



FANTASY L.A.N.D.

Advancement



Alexis from purpleshefclub.com



Section 3

- Currency, trade, and valuable resources
- Education and jobs



Bare bones basics



- Form: coin, note, resources, digital, etc.
- Unit name: dollar, euro, fictional name
- Exchange rate is fixed
- Value: cost of items, status of civilization that uses country

Bare bones basics



- Form: coin, note, resources, digital, etc.
- Unit name: dollar, euro, fictional name
- Exchange rate is fixed
- Value: cost of items, status of civilization that uses country

- What's valuable?
- What can be traded?
- Who can trade with who?

Bare bones basics



- Form: coin, note, resources, digital, etc.
- Unit name: dollar, euro, fictional name
- Exchange rate is fixed
- Value: cost of items, status of civilization that uses country

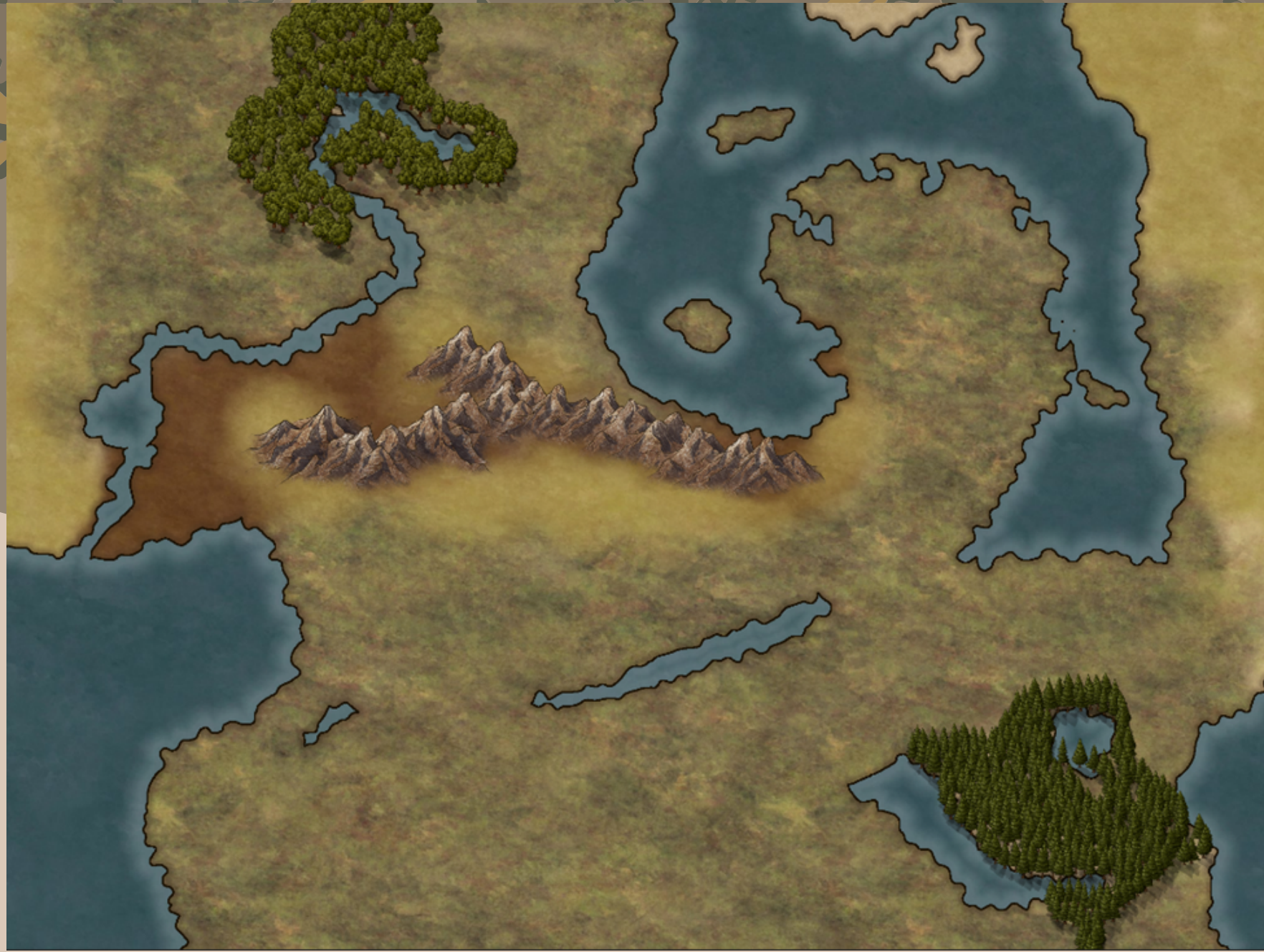


- What's valuable?
- What can be traded?
- Who can trade with who?




- Who gets an education and to what extent?
- What roles help your civilization function?
- How this affects who gets access to what and income

Stage of map creation





Recap

- Currency, trade, and valuable resources
 - Education and jobs
- 
- 