where their portals to Earth were located. When we arrived in Eden, only a small nomadic group remained—comprising a unit of soldiers and one engineer—struggling to survive.

The Cybers' main base had been established near a water source, but since the Klimaras could move easily through water, they launched a surprise nighttime attack. After losing their main base, the Cybers' remaining territories were also gradually occupied by the Klimaras and opportunistic smaller factions. According to accounts, after losing the war and their portals, the Cybers lost contact with the rest of their kind. They do not know whether the Klimaras simply blocked reinforcements from coming through the portals or used them to launch an attack on Earth.

Before losing their territories, the Cybers had begun using the resources they discovered to construct a superweapon. This weapon was designed to be stationed at their main base and was capable of targeting extremely distant locations. However, unlike conventional missiles, the weapon would not launch a projectile; instead, it would direct powerful laser beams. The reason they did not build this weapon on Earth and transport it to Eden was purely due to its size. Since portals can accommodate only a few people or small, motorcycle-sized vehicles, transporting such a massive weapon was impossible. However, after losing their lands and people, and with no permanent settlement, the group could no longer complete the weapon.

These kin from our distant future possess highly advanced warfare technology. In the enormous conflict we are about to face with other races, the Cybers wish to aid us. Despite having only enough weapons, ammunition, and armour for themselves, they offer to provide us with information about the other races, support us in battle, and assist in producing equipment using their advanced technology. Furthermore, they propose building the superweapon together and begin living with us at our main base.



*Cyberian Man*

## 4 Those Behind The Portal

In an unknown time, from an unknown universe, on an unknown planet inhabited by an unknown race, someone notices a brilliant, glowing white light in a distant corner. Driven by curiosity, they approach the source of the light and find a door. The door stands wide open, and dazzling light pours from within. Stepping through that door changes the destiny of the man we now call the Wanderer forever.

After passing through the door, the Wanderer finds himself in an entirely different place. Overcoming his initial shock, he tries to return to where he came from, only to discover that the portal has vanished. Alone in this mysterious place with no knowledge of his surroundings, he must survive. When he searches for food, he quickly finds icy, clear streams and delicious fruits, unlike anything he has ever tasted. However, a peculiar realization dawns on him: although he gathers food and water into his backpack, he never feels hunger or thirst, despite hours, perhaps even days, passing. Then again, days cannot have passed, for it has never grown dark since his arrival. Thinking he may be losing his mind, the Wanderer builds a small shelter with materials from his surroundings to rest, but he cannot sleep either.

Spending a long time in this strange place, the Wanderer eventually concludes that he is in what we might call Eden. Here, there is no hunger, thirst, or sleep, and he tires far less than normal. With no better task at hand, he begins to explore, taking notes and drawing maps of the realm in the notebook he had brought with him.

One of the most important observations he records is that Eden exists outside the concept of time, he cannot tell how long he has been there, though his consciousness feels as if years have passed. He also theorizes that this place is not a physical planet within any observable universe. On his travels, he encounters only three living beings: a fox-like, an owl-like, and a salmon-like creature, all unconscious and non-aggressive, aimlessly wandering the landscape. The plants, with golden leaves and white blossoms, and the golden trees are unlike anything in the world he knew. Yet, this place has one more remarkable encounter in store that will change everything.

From his maps, the Wanderer discovers that the terrain of Eden is divided into sharply distinct regions. The entire realm is a perfect circle, with a massive structure at its centre. Streams radiate outward from the centre toward the perimeter, interspersed with lakes and waterfalls at regular intervals. The landscape descends from the centre outward in a series of levels: volcanoes at the outermost edge, followed by rocky mountains, forests, meadows, valleys, and gardens, until finally, the Sanctarium lies at the very heart. The Sanctarium is unique to Eden, containing rare minerals, golden water springs, magnificent trees, a sky of pure white, and a massive castle resembling Gothic architecture. Though the Wanderer is deeply curious about what lies within the Sanctarium Castle, he never musters the courage to enter.

Curiously, despite the symmetry and order of the terrain, he finds random large pits across the landscape. These pits are wide but shallow, and symbols incomprehensible to him are carved into their floors. One day, while walking near a pit, a white light suddenly appears in its

centre, the same light that brought him here. Excited by the thought of returning home, the Wanderer rushes toward the portal but stops as he notices something emerging from it.

Out of the portal come huge, six-eyed, six-armed beings with glowing skin like sunlight and six wings flowing like silk behind them. Frightened, the Wanderer hides behind a tree and watches. The beings begin to fly in another direction, and just before taking off, one of them drops a piece of paper. Once they disappear and the portal closes, the Wanderer, ensuring his safety, descends into the pit to retrieve the paper. On the paper there are symbols resembling those engraved on the pit floor. At that moment, he realizes it is time to face his fears and enter the Sanctarium Castle.

On his way to the castle, the Wanderer neither sees the creatures again nor encounters any obstacles. The castle doors are open, and he walks freely inside. Despite its immense size, the castle is mostly empty, bare rooms, gardens, fountains, and grand halls. Distracted by its beauty, he forgets his mission until he finds himself before a locked door. Determined to learn more about the creatures, the language he cannot read, and the mysteries of this place, he begins mapping the castle, searching for a window or another way to access the room.

After what feels like years of effort, he finds no alternative entrance. He tries to force the door open many times, but it remains immovable. According to his maps, there should be nothing but a tiny space behind it. Despite living comfortably in the castle, his relentless curiosity tears him apart.

