



## **Game Design Document**

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**META SAPIEN  
GAMES**

# Game Design Document

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## I. Summary

### A. What is Nine Realms?

Nine Realms is a roguelike action-adventure game developed by Meta Sapien Games. The game is set in the lands of Norse mythology and follows a cunning god who seeks to become the sole god by destroying all others. In this dungeon crawler game, you lose all your progress when your main character dies, but you retain valuable items and skills gained through experience. This allows you to progress further on each journey with new upgrades and strategies.

### B. What is the main objective the game gives the player?

In Nine Realms, the player primarily controls the character Thor, aiming to kill all the gods who have escaped and are hiding in four different realms. Along the way, the player upgrades their character, weapons, and abilities, becoming stronger. With each death cycle, the player grows stronger and more skilled, ultimately striving to reach and kill the final god to achieve their ultimate goal.

### C. Basic Story

Eostre, the stone that summons the most ancient and dark magic. Loki acquired it through bloodshed. By the time the other gods realized it, it was too late. He had used Eostre to travel to a different reality, a reality where a single god was more powerful than all the others. He possessed the body of Thor, the most powerful god in the universe he traveled to with Eostre. Asgard, its people, and its gods were awakened by a torrent of lightning bolts. Thor, with all his might, cried out to the nine realms: "Listen to me, you wretched people of the nine realms! From now on, I will be your only god!" The gods who resisted were slain one by one. Only some gods wisely hid in different realms, for the spirit of Odin's merciful son was now Ragnarok itself. Loki, the god of cunning and evil, Odin's blood brother... made a vow to himself: "By Yggdrasil, I will be the only living god!"

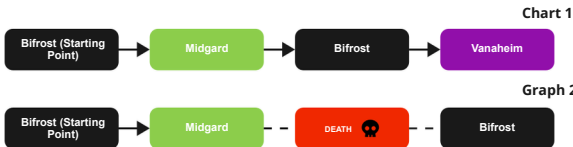
## Progression: The progression piece is where the player starts the game and each death-realm

This is the area/section the player returns to after the transition. Here, the player cannot fight or engage in action; therefore, the area is passive. Valuable units gained in the "Journey" section can be used here for character development, weapon development, armor development, etc. There is no threat to the player in this area. Therefore, this area can be considered a "Safe Zone".

## B. Interdepartmental Relationship

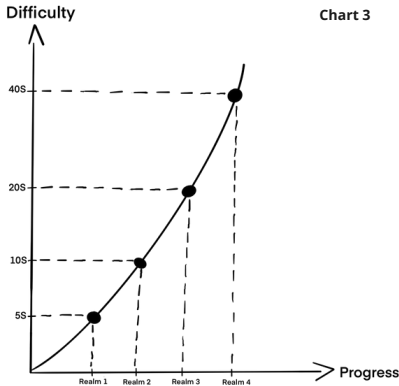
The relationship between the departments is basically as follows:

- The player starts the game in the Bifrost (Progression) section.
- They progress through the Journey section, and if they make progress between journey sections, they return to Bifrost at each journey completion. They do not lose their progress. (Graph 1)
- **If it dies during the journey, it returns to the Bifrost. It loses its progress. (Graph 2)**



## C. Game Difficulty Curve

The difficulty curve in Nine Realms increases exponentially. For example, if the first level of difficulty is "10," the second level might be "20," and the third level might be "40." However, the difficulty curve also includes internal balancing factors and doesn't increase the difficulty of every gameplay element with multipliers. Furthermore, since the increase in valuable items earned by the player is also exponential along with the difficulty curve, the player may be able to resist this increase. (Graph 3)



## D. The relationship between the journey cycle and character development.

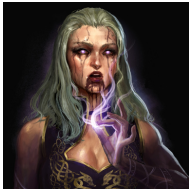
When a player dies, the loop is broken and the player restarts the game. However, depending on the number of "Resurrection Runes" a player has, they can resurrect with half health at the point where they left off and continue the game. However, resurrection runes do not allow the player to return to a previous action point. The player continues from where they left off. The number of resurrection runes a player can develop for their character is limited. Therefore, the player must also develop their personal gameplay skills and strategy.

