

WWW.MAGICREALM.NET FORUMS ARCHIVE

This archive contains a complete record of all messages posted on the forums at MagicRealm.net

The last message posted here is dated 14 Feb 2004.

The archive is organized in the same manner as the forums were: two main sections, and seven subsections. Each discussion topic is linked to a bookmark.

The discussion topics are sorted from oldest to newest within each subsection. This is the opposite of how they were sorted in the original forums, but it was easier to build and maintain the archive in this way.

Known problems:

The polls in the “Software” subsection could not be archived.

Many of the URL’s came through as blank lines.

The forum software had a flaw: at the start of each discussion topic, it lists the topic name followed by “started by [name]” – but instead of using the name of the person who started the topic, it used the name of the last person to post to that topic.

Printable Version of Topic

-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: New Characters started by fiscused

Posted by: fiscused on Sep. 04 2001,07:28

Thought I'd throw up the beginning of a new character idea here.

Monk: A quiet, dedicated man, the monk is master of dealing damage, either with his bare hands or with weapons.

advantages:

Poverty: The monk begins with zero gold and may never gain gold in any way. He can barter with others using the gold value of items, but he may never acquire gold.

Combat expertise:

a) When the monk attacks with only a fight chit, that chit does damage equal to the strength on the chit. The Monk never uses a dagger.

b) The monk has studied the anatomy of the monsters in the realm. When the monk attacks a monster, the attack ignores any armor the monster may have. This only works against monsters.

Optional: b) above works against the FIRST piece of armor when attacking another character.

Starting equipment: none

notes: I haven't figured chits yet, but the strongest attack should be heavy--so if he get a great sword, he could kill T monsters--but first he has to get one.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: 6 New Characters started by jdfrenzel

Posted by: Netzilla on Sep. 07 2001,08:05

Well, I downloaded Bill Andel's character creation Excel spreadsheet and entered in the six characters I had posted to the MR Mailing List. That, combined with some of the list members topics (especially regarding the Marshal) has caused me to rework the characters I had submitted a bit. According to the spreadsheet the characters are rated between 14 and 19 points with the average being 16. Of course this depends on the values I've given some of their special abilities that aren't covered by a spreadsheet formula.

I'm posting these revisions here rather than the list mainly for archival purposes. I'll also post a link to this discussion on the list so that folks there can take a look if they're interested.

Each character will be posted in a separate message under this same topic heading for ease of discussing each one individually.

Enjoy and please let me know what you think.

Deric

Posted by: Netzilla on Sep. 07 2001,08:16

The Barbarian

The Barbarian is a fierce mountain warrior, at his best when he can stick near the mountains. He is powerful enough to combat the largest monsters, but is too slow to out maneuver or out run numerous smaller opponents.

Symbol: < Mountain >

Weight/Vulnerability: Heavy

Special Abilities

Mountaineer: The Barbarian rolls 1 die instead of 2 when searching or hiding in the Cliff, Crag, Ledges or Mountain tiles or in the mountain clearings of the High Pass. (3 pts)

Mountain Climber: The Barbarian needs only record one move phase to enter a mountain clearing. If the optional weather and seasons rules are used, the Barbarian requires 1 less than is dictated by the season. (4 pts)

Development:

Mountain Youth
Helmet, Spear (3 pts)
F H6, F H5*, M H6 (0 pts)

Mountain Hunter
Helmet, Breastplate, Spear (3 pts)
F H5*, F H4**, M H5* (0 pts)

Mountain Warrior
Helmet, Breastplate, Shield, Axe (4 pts)
F H4**, F T7, M T6* (0 pts)

Barbarian
Helmet, Breastplate, Great Axe (4 pts)
F T6*, F T5**, M H4** (0 pts)

Start at Inn or Guardhouse (2 pts)

Relationships: (3 pts)
Ally: Bashkars
Friendly: Lancers, Rouges, Shaman
Unfriendly: Patrol, Soldiers

Level 4 total: 16 pts

Posted by: Netzilla on Sep. 07 2001,08:20

Dryad

This shy and elusive creature of the forest has come to the Realm seeking long lost magics and mysteries. She is at home in the forest, knowing well it's secrets. Due to her elusive nature she is often overlooked by the denizens of the Realm. However, when other Characters are about, their clumsy crashing about often draws unwanted attention, so she is best served wandering off to a quiet corner on her own.

Symbol: < Wood >

Weight/Vulnerability: Light

Special Advantages:

Tracking Skills: as Woods Girl (6 pts)

Peace With Nature: As Druid (4 pts)

Development

Pixie
1 spell (II or III) (2 pts)
Ma II4*, Ma III4*, Ma III4* (3 pts)

Brownie
1 spell (II or III) (2 pts)

F L4, M L4, M L3* (0 pts)

Nymph

2 spells (II or III) (3 pts)

Ma II4*, Ma II3**, Ma III3** (3 pts)

Dryad

2 spells (II or III) (3 pts)

F L3*, F L3*, M L2** (0 pts)

Start at Inn or House (1 pt)

Relationships: (-1 pt)

Ally: Woodfolk

Friendly: Lancers

Unfriendly: Company, Crone

Enemy: Bashkars

Point Total = 19

Posted by: Netzilla on Sep. 07 2001,08:25

Eastern Monk

This stranger from a far off land has come to the Realm seeking long lost knowledge and wisdom. He is a powerful fighter against individual Medium and Heavy foes, but against multiple opponents or Tremendous monsters, he is quickly overwhelmed and best served to run away.

Symbol: < Yin/Yang >

Weight/Vulnerability: Medium

Special Advantages:

Fists of Iron: The Eastern Monk has trained extensively in the arts of unarmed combat and may play a fight chit with no weapon to get an attack at the listed Strength and Speed with no sharpness stars and a length of 0. (6 pts)

Iron Body: The Eastern Monk's training has also included many body-hardening defensive techniques and if he is using no weapons (including a dagger) or armor, he may play a second fight chit in a shield oval in order to block incoming attacks. This block automatically intercepts any attacks matching the shield direction, and also blocks any attacks with a slower attack time than the blocking chit. It may not block an attack with a Strength exceeding its own. If the attack's Strength equals the block, then a wound is dealt to the Eastern Monk, just as if the attack had struck armor. If the attack's strength is less than the block, then no damage is done. Fight chits played in this manner count against the Eastern Monk's effort limit. (6 pts)

Development

Initiate

Staff (2 pts)

F M5, F M5, M M5 (0 pts)

Acolyte (1 pt)

F M4*, M M5, M M4* (0 pts)

Adept (1 pt)

F M3**, F H6, M M4* (0 pts)

Monk (1 pt)

F H5*, F H4**, M M3** (0 pts)

Start at Inn or Chapel (2 pts)

Relationships: (1 pt)

Friendly: Order, Scholar

Unfriendly: Bashkars

Total Points = 16

Posted by: Netzilla on Sep. 07 2001,08:29

Illusionist

The Illusionist is a wily practitioner of mischievous magic who uses his spells to confuse and distract opponents while he explores the Realm for its hidden treasures.

He is best suited to avoiding other Characters who can find him even when he's hidden. His ability to create minor illusions allows him to distract potential opponents and run away. Doing so too often, however, will leave him exhausted and vulnerable; without the energy to power his spells.

Symbol: < Staff of Neptune >

Weight/Vulnerability: Light

Special Abilities

Elusive: The Illusionist frequently must hide from those who have discovered his trickery and may record one extra Hide phase each day. (1 pt)

Distracting Image: The Illusionist is adept at minor distracting illusions in order to better facilitate his escapes. He may fatigue an active magic chit of any type to lower the time on a Move chit used to run away by 1. This can only be done once per round, and may only effect Move chits used for running away. This ability has no effect on chits used for Maneuvering. (8 pts)

Development:

Charlatan (1 pt)

F L4, M L4, M L3* (0 pts)

Trickster

1 Spell (VIII) (2 pts)

Ma II 5*, Ma VIII4*, Ma VIII4* (0 pts)

Prestidigitator
2 Spells (III or VIII) (3 pts)
Ma III5*, Ma III5*, Ma VIII4* (0 pts)

Illusionist
3 Spells (III or VIII) (4 pts)
Ma III4*, Ma III 3**, Ma VIII 3** (2 pts)

Start at Inn (1 pt)

Relationships: (-1 pt)
Friendly: Rouges, Bashkars
Unfriendly: Order, Patrol, Scholar

Posted by: Netzilla on Sep. 07 2001,08:34

Marshal

The Marshal's duty is to enforce the laws of the Realm, protect its citizens and track down threats to the peace. He is adept at facing Medium or Heavy opponents, but against Tremendous monsters he needs a heavier weapon, and is ill-suited to taking on the most powerful of beasts.

Symbol: < Marshal's Star >

Weight/Vulnerability: Medium

Special Abilities:

Agent of the Crown: Not all native groups respect or like him, but his authority is another matter. Natives are more than willing to help the Marshal complete his business quicker (if only to get him out of their hair), and thus he may execute an extra phase under the same conditions as the Captain. (4 pts)

Defender of the Citizenry:

- a) The Marshal is the protector of those who inhabit the Realm and as a result he may not initiate combat with any unhired native or native group. He may defend himself however, if he is attacked by a hired native or an unhired native group that has Insulted, Challenged or Block/Battled him. (-1 pt)
- b) In addition, in order to more effectively hunt down dangerous Monsters and Characters, he frequently forms posses and may subtract 1 from his die rolls when performing the Hire activity. (3 pts)

Development

Watchman
Helmet, Spear (3 pts)
F M5, F M5, M M5 (0 pts)

Deputy
Helmet, Breastplate, Spear (3 pts)
F M4*, M M4*, M M4* (0 pts)

Sheriff

Helmet, Breastplate, Shield, Spear (4 pts)

F M4*, F H5*, M H5* (0 pts)

Marshall

Helmet, Breastplate, Shield, Spear (4 pts)

F M3**, F H4**, M M3** (0 pts)

Start at Inn, House or Guardhouse (3 pts)

Relationships: (2 pts)

Allies: Patrol

Friendly: Guard, Soldiers, Order

Unfriendly: Company, Bashkars, Rouges

Points Total = 15

Posted by: Netzilla on Sep. 07 2001,08:37**Sage**

This aged scholar has come to the Realm to unlock its hidden mysteries. He is well studied and uniquely suited to discovering its lost treasures and can quickly move about its lesser-known pathways. Ill-equipped for combat and of limited magical capabilities, the Sage is best served by moving about cautiously and staying out of the way of hostile Characters and Monsters. With a strong ally, however, the Sage can quickly show the way to the Realm's most valued treasures in relative safety.

Symbol: < Wisdom >

Weight/Vulnerability: Light

Special Advantages:

Ancient Realm Lore: The Sage has spent a lifetime studying the lore of the Realm and has memorized maps of its ancient castles and cities. He may roll 1 die instead of 2 when searching in the Ruins tile or any tile with a Lost City, Lost Castle or Ruins chit. (4 pts)

Knowledge of the Realm: Due to his intensive study of the Realm the Sage starts out knowing the locations of all hidden paths and secret passages (enchanted and non-). (1 pt)

Development

Apprentice (1 pt)

F L4, M L4, M L3* (0 pts)

Scribe (1 pt)

F L3*, M L3*, M M5 (0 pts)

Scholar

1 spell (III or VII) (2 pts)
F M 4*, Ma III4*, Ma VII4* (1 pt)

Sage
2 spells (II, III, IV or VII) (3 pts)
M M4*, Ma II4*, Ma IV4* (2 pts)

Start at Inn or House (2 pts)

Relationships: (3 pts)
Allies: Scholar
Friendly: Guard, Soldiers, Crone
Unfriendly: Bashkars, Shaman

Points Total = 16 pts

Posted by: bill_andel on Sep. 07 2001,11:26

What was the point total on the Illusionist, Deric?

Posted by: jdfrenzel on Sep. 10 2001,23:45

Robin has run these through his card generator. See them at his new Realms site, <
on the Characters page. >

--- John F

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Character Creation Spreadsheet started by jdfrenzel

Posted by: bill_andel on Sep. 06 2001,10:04

I'm starting this topic in the hopes of getting feedback on my character creation spreadsheet available in the download section of this excellent site John has put together here. John has already reviewed it and mailed me the following suggestions:

-----QUOTE-----

I do have 2 suggestions, minor both. I think it would be nice to have the chit types presented in a dropdown list as well. Also, when I do lookups, I usually put a contingency for a blank cell, to get rid of the 'N/A'. I just add IF(cell="", "", _original_formula_).

-----QUOTE-----

I will implement these in the next release of the sheet. I myself have a few questions to toss out to the community to see what they think:

1. Does everyone agree that a "roll -1" is of more benefit than a "roll 1 die"? While "roll 1 die" flattens out the probability curve, making it easier to get the more beneficial results, it still allows for the worst possible result. "roll -1" does not tremendously improve the chance of the best results, but ELIMINATES the worst possible result from a table.
2. Have I weighted all the factors correctly? If not, which ones should change and to what?
3. Should relationships with garrison natives be worth more than those with other native groups? Should relationships with visitors be worth less than those with native groups?
4. Should "even numbered" MAGIC chits of type I-V cost more than the odd ones (as a character then has the "equipment" to enchant tiles)?

These will do for a start. I have a couple more esoteric considerations that would be harder to quantify, but I'll leave those for later discussion.

Posted by: Scott DeMers on Sep. 06 2001,11:03

Big thumbs up on the spreadsheet.

On your questions:

- 1) I prefer roll one die - maybe I am a gambler. I prefer it on searches, missile tables, everything. I love the intricacies of the difference between roll 1 die and subtract 1 from the roll.
- 2) No real comment as I have not thoroughly reviewed.
- 3) Yes, absolutely and yes, absolutely.
- 4) Yes

I think that both 3 and 4 above should have a slight additional value.

Scott

Posted by: bill_andel on Sep. 06 2001,11:56

-----QUOTE-----

I think that both 3 and 4 above should have a slight additional value.

-----QUOTE-----

Yeah, I was thinking of even numbered type I-V chits costing an extra 1 point. And I was thinking about relationship costs being thus:

+/-1 each level of friendliness/unfriendliness with visitor

+/-2 " " " " " " group

+/-3 " " " " " " garrison

...but I'm wondering if that's excessive. May have to multiply all the other factors by 2 to compensate.

Posted by: jdfrenzel on Sep. 06 2001,14:15

Bill,

Great sheet! Very polished, looks like you've done this sort of thing before, eh?