One day, while sitting in a desk studying his plans, he hears a noise. Peeking into the hallway, he sees the locked door shining with blinding light before it vanishes. Heart racing, he watches as one of the terrifying creatures' steps through the now-open doorway into another room. As soon as it disappears, he quietly approaches the door.

Inside, just as his map predicted, is a small marble chamber, its walls smooth and white. Again, there are some symbols carved on the floor. As he was checking them, the floor beneath him suddenly descends. Terrified, he keeps his eyes shut until the movement stops. When he opens his eyes, he finds himself in a vast library.

Realizing the importance of this discovery, the Wanderer decides to stay and study, though he knows the creature might return at any moment. Testing the floor mechanism, he successfully sends it back up and hides behind a nearby shelf. Sure enough, another creature soon arrives. Somehow, Wanderer senses this is a different one. Without looking around, it walks straight into the depths of the library and vanishes from sight.

For a long time, the Wanderer roams the library freely. He explores endless shelves, trying to decipher the writings but with little success. Then, he stumbles upon a book in his own language, a novel he had read in his world. Examining the surrounding shelves, he realizes they contain copies of every book ever written. As excited as he can be, he immerses himself in reading for what feels like an eternity.

Among the countless volumes, he discovers a collection of books written in the same symbols carved into the floor. Over years, perhaps lifetimes, he translates and studies them, filling

notebooks with his findings. Isolated from the golden fruits and clear streams, with no pleasures but knowledge, he learns more about the creatures and the world than they themselves may know.

Eventually, wearied by solitude and overwhelmed by the weight of his discoveries, the Wanderer grows tired. He returns to the platform that had brought him down, waiting for the next guard change to slip back out as silently as he came. At last, when the moment comes, he ascends, drinks deeply from the nearest stream and eats golden apples as much as he can, even though he is neither thirsty nor hungry. And when he feels satisfied, he begins his next quest, to build a community in this realm, armed with the knowledge that only he possesses.

## 5 Wanderer's Notes on Sanctara

- As anticipated, the Wanderer is indeed in Eden, known originally as Sanctara.

### 5.1 Fauna

- Sanctara is home to four types of creatures. Three of these are non-conscious guardians, and one is a semi-conscious species. All four share the characteristic of existing exclusively in the presence of specific beings. The Wanderer notes these beings as sacred entities, which explains why none were disturbed by or possibly even aware of the Wanderer's presence.

#### 5.1.1 Unconscious Guardians

- These creatures initially seemed non-aggressive to the Wanderer, but this was only because they did not perceive the Traveler as a threat. In reality, all three are powerful and skilled hunters.
- Each guardian possesses holy powers, using light as a weapon and remaining unharmed by any biome in Sanctara.
- These are unconscious beings, only existing for surveillance and fight against threats when they are ordered directly.

##### 5.1.1.1 Erthelian

- Land guardians resembling foxes from the human world but triple their size, with six legs, tails, and eyes.



*Erthelian*

### 5.1.1.2 Urthulian

- Sky guardians resembling owls but three times larger, with six wings and eyes.



*Urthulian*

### 5.1.1.3 Arthalian

- Water guardians resembling salmon, also triple the size, with six tails, fins, and eyes.



*Arthalian*

## 5.1.2 Semi-Conscious Guardians

### 5.1.2.1 Orthodionos

- These beings are akin to angels in human culture. They receive direct orders from God and execute these commands. They are considered semi-conscious because, although their sole purpose is to follow divine commands, they have can decide on methods and act to fulfil their missions.



*Orthodionos*

## 5.2 Flora

- According to the Wanderer's previous notes, Sanctara has limited plant diversity. All plants share golden leaves and, if applicable, radiant white flowers.
  - These plants have roots that extend deep enough to unify Sanctara's foundation.
  - Volcanic and mountainous outer regions have no plant life.
  - Moving inward, forests give way to meadows and, at the core, magnificent gardens.
- a. **Arfashi** — Trees
  - b. **Arfashila** — Grass-like plants
  - c. **Arfashiva** — Flowers

### 5.2.1 Biomes and Landforms

- Sanctara is perfectly structured, divided into six regions separated by rivers that flow into waterfalls. These regions have identical surface areas and are further divided by rivers within.

#### 5.2.1.1 Fharabis

- The outermost zone with volcanoes and rugged terrain. Portals from unknown origins open here first. Highly dangerous and populated with many non-conscious guardians. Rivers here flow with lava. Rare minerals called Fharaber are found here.



*Fharabis*



### 5.2.1.2 Panasolis

A rocky and uneven terrain where portals open secondarily. Non-conscious guardians are common. Stones, steel, and occasionally Fharaber can be obtained.



*Panasolis*

### 5.2.1.3 Arfashilis

- Densely wooded areas. The risk level and guardian population decrease. Stones, wood, and rare metals are found here.



*Arfashilis*

### 5.2.1.4 Arfashilas

- Fields and valleys with abundant lakes. Stones and wood are common.



*Arfashilas*

#### 5.2.1.5 Arfashivis

- Filled with exquisite flowers, with guardians nearly absent. Rare Sanctaryst minerals are occasionally found.



*Arfashivis*

#### 5.2.1.6 Sanctarium

- God's personal castle and gardens reside here. All water sources consist of a golden liquid called Sanctariis. Sanctaryst minerals are also present.



