



Luxury resource allocation system for
HUMANKIND™

Enhancing strategic depth
through luxury resource management

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Introduction

- Humankind is a strategy game focusing on **decision-making, resource management** and a wide **variety of playstyles**.
- Currently, luxury resources are **simple** (but powerful) bonuses when you acquired. Apart from trading, **no mechanics directly interact** with them.
- The proposed system transforms each Luxury Resource into a **strategic choice**, deepening Humankind's tension between **economic** growth and **military** might.
- The goal is to **enhance the interactivity** between **resources** and **military**, while preserving balance and simplicity.
- By letting players allocate resources to military, the game **reflects the reality** of how empires sometimes divert riches toward conquest or propaganda.



Diagram of resources interactivity with Military and Economic domains, new feature in blue.

Core concept

- **Per-resource allocation** : Each luxury resource must be fully allocated to either economic bonuses (by default) or military bonuses—splitting between the two is not allowed.
- **Military bonuses** : Resources grant specific bonuses for military units or strategies, regrouped in three categories.
 - Offensive
 - Defensive
 - Strategic
- **Trade-off** : Allocating these resources to military removes strong empire-wide bonuses, slowing economic growth.
- **Wondrous effects** : Players who build a Luxury Manufactory for a resource unlock its «Wondrous effect». On the economy side, there are four effects based on the FIMS categories. On the military side, there are three effects, corresponding to the categories outlined above.
 - increases Strength for all units per resource (Offensive)
 - increases Fortification for all cities per resource (Defensive)
 - increases Leverage gained per resource (Strategic)

Key mechanics

- **Diminishing bonuses** : In the same way as economic bonuses, cumulative resources provide smaller military bonuses, preventing snowball effect.

Example :

- Ebony : +2 Speed for ships, each subsequent ebony adds only +1 Speed.

- **Cooldown for reallocation** : Players can reassign resources after 5-turn cooldown, encouraging long-term planning

- **Narrative events** : Allocating luxury resources to a domain might trigger narrative events with player-driven outcomes. These events can have positive or negative consequences and may be initiated by either the population or the army.

Example :

- «Your generals have requisitioned silk for banners, inspiring the army but angering weavers and merchants. The population demands an explanation.»

The resource will be locked for 20 turns to the chosen allocation.

- «Appease the merchants: Allocate the silk back to the economy.»

Gain stability bonus for 10 turns.

- «Support the army: Keep the silk in military use.»

Units gain more experience for 10 turns.

User interface

A new button opens a dedicated window for luxury resource management.



A pop-up appears when hovering over a resource, displaying both military and economic bonuses.

SALT

Seasoned food adds flavor, but salt's great secret is in its powers of preservation.

DIVERSIFICATION EFFECT

Economic bonus :
On all Cities:
+5 🌿 Food
+5 🏠 Stability

Military bonus :
On all units :
Can regroup outside friendly territory, at 50% of the normal rate (still cannot heal).

CUMULATIVE EFFECT

Economic bonus :
+3 🌿 Food per ⚙️ Salt on all Cities

Military bonus :
+5% on regroup rate per Salt on all Cities

WONDRIOUS EFFECTS

Economic bonus :
On all Cities:
+2% 🌿 Food per ⚙️ Salt
+15 🏠 Stability

Military bonus :
+1 Leverage gained per Salt

Luxury Resources Allocation

All (3) | Economy (1) | Military (2)

	Economy	Military
EBONY 2	<input type="range"/>	<input type="range"/>
LEAD 1	<input type="range"/>	<input type="range"/>
SILVER 1	<input type="range"/>	<input type="range"/>

The toggle is grayed out when allocation is on cooldown.