1. This one is probably fodder for another thread, but I always felt 1 die was stronger. You're right that die-1 excludes the worst result, but not on the Read Runes table! I'd vote 1d is better than 2d-1

2. The weighting looks ok, time will tell on that.

3. Garrisons should be worth more, visitors worth less

4. I agree the second Type I-V chit a character has should come at a premium

--- John

Posted by: Netzilla on Sep. 06 2001,23:43

Quote from bill_andel, posted on Sep. 06 2001,10:04

-----QUOTE-----

1. Does everyone agree that a "roll -1" is of more benefit than a "roll 1 die"? While "roll 1 die" flattens out the probability curve, making it easier to get the more beneficial results, it still allows for the worst possible result. "roll -1" does not tremendously improve the chance of the best results, but ELIMINATES the worst possible result from a table.

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These will do for a start. I have a couple more esoteric considerations that would be harder to quantify, but I'll leave those for later discussion.

-----QUOTE-----

Here's my thoughts:

1. 1d vs. 2d-1

I think which is better really varies depending on the table you're rolling on. Like someone pointed out earlier, 2d-1 actually *increases* your chances of rolling a curse on reading runes over 2d (of course, it also increases your odds of learning the spell). However, that's the only negative one as far as I can see. Everywhere else it does eliminate the worst possible outcome.

However, your odds of getting the best result are actually better with the 1 die. I'd say they're probably pretty close to even.

2. I'll get back to you on that if I think of anything.

3. Yes to both.

4. I think having just one of a type I-V chit should have a smaller price than each individual chit of 2 or more. Really, it's when you only have 1 of a particular type of chit that you can't enchant a tile. Two or 3 chits have equal ability to enchant a tile, and 3 allows additional uses. So, I'd suggest a flat 'additive' cost for 2 or more of the same type I-V chit.

One other thing I noted:

Under the advantages section, when continuing into the second set of Phase/Type/Hexes columns in the same row, the costs don't always seem to add properly. For example: I had a character who recieved a bonus when searching both in the Lost City and in the Lost Castle. On individual rows, each of these ending up costing 1 point. Both on the same row also cost 1 point. I don't know if there's any other cases where this happens.

Deric

Posted by: jdfrenzel on Sep. 07 2001,01:26

Regarding the 1d vs 2d-1 question, here are the odds for each numeric result. For comparison, I've also included the regular 2d progression. Values are in percent. As you can see, this resolves nothing....

##	2d	2d-1	1d
1	2.8	11.1	16.6
2	8.3	13.9	16.6
3	13.9	19.4	16.6
4	19.4	25.0	16.6
5	25.0	30.6	16.6
6	30.6	0.0	16.6

The odds for rolling 3 or less (the "best" half of a table) are 50% with 1d, 44.4% with 2d-1. This question may boil down to personal preference, or as Netzilla points out, depends on the table or result you need.

--- John F

Posted by: bill_andel on Sep. 07 2001,11:24

-----QUOTE-----

4. I think having just one of a type I-V chit should have a smaller price than each individual chit of 2 or more. Really, it's when you only have 1 of a particular type of chit that you can't enchant a tile. Two or 3 chits have equal ability to enchant a tile, and 3 allows additional uses. So, I'd suggest a flat 'additive' cost for 2 or more of the same type I-V chit.

-----QUOTE-----

So, instead of one's first Type I or V chit costing 3 or one's first II-IV costing 2, you'd have it be 2 and 1, respectively?

-----QUOTE-----

One other thing I noted:

Under the advantages section, when continuing into the second set of Phase/Type/Hexes columns in the same row, the costs don't always seem to add properly. For example: I had a character who recieved a bonus when searching both in the Lost City and in the Lost Castle. On individual rows, each of these ending up costing 1 point. Both on the same row also cost 1 point. I don't know if there's any other cases where this happens.

Deric

-----QUOTE-----

It adds everything together in fractions, then rounds the whole thing up, which is why you'd get 1 point each doing them on separate lines, 1 point total on the same line. I may have to modify the rounding to work on each "piece" of an advantage. The whole reason I did it that way was for "compound" advantages like the Dwarf.

Posted by: Netzilla on Sep. 07 2001,12:32

Quote from bill_andel, posted on Sep. 07 2001,10:24

-----QUOTE-----

-----QUOTE-----

-----QUOTE-----

So, instead of one's first Type I or V chit costing 3 or one's first II-IV costing 2, you'd have it be 2 and 1, respectively?

-----QUOTE-----

Something like that. With the 2nd, 3rd, etc. chits costing the original amount.

-----QUOTE-----

It adds everything together in fractions, then rounds the whole thing up, which is why you'd get 1 point each doing them on separate lines, 1 point total on the same line. I may have to modify the rounding to work on each "piece" of an advantage. The whole reason I did it that way was for "compound" advantages like the Dwarf.

-----QUOTE-----

Ah, I see. I hadn't looked at the formulas to realize that some things would come out with values less than 1. That makes more sense now.

Deric

Posted by: bill_andel on Sep. 10 2001,16:52

Attached is v2.0 of my character creation spreadsheet. Much has changed:

1. More compact, so it prints more legibly, less like an eyechart.
2. More robust with respect to fields left blank.
3. Eliminated chit name field. Specify a chit type from the drop down list (FIGHT, FLY, MAGIC or MOVE) or type in your own (e.g. BERSERK or DUCK). If a ritual is specified,

the chit is assumed to be MAGIC, otherwise it's assumed to be FIGHT/MOVE.

4. Added a "Type X" magic ritual. This is intended for use with characters that have a "special chit" (c.f. Berserk) that works like a MAGIC chit. For example, Ben Rubright might want to give his "Terminator" character a "MORPH 5*" chit. It would be used like a MAGIC chit, but could only cast a special spell "MORPH" allowing Terminator to take the same form as an opponent (kind of like Absorb Essence, but the monster stays intact).

5. Lowered cost of type I & V spells to same as II-IV. Sure, they are more powerful, but the color magic to power them is harder to come by, so it evens out.

6. Every second type I-V chit costs an extra point, since paired chits can be used to enchant tiles.

7. Moved starting equipment section ahead of relationships. You can now choose an armor combination, a weapon, a horse and starting gold for each character level. Starting gold can be more than 10, but not less.

8. Relationships modified. One row for each category of relationship. Any relationship with a native or visitor NOT explicitly specified is assumed to be neutral. Relationships cost more per levels of friendliness for nomadic groups vs. visitors and more for garrison groups vs. nomads. Also allowed specifying a monster group (giants, ogres or goblins) as a relationship, though a neutral relationship must be explicit in this instance, as it is NOT free. There's also an "OTHER" assumed to be monsters in case a character concept depends on a relationship with one of the led intelligent monsters (e.g. Pernese Dragon Rider).

9. Starting places moved, but equation the same. Inn is free. Any place else costs one plus or minus a point for each level of friendliness/unfriendliness with the garrison.

10. Advantages can now have only one hex type specified, for the entire advantage, not for each piece. I'm not really sure this is an improvement and await feedback. Also revised list of hex types and corrected factors derived from them for accuracy.

11. Added a "Roll +1" disadvantage, in case anyone wants to make an especially "noisy" (+1 to Hide) or whatever character.

12. Changed costs of various roll advantages after carefully analyzing whether "+1" or "1D" was better on a case by case basis. "+1" is clearly better for Hide, for example, while other places "1D" is clearly better and some places it's a toss up.

Worth noting: the Elf and the Wizard are too strong. For the former, this is known to be the case, hence the Great Elf/Light Elf options. I can't understand why designers though Wizard needed optional advantages. The problem with him is that his MAGIC chits are too fast for someone his size. If he was a Light character instead of Medium, they'd be OK.

Most of the characters came out much better this go round and don't necessarily need their optional advantages. The Magician is the only one who appears definitely to need his optional advantages. And the Dwarf still comes out too weak, suggesting that improvements kicked around for years on the mailing list are right on the money.

I'll probably release a v2.1 in the next week or two, but the only thing I intend to

change is to add a bunch of the alternate characters posted to the mailing list, unless someone finds a really egregious error or has some really good suggested features.

Posted by: jdfrenzel on Sep. 14 2001,12:58

I've been entering some of my characters in the sheet for your database, and came up with a few suggestions.

- 1) There needs to be a space to specify the level title
- 2) Centered values for easier viewing

I'll get those levels to you as soon as I've finished entering everything. Great job on this!

--- John F

Posted by: bill_andel on Sep. 14 2001,13:27

Yeah, I put space for level titles in 2.1.
Which values do you think should be centered? All?
Irritating, as I left justified everything in 2.1.

Posted by: jdfrenzel on Sep. 14 2001,23:06

I'll take a look at 2.1 first since you have changed the layout. The main thing for me was that in 2.0 some values were centered, some right or left justified. If everything is left justified that should be ok. Like I said, I'll check it out once you've got it ready.

--- John F

Posted by: bill_andel on Oct. 19 2001,08:51

"...they said 'California' is the place you oughta be..." So I'm packin' up my bags and movin' in two weeks! Now you all know why v2.1 of the character creation spreadsheet isn't out yet. 😊 After I get settled I should have time to work on it. In the meantime, let me throw out some more ideas for people to bat around, some based on suggestions from the MR mailing list:

Factors to be considered in "weighting" and "balancing" characters should be "best attack" and "best maneuver". "Best" could be "heaviest" or it could be "fastest", or maybe both must be considered individually. Furthermore, "sustainability" of a character's "best" must be considered, e.g. how long can he keep up that H4** attack?

Vulnerability probably needs to be valued. A LIGHT character is killed by ANY hit which does not hit armor. This is a distinct disadvantage. A TREMENDOUS character (e.g. berserk Berserker) is nearly invulnerable, except to the really big monsters, and if playing with the "serious wounds" rule, only when those big monsters are red side up!

In relations with natives, I am considering weighting the relationship based on the group's total NOT. But other factors offered for consideration are: individual vs. group hire, whether or not the group has weapons (or other equipment) which would be useful to the character, average NOT for group members (better to hire a small, buff

group than a large bunch of wimps?).

Another conclusion I've reached it that the relations with a garrison counts for a LOT more than a nomadic native group. The garrison group's location is known and it is always prowling. Once one FINDS a possible location for a nomadic group, there's really only a 1/6 chance they'll show on any given turn.

Visitors are even harder: you have to find the site they could be at or the group they're with has to be on the board and THEN there's a 1/6 chance the visitor will show, assuming the chit is visitor side up. So that's, at best a 1/6 (natives appeared) * 1/6 (visitors prowling) = 1/36 chance of a visitor showing up. This probably makes relations with a visitor group virtually worthless, doesn't it, especially when one considers that most spell casters have an unfriendly relation with the one visitor from whom they could learn a spell.

Opinions? Feedback? Suggestions? Thanks!

Posted by: jdfrenzel on Oct. 19 2001,14:58

-----QUOTE-----

*Factors to be considered in "weighting" and "balancing" characters should be "best attack" and "best maneuver". "Best" could be "heaviest" or it could be "fastest", or maybe both must be considered individually. Futhermore, "sustainability" of a character's "best" must be considered, e.g. how long can he keep up that H4** attack?*

-----QUOTE-----

I like this idea, it gives a lot of insight into how effective a character can be in actual play. This is when the number of asterisks (and the number of zero-effort chits) a character has becomes important.

-----QUOTE-----

Vulnerability probably needs to be valued.

-----QUOTE-----

Not sure about this. It is true that L characters don't stand a chance if they are hit, but they usually have the means to run away. If I understand they group's position, M characters are actually weaker, since they face situations where they can neither run from nor defeat the enemy. T characters are very powerful, but any group could defeat one, since he will be too slow to avoid any blows. Basically I think that the value of the vulnerability is more in the weight and speed of the chits it affords, and therefore zeroes out.

As for natives, I think you're heading the right direction. I think any player would agree that hiring O3 is better than hiring R7, if you have the money. Most don't have the

money right away, the Rogues are cheap, and they are right there at the start. I'd be curious to see values of the groups based on NOT.

I agree that relations with garrisons are worth more, and being able to start the game with those garrisons is a huge advantage. Consider that White Knight has a good chance of leaving the chapel with a warhorse, or O3, for free at the start of any game. WKs chances of survival increase tremendously with a boon of this sort.

You're spot on regarding Visitors as well. They have limited value because they appear infrequently. In my view their value increases during a long game, when they have more time to appear, and there is more desire to purchase the items they have and collect through the game. Usually, it seems the Visitors get used as a convenient way to sell treasures, rather than buy them.

We may want to consider breaking this discussion down into separate posts, to keep the size of each more manageable.

--- John F

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Making the Denizens more deadly started by mcknight

Posted by: ScottDeMers on Oct. 31 2001,23:37

I was thinking of a simple way of making combat a little more active. It has always seemed odd to me that a person could get poked by a ten foot spear, or take a short sword to the chest, and then still continue his/her swing to clobber the guy on the other end.

My idea is this. Anytime an attack is a hit, roll two dice. If the highest number on either die is a 6 then the targets attack is canceled. Tremendous monsters would only roll one die.

New characters developed for the game could include concentration as a skill which would allow them to roll one die on this table, etc.

Thoughts?

Posted by: mcknight on Nov. 01 2001,01:50

Actually this is taken into account in the game to some extent. If it is a killing blow, the first to hit cancels the second. It is true that a wound has no effect on the aim of the wounded player.

If you want more random effects in the combat, you could use the optional combat system in the 2nd edition rules. Personally, I think the game is complex enough without adding more die rolls to the combat system (and I guess that I like the little bit of certainty that you have if you know that you can undercut and strike first.)

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Revised meeting table & rolls started by Teresa

Posted by: bill_andel on Oct. 24 2001,14:29

Just an idea I've been toying with: a revised meeting table with a *single* column and die roll modifiers, kind of like the Fumble and Stumble advanced combat tables.

Includes results for optional Commerce and Selling ("What am I bid for..." article from The General). Die roll modifiers are for relationships and are shown below the revised table.

ROLL	MEETING	COMMERCE	SELL
< -2	Boon	Offer+10	Pricex3
-2	Pricex1	Offer+5	Pricex2
-1	Pricex2	Offer+/-0	Pricex1.5
0	"	"	"
1	Pricex3	Offer-5	Pricex1
2	Pricex4	Offer-10	Pricex1
3	"	"	"
4	No Deal	Demand-10	Pricex0.5
5	"	"	"
6	Insult	Demand-20	Demandx0.1
7	Challenge	Demand-30	Demandx0
>7	Block/Battle	Block/Battle	Block/Battle

RELATION	MODIFIER
Ally	-4
Friendly	-2
Neutral	+/-0
Unfriendly	+2
Enemy	+4
BELLICOSE	+8

"Bellicose" is a new relationship. It is the default relationship for "intelligent" (i.e. weapon-wielding) groups of monsters (e.g. Goblins, Giants, Ogres). The modifier ensures that, by default, a Bellicose group will always block/battle a character, even if that character has a -1 die roll modifier on all meeting rolls. The intent here is to provide a baseline for weighting a relation with such a monster group for any expansion characters. I would also propose that, in the case of treachery, the betrayed native group becomes not an enemy of the betraying character, but bellicose towards him.