*Sanctarium*

#### 5.2.1.7 Orthodionois

- Independent of the main biomes, large pits known as Orthodionois are scattered around Sanctara. These man-made pits serve as portals for Orthodionos' teleportation. Shallow yet wide, they are inscribed with Sanctara's symbols and prayers to facilitate swift portal activation.

### 5.2.2 Other Notes

- Apart from the Sanctarium Castle and the Orthodionois, there are no architectural structures in Sanctara, and there are no inhabitants other than the three unconscious and one semi-conscious guardian species described previously.
- Weather conditions do not change unless specially trained Orthodionos or direct orders from God intervene. Fharabis and Panasolis always remain slightly dark, while other regions are illuminated, and Sanctarium has a bright white sky. No natural phenomena occur within the biomes outside those already mentioned unless commanded by God or specialized Orthodionos.
- The three unconscious guardians do not leave their designated areas and patrol their territories along fixed routes. Orthodionos, however, can fly anywhere they wish using their wings and access portals through the Orthodionois. The Orthodionois were created not to let Orthodionos open portals anywhere but to provide them with specific portals they could use.
- The Sanctarium Castle has copies of every artwork and book in the entire universe, but there are no original works of art created directly in Sanctara. God is described as a craftsman, not an artist.
- The Sanctarium Library contains little direct information about God's nature, powers, or structure. Only references and mentions that God exists. According to the Wanderer's notes, reading or even thinking about God's original name causes severe headaches, so the Wanderer never recorded it, instead he always used the word for "God" in his own language.
- No scripture describes any creator other than God Himself. Although there are texts depicting beliefs from different planets and species, the Wanderer notes that these are portrayed as fictitious from God's perspective.

## 6 Gameplay

### 6.1 Core Loop

Miracle: Born and Dead is primarily designed as a strategy game built upon a rich narrative and intricate lore. The game will consist of two main phases: the Management Phase and the Battle Phase. In the Management Phase, players will view a map similar to those in Civilization-style games, managing multiple regions and armies in a turn-based manner. Players will use the resources they acquire throughout the game to develop and strengthen their armies and fortresses, make strategic decisions that influence the course of the war, forge alliances with enemies or betray friends, and uncover the truths and stories surrounding Sanctara and other races.

The Battle Phase begins whenever a player-directed army encounters an enemy force on the map. In this phase, players will control their units in an isometric view, similar to a League of Legends map, where they can actively manoeuvre their troops with detailed tactical options. Player will be on the left-hand side of the screen and the enemy will be on the right-hand side. How the battle results will differ depends on the type of the battle. Battles will encompass six different objectives, including castle defence/siege, field battles, and ambushes or counter-ambushes. Additionally, story-driven special missions, such as rescuing hostages, retrieving objects before the enemy, or reaching a location first, will also be part of the Battle Phase. The battlefields will be richly designed with unique habitats and interactive environments reflecting the game's lore. Troop numbers and locations in the Battle Phase will correspond directly to those in the Management Phase, ensuring that decisions made earlier will carry real consequences on the battlefield.

Battle phase ends when the win/lose condition happens during the battle. Players will not see a "Game Over" screen if the game is lost; players must embrace that they have lost that battle and try to get back up on their feet. If they lose an objective battle, they will still lose the corresponding troops, but they can try the objective again. As most of those objectives will be optional, players can decide which one they will try to achieve or let go.

Although the game initially appears to be about conquering the entire map, Miracle: Born and Dead ultimately aims to have players explore Sanctara, learn the secrets of the Wanderer, interact with other races, unravel complex narratives, and make critical decisions. Depending on these decisions, players will experience multiple endings.

## 6.2 Progression

MBaD progresses via certain predetermined milestones, for example how many areas have been uncovered by the player, how many encounters have been occurred against a certain enemy race, how many turns have passed, etc., and the outcomes of objectives and players' decisions. Players' main aim is to discover these mysterious lands, and they will decide what to do with the discoveries they have uncovered. As the story unfolds, players will be facing more questions than the ones that have been answered, up until the ending of the game. Their short-term goals will be surviving and managing their resources as effectively as possible, and long-term goals will be exploring the new-founded lands.

As players progress the story, they will be facing with different enemies. There are four major races other than humans, and each race they encounter will be harder than the last one. Each of enemy races will have its own unique biome that represents their unique features and cultures. There will also be minor races which their names are unknown, but there will be unique biomes and skills for them, as well. Apart from that, while players level up their troops and upgrade their outposts, other races will not stay put and they will get stronger, too. So, MBaD will of course let players explore its world, but it won't be a chill exploration game; not without getting into battles that will make players get to the edge of their seat!

## 7 Game Systems and Mechanics

MBaD has five main systems that the player will be interacting with: race and unit system, camp system, battle system, resource system and objective system.

### 7.1 Race and Unit System

Units are divided mainly into two, as heavy units and light units. Heavy units are generally stronger but cannot perform some activities that light units can. Also, there are five types of main races in MBaD: Humans, Klimaras, Grafons, Zemihkes and Orthodionos. You will be playing as the humanity and fight against other races.

