

Capture the Flag?

Posted by Batz - 10 May 2011 17:57

Has anyone played a PBEM scenario where the victory conditions are not the default 'last warlord standing'? I haven't but I was wondering how 'capture the flag' plays out. I can imagine it might be quite fun and offer some different strategies than usual.

Assuming it's not a broken idea is anyone up for a trial game? Maybe 4 player?

Batz

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Re: Capture the Flag?

Posted by Batz - 21 May 2011 17:06

This is a perfect option:

Bill Irwin wrote:

Option 2

Sun King Wizards Elves

Lich Cult San Maggots Khuzan

I have just loaded up a scenario with 'capture the flag' as the victory condition and I am trying to attach a file with the items that are the 'flags'.

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Re: Capture the Flag?

Posted by Batz - 21 May 2011 17:07

That comes out cropped so I'll try again with JPG

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Re: Capture the Flag?

Posted by Batz - 21 May 2011 17:10

Still not working so I'll try to insert instead:

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Re: Capture the Flag?

Posted by Batz - 21 May 2011 17:13

Aha! That works. So you can see the items are all named after the colour of the side that starts with them. Here is the game started over with different items:

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Re: Capture the Flag?

Posted by Batz - 21 May 2011 17:31

OK, how about this:

I have circled the 4 pre-placed items worth 1000gp. The 3 player sides are circled in Pink, Blue and Black.

I suggest that the winning condition is the first player to collect the majority of items (i.e. 3 items) and hold them for 1 turn the items can be distributed between heroes and/or between the two sides you control.

So you must be able to open your turn and you hold 3 items between your two sides. You must be willing to give your password to the other players to verify this so don't pick your 'standard' password (if you have one).

I'd also suggest a turn limit on this game of 30 (?) turns and if this is reached the winner is the person with the most items. In case of tied number of items then the total amount of gold is the decider.

Sounds OK?

Ian

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Re: Capture the Flag?

Posted by Batz - 21 May 2011 18:09

Last thing to decide would be do we switch on White and Blue as AI or not? I am in favour of them being turned on.

If all looks good with the sides then let me know which you want to play. I fancy Yellow/Black because I haven't played either before. The other choices are Orange/Red or Green/Cyan.

Ian

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Re: Capture the Flag?

Posted by Molotov - 21 May 2011 20:57

i'd like to play orange/red

i also like switching AIs on

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Re: Capture the Flag?

Posted by Bill Irwin - 21 May 2011 23:00

Everything looks good and sounds good to me

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Re: Capture the Flag?

Posted by Batz - 21 May 2011 23:02

OK, Bill you are Green/Cyan. I'll start the game as soon as I can.

Do you guys want to download my VirtualBox VM and see if we can make the Event History work? No problem if not.

I sent you a private message with the link. According to the feedback so far 'it just works'!

Ian

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Re: Capture the Flag?

Posted by Batz - 28 May 2011 21:45

Sorry for the delay, I've been very busy the last week. I have posted to Arvid to see when he is going to incorporate the latest tweaks into Myth to see if it's worth us waiting for that before we start.

Also - have you downloaded my Virtual Machine yet?! If you have no intention then just let me know.

Ian

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