

## Starting making a sequel to Darklords Rising

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

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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 Slayer of Cliffcracers - 15 Feb 2013 22:50

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### **vmxa wrote:**

Do you have any idea of the time left to finish the project? Been some time, since I had a campaign to play.

So sad that Warlords V seems to be dead. I had some small hope some company would pick up the concept. Maybe with Kickstart, one can hope.

Well Steve Fawkner wrote a thread saying about how he might do Warlords V once he's finished with his present game. The problems Warlords V will face are pretty dire though, basically it's profile is so shrunk it would essentially be rather like a new game than the continuation of an old franchise. In it's advantage I suppose is that Warlords V might be relatively cheap to make by modern game standards.

Scenario 9 is basically an old scenario map from Warlords III with some minor tweaks. I will most likely

have finished it completely by the end of this week. Scenario 10 is to be a scratch-built map which means it will take longer. I reckon I'll have finished next week though if I put my mind to it and don't let Lazy Bones get the better of me.

Then there is the beautification process. This means basically speaking finding images for all the entry, ending and loading screens, compiling my new and expanded hero name lists for all the factions etc. I have a little problem though. I have to complete the graphics for the Leprechaun unit that I have created. This means beautification will take longer than I have hoped.

UNLESS

You want to help me out. I suggested that someone might help me make [my Leprechaun](#) unit graphic for me. If you were make the leprechaun unit graphic while I work on the campaign then you will be able to bring the release date forward. I need someone to volunteer now basically, no time to waste. If multiple people volunteer to make leprechauns then I would then choose either the only one that is completed on time or the best of the available images. Of course if no-one volunteers then I will have to make the unit myself which will extend the release date somewhat into the future....

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## Re: Starting making a sequel to Darklords Rising

Posted by vmxa - 16 Feb 2013 00:25

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I no idea about making grahpics of any kind. Well I use to know how to create screens on a 3270 on a mainframe way back in the 80's, lol.

Steve had Warlords V project, what 6 or more years back? Nothing was heard on that front and Ubisoft dumped the whole thing years back.

I had no idea who owns the rights, but I doubt that Steve does. I would love it, if he could do something. I am not sure how much longer it will be, before I am unable to play any games. So I hope it is not very far off in the distance.

On your campaign, it sounds like it is going to be not terribly far down the road, so that is great. I suspect you will be happy get it completed.

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## Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffacers - 16 Feb 2013 10:30

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### vmxa wrote:

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On your campaign, it sounds like it is going to be not terribly far down the road, so that is great. I suspect you will be happy get it completed.

Steve wrote a thread asking for input because he was considering starting on Warlords V after his present project was completed.

It isn't really complex graphics. All I need someone to do is basically make the sprite for a Leprechaun unit. All it requires you to do is redraw the sprite using an existing sprite as a base, putting a seperate image in each frame. The images are just made up of patterns of single pixels, it's more time-consuming and dull than difficult.

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## Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffacers - 17 Feb 2013 21:48

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I've completed Mission 9. Only have the finale to complete!

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## Re: Starting making a sequel to Darklords Rising

Posted by M0d3M - 18 Feb 2013 22:45

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Hum, no update for years. The dev page is gone. How do you figure it is alive? Do you have any evidence?

When did you check the official forum last time?

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## Re: Starting making a sequel to Darklords Rising

Posted by vmxa - 18 Feb 2013 23:53

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Today and it says nothing really. A post about IF we were making v, but we are not, ect. It could be the game after our current one they mention. So after all these years we should conclude the we are in good shape now?

Anyway lets not turn an off hand comment into a thread steal. It was not worth the time. We shall see what we shall see.

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## Re: Starting making a sequel to Darklords Rising

Posted by Molotov - 04 Mar 2013 12:13

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any news? ☺

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## Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffracers - 08 Mar 2013 12:33

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### Molotov wrote:

any news? ☺

I have finally completed Mission 10. All I have to do now is the following.

1. Illustrate the campaign.
2. Compile the hero name files.
3. Finish the leprechaun unit

4. Go over all the scenarios to make some tweaks particularly to the items.

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## Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffacers - 10 Mar 2013 22:27

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Campaign is now illustrated. It's now a veritable work of art. Just hoping I've not trod on too many copyrights. ☹️

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## Re: Starting making a sequel to Darklords Rising

Posted by Slayer of Cliffacers - 18 Mar 2013 11:22

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Hoping to get it out this week.....

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