

Kingdom of Renasania

Presentation

OverView

- Phases
- Commune Fee
- Down payment
- Registration
- Contract
- constitution

Phases

- Phase I
- Information Phase
- Get information out
- Powerpoints
- Fliers
- Website
- Facebook
- Classes
- posters

Phases

- Phase II
- Design Phase
- Clothing
- weapons/Armor
- villages/towns
- Capital Castle
- providences

Phases

- Phase III
- Planning Phase
- Designs
- Sketches
- Models

Phases

- Phase IV
- Coordination

Phases

- Phase V
- Construction
- Island
- Cloths
- Weapons
- Armor

Phases

- Phase VI
- Transitional
- Movement

Commune Fee

- Down Payment for Registration to the Island
- 25,000 per person
- Additional Fees after Registration

Registration

- Fill out a Registration Form
- Submit Down Payment

Contract

- Sign a Contract
- Ensures from fraud
- Leaving island once your their
- Non refunded fee

Constitution

- Laws of the Kingdom
- Governing principals
- Ensures citizens liberties
-

Planning and Design

- Artist
- Flag kingdom
- Providence
- Coat of arms
- Patience of Nobility
- Contractors
- Est. cost

Sketches/Models

- Capital



Sketches/Models

- Fishing Port



Models/Sketches

- Market Village



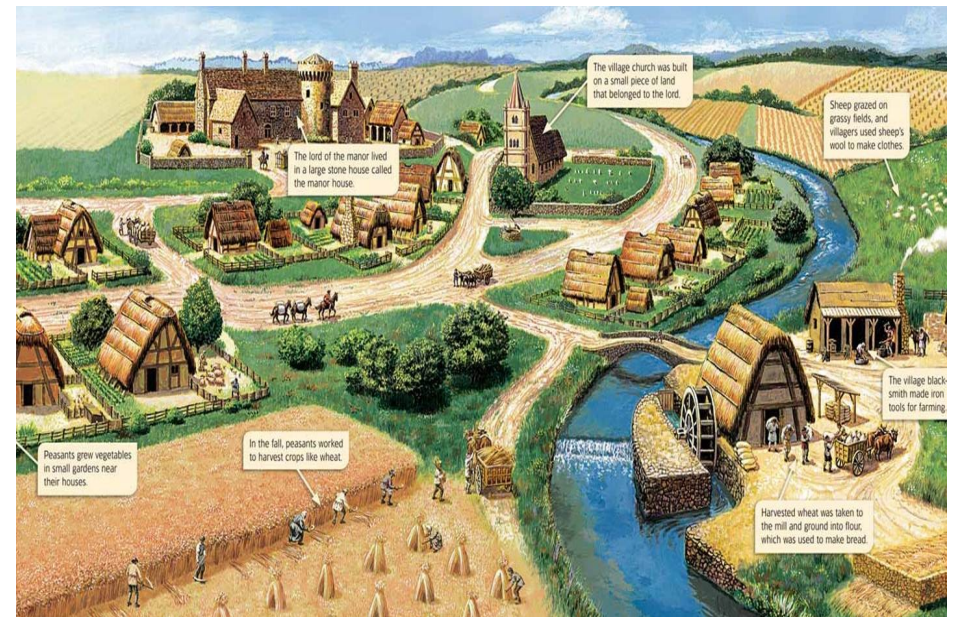
Sketches/Models

- village



Sketches/Models

- Farming Village



Currency

- 1 shilling = 8 Bits
- 10 Shillings=1pound
- Starting currency

Mail System

- Postmaster General
- Mail riders
- clerks

Government BreakDown

- 11 Knights of Round Table
- 1 King
- Lord and Nobles make up parliament
- 8 Providences
- Department of War
- Department State
- Artillery

Artillery

- Trebuchets
- Catapults
- Bolt repeaters
- Battle Rams
- Siege towers
- Engineers

Civilian Break down

- Male peasant



Civilian Break down

- Female Peasant



Civilian Break Down

- Male middle class



Civilian Break Down

- Female middle class



Civilian Break Down

- Female Lady



Civilian Break Down

- Male Noble



Military Break Down

- Archer



Military Break Down

- Crossbowmen



Military Break Down

- Infantry



Military Break down

- Infantry light



Military Break Down

- Knight



Knight



Military Break Down

- Kings Armor



Animals

- Deer, squirrels, rabbits, foxes, bears, ducks, chickens, goats, pigs, cows, horses

Buildings

- Woodcutter, saw mill, forestry, quarry, mason, brick maker, mines, smelters, armor, sword smiths, blacksmith, glass maker, weaver, mill, baker, fisher, butcher, clinics, schools, orchards, hop farm, wineries, vineyards, gardens, chicken coups, wheat farms, piggeries, sheep farms, clothmaker, mint, craftsman, goat herders, cattle farms, horse breeders,

End State

- Laws and regulations Governing Renasania
- Make Renasania a Reality
- God King Country
- Kingdom Awaits

Summary

- Phases
- Government Break down
- Civilian/Military Break down
- Currency
- Mail system
- Islands