

## The World

In the distant future, somewhere among the stars, humanity found the first tear.



Within the tear they found worlds full of a strange energy that could bring thoughts to life. They found creatures who lived in these worlds and digested that energy to survive. Within these creatures they found crystals. Within the crystals they found energy could be brought back home. Soon the crystals became batteries and suddenly all the worlds ran on unlimited, clean fuel.



Technology adapted to the “magic” crystal energy, and a massive city grew around the tear as humanity began mining it for this new resource. They quickly discovered more tears inside the first one, and more worlds to mine with terrifying new creatures protecting the crystals.

## The People

A city of people grew around the tear, people from all over the galaxy came to make their fortune in a new gold rush.

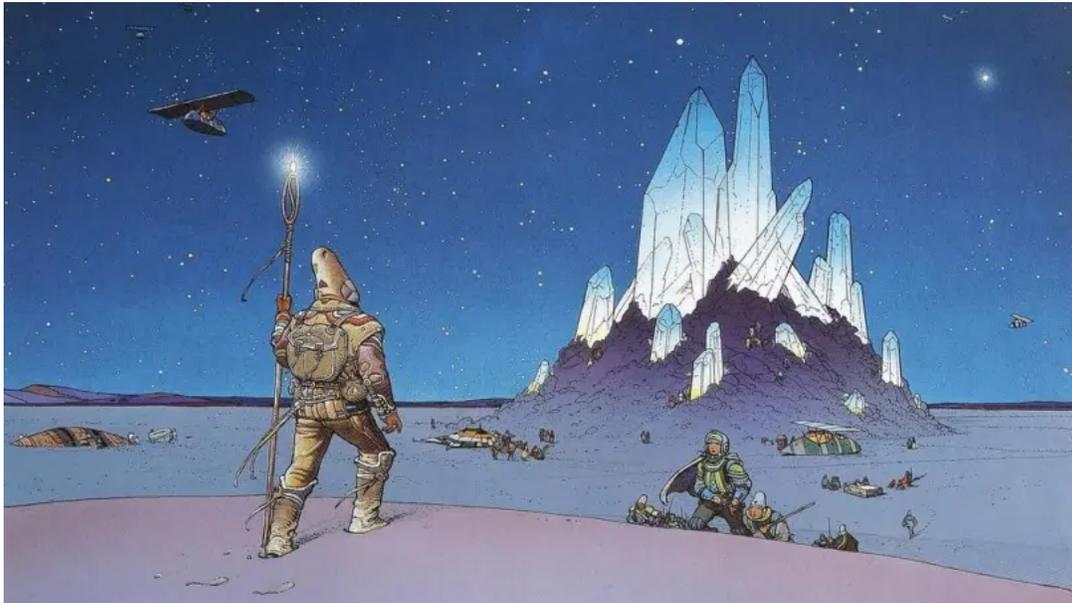


While technology was adapting to the crystals, so too were the people. The crystals allowed imagination to be made real. This sent a shockwave through human culture. New religions were formed, new ways of living were considered, and entire industries sprang up around the harvest and trade of the crystals.



## The Way of Life

The crystals became humanity's obsession. They couldn't be replicated with any known technology, so mining them from the tear was the only option. The beasts inside the tear were fierce, and so adventurers were needed. People with weapons training and fighting skills strong enough to survive a trip into the tear were hailed as heroes. The deeper you could go, the more crystals you could find, and the more your name would grow.



Craftsman found themselves overwhelmed with requests for personalized equipment. The crystals brought the imagination into reality, and mass production can get you the parts, but the final weapon needs to be custom-tailored with appropriate crystals just for your mind.

Businessmen found themselves with opportunities they could never imagine, sorting out the needs of a market and running guilds full of adventurers, craftsmen, and other businessmen all trying to optimize the flow of the crystals to where they needed to go, and making trades and alliances to support everyone else.

Adventurers, of course, found themselves running through other worlds, seeking ever greater monsters to harvest for the precious resource.