Note that for any particular relation, the table produces approximately the same results as the original table. Advantages, spells or treasures which would cause a modifier of +/-1 to the Meeting table should also produce approximately the same result.

For Grudges and Gratitudes, apply a - (grudge) or + (gratitude) 2 modifier for each

level. And yes, this would mean that if one managed to get a -10 modifier with a group, one would automatically get a boon, but how likely is that?

Comments and suggestions?

Posted by: jdfrenzel on Oct. 24 2001,21:27

This table is much easier to read, and the results are nearly identical. But what of the Trouble and Opportunity results from the old tables? These made the Neutral groups more unpredictable, which I liked.

Also, how would "buying drinks affect the table? I'm guessing this would allow a -2 modifier to the die, just wanted to clarify that.

This would be nice in an extended game, where trading and relationships are generally more important.

--- John F

Posted by: bill_andel on Oct. 25 2001,08:30

Yeah, buying drinks would have to be -2, wouldn't it?

I suppose I could incorporate results that emulated OPPORTUNITY and TROUBLE. They'd have to be handled by rolling again at -2 (OPPORTUNITY) and +2 (TROUBLE). So, revised table would look something like this:

ROLL	MEETING	COMMERCE	SELL
< -2	Boon	Offer+10	Pricex3
-2	Pricex1	Offer+5	Pricex2
-1	Pricex2	Offer+/-0	Pricex1.5
0	Pricex3	Offer-5	Pricex1
1	-----OPPORTUNITY-----		
2	Pricex4	Offer-10	Pricex1
3	"	"	"
4	No Deal	Demand-10	Pricex0.5
5	"	"	"
6	-----TROUBLE-----		
7	Insult	Demand-20	Demandx0.1
8	Challenge	Demand-30	Demandx0
>8	Block/Battle	Block/Battle	Block/Battle

Posted by: Teresa on Oct. 25 2001,12:33

The problem with the General Commerce Table is that the modifiers are sometimes more than the item is worth, which leads to nonsensical results - this should be considered in any "sell" table you create. For example, what if the base price is 8 and you get a "offer - 10" result. Does that mean you have to give them 2G to get rid of the item? Of course you could just refuse - but then you get into the demand part of the table and it gets really bad. What if you don't have the money they demand?

I think the multipliers are a much better approach, both for the buy and sell side of the table. The offered price should never be less than zero, and maybe the demand should be scaled to a percentage of the gold you have. - Teresa

Posted by: bill_andel on Oct. 25 2001,14:14

I agree with you with respect to a multiplier making more sense than a decrement for selling, though remember that with the optional Commerce rules, the base price reflect's not only the item's GOLD value, but also its FAME (Gold natives), NOT (Red & Blue natives) or both (Brown & Green natives), which may decrease the likelihood of the zero or negative price. Further, the optional Commerce table states that a zero or negative result is "NO DEAL". In any event, the DEMAND result means that you either sell the item to the group for a pittance or you get blocked. In the case of the multiplier approach, I think any fractions should get rounded up.

Posted by: Teresa on Nov. 02 2001,13:43

OK, now I remember better what the issue was - actually adding in the F/N makes it MORE likely to have a negative price - because so many treasures carry large negatives in these categories. This makes many of these treasures unsellable, since they will be worth nothing. A really nonsensical result comes with the Demand result, they are demanding you sell it to them for negative gold, which makes no sense. Or as you way, maybe they are just demanding the item for free or they will block you.

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Character art made easy started by bill_andel

Posted by: bill_andel on Nov. 17 2001,22:04

I've found an incredibly cool tool that makes character art amazingly simple. It's called the < Hero Machine >. Check it out.

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Supplements and 3rd Edition started by jdfrenzel

Posted by: jdfrenzel on Dec. 10 2001,12:46

In another forum, Bill Andel wrote

-----QUOTE-----

Also, with regards to the 3d ed. rewrite, has anyone given any thought to improved, upgraded and or supplemental components? I'm thinking of things like John Frenzel's Ultimate Counters or Ed Thorn's nifty little chit status sheets that would enhance or improve game play without actually changing the rules or adding anything which does not already exist.

-----QUOTE-----

Since these supplements are either now or soon to be available as downloads, I'm not sure what the question is. It might be nice, though, to all pitch in and purchase a copy of the game, and include a simple bound version of the 3rd edition rules, and cardstock counters and chit organizers to present as a prize for one of the games.

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Repositioning Denizens started by Netzilla

Posted by: Netzilla on Dec. 10 2001,13:43

I was reading through some of the 'Hamblen' comments and thinking about how everyone agrees that many monsters and most natives are way too easy to kill. One of his ideas for the expansion game really struck me and I thought it might be a good idea for an optional rule in 3rd edition. The idea was that there were originally supposed to be 9 pink boxes for deploying monsters in the combat section of a sheet.

So, we'd go from what we have now:

Charge		
Thrust		

	Dodge	
	Swing	

		Duck
		Smash

to this:

-----	-----	-----
Charge	Dodge	Duck
Thrust	Thrust	Thrust
-----	-----	-----
Charge	Dodge	Duck
Swing	Swing	Swing
-----	-----	-----
Charge	Dodge	Duck
Smash	Smash	Smash
-----	-----	-----

Of course, we'd have to create a new version of the Combat section (but that needs some revamping anyway).

This would have the effect of making the monsters less predictable and with large groups of monsters/natives they'd be spread out among more options (so you wouldn't be able to do any stacking unless you were facing 10 or more denizens at once). This would make fast and moderate-speed monsters/natives more dangerous as you could no longer rely on the "attacking in the same direction

as I'm maneuvering" strategy. This would make the ability to undercut as (if not more) valuable as the ability to do major damage and would probably alter the power balance of the characters some (though I'm not sure how much). Unfortunately, slow monsters/natives still aren't helped much.

This, of course, requires a modification of the "Repositioning Denizens" table. Thus, I came up with the following:

		RED DIE			
		1 - 2	3 - 4	5 - 6	
W H	1	Up 1	Up 1	Up 1	
	2	Left 1	Left 0	Right 1	
T E	3	Up 0	Up 0	Up 0	
	4	Left 1	Left 0	Right 1	
D E	5	Down 1	Down 1	Down 1	
	6	Left 1	Left 0	Right 1	

You would move all denizens on your combat section in the listed direction, remembering that the pink boxes wrap around horizontally and vertically.

What does everyone think?

Posted by: fiscused on Dec. 10 2001,18:33

Well, I'd like to try a version of Hamblen's idea. But I like placing each monster individually by rolling 1-3 on each side of the board.

In addition, I've been mentally toying with the idea of "game master controlled denizens", where the game master controls the denizens as if they were hired leaders. Perhaps with the addition of allowing them to run. This idea would eliminate "luring"--characters would have to charge denizens.

I'm also trying to think of using a monsters "intelligence rating" to decide if they do what the game master thinks is prudent. Extra time/rolls wouldn't be a problem in PBEM games, though it might take a dedicated master.

Posted by: mcknight on Dec. 11 2001,20:13

This might be what is necessary to add some punch back into the monsters. Either this or eliminate the "sucker punch": if you attack a monster, it attacks you back!

Posted by: vincegamer on Dec. 13 2001,17:38

I believe RH said that's the way he plays it and he'd totally forgotten it wasn't that way

in the published game. In fact, I think he said if you attack a denizen, not only does it attack you back, but its entire group does! That would pretty much end the ambush rule too, since if you fail to stay hidden, the whole band of Rogues is on you and aint no runnin from them!

Posted by: Netzilla on Dec. 13 2001,18:33

Quote from vincegamer, posted on Dec. 13 2001,16:38

-----QUOTE-----

I believe RH said that's the way he plays it and he'd totally forgotten it wasn't that way in the published game. In fact, I think he said if you attack a denizen, not only does it attack you back, but its entire group does! That would pretty much end the ambush rule too, since if you fail to stay hidden, the whole band of Rogues is on you and aint no runnin from them!

-----QUOTE-----

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-----QUOTE-----

Did you mean this to go in the Further Toughening of Denizens thread? I'm assuming so and I've posted my reply there.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Further Toughening of Denizens started by Netzilla

Posted by: Netzilla on Dec. 13 2001, 14:26

Another thought I had in regards to making denizens (especially natives) a little tougher was to change the order in which targets are assigned. Basically, make denizens a little more like characters in the way they pick their targets. So, I offer up the following:

Changing Denizen Behavior in Combat

Encounter Step - Assigning Monsters

* 22.2/1 and 22.2/2 stay the same.

* 22.2/3 occurs at a later time (see below)

Melee Step

Each unassigned (unlured) and unhired/controlled monster stack or native group gets its own attention chit (using spare attention chits or numbered chits) if it will be participating in the combat. For this purpose, if they're stacked on the Appearance Chart, I consider them a stack/group.

When a denizen's chit is drawn, it will be assigned to the **last** unhidden character or denizen to place an attention chit on it. If no attention chit has been placed, then the denizen will be assigned randomly as in rule 22.2/3. Exception: If the untargetted denizen is a member of a native group, its random selection **must** be from unhidden characters/denizens who are targeting other members of its group. If no one is targeting a member of its group, then it's assignment is completely random as in 22.2/3.

Example 1: The Elf and Berserker are in a clearing with the Company. The Elf is hidden. The ambush rules are being used. No one lures. The Elf and Berserker's attention chits are mixed with a chit to represent the Company. The Berserker's chit is drawn first and he targets CHQ. The Elf's chit is next and he targets C1 with his bow and he succeeds in his hide roll. The company's chit is next and they are all assigned to attack the Berserker because the Elf is hidden.

Example 2: The Swordsman and White Knight are in a clearing with the Rogues. No one lures. The Swordsman's chit is drawn first and he targets RHQ. The White Knight's chit is next and he targets R1. RHQ gets assigned to the Swordsman. R1 gets assigned to the White Knight. The remaining Rogues are randomly assigned between the Swordsman and the White Knight. If the Swordsman had chosen not to target any Rogues, all would have been assigned to the White Knight.

Example 3: The Witch King and Black Knight are planning to assault the Soldiers. The Black Knight lures the Soldiers in the encounter step. The Witch King's chit is drawn first and he targets all Soldiers with a Fiery Blast. The Soldiers are drawn next and they attack the Black Knight (because he lured them). Finally, the Black Knight targets SHQ. If the Black Knight hadn't lured, all of the Soldiers would have been assigned to

the Witch King because the Black Knight selected his target **after** the Company had selected theirs.

In light of all this, the World Fades spell would need to be changed. I propose the following:

If the Ambush rules are not being used: World Fades allows the character to make a hide roll immediately after selecting a target (even if using a melee weapon or multi-target spell). If the roll succeeds, the character is considered hidden but may still attack.

If the Ambush rules are being used: World Fades works as above, but allows a re-roll on the hide table if using a missile weapon or a single-target spell.

How likely do you think this is to help the native bashing problem?

Posted by: Netzilla on Dec. 13 2001,18:40

-----QUOTE-----

(From vincegamer in the 'Repositioning Denizens' thread)

I believe RH said that's the way he plays it and he'd totally forgotten it wasn't that way in the published game. In fact, I think he said if you attack a denizen, not only does it attack you back, but its entire group does! That would pretty much end the ambush rule too, since if you fail to stay hidden, the whole band of Rogues is on you and aint no runnin from them!

-----QUOTE-----

It's certainly based on the "Melee Luring" concept RH talked about. It's a little different in that 1) it's not automatic like RH's is and 2) the entire native group doesn't just go after the **last** person to target them.

With what I suggest it's still possible to get in a sneak attack if you're lucky (you pick targets after the denizen) or you work in a team where someone else lures first. I agree that it certainly makes ambushing riskier, but it's about the same as ambushing another character.

Posted by: Rubric on Dec. 15 2001,08:49

Quote from Netzilla, posted on Dec. 13 2001,14:26

-----QUOTE-----

*Exception: If the untargetted denizen is a member of a native group, its random selection **must** be from unhidden characters/denizens who are targeting other members of its group. If no one is targeting a member of its group, then it's assignment is completely random as in 22.2/3.*

-----QUOTE-----

I like this rule. I have a large solo game in progress right now (with 8 characters, not really "solo"), and I'm going to try implementing it.

Do you think the native's selection should include characters that the group has chosen to battle? Your exception seems to preclude that if another character has targeted the natives.

Example: Black Knight and Witch are at the Inn. Witch rolls a "Trouble" result on the neutral column. On the reroll, the Rogues choose to battle her.

As I understand your rule, if the Rogues chit is drawn first, they would all attack the witch. That's fine. If the BK's chit is drawn first, and he attacks Rogue HQ, then all of them would attack him, and ignore the witch. That part doesn't quite make sense to me. I think a more "realistic" reaction would be that Rogue HQ would attack the Knight, and all the other Rogues would be randomly assigned between the two characters.

Maybe the exception should say that the random choice must be from unhidden characters that the group is battling. Or, what about just on the first round of combat? Maybe it should say that, on round 1, the random choice is between characters that are targetting a member of the group and/or characters that rolled a "battle" result. On later rounds, then, they would just focus on characters actively targetting them.

Posted by: Netzilla on Dec. 16 2001,02:21

Well, basically I view it as the native group would focus on whomever is an immediate threat to one of their members. That would be anyone targeting one of their members. In your example, they may want to beat up the Witch, but since the Black Knight is actively going after their leader, they'll deal with him first, then take out the Witch.

Also, don't forget that if the Witch does target one of them before they pick their target, then she's fair game for any unassigned natives as well.

However, your variant certainly has merit and would be worth playtesting out.

Some day I'm going to start up a game so these ideas of mine can be playtested.

Posted by: fiscused on Jan. 17 2002,07:18

I thought of something yesterday that might offset the weakening of ambushing during "melee luring". The way I remember 1st edition, if you failed an ambush roll you became unhidden after the round. Therefore:

If you ambush and on your hide roll you roll one "6", you become unhidden after the round. In other words, you become visible as the others in the clearing note where your attack came from.

If you ambush and roll 2 "6"s, you become unhidden immediately. So in this case you step too far out of the shadows and are seen before attacking.

Of course, if you roll no "6"s, you successfully attack and stay hidden.

If you only roll one die, you cannot roll two "6"s.

I think this makes ambushing remain a factor without being "all powerful". Especially since the Elf rolls two dice to hide.

Need to playtest some stuff soon!

Posted by: Netzilla on Jan. 17 2002,10:39

Hey, I like that suggestion. I had forgotten how ambushes worked in the 1st edition.

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Introducing the Denizen Combat Sheet started by BryanWinter

Posted by: bill_andel on Mar. 29 2002,08:28

Played a face-to-face game with some friends recently and got really frustrated with what Bryan Winter has cleverly called the "Melee Sheet Mambo". Came up with the attached as a solution. Works pretty well, but has one deficiency in the rules for its use as written: all hired natives will re-position/change tactics. Any suggestions on how to modify this play aid to correct this would be greatly appreciated.