#### 7.1.1 Units

- **Close Range:** Race's close-range units. They do not have many features and can be produced cheaply. They usually have a range of 1-2 meters. They are light units.
- **Long Range:** Race's long-range units. They have targeting abilities. They usually have a range of 15-20 meters. They are light units.
- **Rider:** Units of races that ride different types of mounts. They move fast and deal good damage, but their attack speed is generally slower. They can mount and dismount; when dismounted, they act as their race's close-range unit. They cannot use the "Use" feature while mounted. They are heavy units.
- **Tank:** Units of races with high armour or high health points which mainly used for defending other units. They are heavy units.
- **Assassin:** Fast and stealthy but weak units of races. They can set traps, hide more easily than other units, and can also perform both long-range and close-range attacks. They are very light units.
- **Engineer:** Technical units of races. They can generally construct trenches, ladders, Cannons, towers, and battering rams. Their attack power and health points are very low. They are very light units.
- **Special:** Light units with unique characteristics for each race.
- **Special Giant:** Heavy units with unique characteristics for each race.

#### 7.1.2 Attributes of Units

- **Attack Power:** Indicates the damage the unit deals to the opposing unit with each strike.

- **Health Points:** Total health points the unit possesses. When the unit takes damage, it decreases by the damage points; when it reaches zero, the unit dies.
- **Speed:** Indicates how many meters the unit moves per second.
- **Range:** Indicates the maximum distance the unit can attack.
- **Attack Speed:** Indicates how often the unit can attack.
- **Cost:** Shows the cost required to produce the unit when not in battle.

### 7.1.3 Features of Units

- **Lock:** Determines the behaviour of units with a on/off logic. If the lock is closed, when clicked to move to a location or attack an enemy and it encounters an opponent before reaching the clicked destination or enemy, it first tries to defeat the encountered opponent, then continues its way. If the lock is open, it ignores any other opponents encountered on the way and continues its path. This condition automatically closes when the target location is reached, or the target enemy is killed
- **Use:** Activates when there is something around the units that they can interact with, allowing them to use that thing.
- **Hide:** Although this feature is valid for all units, it can be more flexibly used in assassin units depending on environmental conditions. Except for riders, tanks, and special giants, all units can hide in environments such as trees, rocks, and pits. Additionally, assassins can use short bushes for hiding. The hiding mechanism allows units to evade enemies; a hidden unit can choose to attack the enemy from behind according to the player's preference or wait for the enemy to pass by. While in hiding, the initiating unit deals x1.5 damage with its first attack and the assassin deals x2 damage.
- **Targeting:** For ranged units, in the menu that opens when clicking on the unit, the prioritization of which enemy unit to target among those entering the strike zone can be set. The player is-given options such as fastest, slowest, closest, farthest, highest health, lowest health, highest attack power, and lowest attack power. These options can be selected even when not in combat. However, if in combat, alongside the options, the name of the opponent currently being targeted is displayed in parentheses and highlighted in colour. If a unit is in a locked state, it disregards targeting another opponent to engage in combat. If it is within the range of a locked opponent, targeting is ignored until that opponent is defeated. If there is an enemy unit on or around the locked position, it enters combat when entering the range.
- **Mount/Dismount:** Applicable to rider units. The "Dismount" option allows them to dismount from the mount they are on, and the "Mount" option allows them to remount as long as they are within a range of 2 meters from the same mount. When dismounted, the unit gains the same attributes as the nearby close-range unit of its own race. Upon remounting, it regains its rider attributes. There is no change

in the unit's health points when transitioning between mount and dismount; only the maximum health points change by -50/+50.

- **Carry:** Applicable to rider units. It allows them to pick up one of the selected friendly light units onto their mount and carry it to a point. When carrying, the unit must lock onto a point, and throughout this process, neither the rider nor the carried unit can attack or engage in combat. Health points are not combined; if the rider's health points drop to zero, both units die. Once the destination for carrying is reached, both the carried unit and the rider return to their previous state.
- **Defend:** Applicable to tank units. Similar to the lock feature, it locks onto another friendly light unit. While defending, the tank unit moves in front of the chosen unit to protect it, with the speed of the tank matching that of the unit being defended. The tank follows wherever the defended unit goes.
- **Switch:** Applicable to assassin units. It allows for switching between close-range and ranged attacks. The attribute points changed by the switch are indicated in the table. The targeting ability can be used while in ranged mode.
- **Set Trap:** Applicable to assassin units. The unit sets a trap at a point within a 1-meter radius. One of three types of traps can be selected.
  1. **Small:** Deals 15 damage to enemy units within a 5-meter radius and has a setup time of 5 seconds
  2. **Medium:** Deals 15 damage to enemy units within a 10-meter radius and has a setup time of 10 seconds
  3. **Large:** Deals 20 damage to enemies within a 20-meter radius and has a setup time of 20 seconds
- **Construct:** A unique feature of engineer units. With this feature, engineers can construct various structures. Among these, only the carrying units can enter a locked state for all transportable structures and cannot use other features. These structures can be used by other units with the "Use" feature. These are:
  1. **Trench:** Can be built at any location on the map. Friendly units using it deal damage to the enemy in front similarly, but the trench must be destroyed before they can take damage. It cannot be transported. Construction takes 5 seconds.
  2. **Cannon:** Can be carried by any heavy unit or two light units. It is slow but deals heavy damage. Construction takes 15 seconds
  3. **Ladder:** Can be carried by the engineer himself or any other single unit. It is used to climb the opponent's castle. It is weak. Construction takes 5 seconds.
  4. **Tower:** Can be carried by two heavy units or three light units and can carry up to 3 units simultaneously. It is used to climb the opponent's castle and is much more durable than the ladder. Additionally, it can be placed forward in defence during castle defence. Long-range units on it can also deal damage. It can be constructed by 2 engineers and takes 25 seconds to build.