## III. Characters

### A. Main Characters



**Thor:** The most powerful god of the Nine Realms. Odin's merciful and mighty son. God of thunder. Loved by all the gods. However, he is feared as much as he is loved. His attitude towards evil is very ruthless. However, he never leaves any good deed unrewarded. Therefore, there is absolute peace in the Nine Realms. He is married to Freyja, a Vanir goddess. He is devoted to his father and never disobeys him. He only disobeyed Odin when he opposed their marriage. He is the absolute heir to the throne.



**Freyja:** Thor's beautiful wife. Goddess of love and beauty. The only Vanir among the Aesir gods. She possesses incredibly powerful magical abilities. Frigg (Odin's wife - Thor's mother), knowing of her talent, gifted her a magical necklace. Freyja has considerable knowledge of dark magic; however, if she ever uses it, she will lose all her beauty and be banished from Asgard.

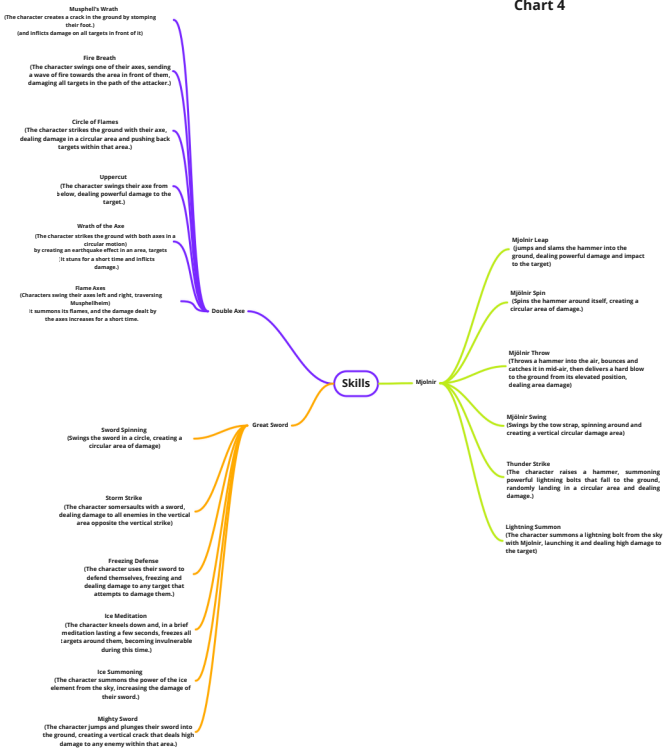


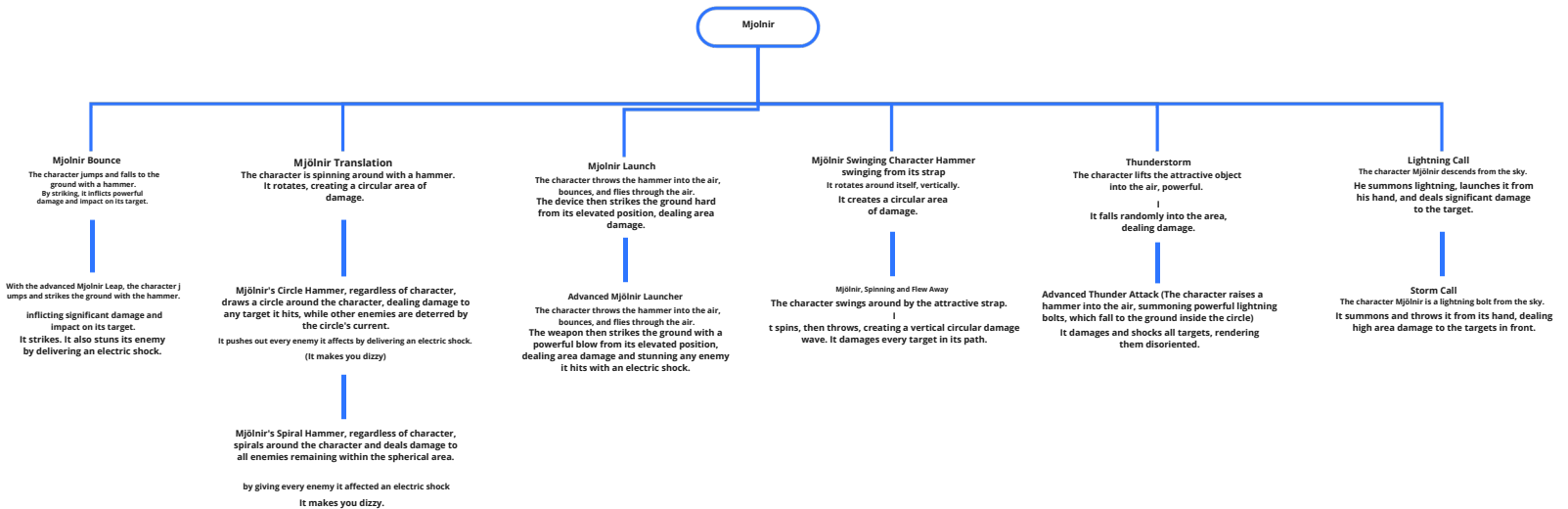
**Mr. Mannelig:** A noble, handsome knight. A human. Imprisoned and cursed in Muspellheim for rejecting a marriage proposal from a female mountain troll who claimed to be a descendant of Surtur. A good-natured, impartial man.



**Skadre:** Hjalkar's twin. During a battle against the giants, he betrayed his brother and Odin by leaking information to the enemy army. However, Loki discovered the deception and informed the gods, resulting in Skadre being imprisoned in a special dungeon in Hellheim with a unique lock. This lock can only be broken with Mjolnir. But Thor will release him if he wishes.

