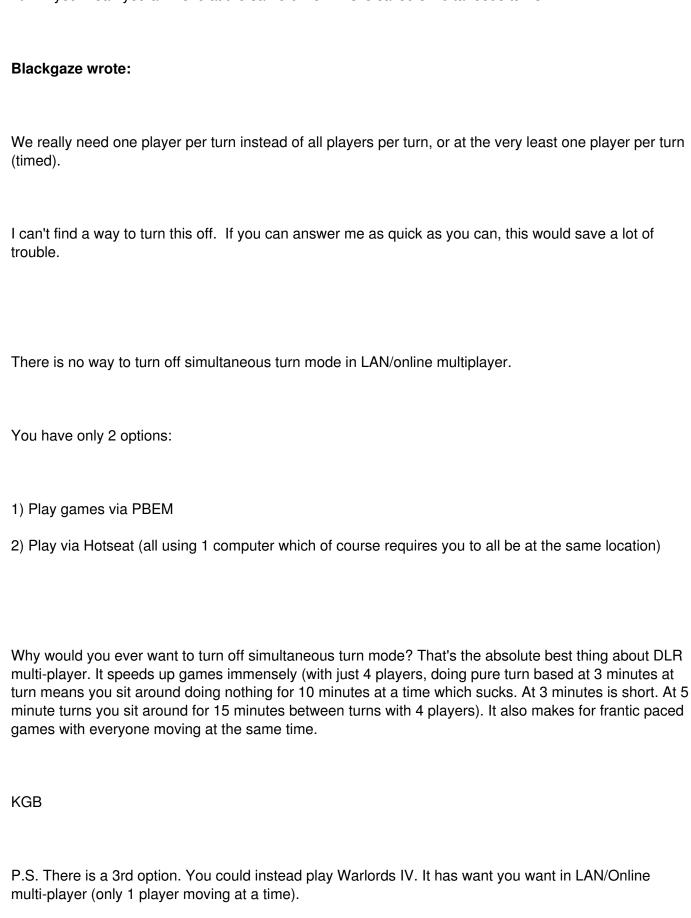
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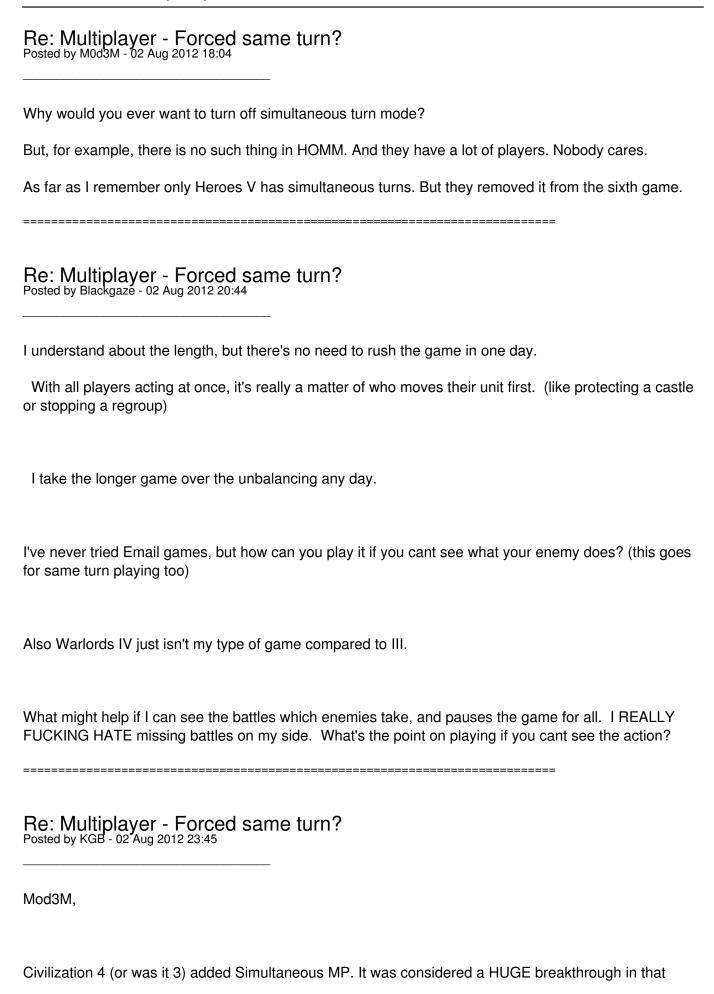
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Multiplayer - Forced same turn? Posted by Blackgaze - 01 Aug 2012 05:54
Hi, I've finally managed to get playing online with this game since I bought it back in the 90s. Thanks for the download link too.
But I'm introducting a lot of new players to this game, but we have one serious issue.
The fact that when we take turns, we can all move at the same turn.
We really need one player per turn instead of all players per turn, or at the very least one player per turn (timed).
I can't find a way to turn this off. If you can answer me as quick as you can, this would save a lot of trouble.
Thanks for reading, I hope to play soon with you!
Re: Multiplayer - Forced same turn? Posted by KGB - 02 Aug 2012 07:56
BlackGaze,
Glad to hear you are getting some new players interested in a true classic.