5. **Battering Ram:** Used to break the door of the opponent's castle during an assault. Can be carried and used by any 4 units. Construction takes 10 seconds.
- **Heal:** A feature unique to Orthodionos. They can passively refresh 0.1 health points every second.
  - **Radiant:** A passive feature unique to Orthodionos. They emit light around them, preventing them from using the hide feature.

#### 7.1.4 Special Units and Their Features for Human Race

- **Prophet:** Special unit of humans. It provides health points to friendly units within its range.
  - a. **Rebirth:** It is a passive feature. The Prophet cannot be killed on the lands of God. There is only one Prophet on the human side, and although it cannot rejoin the battle if it dies during the battle, it can be reused for free in subsequent battles.
  - b. **Revive:** Gives a resurrection status to a friendly unit within its range. If this unit dies, it will be revived with 50 health points. If the maximum health points are below 50, it will be revived with maximum health points. It can be used once per battle. Life Burst: Increases the maximum health of all friendly units within its range by 20 points. It can be used three times per battle. There is a 30- second cooldown.
- **Cyborg:** Special giant unit of humans. It uses the equipment of our human friends from the future.
  - a. **Teleport:** It can teleport itself or another unit (friendly or enemy) within a 20-meter radius to any desired point within a 5-meter radius. This feature can be used every 60 seconds.

This is an example of attributes and features of troops of human race:

| Race             | Human |        |          |        |          |          |                   |          |
|------------------|-------|--------|----------|--------|----------|----------|-------------------|----------|
| Attributes/Class | Close | Long   | Rider    | Tank   | Assassin | Engineer | Prophet           | Cyborg   |
| Attack           | 15    | 15     | 20/15    | 10     | 8/5      | 1        | -15               | 20/30    |
| Health Point     | 100   | 60     | 150/100  | 250    | 5        | 25       | 25                | 200      |
| Speed            | 3     | 5      | 10/3     | 2      | 7        | 5        | 3                 | 4        |
| Range            | 2     | 15     | 5/2      | 2      | 1/10     | 1        | 20                | 2/15     |
| Attack Speed     | 2     | 2      | 5/2      | 2      | 3/3      | 5        | 3                 | 3/3      |
| Cost             | 50    | 50     | 100      | 100    | 75       | 50       | -                 | 500      |
| Features         | Lock  | Target | Dismount | Defend | Switch   | Build    | Rebirth           | Teleport |
|                  | Use   | Lock   | Mount    | Lock   | Target   | Lock     | Revive            | Switch   |
|                  | Hide  | Use    | Carry    | Use    | Set Trap | Use      | Explosion of Life | Target   |
|                  |       | Hide   | Lock     | Hide   | Hide     | Hide     | Lock              | Lock     |
|                  |       |        | Use      |        | Lock     |          | Use               | Use      |
|                  |       |        | Hide     |        | Use      |          | Hide              | Hide     |
|                  |       |        |          |        | Hide     |          |                   |          |

## 7.2 Camp System

This system mainly determines what player can do in the world map screen. When player face this screen, these are the main mechanics that will be used:

- Player will be able to see which tiles are occupied by whom, but not every tile on the map. Player can only see the tiles that are occupied by him/her, the tiles that are neighbour to his/hers, the tiles that s/he has been or moved through and the tiles that s/he has discovered via explorers. Also note that there will be story-based events that will let the player see parts of the map even though not meeting the requirements above. These are the actions that the player can use in the world map, in management phase:
  - a. **Outpost:** Player will manage outposts. S/he can build outposts that are not occupied by an enemy, strengthen already existing outposts, or destroy them. Strengthening outposts will let you form and level up new troops in them, increase their troop capacity and increase their defences.
  - b. **Mines/Miners:** Player can build mines and train miners. Some tiles will have resources on them for mining, some will not. These resources will not be decreasing via mining, so once the mine is built, it will collect resources until player destroys them.
  - c. **Managing troops:** Player can manage troops. S/he will be able to form new troops in outposts, move them between tiles, level them up or disform them for resources.
  - d. **Explorers:** Player can train and send explorers. Explorers can be trained in every outpost. Player will have options for their purpose when s/he sends them: discovering unknown tiles, gathering information on a certain enemy, or discovering tiles with certain type of resources on them. You will also be able to decide the approximate duration of exploration. Results of the exploration will vary, according to explorers' level and the duration of exploration.
- In this screen, you will decide what you are going to do in this turn. You can do and undo whatever you wish, the actions will not take place until you approve that you are ready. Once you click the ready button, all your actions and enemy actions will take place all at once, so this is not a usual turn-based game that each player plays their turn in order.
- This section is where camp system intervenes with the battle system. If any two enemy troops end up or cross on the same tile, there will be options for the battle, according to type of the situation. These are the types of battles and their occurrence conditions:
  - a. **Outpost attack battles:** This battle type occurs when you send your troops to an area which has an enemy outpost on it. You should prepare your troops accordingly, as you must make your troops into their outpost, and if it is a strong one, you will need special troops to be able to let your other

troops in. If you move your troops to an enemy outpost area while unaware of the outpost, the game will warn you with a pop up. You might choose to let your troops on the outpost area and not attack to the outpost, but it will be dangerous for your troops.