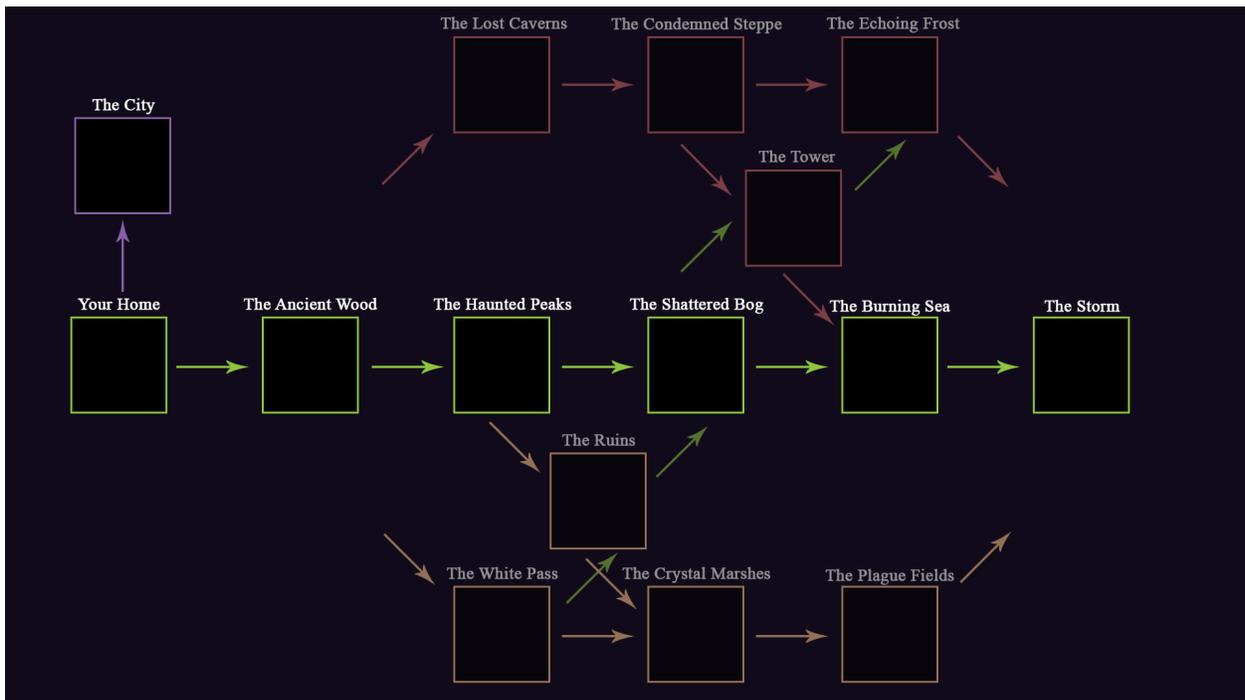
## The Map

### Animal Crossing x Path of Exile

Adventure out into the tear and come back with crystals to sell. Buy or find weapons and armor to help you on your journey. Find procedurally-generated NPCs out in the wilds and recruit them. Fill your home area with the personalities you most enjoy, and who give you the most benefits. Craftsmen to help you create new things, Adventurers to inspire your strength to reach new heights, or Businessmen who bring you a steady stream of income to purchase what you don't have on your own. Your home is fully customizable and much of what you find out in the wild will be decor items, or can be sold to buy decor items.

Your home acts as your resting point and portal out into the world, as well as the social media link you can give out to your friends, allowing them to visit at any time.

The adventuring world is made of procedurally-generated maps. The core gameplay happens along the main path, but if you are savvy, you can find alternate routes with exciting new biomes! The core path should keep most players occupied for their entire lives within the game. There's no need to ever deviate, this should feel like a complete game on its own.



Bonus areas and easter eggs keep things interesting along that core path, but the real hardcore experience is finding and surviving the alternate routes. Movement onto those other routes requires a ritual with specific items that are always present, no matter the procedural generation results. It should be possible to stumble onto side paths, but difficult.