Posted by: bill_andel on Mar. 29 2002,08:30

Well, attachment didn't seem to take in original post. Let's try that again...

Posted by: BryanWinter on Mar. 29 2002,10:09

Very nice chart! That may be just what the doctor ordered! I think I have a good solution to your problem. Since you will probably never have 26 denizens in a combat (yow!) you can rely on the blank spaces at the end of the list...

At the start of combat always line up all the Denizens on the Denizen Combat Sheet from "a" onward (a, b, c, d, etc.).

If a Denizen lures (and is no longer subject to repositioning and tactics changes) then move that Denizen to the "z" box, and so forth (z, y, x, w, etc.)

When it is time for repositioning and tactics, only randomly adjust those at the front half of the alphabet.

For controlled denizens, the player simply moves them to the appropriate orientation and tactic manually. And because they are all happily placed at the end of the alphabet, there is no possibility for confusion.

That help??

Posted by: BryanWinter on Mar. 29 2002,10:18

One other thing, I'm not sure I would have the tactic roll "bundled" with the repositioning roll. You end up with a better than 1/6th chance every time that the denizen will duck/smash AND flip.

I'd have to run the odds, but it seems like there would be an imbalance somewhere.

I'd do two rolls per denizen - as normal.

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: expanded combat rules started by bill_andel

Posted by: fiscused on Sep. 27 2001,16:33

To get this thread started:

Two handed weapons: A character may not have a shield or another weapon (see later rules) active if he has a two handed weapon active. The two handed weapons include:

all H weapons

all missile weapons (including the weapon card)
staff

Dagger chits: dagger are represented by chits. Everyone starts with one dagger chit.

Dagger chits have no gold value, but can be traded among players.

Daggers are sold by the rogues for 1 gold each. They start with all dagger chits not in use (number=characters not being played).

Fist attack: If a player plays a chit with no weapon, his fist does "neg" damage modified by the fight chit, with no sharpness star.

Posted by: bill_andel on Sep. 27 2001,17:32

You consider the Morning Star a two-handed weapon?

Posted by: mcknight on Sep. 27 2001,22:03

I thought that two-handed weapons were the Great Ax, the Great Sword, the Medium Bow, and the Light Bow, but *not* the Morning Star or Crossbow.

Posted by: fiscused on Sep. 28 2001,07:17

Yes, a "heavy morning" star would be a two-handed weapon in my estimate. A "heavy" crossbow also. But hey, these are house rules we can make up whatever we want!

I've time for one more rule today:

Throwing weapons:

The following weapons can be thrown at targets:

Spear, axe, dagger

If thrown treat them as missile weapons, except after being thrown they are considered Dropped in the clearing.

Posted by: bill_andel on Sep. 28 2001,08:00

I'd agree definitely that the crossbow is two-handed. And there were both one-handed (horseman's) and two-handed (footman's) war flails and morning stars, so I guess, given the weight, the morning star being two-handed is reasonable.

What would the length of thrown dagger, axe and spear be? I assume you roll on missile table when throwing them?

Posted by: jdfrenzel on Sep. 28 2001,10:11

11 seems like a good length. More than a (melee) spear, less than a crossbow. I like the bit about the weapons ending up abandoned in the clearing, too.

Posted by: fiscused on Sep. 28 2001,19:52

Length 11 sounds good i never thought about that. I was also wondering if the spear should be two-handed.

Posted by: fiscused on Sep. 29 2001,06:21

Here's a really confusing way to do the spear:

If the spear is used two-handed, it is used as normal.

If the spear is used one-handed, it take extra strength to produce the regular effect.

In game terms:

A Medium fight chit may not be used to weild the spear one-handed.

If a heavy fight chit is played to weild the spear one-handed, the spear does normal (M*) damage.

If a T fight chit is used to weild the spear one-handed, damage increases one level (H*)

Attacking with two weapons:

A character may activate two one-handed weapons. If he does this, he may not have a shield active. One of the weapons must be designated in the "primary hand" the other in the "off hand".

Each weapon can be played to attack. The weapons can attack the same or different targets. Each weapon must have a fight chit, subject to normal restrictions (no more than two asterisks total -move and fight chits- without magical aid). A gloves card may be used for one of the weapons, but not for both.

Attacks are resolved normally, except for the following restrictions on the "off hand" weapon:

The off hand weapon attacks with a speed of 10, and a length of 0, no matter what the weapon legth or fight chit says.

The off hand weapon does one level damage lower than normal. Figure normal damage, then reduce by a level.

New special advantages (recommended when using two-weapon attacking):

Swordsman: Ambidexterity: When the swordsman attacks with two weapons, both attacks are resolved normally. Neither weapon is considered in his "off hand".

Woods Girl: Off-hand familiarity: When the woods girl uses two weapons, the off hand weapon does normal damage (is not reduced one level). The speed and length are still modified as above.

Posted by: bill_andel on Sep. 29 2001,09:08

You are SO way off on this! Length 0 and speed 10 are just ridiculous! Why not just say that characters can't use off hand weapons unless they have a specific training (advantage) to do so. Then a length restriction (say 4) for weapons so used and maybe a time penalty (+2, perhaps) for the off-hand, unless ambidextrous, too.

Would have to be used in conjunction with parrying rules, as the most typically used off-hand weapons were often for that purpose. Am not sure first edition parrying rules are useful, either, as they allow parry only be weapon of equal or greater weight than attacker, and this would make the historic "main-gauche" or left-handed parrying dagger useless in game, while often used historically to deflect rapiers (thrusting swords).

You know, it occurs to me that this almost brings up the issues of handedness:

"Why are you smiling?"

"Because I know something you don't!"

"And what is that?"

"*I* am not left-handed!"

From my favorite film, "The Princess Bride".

Seriously, though, being a lefty, since it is rare, might provide a character an advantage. Your swings would come from the opposite direction!

Posted by: bill_andel on Sep. 29 2001,09:22

With respect to which weapons are two-handed and weapon length, I almost think length SHOULD be the unequivocal criteria when it comes to deciding what are two-handed weapons. But there's a fly in the ointment: the so-called broadsword.

The broad sword is listed as length 7, one less than the (two-handed) great sword and two more than the (two-handed) great axe. This is NOT historically or factually accurate. Why the screw up?

In the first edition, this weapon was called the "Bustard" Sword, as I imagine in the more demure times of 1978, the genteel Avalon Hill Game Co. could not bring itself to print the word "Bastard". A bastard or hand-and-half sword was a little lighter and a little shorter than a two-hand sword and could be used two-handed or one-handed.

Not so a real broad sword, which was strictly one-handed. So I would consider changing the current weapon lengths from:

Great Axe 5, Morning Star 6, Broad Sword 7

...to:

Broad Sword 5, Great Axe 6, Morning Star 7

Then the two-handed weapon rules could be pretty simple:

1. Anything of length 5 or less is a one-handed weapon.
2. Anything of length 6 or greater is a two-handed weapon.
3. Any two-handed weapon of Medium weight or less may be used one-handed, but this reduces the harm it does by one level.

So, an L staff used one handed does "-" (negligible), an M* spear does L*. If a length 7 M* bastard sword were to be reintroduced, it'd do only L* one-handed.

Posted by: bill_andel on Sep. 29 2001,09:25

Sharpness v. Armor:

Wouldn't it be nice if instead of five-pointed stars to indicate sharpness we instead had pluses "+"? Then, armor could be marked with minuses "-". All current game armor has a single minus. But with this scheme one could make the famed "Elven Chain Mail, L--". It would also be possible to make natives or monsters who were more heavily armored, by giving them multiple minuses.

Posted by: jdfrenzel on Sep. 29 2001,11:28

Hey, I like that idea. You could even allow the '-' to stack, so maybe a Cloak -, or some such. The Ointment of steel would add ---.

I never cared for the sharpness thing. Really the point is that weapons with stars are less effective against armor. Unarmed attacks, whips, etc are also less effective against armor, but it's hard to give them "sharpness". +s would be more generic.

--- John F

Posted by: fiscused on Sep. 30 2001,07:28

First, to defend two-weapons attacks:

The idea is that you attack with one weapon at a time. First you "thrust" with your primary weapon then you "swing" with your secondary weapon. In the interim you should be able to be attacked. In practice, you usually won't need a second weapon against a single target if you can undercut the target. The second attack would be useful against a horse and rider, many goblins, a fast single foe, or perhaps another character. If you are attacking one target, you would now get a 2/3 chance of hitting by matching directions. If you attack two targets, you get a normal chance plus a 1/3 chance of hitting a second target.

I've never tried these rules, and I'd love to see how well they work. I always envision the swordsman fighting a horde of goblins and taking them out with his thrusting sword in one hand and dagger in the other. Or the captain could use an axe and

short sword against a heavy spider.

Next rule:

attacking with your shield:

A character may attack with a shield in an attack oval with a fight chit as normal. A shield attacks like any weapon, except it only does Light damage despite it's medium weight. It takes a heavy or better fight chit for the shield to do Medium damage. The Jade shield does m damage and takes a T chit to do H damage. Shields, of course, have no sharpness stars.

Posted by: fiscused on Oct. 04 2001,16:40

I am ready to post my rules for parrying. I'd forgotten there were 1st edition parry rules when I thought these up. Could someone post the 1st edition version? It would take me a while to dig them out.

Parrying:

A weapon (primary or off hand) can be used to block an attack by placing it in a shield oval with a fight chit.

Normal asterisk restrictions apply.

The weapon absorbs damage as a shield, but only if the shield oval matches an attack and the fight chit/weapon time is less than or equal to the attack speed. (you have to position a weapon correctly to block the blow.)

If a weapon take damage equal to or greater than it's weight, it is destroyed (return to native boxes.)

Posted by: fiscused on Mar. 29 2002,16:18

It's been a while, and I still haven't tried out any of these rules, but I thought up a new one today:

Protection levels:

An armor's protection level begins equal to it's weight.

When armor is hit by damage equal to the protection level, the protection drops one level. (A normal shield hit by M damage drops the level of the shield to L) The armor is also flipped to it's damaged side (In case you sell it someday)

When armor is hit by damage greater than it's protection level it is reduced two levels. (and flipped to damaged)

When armor level is reduced to "Neg". the armor is destroyed.

Note: At first I thought this would be hard to keep track of, but with little chits, I think it would be easy.

Posted by: bill_andel on April 01 2002,09:33

Quote from Guest, posted on Mar. 29 2002,16:18

-----QUOTE-----

Note: At first i thought this would be hard to keep track of, but with little chits, i think it would be easy.

-----QUOTE-----

Easier than that: make new armor counters which are square. Use orientation to indicate protection level (with appropriate text along each edge). Armor must be oriented on Melee section so that "correct" protection level is in the same direction as the text in the appropriate armor oval.

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Watchful Natives started by mcknight

Posted by: mcknight on April 05 2002, 18:17

Magic Realmers--

As you all know, the vulnerability of the natives to attacks by characters is one of the troubling features of the Second Edition Rules. As was pointed out to me when I first started playing on-line, it hardly ever makes sense to buy stuff from the natives when just about any character, on their own or with an accomplice, can find a group, kill their HQ, and loot their possessions at leisure. Natives are so docile during the day, so predictable in their movements, and so clueless in combat that they're much easier to fight than monsters.

Richard Hamblen, the game designer, recognized this problem shortly after the game came out, but unfortunately his "Melee Luring" rule fix was left out of the Second Edition Rules. After a week of discussion with Richard, Teresa Michelson, and some of the other gamemasters, we have come up with a draft of a rule that accomplishes what "Melee Luring" was supposed to in relatively simple, straightforward text. The rule is included below for your use, playtest, experimentation, comments, questions, complaints, etc. Notice that it makes the natives tough in their own special way, different from monsters, but not to be trifled with!

Warning: the following rule makes Ambush, Fiery Blast, World Fades, attack-and-run, and other tricks of the trade useless or very dangerous against native groups. If you wax nostalgic about these techniques of mass murder and armed larceny, you may want to avoid this rule. And if "Watchful Natives" isn't enough to protect the Rogues, we have some additional Optional Rules up our sleeve (see point 6 in the Designer's Notes and Comments below)!

--Steve McKnight

-----QUOTE-----

Optional Rule: Watchful Natives

1. Unhired natives that are unassigned at the end of random assignment, or become unassigned when they are left behind by a character who runs away, are termed to be "watchful" against surprise attack. When an unhired native is assigned to a Melee Sheet (either his own or someone else's), he immediately stops being watchful. Monsters and hired natives are never watchful.

1.1 If a watchful native is targeted by a character in the Melee Step, the attacked native and all other watchful natives from the same native group as the target are immediately put on the character's sheet and attack normally in that round.

Exception: if the character remains hidden by making his Hide roll under the Ambush advanced rule, the natives of that group remain unassigned and watchful.

1.2 If a character deploys a minion (hired native or hired or controlled monster) against a watchful native, all watchful natives of the target's group are immediately assigned to attack the character. The character finishes deploying his minions before the watchful natives are assigned. Those unhired natives who have a minion deployed against them are assigned to fight the deployed minion and stop being watchful.

1.3 In 1.1 and 1.2 above, if the character is hidden or is not in the clearing, all the watchful natives will be assigned to any unhidden minions the character has in the clearing as in Random Assignment (Rule 34.3/2b) If the attacking character and all his minions are hidden (for example if the character attacks from Ambush and passes his hide roll) the watchful natives remains unassigned and watchful.

-----QUOTE-----

Designer's Notes and Comments:

1. The Watchful Natives Optional Rule does not change the present rules (30.4 and 32.7/5) that say that if a character lures or targets an unhired native or has one of his hired natives lure or deploy against an unhired native, the target native's group is battling that character for the rest of the day. We didn't add it into this rule because it's redundant with existing Second Edition rules.

2. Part 1.1 does not imply that Watchful Natives will attack a hidden character. In the Second Edition Rules a character who targets an individual in the Melee Step immediately becomes unhidden (Rule 22.4/1b). The Ambush Advanced Rule is an exception to this as explicitly covered in 1.3. [To make this clearer, we have added the Exception to rule 1.1.]

3. It is possible for some members of a native group to be watchful and others not to, but only in the following case. Berserker lures two Soldiers, Amazon lures the other two and runs away. The two Soldiers that are standing at the edge of the clearing staring at the Amazon's dust are watchful. If another character targets one of them, the other one joins in defending him. On the other hand, the two Soldiers that are assigned to the Berserker are not watchful (they're fully engaged in trying to kill the big guy). So if the Berserker (or any other character!) targets one of the unwatchful Soldiers on his sheet, the other two Soldiers who were "lured and left" don't attack him.