- b. **Ambush attack battles:** This battle type occurs when one of your explorers let you know the next movement of one of the enemy troops. You might prepare for an ambush or let them move as they wish. If you choose to ambush them, you will be attacking them by surprise, and their troops will be outnumbered and weaker for a while. You will be able to plunder their carriages until help arrives, and you will retreat when it does. This battle type is limited by time. Your ambush attacks will trigger enemies to ambush you more, as they will be holding a grudge against you. So, as you ambush them more, they will try to ambush you more, as well.
- c. **Pitched battles:** This battle type occurs when the area of the troops you move intersects with one or more enemy troops' destination area. Also, pitched battles might also start when you left your troops on an enemy outpost area for a while, and the enemy attacks you; and vice versa. This battle only keeps going until one side retreats or loses all its troops.
- d. **Outpost defence battles:** This battle type occurs when enemy troops attack one of your outposts. Their aim will be making some number of their troops go into your outpost. Enemy troops might also be left on your outpost area, you might attack them to trigger a pitched battle or wait until they attack your outpost.
- e. **Ambush defence battles:** This battle type occurs when enemy troop ambushes you, again, you will have less troops than enemy and they will also be weaker than usual, you must hold your ground until help arrives, or enemy will plunder your resources.
- f. **Objective battles:** This battle type only occurs when it is necessary for the story. These battles will take place on one of the above settings, but you will need to achieve a special condition. This condition might be finding something on the battlefield, rescuing someone from the enemy, retrieving an item, or even losing that battle.

## 7.3 Battle System

Battle system determines what you can do in the real time army battle section of MBaD. When you face this screen, you will be seeing a detailed area map, via isometric angle. You and your troops/outpost will be on the left-hand side on the screen, and enemy will be on the right-hand side. These maps will mainly include intervened paths between right and left sides of the screen, and your aim will differ according to battle type, as it was said above. You will manage your troops to achieve that goal, via these main rules:

### 7.3.1 Status of Units in The Battle

- a. **Combat:** It is the state achieved when units engage in battle. When an enemy unit enters the strike zone of any unit, it enters a combat situation, and that unit automatically stops and attacks.
- b. **Merge:** When one of two units of the same type moves forward back-to-back, if the front unit's range is entered by an enemy unit, the unit at the back does not stop; instead, it merges with the advancing unit to form a larger unit. This process can continue until five units merge unless stated otherwise. This merging process can be individually or collectively terminated by the player from the merge menu at any time. However, if terminated while in combat, the departing unit must withdraw from the battle and be placed in the starting position or must be locked to another enemy unit. There is no obligation for terminating units in merge state that are not in combat.
- c. **Locked:** Same as it was mentioned above in the Race and Unit System.

### 7.3.2 Other Rules

- To give orders to your troops, you can use keyword mappings to give orders to either every troop of the same unit class, or every troop of the same unit type or all your present units. If you want to give order to a specific troop you can either right-clicks on it or use the d-pad to choose it. While giving orders to more than one troop, order options will only include features that are available for all chosen troops.
- When one of two units of different types is in front and the other is behind, if the front unit enters combat status, the unit behind does not stop; instead, it continues its path by passing through the front unit.
- Units that die during battle are permanently lost.
- During battles, if units lose health points and are still alive when the battle ends, their health points are replenished.
- The number of units that will participate in battles are determined by the units that were in the related tile in the camp phase.
- Units cannot be produced during battle. Units produced during the camp phase and involved in the battle can be used. However, there is still a certain waiting period for each unit to be involved in the battle. Units move out of the camp to execute the given command.

### 7.3.3 Terrains on Battlefields

Terrains are geographical formations that are found around the battlefields, according to the area that the battle takes place. Terrains have different effects on different races, and some of them can be used via some units' skills. These are all the terrains that can be found in MBaD:

- a. **Forest:** All races except humans slow down on this terrain. Units of all races with the ability to hide can set traps in this area.
- b. **Bush:** Assassins can also hide in this terrain.
- c. **Mountain:** All races except Grafons slowdown in this area. Typically, there are lava of rocks nearby. All races can hide in this area.
- d. **Rocky Terrain:** Assassins can also hide in this terrain.
- e. **Lava:** No race except Zemihkes and Grafons can move on this terrain, but Grafons slow down on here. Zemihkes can set traps on this terrain. Can only be found in areas close to mountains. Bridges can be built here.
- f. **Sea:** No race except Klimaras can move on this terrain, Klimaras can also set traps in this area.
- g. **Lake:** Bridges are present on these terrains. Klimaras can set traps here.
- h. **River:** Bridges are present on these terrains. These can only be found in areas with sea or mountains.
- i. **Pit:** All races slow down here. These are the entry points for Orthodionos into the battlefield, and Orthodionos are frequently seen around them.
- j. **Note:** Engineers can build bridges on terrains that require bridges but do not have them.

## 7.4 Resource System

Resources are the main currencies in MBaD. They are used for upgrading or building outposts and forming or levelling up troops. There are also some story-based resource transactions between you and other races in the game, but their amounts are predetermined, and you can choose to fulfil them or not.

There are six types of resources in MBaD:

- a. **Wood:** Can be found widely in Arfashilis. Low level resource for outpost construction and troop formation.
- b. **Stone:** Can be found widely in Panasolis. Low level resource for outpost construction and troop formation.
- c. **Steel:** Can be found occasionally in Panasolis and Fharabis. Medium level upgrade resource for specific outposts and troops.
- d. **Arfashiler:** Can be found occasionally in Arfashilis, Arfashilas and Arfashivis. Medium level upgrade resource for specific outposts and troops.