Balancing considerations

- **Economic vs Military balance** : Bonuses need to be impactful but not overwhelming, giving the player a decision that aligns with his playstyle and not a go-to option.
- **AI behaviour** : Peaceful AI will prioritize economic bonuses, when militaristic AI favor military ones. The geopolitical context should also influence their choices.
- **Narrative events** : Narrative events simulate demands from the population or army, and must consider multiple factors to balance narrative events triggers and nature (positive or negative) :
 - Empire stability
 - Diplomatic status
 - How many resources are allocate to the army or the economy
 - Time since allocation (stronger event chance right after switching and growing event chance the longer it stays to the same domain)
- **Era scaling (optional)** : If even with a good balancing the military bonuses stay too appealing there is the possibility to add a limit per era for military allocation. Players will start with a maximum of one resource for military use in the Ancient Era, and then will gain one more each era.
 - Prevents an empire starting near many luxury resources to have a too strong military advantage
 - Allows stronger bonuses
 - The downside is that it complicates the system

Potential bonuses

Ebony

Increases naval movement speed

Dense, water-resistant wood makes warships swift at sea.

Obsidian

Boosts melee units' strength

Razor-sharp weapons slice deeper.

Lead

Boosts ranged ground units' strength

Heavier ammo for deadlier volleys.

Salt

Enables passive healing in enemy territory

Preserves rations and disinfects wounds on the march.

Tea

Reduces instability in occupied cities

Soothing brews keep conquered populations under control.

Saffron

Shortens siege duration

Lavish spice bribes defenders, hastening their surrender.

Coffee

Increases garrison and cities vision

Caffeine keeps guards more alert.

Marble

Increases fortification

Sturdy stone for stronger walls.

Ambergris

Deals damages to units entering your borders.

Highly flammable lumps fuel devious incendiary traps.

Porcelain

Stability boost after winning a battle

Commemorative porcelains keep the populace pleased.

Silver

Increases enemy units' upkeep while in your territory

Costly bribes and corruption weigh on invading armies.

Silk

Increases strength of your units within your borders

Magnificent silk banners inspire and fortify defenders on home soil.

Sage

Reduces healing cost

Herbal remedies make unit recovery easier.

Dye

Increases war support

Vibrant colors and propaganda bolster patriotic zeal.

Incense

Partial refund of unit cost on death

Spiritual rites reclaim some war expenses.

Pearl

Increases naval units' XP gain

Treasures of the sea foster pride and expertise among sailors.

Gold

Reduces upkeep for your military units

Wealth funds standing armies efficiently.

Gemstone

Increases XP gain of ground forces

Jewel-encrusted awards spur unit excellence.

Mercury

Boosts spies stealth

Volatile quicksilver aids clandestine strikes from within.

Papyrus

Increases ground force speed in friendly territory

Advanced maps streamline troop movements at home.

Playtesting plan

- **Phase 0 : Production playtest**

Conduct recurrent playtests during implementation, focusing on team members unfamiliar with the feature.

- **Phase 1 : AI testing**

- Evaluate how effectively AI utilizes the system.
- Evaluate AI competence in balancing military vs economic allocations, especially for AI with nuanced profile.

- **Phase 2 : Controlled player testing**

Test clarity, impact, and engagement with experienced players.

- **Phase 3 : Broad testing**

- Test multiplayer dynamics and casual player engagement.
- Ensure balance between peaceful and militaristic playstyles.

- **Questions**

- Do players understand the system ?
- Are trade-offs meaningful ?
- Does it feel natural within Humankind ?
- Do players enjoy it ?

Some KPIs to track

- Percentage of resources allocated to military vs economy.
- Frequency of reallocation during a single game.
- Percentage of players fully dedicating resources to military or economy (extreme playstyles).
- Average time taken to reallocate resources after unlocking the system.
- Average military strength (units built, battles won) for players who allocate most resources to the military.
- Percentage of players accessing detailed tooltips or help screens for the system.
- Percentage of players ignoring the system entirely.
- AI adoption rate of the system (percentage of games where AI reallocates resources dynamically).

Conclusion

- Extends the **luxury resource mechanic**, giving them a stronger role and associated choices.
- Deepens **trade**-related decisions. Selling luxury resources to an aggressive neighbor becomes riskier.
- Narrative events align with **Humankind's storytelling** strengths, ensuring immersive situations.
- Introduces a new **strategic layer to both military and economic** playstyle.
- Adds **dynamism to multiplayer**, proactive players can infer opponents' military strategies by analyzing changes in their luxury resource stockpiles.