4. The natives become watchful after Random Assignment (or after their target runs away) because we want the Luring/Random Assignment phases to go as usual. We don't want all the natives to pile onto the first character that lures a native! That would destroy the purpose of luring. A character (or his hirelings) can still lure one or more unhired natives and leave the others unassigned. As soon as he does, of course, he will be battling the natives for the rest of the day. After everyone else has a chance to lure, Random Assignment will occur and all battling natives will be assigned to a target (if there is a battling character or one of his hireling unhidden in the clearing).

5. Natives are watchful of all characters, not just those that are battling them:

Example A: The Berserker is battling Soldiers (rolled Block/Battle at Sunset) but is hidden. The Soldiers are unassigned and watchful at the end of Random Assignment. In the Melee Step he targets one of the Soldiers, becoming instantly unhidden (Rule 22.4/1b). His target and all the other Soldiers pile on his sheet and counter-attack him in the same round (Watchful Natives Optional Rule).

Example B: Berserker is not battling the Soldiers. Soldiers are unassigned and watchful at the end of Random Assignment. In the Melee Step he attacks one of the Soldiers. He is now battling the Soldiers for the rest of the day (Rule 30.4). In addition, his target and all the other Soldiers pile on his sheet and counter-attack him in the same round (Watchful Natives Optional Rule).

6. To further protect the Rogues and the Order, this rule could be supplemented with an additional Optional Rule specifying that assigning a hired native to attack one of his own group constitutes Treachery (Rule 32.7/6).

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: MR Tiles Web Site started by BryanWinter

Posted by: BryanWinter on April 08 2002,10:57

It can be a pain to think about the enchanted side of tiles - in a "live" game they are face-down, in a virtual game you have to drag out your game box or CyberBoard.

So I threw together a little site that features the tiles. The main page shows all 20 tiles (in small format). Mouse-over a tile to see its enchanted side. Click on a tile and you will be taken to a page that features large views of both sides as well as small views of the other 5 orientations (which can be helpful when "visualizing" how a flipped tile will affect your board).

< MR Tile Reference >

Hope it is helpful!

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Just-in-time Setup started by jdfrenzel

Posted by: jdfrenzel on April 09 2002,00:28

Rather than prepare the entire setup card before the start of play, only deal out treasures and spells as their locations or natives are discovered.

You'll want to deal out the Large Treasures in the TwT sites, as well as the 2 smalls afforded the dwelling natives before play. Obviously, this speeds setup time enormously, without any appreciable time lost during play.

--- John

End of Topic

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-MRNet Forums
+--Forum: Expansions and Variants
+---Topic: 3rd Ed. Downloads started by BryanWinter

Posted by: BryanWinter on June 21 2002,18:15

Hi gang!

NOW AVAILABLE:

Magic Realm 3rd Edition Lists and Tables - Current as of June 20, 2002

The first item to be released for MR 3rd edition is the back of the book! This excellent reference includes vastly improved information on characters, equipment, natives, monsters, treasures, spells, and more. A round of applause to Teresa Michelsen for undertaking this enormous task!

Available in two formats:
PDF Format (1.3 MB, requires Adobe Acrobat Reader)
Microsoft Word Format (1 MB zipped)

Go here to get them!
< MR 3rd Ed Lists and Tables >

Enjoy!

Posted by: Gilbert on June 21 2002,18:42

Excellent! Looks very good. A few quibbles:

- The White Knight character description still refers to a Bustard Sword. Surely, that should be changed?
 - I note that additions have been highlighted. This is a very good idea. Should error corrections also be identified? Currently, they are not.
 - I am getting really picky here: the added text under the Meeting Table reads
... *even if this would result in negative...*
I am afraid of rule lawyers here, and I would suggest that a better wording would be
... *even if this results in negative...*
(i.e. emphasizing that Fame and Notoriety can indeed be negative).
-

Posted by: madmanatw on June 21 2002,21:51

I just sent email to my PBEM game telling them all that they need to get this. Very, very well done!

Posted by: BryanWinter on Aug. 22 2002,12:42

3rd EDITION RULES NOW AVAILABLE

The Magic Realm 3rd Edition is coming together! Thanks to dedicated players the COMPREHENSIVE set of rules is being put together. Truly a massive undertaking and the entire MR community appreciates the very difficult and time-consuming work done by the gang.

Magic Realm 3rd Edition Basic Rules plus Lists and Tables - Current as of August 20, 2002

At last, the core rules are available! This package contains everything but the Optional Rules:

- * The Full Standard Rules, including setup and a great new introduction to the game.
- * The Lists and Tables (revised)

Notations in blue are clarifications received since the Second Edition was printed, so you can easily see what has been added.

A huge thank you to Teresa Michelsen (Setup, Daylight, Lists and Tables) and Stephen McKnight (Introduction, Evening/Combat) for undertaking this enormous task!

Available in two formats:

* PDF Format (1.6 MB zipped)
Requires Adobe Acrobat Reader

* Microsoft Word Format (2.1 MB zipped)
PC users without Microsoft Word can download the free Microsoft Word 97/2000 Viewer (3.8 MB)

Go here to get them!

< MR 3rd Edition Basic Rules plus Lists and Tables >

Enjoy!!

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Optional Rule: Dynamic Dwellings started by BryanWinter

Posted by: BryanWinter on April 16 2002,07:47

I came up with a little house rule that I think is pretty nice. I was looking at the Dwelling counters and decided that something must be done with that unused gray side! And so:

DYNAMIC DWELLINGS

DD1. Each Dwelling provides goods for sale and maintains a "store" that is owned by its garrison HQ unit. When that HQ unit is not at the Dwelling, the "store" is not closed down, but is instead overseen by an assistant (not represented by a game piece) who will "mind the store while the boss is away."

DD1.1 All weapons, armor, horses and treasure are no longer "held" by the Dwelling's HQ unit. Instead, they are assumed to be in that Dwelling's store, and remain there throughout the game.

DD1.1/1 When the HQ unit of a Dwelling's garrison is unhired and in the same clearing as the Dwelling, the Dwelling counter flips to the tan side to indicate the HQ unit is "minding the store."

DD1.1/2 If the HQ unit of a Dwelling's garrison is hired, killed or unhired but not in the same clearing as the Dwelling, the Dwelling counter flips to the gray side to indicate that the assistant is "minding the store."

DD.1/3 If the HQ unit is unhired but not in the same clearing as its home Dwelling, it does not have possession of its Dwelling's store items. The HQ unit is no longer assumed to carry those items with him.

DD1.2 When a character or hired leader trades with the unhired HQ unit in the same clearing as its home Dwelling, the trade is conducted as per the standard and optional rules.

DD1.3 When a character or hired leader trades with the Dwelling's assistant (because the HQ unit is not there or is hired or killed), the trade is conducted as per the standard and optional rules, but the trading character or hired leader must use the column one less level of friendliness on the Meeting/Commerce table. This is level of friendliness only pertains to the die roll - the actual level of friendliness with that Dwelling's garrison is not affected.

DD1.3/1 All Meeting/Commerce table results are treated normally, even INSULT, CHALLENGE and BOON.

DD1.3/2 The assistant is considered the same "affiliation" as the Dwelling's garrison. In the event of an accepted BOON result, the level of friendliness to that native group is

reduced one level as normal.

DD1.3/3 A character or hired leader trading with a Dwelling's assistant may not buy drinks.

DD1.3/4 Items sold to the assistant are added to the Dwelling's "store" as normal.

DD1.4 The Dwelling's garrison assistant may not be attacked or involved in combat in any way. It may not be targeted with spells. It may not be hired. Its only role in the game is to "mind the store while the boss is away." It is therefore no longer possible for a garrison's items to be abandoned in the Dwelling's clearing.

DD1.4/1 If the Dwelling's garrison HQ unit is killed, or even if the entire native group is killed, the assistant will continue to "mind the store."

DD1.4/2 Other non-HQ garrison units have no affect on the assistant or the "store."

I welcome your feedback!

Posted by: bill_andel on April 16 2002,08:18

It does disincentivize players to kill natives. Don't know why characters need to be one level less friendly, though. Seems an unnecessary complication.

Posted by: D'Archangel on April 16 2002,08:19

This seems to severely reduce the profit to be had for killing native groups, which I disagree with. While I am renowned as a pervy rogue-fancier, I'm not so eager to buff the Swordsman that I'll tilt game balance this far.

Posted by: BryanWinter on April 16 2002,08:38

Bill:

I tossed one less level of friendliness in at the last minute because I envisioned some little toady in the back room who is less likely to "barter" than the actual owner of the stuff. But having the same friendliness level is fine with me.

D'Arch:

Do you disagree with bashing the natives for profit, or do you disagree with this rule removing the option of bashing the natives for profit? I couldn't tell! 😊

Posted by: D'Archangel on April 16 2002,10:16

:plbth:

To specify, I think that while killing natives for fun and profit shouldn't be easy, it should be possible. I'm inclined to like anything that makes the Swordsman's Barter ability more worthwhile, but I think this rule would take away too much from the Black Knight, frex.

Posted by: mcknight on April 17 2002,16:43

I am inclined to agree with D'Archangel here. I think that sacking the Dwelling should be possible, just a lot harder than it is now.

Things I like about "Dynamic Dwellings":

1. It reduces the incentive to massacre the natives
2. It uses the gray side of the Dwelling counters
3. It solves the mystery of where the natives' possessions are located
4. It would protect the Rogues and keep the characters starting at the Inn from snarling up those horses.

Here's what I don't like about "Dyanmic Dwellings":

1. It makes the garrison natives different from the wandering natives.
2. It entirely eliminates the strategy of sacking the Dwellings. I think the game is improved by having more strategies available, so I'm not in favor of removing the option altogether. I just want it to be difficult and dangerous or have some undesirable consequences.
3. Maybe there are just a few too many conditions in the present rule draft: level of friendliness= -1, no buying drinks, etc.

As an alternative to "Dyanamic Dwelling" (need a better name here!), here's what it might take to protect the Rogues on Day 1 without completely eliminating the tactic of sacking the dwellings (to the detriment of the Black Knight, who, as D'Archangel points out, is supposed to do this sort of thing).

- 1) "Watchful Natives,"
- 2) extention of "Treachery" to prevent turning hired natives against unhired natives of the same group,
- 3) some form of Teresa's "Assistant Native Item-Keepers" rule (have to kill all the natives in a clearing to get there goods abandoned--not just the HQ),
- 4) and maybe an extended "Gratitude and Grudges"

When you look at this list, it does suggest that Dynamic Dwellings might be an easy way to see how the game plays without all those horses in the characters' hands!

Steve McKnight

Posted by: madmanatw on April 17 2002,19:04

Just as an aside, my PBEM will be using watchful natives and native item hand-me-downs, though most of the other rules have been voted against to keep the test of WN more pure. So we'll see if the Rogues get sacked on day one. I expect so, but it _is_ a 13 player group.

Posted by: BryanWinter on May 02 2002,07:46

I've been thinking a bit more about this one, and the one thing that is sticking in my head is the reason I made the "assistant restrictions" (friendliness -1, no buying drinks) and that was to make the Assistant "different" from the HQ "boss."

If you remove the restrictions (which seems like a consensus and is fine with me), and since the HQ has to be at the Dwelling to Trade anyway, there is no longer a difference between the Assistant and the HQ, and thus there is really no reason for the HQ to be involved at all. So:

Change Number One: Garrison HQs no longer are considered to carry any "stuff," even when they are unhired in their Garrison's clearing. Instead, all their "stuff" is now considered in the Garrison "shop" and all transactions are via the Assistant (now called the Shopkeeper).

Change Number Two: The restrictions to friendliness and buying drinks when dealing with the Shopkeeper are no longer in effect. When buying drinks, the character must buy a drink for the Shopkeeper PLUS each unhired member of the Garrison in the same clearing.

But with this change comes a problem - I had created this variant as a way to use the other side of the Dwelling counters, but now there is really no need to do that. So while I like the concept of the Garrison Store, I do think there needs something done with the other side of those counters!

And frankly I'm at a loss as to what to do, and I will surely lose sleep over it. 😊

Perhaps if the HQ unit (or every unit) of the associated Garrison is killed (in any way) the Dwelling flips to the dark side to represent the Shopkeeper's mourning and/or loss of trust, and therefore EVERYONE Trades at -1 to Friendliness as a result (and you can get the "normal" level back by buying drinks for only 1 Gold - big deal). When the HQ regenerates, the Shop flips back to the Tan side to represent a happy and trusting Shopkeeper. Can you imagine characters stepping in to defend the Rogues? I don't know, that's just a quick thought. I welcome additional ideas here.

The Merlin's Used Horse Lot article introduces some interesting concepts, but that whole variant seems kinda, well, cheeseball.

Maybe instead the problem has solved itself - in that there is no problem. Maybe making the Dwelling "loot" impossible to sack and steal is a good thing. The Inn is not there simply to serve 16 people, there must be others who use it and will stand up against such a blow to civilized life. Leave native-bashing an option for the Nomadic Natives - that will require a little WORK to get the nice reward. "If you want free Horses, go find those no-good barbarian Bashkars, but don't go making trouble here in town."

And keep in mind that if the HQ unit is hired in the regular game, the availability of trading with that HQ goes away entirely. But in this variant, while you do lose some "free stuff" potential, you gain a constant and stable source of commerce - this can be huge in the endgame since you don't have to worry about finding someone to Trade with. And don't forget if you are able to buy the Shopkeeper a drink, AND the Garrison HQ/units are still alive (even if hired), you can gain a friendliness level for only 1 gold (assuming all the Garrison units are elsewhere)

And like Steve said, don't forget about the NOT you get from taking out the Rogues or whoever - perhaps that is reward enough.

I agree, though, that this rule coupled with Watchful Natives and the other native-empowering options do seem to make for a much more interesting *and less typical* game.

Perhaps RH's promised comments about this topic will be more enlightening.

Posted by: madmanatw on May 03 2002,15:43

I just wanted to comment that at first I thought that allowing you to buy drinks for just 1 gp when all the natives were gone was too sweet a deal. But then I thought about it- it's still harder than just looting the stuff off the ground. So it's an advantage you get for killing off all the natives, just not *nearly* as big of one. So that's pretty nice.

Playing as I am in a game where the first week isn't even over yet and I'm under attack by two players with workhorses, I definately am coming around to the "make it harder to get those damn horses" side of the argument. 😊

Posted by: BryanWinter on Aug. 29 2002,01:26

After reading Joel's post and the MR3 rules a bit, I thought about teh above rules a bit more - and reflected a bit on the feedback I got with the first version.

I think I have come up with solutions to some of the problems that cropped up. So here are the rules again, with changes. I think it is a lot more simple and streamlined, and a lot more effective and generally just better. I welcome your feedback!