- e. **Fharaber:** Can be found rarely in Fharabis. High level upgrade resource for specific outposts and troops.
- f. **Sanctaryst:** A holy stone that can only be found in Sanctara. Can be found very rarely in pits. High level upgrade resource for specific outposts and troops.

Resources are highly important in MBaD. You can collect them by mining, winning battles or plundering the enemy by ambushes. High level resources are used for outposts in specific areas, and some specific troops. They can be used in place of other resources but not vice versa.

## 7.5 Objective System

This system will not actually be seen by the player while playing the MBaD. We can clearly say that objectives in this game like the ones that are in souls-like games. You will encounter some people, human or not and they will tell you something that might be nice if you explore, or you will find clues after battles or while moving your troops around the map, and they will lead you to explore more. There aren't any mandatory objectives in MBaD except surviving and conquering, but you will find yourself completing them continuously as you progress through the game. You will be rewarded with resources, knowledge, and even with secret outpost and troops. So, we can proudly promise that they will be worth for the trouble they give you.

## 8 Level Design Concept and Examples

MBaD will aim to make players feel like they are wandering through and exploring actual holy lands. Most of the places in both management phase and battle phase will be designed via bright golden and white colours. Even though art design and creation process of the game haven't started yet, it will probably be a pixel art game, considering the game depends on story and mechanics more than art or visuals and as I am a developer, not an artist, I will probably try to handle visuals, animations and arts via outsourcing them.

### 8.1 Battle Phase

In the battle phase the player will see the battle map with an isometric angle. I am considering a map highly similar to League but instead of one character, the player will be controlling every troop that is in the battle. Troop control will be similar to Mount and Blade's troop control, the player will be able to give orders to every troop of a type of unit or individually select a unit to give orders. These can be done via either using hotkeys, or directly with the mouse.



*League of Legends' Map*



*Mount and Blade Gameplay*

## 8.2 Management Phase

The management phase of the game will look similar to many other strategy games, such as Civilization VI, Hearts of Iron 4 or Crusader Kings. For example, city building and developing will not be as detailed as it is in Civilization VI as MBaD offers more of a battle or army-based development for outpost and not a full-fledged empire or city.



*Civilization VI*



*Crusader Kings*



*Hearts of Iron 4*



## 9 Balance

Being a complex strategy and management game, the hardest part of building Miracle: Born and Dead will be balancing issues. Even though it would be impossible to decide what will be the attributes and statistics of each races' and each units', I have created a table according to what I think will be ratios of different race/unit combinations. To make it simpler, I have given some base statistics for Humans and each of their units for the starting point and decided that each race will have a stronger unit than the others. Also, Orthodionos, as God's loyal soldiers, will be stronger than every other race's units, but in-game, encounters with will be specially treated encounters and they are meant to be harder. And lastly, there will be generic races in the story, which we will not learn much about and maybe even will not know their name; simple, starter enemies. So, I have gave them weaker statistics, opposing to Orthodionos.

I am also thinking about giving each race one special ability that every unit of that race can use, but even though I have lots of different ideas, I cannot be sure how it would affect the balance so for now, I am letting that go until development of the game reaches a certain point. The same issue occurs with special units and special giant units for each race.

Balancing a strategy game is a sensitive matter and I think it does not matter how much I put my head into it this problem can only be solved during the development process, via testing and playing the game, trying different combinations of statistics and mechanics. For now, I have a table for statistics of each race to start with, but I know it is highly possible that the table will change again and again over time. These are the tables:

| Race             | Human |        |          |        |          |          |                   |          |
|------------------|-------|--------|----------|--------|----------|----------|-------------------|----------|
| Attributes/Class | Close | Long   | Rider    | Tank   | Assassin | Engineer | Prophet           | Cyborg   |
| Attack           | 20    | 15     | 20/15    | 10     | 8/5      | 1        | -15               | 20/30    |
| Health Point     | 120   | 60     | 150/100  | 250    | 5        | 25       | 25                | 200      |
| Speed            | 4     | 5      | 10/3     | 2      | 7        | 5        | 3                 | 4        |
| Range            | 3     | 15     | 5/2      | 2      | 1/10     | 1        | 20                | 2/15     |
| Attack Speed     | 3     | 2      | 5/2      | 2      | 3/3      | 5        | 3                 | 3/3      |
| Cost             | 50    | 50     | 100      | 100    | 75       | 50       | -                 | 500      |
| Features         |       | Target | Dismount | Defend | Switch   | Build    | Rebirth           | Teleport |
| Common Features  |       |        | Mount    |        | Target   |          | Revive            | Switch   |
| Lock             |       |        | Carry    |        | Set Trap |          | Explosion of Life | Target   |
| Use              |       |        |          |        | Hide     |          |                   |          |
| Hide             |       |        |          |        |          |          |                   |          |