## Blackgaze wrote:

But I'm introducting a lot of new players to this game, but we have one serious issue. The fact that when we take turns, we can all move at the same turn.

I think you mean you all move at the same **time**. This is called simultaneous turns.





series for MP considering most games featured more than 2 players (like DLR). In a 2 player game alternating turns is OK but once you reach 3+ simultaneous is almost mandatory if you want to finish a game in 1 sitting (say 3 hours or less).

I've played quite a few alternating turn games and to be honest I find it \*very\* boring between turns when you can spend 20+ minutes doing nothing until your next turn and in 3-4 hour sessions you only finish maybe 10-15 turns tops. Trying to co-ordinate players for re-loads is all but impossible unless all players are your friends that you can guarantee will return to finish the game. Give me simultaneous turns every time.

BlackGaze,

I've never tried Email games, but how can you play it if you cant see what your enemy does? (this goes for same turn playing too)

I don't understand what you mean by this. Are you playing with no fog of war and no hidden map? That's the only way you could see what your enemies are doing. I didn't know anyone actually played like that.

I REALLY FUCKING HATE missing battles on my side. What's the point on playing if you cant see the action?

There is a red orb at the top of the main map area. When you are attacked by someone when it's not your turn it will be flashing. Click on it when it's flashing and it shows every battle that took place during other players turns.

That's the best you are going to be able to do.

Your other alternative is to go over to <a href="www.warbarons.com">www.warbarons.com</a>. They have a nice brower based warlords

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clone that takes the best features from Warlords1-4. It's still in development but the multi-player there is all turn based rather than simultaneous and if you turn off Fog of War you can watch everything move and replay all the battles involving YOUR armies.

KGB
Re: Multiplayer - Forced same turn? Posted by Blackgaze - 03 Aug 2012 05:11
Civilization 4 was a much longer game as it was more slower pace. But it's more of the fact that that it was much easier to defend with due to the different gameplay system compared to Warlords III.
Warlords is heavily based on luck and you need to push if to your favour, while Civilization is more about position and a bit of luck. And the players acting at once screws up everything for Warlords.
To be fair, I have been playing 1 on 1 games, and the simultaneous MP might be pretty good with lots of players, as you said. But i'm very depressed that there wasn't an option for it, as I was excited to play Warlords III online.
What I meant by email (as I've never tried it is) is that one player takes his turn, sends his update to the other player via email and that players makes his turn. The problem is you can't see what the enemy did and moved his units as you're both not watching the screen at the same time. I'm a big fan of Advance Wars, and the website browser game " Advance Wars by Web" (AWBW) had the very same problem of two or more people playing at different times, unable to see what the enemy did in between, not the final result.
Interesing, an browser based Warlords. I don't like the visual look, its rather offputting. But do all players play at once, at play it overtime (like emails and advance wars by web)
Re: Multiplayer - Forced same turn? Posted by KGB - 03 Aug 2012 09:02
BlackGaze,

If you think DLR is a lot about luck then you aren't playing it correctly. The top ladder players had

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winning percentages around 90%. You can't do that in a luck based game. DLR is about hero play and bonus's.

You are honestly the only player I have ever met who wanted alternating turn based online play. I'm not saying others didn't want it, just that you are the only player who has ever posted specifically wanting to play it that way.

You are right about PBEM that you can't see what the other player did. Or rather you can't replay all the exact moves/battles for every unit. You can however see where his units currently are (if you playing with Hidden Map and Fog of War 'off') and from that you can pretty much guess what moved where.

I'm surprised you don't like the look of Warbarons. DLR graphics are very dated now and look pretty bad compared to Warbarons or other modern games. Maybe once you play it for a while you'll find it looks better.

Players play in the turn based mode that you are looking for. The only time 2+ players play at the same time is in team games where all team mates can move at once. You can leave the game open in your browser and watch other players move their units (but you do not see the actual battles unless your armies are attacked) if you want but that's not required. You can either play PBEM style (have 1+ days to take your turn) or speed games (have 1+ minutes to take your turn). I would imagine you want the speed game option if you and a friend are going to sit online at the same time.

I recommend at least giving it a try since it's free to play and see if it's what you are looking for.

KGB
Re: Multiplayer - Forced same turn? Posted by M0d3M - 04 Aug 2012 02:43
Blackgaze wrote:
Warlords is heavily based on luck
Wait! What?