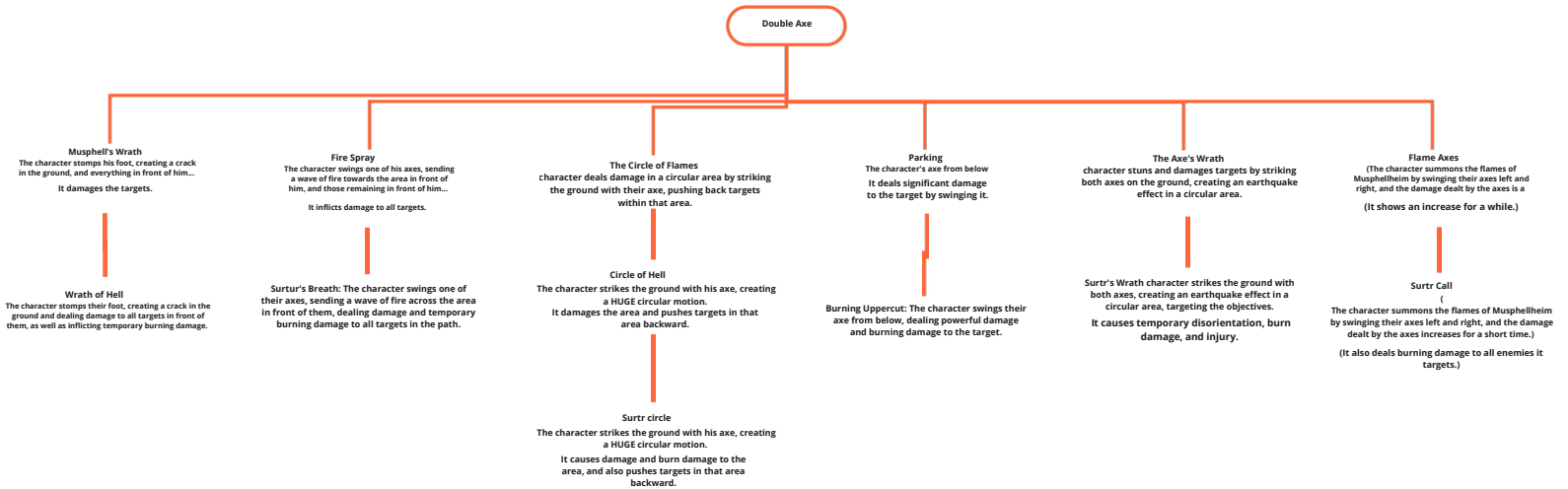
## Chart 4





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## Chart 6