| Race             | Climara |        |          |        |          |          |        |   |
|------------------|---------|--------|----------|--------|----------|----------|--------|---|
| Attributes/Class | Close   | Long   | Rider    | Tank   | Assassin | Engineer | Master | - |
| Attack           | 15      | 15     | 25/20    | 10     | 8/5      | 1        | 0      | - |
| Health Point     | 100     | 60     | 200/150  | 250    | 5        | 25       | 25     | - |
| Speed            | 3       | 5      | 11/4     | 2      | 7        | 5        | 3      | - |
| Range            | 2       | 15     | 6/3      | 2      | 1/10     | 1        | 20     | - |
| Attack Speed     | 2       | 2      | 6/3      | 2      | 3/3      | 5        | 3      | - |
| Cost             | -       | -      | -        | -      | -        | -        | -      | - |
| Features         |         | Target | Dismount | Defend | Switch   | Build    | Order  |   |
| Common Features  |         |        | Mount    |        | Target   |          |        |   |
| Lock             |         |        | Carry    |        | Set Trap |          |        |   |
| Use              |         |        |          |        | Hide     |          |        |   |
| Hide             |         |        |          |        |          |          |        |   |

| Race             | Grafon |        |          |        |          |          |   |   |
|------------------|--------|--------|----------|--------|----------|----------|---|---|
| Attributes/Class | Close  | Long   | Rider    | Tank   | Assassin | Engineer |   |   |
| Attack           | 15     | 15     | 20/15    | 15     | 8/5      | 1        |   |   |
| Health Point     | 100    | 60     | 150/100  | 300    | 5        | 25       |   |   |
| Speed            | 3      | 5      | 10/3     | 3      | 7        | 5        |   |   |
| Range            | 2      | 15     | 5/2      | 3      | 1/10     | 1        |   |   |
| Attack Speed     | 2      | 2      | 5/2      | 3      | 3/3      | 5        |   |   |
| Cost             | -      | -      | -        | -      | -        | -        | - | - |
| Features         |        | Target | Dismount | Defend | Switch   | Build    |   |   |
| Common Features  |        |        | Mount    |        | Target   |          |   |   |
| Lock             |        |        | Carry    |        | Set Trap |          |   |   |
| Use              |        |        |          |        | Hide     |          |   |   |
| Hide             |        |        |          |        |          |          |   |   |

| Race             | Zemihke |        |          |        |          |          |   |   |
|------------------|---------|--------|----------|--------|----------|----------|---|---|
| Attributes/Class | Close   | Long   | Rider    | Tank   | Assassin | Engineer |   |   |
| Attack           | 15      | 20     | 20/15    | 10     | 8/5      | 1        |   |   |
| Health Point     | 100     | 80     | 150/100  | 250    | 5        | 25       |   |   |
| Speed            | 3       | 6      | 10/3     | 2      | 7        | 5        |   |   |
| Range            | 2       | 20     | 5/2      | 2      | 1/10     | 1        |   |   |
| Attack Speed     | 2       | 3      | 5/2      | 2      | 3/3      | 5        |   |   |
| Cost             | -       | -      | -        | -      | -        | -        | - | - |
| Features         |         | Target | Dismount | Defend | Switch   | Build    |   |   |
| Common Features  |         |        | Mount    |        | Target   |          |   |   |
| Lock             |         |        | Carry    |        | Set Trap |          |   |   |
| Use              |         |        |          |        | Hide     |          |   |   |
| Hide             |         |        |          |        |          |          |   |   |

| Race             | Orthodionos |         |          |         |
|------------------|-------------|---------|----------|---------|
| Attributes/Class | Close       | Long    | Rider    | Tank    |
| Attack           | 20          | 20      | 25/20    | 12      |
| Health Point     | 150         | 100     | 200/150  | 300     |
| Speed            | 5           | 7       | 8/6      | 4       |
| Range            | 4           | 20      | 8/5      | 4       |
| Attack Speed     | 4           | 7       | 8/5      | 4       |
| Cost             | -           | -       | -        | -       |
| Features         | Heal        | Target  | Dismount | Defend  |
| Common Features  | Radiant     | Heal    | Mount    | Heal    |
| Lock             |             | Radiant | Carry    | Radiant |
| Use              |             |         | Heal     |         |
| Hide             |             |         | Radiant  |         |

| Race             | Generic |        |          |        |
|------------------|---------|--------|----------|--------|
| Attributes/Class | Close   | Long   | Rider    | Tank   |
| Attack           | 10      | 10     | 15/10    | 8      |
| Health Point     | 100     | 60     | 150/100  | 250    |
| Speed            | 3       | 5      | 5/3      | 2      |
| Range            | 2       | 15     | 5/2      | 2      |
| Attack Speed     | 2       | 2      | 5/2      | 2      |
| Cost             | -       | -      | -        | -      |
| Features         |         | Target | Dismount | Defend |
| Common Features  |         |        | Mount    |        |
| Lock             |         |        | Carry    |        |
| Use              |         |        |          |        |
| Hide             |         |        |          |        |

## 10 Conclusion

Miracle: Born and Dead has been a passion project for me for a while. I am deeply connected to the lore and setting and have been working on other projects than this using this lore, as well. I am still working on the in-game story of MBaD and there are still some missing parts on that matter, so, I believe details of the story are not ready to include in this document yet.

On the other hand, I am well aware that there will be balance issues and the testing of the game will be hard. I will probably need to change attributes and test repeatedly, again and again. But I think this issue can only be solved once I build core mechanics of the game, just thinking about it and writing down different numbers, solutions or skills according to my guesses mean nothing right now.

If I exclude these two issues, I believe MBaD is a ready-for-development game. I am trying to gather a small team for this project, as even though I can write the story, develop the mechanics and work on balance issues on my own, I still need artist, testers and musicians for the product to reach an end; and also, some help for the development would be great.

Note: All the images that are used in this document are created via AI and they are not the final design choices. These concept images are created and used only to help readers visualize what has been told.