

Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffacers - 22 Mar 2011 14:27

I have finished all the SSG campaigns for Darklords Rising and am now setting upon the creation of a new campaign which is set in the time period after Lord Bane has taken over Agaria and killed Lord Albion and his family. Without giving too much away some basic themes.

1. The campaign is based upon the Elves, there were no campaigns featuring the elves as the protagonists so it's only fair.
2. It begins in Solhaven with a civil war between the protagonists, exiled High Elves, their local supporters against their local enemies and Lord Bane's 'intervention'.
3. By the end we will have found out precisely *why* Lord Bane is trying to conquer Etheria. I have already decided what this is so no point in furthering ideas.
4. Will require Legion of Blood extra shield graphics.

Anyone who wished to co-operate or further ideas should post on this thread.

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Re: Starting making a sequel to Darklords Rising

Posted by KGB - 22 Mar 2011 17:08

That's an impressive feat finishing all the campaigns.

Do you mean just the ones that came with DLR or the user created ones as well. I only ask because there are some Campaigns centered around the Elves in the user created campaigns including ones from SSG (Huge Wars/Elves Return by Stephen Hand) that came after the games release.

KGB

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Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffacers - 22 Mar 2011 21:00

I played SSG campaigns, it does not apply to the user-created campaigns set in Etheria, of which there

are two which you mentioned. I intend to play Huge Wars and Return of the Elves though simultaneously to writing the sequel and might reference them in some small way but I don't consider them important enough to wait.

Just one question though, is it really the case that a person would have to have Legion of Blood installed as I write in section 4. As I remember you telling me all the files that are needed are already packed. Would that include extra shield files like the one's used in Legion of Blood. It seems to be impossible to add new shield files by playing around in the directory, unlike with units.

I am using the Legion of Blood shield files regardless.

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shields

Posted by Molotov - 11 Apr 2011 12:33

you can make new shields using hex editor to create SHI files.

1st byte of the file indicates a type of a shield part

0x00 - base (e.g. black, blue etc)

0x01 - ordinary (cross, chevrons, ...)

0x02 - charge (saber, pile, sun, skull etc)

the next 8 characters is a filename without a first letter (Owhipale -> whipale). if a filename is shorter than 8 characters, it should end with byte 0x00. (whipale[0x00])

the rest of the file data is irrelevant.

just make sure that your file is 50 bytes length.

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Re: shields

Posted by Slayer of Cliffracers - 11 Apr 2011 16:24

Thanks Molotov, but that wasn't my question. The question was because the scenarios in the campaign use Legion of Blood shields, would that mean that a person without the Legion of Blood wouldn't be able to play them properly?

Anyhow, first mission is completed. 9 more to go. 🙄

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Re: shields

Posted by KGB - 13 Apr 2011 01:04

Cliffracer,

I am quite certain that custom Shields will have to be provided separately by you. Those are definitely not part of scenarios which consist of items/armies/heroes/spells and a map.

KGB

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Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffracers - 17 Jul 2011 13:41

We've now completed the second map of the campaign. 🙄

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Re: Starting making a sequel to Darklords Rising

Posted by Molotov - 29 Jul 2011 04:56

how many maps will be there

i want to play already 🙄

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Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffracers - 31 Jul 2011 13:34

10 in total, could take a bit of time especially with 'other games' and similar distractions. 🙄

I also intend it to include a custom unit of my own devising.

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Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffacers - 24 May 2012 16:21

The third map is now completed. So the project is in no way abandoned.

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