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Chart 7

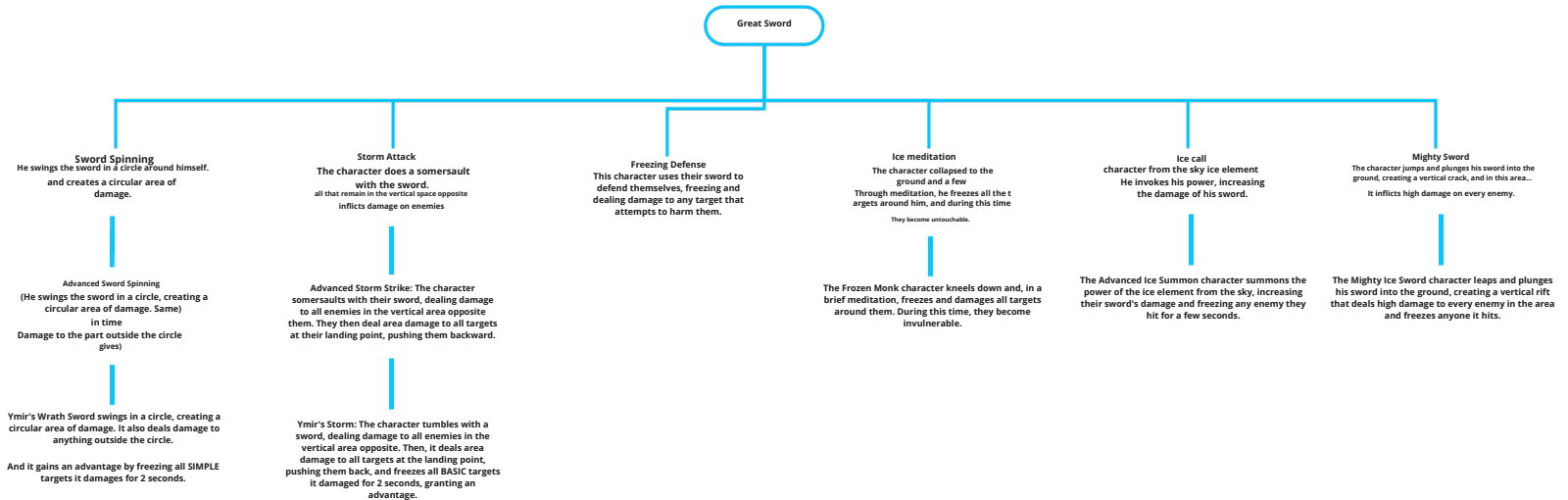
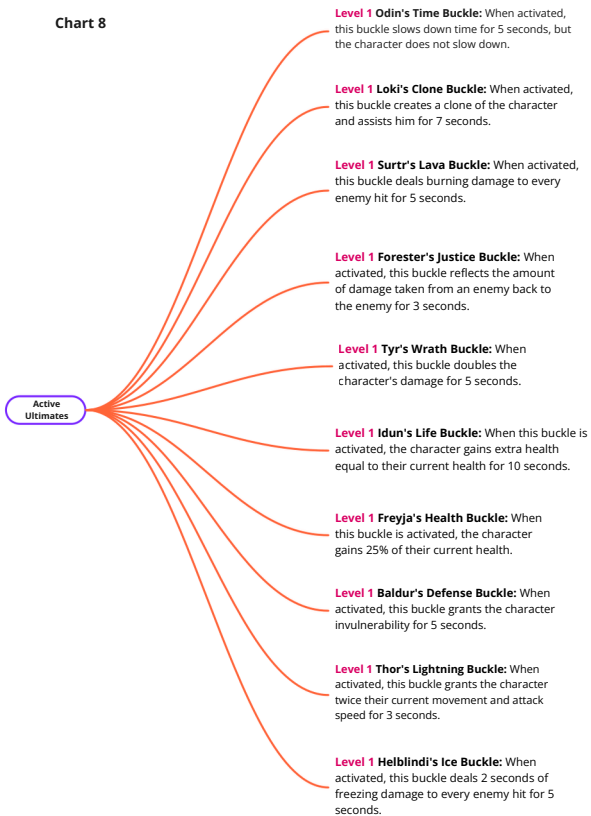