DYNAMIC DWELLINGS (v2.0)

The Dynamic Dwellings optional rule changes the way that items are held by some native groups. The items owned by Garrison natives (Guard, Order, Rogues and Soldiers) are no longer possessed by the groups' leaders. Instead, they are held in a "store" at their respective dwelling, and are maintained by a "shopkeeper" in each dwelling's store. The items owned by Nomadic natives (Bashkars, Company, Lancers, Patrol and Woodfolk) are still held by the groups' leaders and follow the standard rules pertaining to these possessions.

DD1 GARRISON SHOPKEEPERS: Each dwelling provides goods for sale and maintains a "store" that is owned by its garrison's native group. Each dwelling's store is run by a "shopkeeper" that is considered another member of the native group.

DD1.1 All weapons, armor, horses and treasure are no longer "held" by the dwelling's HQ unit. Instead, they are assumed to be in that dwelling's store, and remain there throughout the game. The dwelling's shopkeeper conducts all trades, and follows the same trading rules that pertain to the other native leaders.

DD1.2 The garrison's native leader is no longer able to possess items, and characters or other hired leaders my not trade with garrison native leaders. They may only trade with the garrison's shopkeeper at the dwelling. Hired garrison leaders may own items while hired as usual.

DD1.3 When a character or hired leader trades with the dwelling's shopkeeper, the trade is conducted as per the standard and optional trade rules. The trading character or hired leader uses the same level of friendliness on the Meeting/Commerce table as used when encountering the rest of the native group.

DD1.3/1 All Meeting/Commerce table results are treated normally, even INSULT,

CHALLENGE and BOON.

DD1.3/2 The shopkeeper is considered the same "affiliation" as the dwelling's garrison. In the event of an accepted BOON result, the level of friendliness to that native group is reduced one level as normal.

DD1.3/3 A character or hired leader trading with a dwelling's shopkeeper may buy drinks. He must buy drinks for each member of the native group in the clearing, plus a drink for the shopkeeper as well. If none of the dwelling's garrison natives are present, he must still buy a drink for the shopkeeper at the cost of 1 Gold.

DD1.3/4 Items sold to the shopkeeper are added to the dwelling's "store" and stacked as normal.

DD1.4 The dwelling's shopkeeper may not be attacked or involved in combat in any way. It may not be targeted with spells (except Persuade). It may not be hired. Its only role in the game is to "mind the store." It is therefore no longer possible for a garrison's items to be abandoned in the dwelling's clearing.

DD1.4/1 If any or all of the dwelling's garrison native group is killed, the shopkeeper will continue to "mind the store."

DD1.4/2 If the target of a campaign is a garrison native group, the shopkeeper has no effect on completing the campaign.

DD2 OPEN FOR BUSINESS: Each day, as soon as the first attention chit is drawn during Daylight, the "first character" rolls the dice once for each of the four Dwellings. These rolls are not modified. On a result of "6" that dwelling's store is closed for business throughout the day. Otherwise the store is open for business throughout the day.

DD2.1 A store which is open for business is flipped tan side up to indicate it is open. Characters and hired leaders may trade with that dwelling's shopkeeper normally.

DD2.2 A store which is closed for business is flipped gray side up to indicate it is closed. Characters and hired leaders may not trade with that dwelling's shopkeeper at any time during that day. Any recorded trade actions must be directed to other legal recipients or cancelled.

DISCUSSION

This optional rule adds a lot and removes a lot. And certainly changes the dynamic of the game. For the good or bad I'll leave up to you all.

Making the Dwelling "loot" impossible to sack is, I think, a good thing. The Inn is not there simply to serve 16 people, there must be others who use it and will stand up against such a blow to civilized life. Leave native-bashing an option for the Nomadic Natives - that will require a little WORK to get the nice reward. "If you want free Horses, go find those no-good barbarian Bashkars, but don't go making trouble here in town."

Of course, this would go really nicely with optional rules for "Stealing," which I think

someone else proposed.

And if you do want to wipe out the Rogues, you can earn a lot of notoriety in the process and that should be reward enough.

Also keep in mind that if the HQ unit is hired in the regular game, the availability of trading with that HQ goes away entirely. But in this variant, while you do lose some "free stuff" potential, you gain a constant and stable source of commerce - this can be huge in the endgame since you don't have to worry about finding someone to Trade with.

And don't forget if the garrison native group is gone (hired, killed, whatever), to can buy the Shopkeeper a drink and gain a friendliness level for only 1 gold.

So I would say that this variant makes things a bit tougher in the beginning (or, I would say, more to the actual intent of the game) and a bit easier at the end. I think it is a wash.

Coupled with "Watchful Natives" there may actually be a few unhired Rogues at the Inn on Day 2.

The "Open for Business" addition hit me like a brick - it was such a simple solution and so easy and effective. And it uses the gray side so perfectly! And it has it's own nasty little element of chance which makes this game so great. Imagine crawling to the nearest dwelling on the last day only to find it is closed! Diabolical. You really need to plan to get there a day early. And that, I think, is the nice big offset to the comfort of a trade recipient always available. You just can't record a TR phase and move away in the same day, you have to risk whether the place will actually be open.

That's the scoop. Enjoy!

Posted by: vincegamer on Aug. 30 2002,12:53

These comments follow the latest version that was put out on the MR mailing list.

Mainly I would just word things differently because I find the current language too confusing.

Rule name: I prefer "shopkeepers"

DD1: Each permanent dwelling (not campfires) contains a shopkeeper who works for the native group that is garrisoned at that dwelling.... Example: the Inn's shop is run by a shopkeeper who works for the Rogues. --here I'm eliminating his being part of that group

DD1.1: Instead of "follows the same trading rules" say "a character uses the same trade table he would use when dealing with the garrison group."

DD1.2: Replace the word "own" with the word used in the rule book - I think it's "possess"

--question: when a native group becomes unhired out in the wilderness while carrying something for a character, does that item stay with them or go back to the shop while they stay in the woods? I think they send it back, but you need to specify.

DD2.1: I believe the rule book calls the color "gold" not "tan"

DD3.2: remove the first sentence and change "that native" to "the Garrison"

DD3.3: remove the word "other" from the first sentence. Remove the last sentence as you've already said he can buy drinks IF natives are present.

DD4: remove the second sentence and say at the end: "Special: Persuade may be cast on a shopkeeper."

DD4.2 is unnecessary when you change the wording so the shopkeeper is not considered a member of the group, but it serves to clarify a possible question, so I'd leave it in.

DD5: Basically, this part is too early in the draft phase to put down coherent comments. Bryan was even for scrapping it a while ago. I say keep it or make another optional rule for playing while using the "Shopkeepers" rule.

Vincent

Posted by: BryanWinter on Sep. 03 2002,11:43

Thanks for these great edits - they are very handy!

In the standard rules, the HQ unit keeps the loot and it is added to his pile of items (which suddenly appears from that undefined nether-region in which they are stored).

In the same fantastic vein, I propose that as soon as a Garrison HQ becomes unhired, any items it is carrying get automatically and instantly transported to its respective Garrison Shop, and are added to the pile of items there normally. Nice and easy.

*** However ***

Part of me finds the idea appealing that the HQ native KEEPS the items and they can be Traded for and Abandoned-on-Death normally, and that these items are considered separate from the Garrison Shop items.

But then you are maintaining two piles of stuff, and where do you put the HQs items, and yadda yadda yadda. So while the idea has appeal, I don't think it is worth it.

Since Teresa is running the game, I yield to her judgment on this one.

Posted by: vincegamer on Sep. 04 2002,09:15

-----QUOTE-----

In the standard rules, the HQ unit keeps the loot and it is added to his pile of items (which suddenly appears from that undefined nether-region in which they are stored)

-----QUOTE-----

Ewww! I'm not picking up stuff he's been keeping in his nether-region!

Posted by: BryanWinter on Sep. 04 2002,10:39

BWAAAH HAA HAAA HAAAA!!!!

End of Topic

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-MRNet Forums

+--Forum: Expansions and Variants

+---Topic: Jay Richardson's Quests started by briwal

Posted by: january on Oct. 18 2002,22:23

Am I the first one of us to see this or am I missing some good conversations out there.

If you haven't seen it take a look at Jay Richardson's Book of Quests.

[URL=www.geocities.com/SiliconValley/Vista/9049/quests.pdf]Jay Richardson's Quests[URL]

Come on some of you pros out there. Let me know what you think. I think it's pretty cool and maybe a theme for a new PBEM game. Let's go! I'm waiting.

Jarrold 🤪

Posted by: bill_andel on Oct. 20 2002,13:29

There's been a few messages back and forth on Bruno's mailing list about this (mr@wolff.to). The Book of Quests is definitely an impressive accomplishment. It would definitely make for a fun PBEM game.

Posted by: dwfiv on Oct. 21 2002,05:47

As soon as the game I am currently running is over, I plan to start a Quest game. 🤪 I just can't handle running two games at once. And that will also give me time to digest what is in that tome, all 180+ pages of it. 🤪 (Please, don't anyone ask to sign up until I make an "official" announcement. I'll just lose your request.)

-DAN

Posted by: mcknight on Oct. 21 2002,21:50

I am very impressed by the "Book of Quests." This is clearly a labor of love, very professionally compiled and documented. Here are some random thoughts about the system.

Things I like:

1. The Quest system is fundamentally different than the basic game in that every player knows what the other players' victory goals are. This is an interesting change. It seems like it would encourage more defensive playing: enchanting woods tiles to prevent a character on a quest for the Lost City from getting there easily, ambushing a character on his way back to his starting spot, etc. It seems like this might tend to increase play balance because other players will tend to obstruct those who are having the most success.

2. The Quest system adopts the First Edition's "Sudden Death" victory condition, which removes the nightmare of calculating Victory Points. It improves on the "Sudden Death" victory conditions by requiring the character to return to their starting place

after they satisfy their Quest, which reduces the likelihood of a win out of the blue and allows characters to intercept or impede a character on their way back to win.

3. The "At Start" options allow a character to begin with hirelings, extra weapons, horses, spells which accelerates much of the fun of the game. (I've always wanted to get my hands on that Crossbow!) It also provides a lot of added variety to the characters and adds an extra element of skill in selecting the "At Start" advantages that fits your strategy best.

4. The optional rules seem carefully thought out and address such problems as restricting the power of "Ambush," giving some purpose to moving through difficult tiles (the "Treks"), creating a "permanent wound," etc. I can't figure out without playing what the effect of the Event Cards is likely to be, but the concept of providing an advantage to players who are stuck on their Quests and are hanging around the Dwellings is very clever. I'm sure that "Bad Luck" events that they accumulate will be well utilized to make it hard for the winning characters to make it back to their starting place.

5. I like the idea of giving Fame and Notoriety for discovering sites or completing "Treks." It increases the reward for characters to move around the board, which is one of the fun things about the game, and increases the chances for light characters to gain Fame and Notoriety. The Fame and Notoriety value for the Treks seems high to me compared with other ways of getting points, but I could easily be wrong.

Caveats:

1. The Quests were primarily designed for players who were using a double board and *all* of the optional rules. I wonder how well many of them will work for us mortals who usually only play with a small set of the optional rules and a single set of board tiles.

2. I wonder about the play balance of the Quests. Some of them seem much easier than the others. For example, the "In Search of the Magic Realm" Quest that simply requires you to locate all the Lost Castle and Lost City chits seems way too easy, particularly if playing with a single board set. A light or medium character can even choose a pony to start!

Suggestion:

1. It seems like extensive play would result in a good estimate of the relative difficulty of these Quests in a single and double-board set. Assigning a degree of difficulty for each would allow play-balancing mechanisms such as requiring a certain degree of difficulty Quest, giving more "Campaign points" for a win with a difficult Quest, etc.

Jay Richardson is the only one who could even begin to estimate the degree of difficulty of these Quests. What do you think, Jay?

Posted by: briwal on Oct. 24 2002,17:21

I can't seem to get to the URL identified in the first message 😞 Is there anywhere else that I can find the Quest Book?

Posted by: mcknight on Oct. 24 2002,22:00

Go here and click on the Book of Quests download bullet:

< <http://www.geocities.com/SiliconValley/Vista/9049/mr00.htm> >

Posted by: briwal on Oct. 25 2002,10:41

Thanks, that worked. Looks pretty interesting...

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Forums vs Mailing List started by jdfrenzel

Posted by: jdfrenzel on Sep. 01 2001,15:14

This board was twice cancelled before it started. There are already 2 MR message boards (one at Nand's site, another at Robin Warren's), and the traffic is very low. What will make this board more successful?

The issue was, if most of the action takes place on the mailing list, why would people want to double-post to a list and a board? Or worse, the 2 methods could divide an already small community, which is the exact opposite of what MRNet is striving to do.

In the end, I decided that all communities should have a forum as an option. And I think there should be both, because of the complimentary strengths of the 2 methods.

Forums are appealing to newcomers, because they are easy to find, nice to look at, and they can get up to speed right away on the happenings. You can search for info, or just browse around. With a mailing list, this requires learning the fetch commands, downloading the messages 100 at a time (there are over 2500 list messages to date), then puzzling through the indexes and the 2500+ text docs to find something.

On the other hand, mailing lists are very fast and reliable. Plain text messages, a simple server process, and Bruno has some other functions running (like stripping out large attachments) that increase this facet. Compare that to a huge CGI script with all its source files, Perl libraries, etc, and it's clear who wins on reliability.

So I think there is a place and a need for both. I hope to make these forums the place where newcomers can start to feel like a member of the community, as well as a place for the PBeMers to stay organized. But the group will decide what to use when, and how.

--- John (second guessing) Frenzel

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Privatize your email started by jdfrenzel

Posted by: jdfrenzel on Sep. 07 2001,14:37

Some of you may have noticed that your email address is displayed when you click the Members button in the forums. If you'd rather not have this info displayed, here's what to do:

- 1) Click the "Your Control Panel" link at the top-left of the forum screens, just below the big "MagicRealm.net" logo
- 2) Click the "Email Settings" tab
- 3) Check the box next to "Hide my email address from other members"

Now this information will not be revealed, and members can still contact you using the Personal Messenger (at the top-right of the forum screens). Note that the board administrator *can* still see your address, but must use administrative functions to do so.

--- John F

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Board changes started by jdfrenzel

Posted by: jdfrenzel on Sep. 07 2001,14:46

We are planning an upgrade to the board software this weekend. This should have no impact on the memberships or the posts (but we have backups just in case). The only impact will be that the boards will be down for about an hour this weekend. This upgrade will repair a few bugs.

We have also made a few cosmetic changes, including a change to that silly "iB" icon that showed up next to everyone's posts, and likewise to the larger forum indicators. And we've added a few more avatars (I was restrained from adding all the ones I found), and you can always add your own, too. I noticed Scott imported his TE avatar, classic! Anyway, hope you like the mods so far.