Chart 8



## Chart 9

### Passive Gifts



**Level 1 Final Wrath Ring**  
This ring is the character's final touch. Increases damage by 5%.

**Level 1 Defence Ring:** This ring reduces every damage your character takes by 5%.

**Level 1 Prosperity Ring:** This ring increases the loot your character can plunder by 5%.

**Level 1 Critical Ring:** This ring increases the player's chance of dealing critical damage by 5%.

**Level 1 Life Ring:** This ring increases the character's health at the start of the journey by 15%.

**Level 1 Clover Ring**  
Increases character's overall chance by 7%.

**Level 1 Cunning Ring:** This ring has a 5% chance to double the character's total combo or ability damage.

**Level 1 Fire Ring:** This ring has a 10% chance to deal burn damage to an enemy hit by your character.

**Level 1 Ice Ring**  
This ring is damaged by the character.  
There's a 10% chance of freezing an enemy.

**Level 1 Lightning Ring:** This ring has a 15% chance to inflict a shock stun on an enemy damaged by your character.

**Level 1 Health Ring:** This ring restores 3% of the character's current health for each dungeon completed.

**Level 1 Speed Ring:** This ring increases your character's current running and dash speed by 10%.

**Level 1 Assault Ring:** This ring increases your character's current attack speed by 10%.

**Level 1 Circle Ring:** This ring increases the area damage dealt by your character by 5%.

**Level 1 Target Ring**  
This ring represents the goal set by the character.  
It increases its damage by 3%.

**Level 1 First Ring of Wrath**  
This ring marks the character's first impressions.  
It increases its damage by 10%.

**Level 1 Achievement Ring:** This ring grants your character 10% attack and base movement speed when they defeat an enemy without taking any damage.

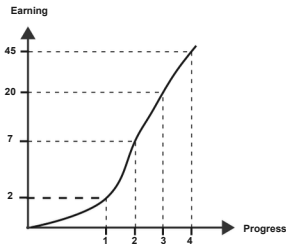
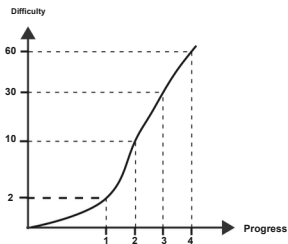
**Level 1 God Ring:** This ring allows your character to take 5% less damage in battles against gods or demigods.

**Level 1 Experience Ring:** This ring grants the character 5% more disposable experience points.

## B. Nine Realms: Basic Economic Logic

Nine Realms has a structure composed of different realms. The game's difficulty increases exponentially, and this increase is driven by the realms themselves. Therefore, the acquisition of valuable items also progresses exponentially. However, it is not directly proportional to the difficulty. Since acquiring valuable items directly strengthens the player's character, the gain is not proportional to the increasing difficulty. This is designed to maintain the game's exponential structure. In short, although the gain rate increases exponentially, it does not directly affect the overall performance.

***The time cannot be equal to or greater than the increase in difficulty.*** Better To understand this better, the following graphs can be examined.



The graphs above are examples, but the basic design will be similar to the rate of increase shown in the graph.

**Note:** The charts above only include "Earnable Valuable Items".



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