If you have a suggestion or addition regarding the graphics here, send to me at john@magicrealm.net, or post them here. If you've already created something, attach it to your post. Thanks!

--- John F

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Hamblen Comments: Lost Rules! started by mcknight

Posted by: Steve McKnight on Sep. 06 2001,15:44

Magic Realmers--

Here is a surprising addition to our discussion on Native Bashing from Richard Hamblen! Apparently he had intended to give the natives a chance to avoid the "sucker punch" but it was left out of the 2nd Edition Rules! I thought that this deserved its own thread. Read on to find out more.

--Steve McKnight

Dear Stephen,

My comments are interspersed below.

I want to thank you for calling this to my attention. I had quite forgotten that the problem existed. The situation is quite odd, as you will see.

Warmest regards,

Richard Hamblen

Stephen McKnight wrote:

-----QUOTE-----

> *Richard--*

>

> *Just a quick comment. I'd like to think about your points and reply in depth*

> *tonight.*

>

Richard Hamblen wrote:

> > *4. The Sorcerer cannot cast Fiery Blast and energize Melt into Mist on the same*

> > *round of combat, so the surviving native(s) just might kill him. He needs one*

> > *or more accomplices to volunteer as targets.*

>

> *If this were right, the problem might go away. But here's how the combat goes:*

> *Sorcerer is hidden, or even not hidden but not battling natives.*

>

> *Round 1:*

- > 1. *Encounter Step:*
- > *Natives are not assigned to Sorcerer*
- > *Sorcerer casts Fiery Blast*
- > 2. *Melee Step:*
- > *Sorcerer targets the Rogues with Fiery Blast.*
- > *Rogues do not attack because they haven't been*
- > *assigned in Encounter Step (the famous "free attack").*
- >
- > *Round 2:*
- > 1. *Encounter Step:*
- > *Natives are assigned to Sorcerer*
- > *Sorcerer casts prepared Melt into Mist (or plays purple magic counter to energize*
- > *Melt into Mist).*
- > 2. *Melee Step:*
- > *Natives have nothing to attack. Sorcerer gets off scot free.*
- >

-----QUOTE-----

Hamblen: Ah-ha. We do NOT agree on the situation. No wonder you're so worried about

Fiery Blast so much.

There is a patch that has been around for a long time, to wit:

Melee luring: When a character specifies an unhired native as target, that native's group starts battling him. All of the unhired natives belonging to that group who are in the clearing are immediately put onto the character's sheet (during the melee step). The natives are turned light side up, their horses are turned galloping side up, and the attack just as if they had been lured during the encounter step.

Clarification: If several characters target the group during the melee step, all of the unassigned members of the group go on the sheet of the first character to target them. On subsequent rounds of combat they can be reassigned normally. Comment: This

"luring during melee" applies only to unassigned, unhired natives, not natives assigned to other sheets, hired natives, or monsters.(30.43)

Addendum to AMBUSH advanced rule: If a missile-user remains hidden when he targets an

unassigned unhired native, the native's group starts battling him but its unassigned members remain unassigned.(Adv 4.2/1. The "*" after 4.2 was 4.2/2)

These rules were supposed to be in the 2nd edition rulebook (at the locations indicated), but got left out. So what's their status? I don't think Avalon Hill ever published them, so I guess they are "house rules".

Well, I've been using them since before the 2nd edition rulebook came out, and I recommend them highly. I'm not sure what else to say.

-----QUOTE-----

McKnight: *I'm not sure your gold limit would help the problem.*

-----QUOTE-----

Hamblen: No, the gold limit is intended to help the selling problem. It is certainly not a complete cure all by itself--I am still relying on diplomacy to handle most of the problem, directly or indirectly.

Incidentally, on second thought I think it would be better to raise the gold limit to 100 for Order, and leave it 50 for the other groups. It would be nice for one group to be able to buy the Golden Idol (since the visitors might arrive late or not at all), and the Order are strong and blast-resistant.

-----QUOTE-----

> *The end game often isn't a problem because by then the native groups have either
> been wiped out or are hired.*

-----QUOTE-----

Hamblen: I don't doubt it, with the selling-and-slaughter tactic loose in the game! I have this image of games where the characters compete in who can sack the most dwellings. There is supposed to be more to the Magic Realm than that.

-----QUOTE-----

> *You know, if you want to stop the problem of characters
> killing natives to resell their
> items, you could have the natives possessions go out-of-play onto the
> Setup Card when unhired natives are killed, as they do when hired
> natives are killed.*

-----QUOTE-----

Hamblen: I don't agree with this. I like for sacking dwellings to be an option in the game. I just don't want it to overpower the other options.

Posted by: jdfrenzel on Sep. 06 2001,16:32

Now that's news!

According to this "house rule", the natives would get assigned to the mages *first*, even if they were in a group, since they would have targeted them first.

Lots of possibility for treachery too, since the mages accomplices could choose NOT

to lure the other natives, allow Mr Fiery Blast to get his (after wiping out the majority), then clean up the booty! Diplomacy indeed!

--- John F

Posted by: Steve McKnight on Sep. 06 2001,16:37

-----QUOTE-----

According to this "house rule", the natives would get assigned to the mages first, even if they were in a group, since they would have targeted them first.

-----QUOTE-----

Not sure this is right. Targets are selected in the Melee Step in random order (you select a target as your attention counter is picked). So maybe the Sorcerer selects a target first and gets all the natives, or maybe the Black Knight goes first and gets them all. In fact, with this rule you might as well just have one of them lure the natives so you can pick who they attack!

Posted by: jdfrenzel on Sep. 06 2001,16:57

Oops, forgot that targeted spells cast in the encounter step don't have a target yet!

--- John F

Posted by: vincegamer on Sep. 07 2001,09:01

If I read this right, this is the end of the world as we know it.
Well, maybe not, but it's pretty drastic.
I don't think we can change any of the on-line games as they are going now, but I would seriously like to try this out.
It appears as though if you fail your "hide" roll while ambushing you are as good as dead. This seriously knocks the Elf down a notch, and the Dwarf is even less likely to turn on his guard pals and wipe them out. And although I have had the Dwarf single-handedly take out the Patrol, it was close, and this may tip the scale beyond the benefit of the cost.
As to Fiery Blast, you better hope to kill them all, or have helpers tanking them.

Vincent

Posted by: mcknight on Sep. 21 2001,10:23

Here's another comment by Richard Hamblen on this topic:

-----QUOTE-----

Stephen McKnight wrote:

> *Richard--*

>

> *The "lost rules" are a surprise! As you will see when you visit the site,*
> *several people independently came up with the same solution: make the*
> *natives smarter in combat.*

>

-----QUOTE-----

Hamblen: One more thing I thought of that I can say: All of my previous responses on this subject have assumed that the melee luring rule was being used. In future, please specify when the rule is NOT to be assumed, and I'll specify when I am assuming it is.

You have been right all along--if melee luring is not being used, then some remedy to limit Fiery Blast is very definitely needed!

Actually, the problem is not limited to Fiery Blast. Without the melee luring rule, the only chance the natives have of attacking is when they start the fight. When someone else starts the fight, the natives are essentially target dummies. Not good. Must be changed. Use melee luring. Or something.

-----QUOTE-----

For those following this thread, see "Watchful Natives" under the "Expansions and Variants" forum for one solution along the "Melee Luring" line."

-----QUOTE-----

End of Topic

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Topic: Mailing List update

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jdfrenzel



Posted: Nov. 08 2001,23:57

["QUOTE"](#)

The mailing list is down again, while Bruno deals with some server problems. The list should be up again in the next day or two.

--- John F

Group: Super Administrators
Posts: 77
Joined: Aug. 2001



0 replies since Nov. 08 2001,23:57

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-MRNet Forums
+--Forum: General
+---Topic: Terminology started by mcknight

Posted by: Gilbert on Nov. 14 2001,09:35

I have always felt that, somehow, the game designer must have gotten the Shrine and Altar crossed up. Altars are found in churches, whereas shrines are usually (in my mind, at least!) associated with more rural (even bucolic) settings. So, I always need to make a conscious effort to remember that the Altar has *nature* spells (type II and III), whereas the Shrine has *divine* spells (type I and V). This has always felt backwards to me! 😊

Posted by: mcknight on Nov. 14 2001,10:05

Interesting point! Let me ask RH.

It's not going to be easy to change since it's printed on the Setup Card as well as in the rulebook, but it would be nice to know what the reasoning was.

--Steve McKnight

Posted by: bill_andel on Nov. 14 2001,11:30

...if any! 😊

Posted by: mcknight on Nov. 16 2001,12:33

Richard Hamblen comments:

A very perceptive comment. The Altar was originally supposed to be the type I/V location, but I needed a type II/III location, too, sort of Druidish. Well, the Druids used altars, too, as did the Aztecs, the Zoroastoreans, etc. In other words, most religions employ altars, so I gave the Altar type II/III and used the Shrine for type I/V. Shrines are important in Christianity (and Hinduism and Buddhism), but not in the pagan religions.

It feels odd to me, but it reasons out well, so I used it. When you see the Altar, think Druid Altar (you know, where they sacrificed the Roman soldiers).
Clear?

Warmest regards,
Richard Hamblen

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-MRNet Forums
+--Forum: General
+---Topic: Oldie but goodie started by mcknight

Posted by: Roman Newell on Dec. 11 2001,17:20

Back in the seventies I think it was when this game was first produced, my dad bought the original Magic Realm game. Now that I am around, I'm fifteen, we've just begun to figure it out. I'm so excited. We have just figured out how to battle. I am anxious to begin the third encounter. I am the white knight while he is the black knight. If anybody could give me some helpful tips for a beginner then it would be greatly appreciated.

Posted by: jdfrenzel on Dec. 11 2001,18:40

Glad you've discovered this great game! The rules are daunting, but worth the effort.

You can get some tips from the < Character Strategies > page on MRNet. Another good way to learn the different characters is by watching the online games. You can also see the old turn logs from Steve McKnight's Beginners/Intermediate game, and Game A from the tournament. You can reach both from the < Games > page.

Good luck!

--- John F

Posted by: vincegamer on Dec. 11 2001,18:49

My first suggestion is that you download the 2nd edition rules. If you're playing with an original set, then you won't have the 2nd edition rule book that came out some time in the '80s. It's available on this web-site's downloads list, and also some of the links can get you to a word form if you need. Or you could just read them under "references" here. There were many changes between editions, and almost everyone you meet will use the newer rules. Many of the changes made things easier, but the victory calculation is a bit tougher. Fortunately there are many tools here available to make it easier.

Now, strategy advice:

White Knight - take chances. Don't be afraid of those big monsters, killing them is what you were born to do. Lots of little monsters can aggravate and wound you to death, but you can also get lucky. Hire some help and you can take on anyone.

Black Knight - If you can get the Company hired, you will be virtually unstoppable.

Posted by: mcknight on Dec. 11 2001,19:15

You can also download the 8-page rule summary that I wrote entitled "The Least You Need to Know to Play Magic Realm." It will serve as an introduction to the Third and Fourth Encounter, or as a refresher while playing the game.

Here's some thought about the White Knight:

1. Start at the Chapel with your friends, the Order
2. Try this: trade in your Suit of Armor and your Great Sword for a Warhorse and a Morning Star. It won't take you long with your Honor advantage to get a PriceX1 result. Amaze your dad by being able to maneuver at speed 4 without fatiguing a chit, by having tremendous armored vulnerability, and by having a speed=3 tremendous blow. (Just don't try this in the caves where your Warhorse becomes inactivated!)

--Steve McKnight

Posted by: mcknight on Dec. 11 2001,20:20

P.S. My Rule Summary is a good introduction to the Third and Fourth Encounter of the 2nd Edition Rules, of course. You would have a very hard time understanding them if you were expecting them to correspond to the 1st Edition Rules!

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Additional Info. started by fiscused

Posted by: Roman Newell on Dec. 12 2001,15:49

In the second encounter the "alert" phase is introduced. I didn't quite understand how this was a benefit to you, and how it related to the rule that states that when you attack and miss your weapon is alerted, and when you attack and hit your weapon is not. Another thing, I was wondering if anybody could explain to me exactly how the tourneys work. Not only how they work, but how you can get a position in one of the tournaments.

Posted by: fiscused on Dec. 12 2001,17:51

The ALERT phase allows you to attack on the first round of combat with an alert weapon. Many weapons are better when alerted. Mostly this helps if you are planning character-to-character combat, but it may help the woods girl if she may be blocked by a single bat, for instance.

Mostly the ALERT phase helps spell users. But that's a different story.

The tournament was initiated by me! Just a fun way to get to a "winner" playing games with different #s of characters, since half the players are eliminated each round. The only way to get in now is if someone drops out, and I claim first dibs (I have bee4n eliminated.)

There are plenty of other online games, with their own rules and peculiarities (Number of players, experience, optional rules, house rules, turn rate.) I'd recommend the BIMR games as they are specifically geared towards people learning the rules. The tourney, in contrast, is a "no hints" game just to make everything equal and fair.

Hope this helps.

Nev

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Character vs. Character Combat started by Rubric

Posted by: mcknight on Sep. 05 2001,21:26

One of the unnerving things about character vs. character attacks in Magic Realm is that if a player who draws his attention chit after you do decides to attack you out of the blue, you don't get any chance to attack them back! This creates enormous mistrust, because you just don't know who is going to attack you with an undercutting attack. If you are in a clearing with a character who has the potential to do that, you are tempted to attack them first. Maybe this is a good thing: promoting character vs. character combat makes the game edgy, but I find it very unsettling.

In the discussion on bashing natives, it was proposed to let natives attack a character who attacked them. How would we feel about giving the same privilege to characters? If the Elf puts his attention chit on the Swordsman and the Swordsman has not already selected a target, the Swordsman can target the Elf with his Sword when Attacks and Maneuvers are played.

Posted by: vincegamer on Sep. 06 2001,13:49

I'm not sure I understand Steven's question.

In the example, if the Swordsman hasn't placed his attention chit yet, then he can place it on the elf.

Perhaps he means someone's opportunity has passed and he picked no target. In that case I think his rule suggestion makes sense. If you haven't picked a target, you are keeping your eyes open for aggressors.

The problem then is that no one would ever pick a target, just in case they are attacked.

If you allow someone to change targets, then it just keeps going round and round.

I am afraid this is just one of the details of the game we will have to live with. On the other hand though, it is something the Swordsman should factor in when deciding to do his turn if he thinks he will be with other characters that turn!

Vincent

Posted by: dfs on Sep. 06 2001,14:01

In the example, if the Swordsman hasn't placed his attention chit yet, then he can place it on the elf.

Careful reading of the rules will suggest that this is not so.

There is an order to the placement of the attention chit that indicates an attack. If the swordsman's "turn" has come up and he has not placed his attention chit on anything, he is then free game for all characters whose turn will follow his.

Note that his chance to run away this round is already gone.
If that elf has an alerted bow, the swordsman is, for all intents and purposes, dead.

This is the devastating "sucker punch" that I've made my feeling known about in the other thread. I think the rules should be slightly altered so that any attack of this sort can be responded to by allowing the target and any allies to reselect their targets from none to the attacker.
I think it would make monsters tougher, natives more survivable and character trust easier. All good outcomes.

dfs

Posted by: Teresa on Sep. 19 2001,00:50

"makes character trust easier - all good outcomes"

Normally I would agree with you, since I am generally not the type of player who tries to kill my opponents, just the opposite. However, I would argue that some characters are designed specifically for this purpose - Elf, Swordsman, maybe the Woods-Girl. Taking away the normal targetting rules means that these characters lose some of their special abilities.

Character trust is not necessarily a good thing. It can be argued that some characters are designed to be played in teams, and others as bandits. I for one, would never try to attack a monster when there is a hidden Elf in the clearing. I would just stay hidden or run away.

That's part of the spice though, not knowing what others are going to do. Attacking monsters and natives is relatively predictable. Some players like this, they want every combat's outcome to be able to be figured out in advance. I like the risk and unpredictability of character to character interactions and a lot of the other randomness of MR 😊 - Teresa

Posted by: -Hamblen Comments- on Sep. 21 2001,09:31

Here are some interesting comments from Richard Hamblen, the creator of Magic Realm, on this topic.

--Steve McKnight

.

-----QUOTE-----
Stephen McKnight wrote:

> *Richard--*

>

> *I put the following post on [www. magicrealm.com](http://www.magicrealm.com), and I'd be interested in*
> *your reaction:*

>

> *"One of the unnerving things about character vs. character attacks in Magic*
> *Realm is that if a player who draws his attention chit after you do decides to*

> *attack you out of the blue, you don't get any chance to attack them back!*

-----QUOTE-----

Hamblen: Not precisely true. You just have to survive his attack first.

-----QUOTE-----

> *This creates enormous mistrust, because you just don't know who is going to
> attack you with an undercutting attack. If you are in a clearing with a
> character who has the potential to do that, you are tempted to attack them
> first. Maybe this is a good thing: promoting character vs. character combat
> makes the game edgy, but I find it very unsettling.*

-----QUOTE-----

Hamblen: That mistrust is precisely what I intended. I relied on it in designing the characters. The Sorcerer, Elf, Black Knight, and Witch King are all so strong that other players get very nervous around them. As a result, they have much more trouble forming alliances than the Wizard, Dwarf, or even the Captain.

In other words, the strong characters were designed so they would be penalized in the game diplomacy--they would have to act alone. That's their disadvantage, the thing that balances the game.

The corollary, of course, is that the weaker characters should form alliances.

In this way, the different characters are strongly nudged into following different game plans. How the players handle this situation is part of what the game is about.

-----QUOTE-----

>
> *In the discussion on bashing natives, it was proposed to let natives attack a
> character who attacked them. How would we feel about giving the same
> privilege to characters? If the Elf puts his attention chit on the Swordsman
> and the Swordsman has already failed to select a target, the Swordsman can
> target the Elf with his Sword when Attacks and Maneuvers are played."*

-----QUOTE-----

Hamblen: We actually playtested this early in the design. Whenever you had

several characters in the same clearing during combat, the results were ridiculous. The only characters who would attack were the character whose ATTENTION chit was picked last, and the gonzo players who just didn't care. And the amount of negotiating that went on in the instant before the action broke out?! It just did not work out satisfactorily.

The non-parallel with the natives is worth explaining. When natives attack, characters are forewarned so they can attack back. Natives should be able to attack back. The rule is an inelegant way of letting this happen. A character cannot switch his target after being targeted by another character because the other character was trickier, and surprised him.

I fear that allowing characters to change targets would allow strong characters to force alliances on weaker characters, effectively enslaving them. At that point, the key to victory becomes choosing the right character, not how well you play. If you do try it out, let me know what happens. Good luck.

Hamblen: I just remembered some other wrinkles we ironed out in playtesting. We tried letting only the targeted native attack back, but it was too weak--the Sorceror would target the runt of the litter and fry everyone else, too.

At one point we limited targets to those natives who were battling you at the start of the melee step (thus forcing you to lure a native onto your sheet during the encounter step before you could target his group). This worked pretty well, but it seemed bogus and led to characters negotiating deals in the midst of battle (i.e the Magic user wanted to lure natives first and then talk someone else to lure them away). This felt very bogus and slowed play too, so I replaced it with melee luring. Or at least, that's what I wanted to do

Posted by: vincegamer on Sep. 21 2001,11:43

I am afraid I don't like Mr. Hamblin's corrective.

If I read his explanation correctly, Characters can surprise attack other characters so all is fair. Natives can't surprise characters, so now characters can't surprise natives so all is again fair. It still seems wrong that a character can be surprised but a native cannot, but the cure in this case is worse than the illness. I can live with the above. The problem I have is with his comment about the Sorceror "targeting" the wimp of the group since only that one would hit back. His fix was that the whole group jumps to defend the target. Note this would also happen if the Elf targets one of the group with his bow. I suggested under the native bashing forum that all natives being hit can defend themselves. I prefer it. My way the target AND any others in the group who get undercut by a Fiery Blast will be swinging at the Sorceror, but the Elf's single arrow risks only the single reprisal.

Of course in both examples any and all survivors would be battling the character in round 2 whether targeted or not.

Posted by: Rubric on Dec. 14 2001,21:13

Quote from Guest, posted on Sep. 21 2001,09:31

-----QUOTE-----

Hamblen: We actually playtested this early in the design. Whenever you had several characters in the same clearing during combat, the results were ridiculous. The only characters who would attack were the character whose

ATTENTION chit was picked last, and the gonzo players who just didn't care. And the amount of negotiating that went on in the instant before the action broke out?! It just did not work out satisfactorily.

-----QUOTE-----

I don't understand RH's explanation of his playtest. There's nothing wrong with the last person launching the first attack. That's the whole point of allowing other characters to strike back. I don't see how the amount of negotiation would be any different with the rules the way they are. In fact, it seems to me, there would be more discussion if you DIDN'T have the opportunity to strike back.

I think it should work like this:

1. Players pick targets in the order they moved.
2. If nobody picked a target, the round is over.
3. If any character (or one of his minions) targets another character, then the targeted character can immediately make the attacker his target, unless he already has a different target.

In my mind, that eliminates a lot of the "sucker punch" opportunities (which are just silly and unrealistic). But, it has the benefit that it doesn't make trust completely safe. In other words, if you're in a situation with multiple threats (whether characters or hirelings), you still have to worry.

For example, if you decline to attack when it's your turn to choose, and then another player assigns one of his natives to attack you, you have to decide right then whether to counter-attack the native or wait to see if the character himself attacks you. No doubt if you wait, the character will simply not attack, allowing his native to get a free strike. On the other hand, if you counter-attack his native, then the character can attack with impunity.

That leaves lots of room for mistrust and betrayal, which makes sense when there's a crowd. It doesn't make sense when it's just two people standing there. The purported problems that RH described sound very natural to me. A group of people stand around shouting at each other (i.e. "negotiating"), they grow more and more tense, and finally somebody takes a swing. Nobody has to "guess" whether there's going to be a fight.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Richard Berg looking for Richard Hamblen started by Steve Schacher

Posted by: Steve Schacher on Dec. 22 2001,16:27

Richard Berg is looking to contact Richard Hamblen. He has posted several requests for contact information in his forum BROG: Berg's Review Of Games, over at Consimworld.

Does anyone know how to contact Richard Hamblen? If so, Richard Berg's email address is: BergBROG@aol.com

Posted by: mcknight on Dec. 23 2001,22:58

I communicate with Richard Hamblen by e-mail, but I have been asked not to publicize his e-mail address. If Richard Berg would like me to pass a message on to Hamblen, he can write me at: mcknight@neu.edu and let me know what he wishes to contact Richard Hamblen about (if it's none of my business, I'll simply pass that message on).

Steve McKnight

Posted by: Steve Schacher on Dec. 25 2001,20:31

I'll pass along your offer. Richard Berg is a well-known game developer from the Avalon Hill/SPI days, who still publishes many con-sim games, and is a leader in the hobby. I'm sure they know each other from their AH days.

Posted by: mcknight on Dec. 26 2001,13:31

I passed the message and Richard Berg's e-mail address on to Richard Hamblen.

-Steve McKnight

Posted by: Steve Schacher on Dec. 26 2001,16:54

Richard Berg replied that he already got Richard Hamblen's contact information a few months ago. I guess I re-opened a closed issue.

Thanks for helping anyway.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Hamblem Comments: Bashing the Native started by Steve Schacher

Posted by: mcknight on Sep. 04 2001,21:29

Below is a dialog between me and Richard Hamblen, the creator of Magic Realm, on the subject of whether the natives are too easy for characters to kill:

Stephen McKnight wrote:

> Richard--

>

>

> You missed a discussion on the list serve on a concern that the natives are
> too easy for characters to kill, notching up notoriety and collecting their goods
> for sale to the next victims. It seems like the Rogues never last more than one
> turn, and most of the other groups seem to have only a little longer life
> expectancy. Is this a problem that you
> anticipated?

Hamblen: I didn't anticipate before the first edition game came out, but I was aware of it by the second edition rulebook. Unfortunately I was told to change the game as much as possible, and I didn't have time to work out a solution (let alone where to put it) before the second edition rulebook came out.

However, I did not stop thinking about it, and I came up with a possible solution. Unfortunately, Avalon Hill was still unwilling to add any rules (can't blame them, actually), so I never took the time to test it, and of course it was never published. However, if you're interested, I'll tell you about it. Feel free to test it out.

It's just this: When you use magic to kill an unhired native who did not roll "battle" against you in the Evening, you suffer two penalties:

1. You lose FAME points equal to the native's basic notoriety value (no multiplying). This happens every time you kill a native under these conditions.
2. You lose one level of friendliness with every native group in the game. This happens only once per game, the first time you kill a native this way. (After that, they are afraid to get unfriendlier).

These penalties should also apply when you use magic to kill a native while he is hired by you, with an additional penalty:

3. You can no longer hire natives.

Let me know what you think. Seems ugly to me, but effective.

> I know before I started playing with players who really knew how to handle the
> purple magic-users, the natives seemed to be very tough to handle. But the Sorcerer
> with Fiery Blast and Melt into Mist, or the Witch King with Fiery Blast, World
> Fades, and Absorb Essence just seem to chew them to pieces. I'm not sure if this
> is something that could be addressed by new rules, or if it is a feature of the
> game.

Posted by: mcknight on Sep. 04 2001,21:32

More commentary on the character vs. native issue by myself and Richard Hamblen, creator of Magic Realm:

This email will restrict itself to only the native groups question. As usual, you will find my comments interspersed in the text (the new comments are labelled "Hamblen2"). Feel free to publish this discussion

Warmest regards,
Richard Hamblen

Stephen McKnight wrote:

> Richard--

> You missed a discussion on the list serve on a concern that the
> natives are too easy for characters to kill, notching up notoriety and
> collecting their goods for sale to the next victims. It seems like the Rogues
> never last more than one turn, and most of the other groups seem to have only
> a little longer life expectancy. Is this a problem that you anticipated?

Hamblen2: I must apologize. You actually pointed out two problems, one big and one small, and my reply addressed only the small one. I didn't even notice the big problem until after I replied. That's what happens when I try to answer questions too fast. Sorry.

The big problem is the tactic of selling, killing, and looting to get the items back. I have seen this happen occasionally, but I never thought of using it as the basis of a strategy. So, technically I have answered your question: I did NOT anticipate this problem. I gawk.

I now feel obliged to analyze the problem to see how bad it is and what causes it, and what solution is needed (if any)..

The tactic feels bogus even when it is done in a minor way, because it is outside of the traditions of high fantasy. It also distorts the game: it encourages players to set up the Valley tiles near each other, and during the game players can get a fast start by doubling their assets each time they sack a dwelling. Worst of all, each time the characters can get the gold value of their items and keep the items too. This is so strong it probably becomes the standard endgame ploy; with every character racing to reach a dwelling in time to slaughter the inhabitants and then fish for his items. This is NOT how the game is supposed to work. So we definitely want to find a solution.

The problem is not limited to magic-users--the tactic can be used by any group strong enough to sack dwellings. The problem lies in how easy and fast it is to sell an unlimited number of items to the natives, who have an unlimited supply of gold that magically appears. I put that feature in the game to make it fast and easy for the characters to sell, leaving them more time to explore and fight, without leaving heaps of gold stacked in every dwelling. I tolerated its unreality because it appeared innocuous and seemed to slip by unnoticed. Now, of course, it has to change. We have to limit the selling.

At this point I will pause to invite suggestions. We are beyond interpreting old rules, we are making new rules. Everybody should have a voice, and of course everyone can use whatever solution they prefer. I will make my own suggestion

below.

We need a solution that penalizes the hit team but not the small legitimate seller. We cannot use the Meeting Table nor limit each character's selling because the hit team will include several characters to spread around the selling, and someone on the team will be at least neutral to the group. Only the legitimate individual seller would be hurt.

We must deal directly with the problem: the gold supply. We can limit how much each group of natives can pay each day. You can sell an item that is worth more than this limit, but the natives pay only what they can. Once the natives have spent all their money for the day, they cannot buy (though you can give them things for free).

You could have different groups, but why bother? I think a flat rate of 50 gold per day per native group seems about right. It would penalize each hit team in gold and/or time, so they could do better working the treasure fields. And the limit will hurt the legitimate seller only at dwellings where and when a lot of items are being sold.

The Visitors would continue to pay full price. You've got to have somewhere to sell the Golden Idol, or what's the price for?

Which leaves the other problem: is it too easy and painless for the Sorcerer, say, to kill native groups? This question is not new; I have been wrestling it from the start.

First, let's make sure we agree on the situation. I assume we agree on the following:

1. Selling is limited, as described above (or in some other effective fashion).
2. The natives are useful as customers and hirelings, so the other characters in the game have an interest in protecting them, when it is convenient.
3. Fiery Blast is a missile attack, so it is possible some natives will survive to counterattack.
4. The Sorcerer cannot cast Fiery Blast and energize Melt into Mist on the same round of combat, so the surviving native(s) just might kill him. He needs one or more accomplices to volunteer as targets.
5. It takes a day or two to loot the remains.
6. Once the Sorcerer has looted a Dwelling, he is a juicy target..

Given the above, I think the situation is OK once the other characters have had time to build up some strength. Taking time to go sack a dwelling is a poor use of time, compared to working the treasure fields. Of course, it is more desirable if the natives are near the treasure fields and/or have bought a lot of treasures, but in that case there are probably enemy characters nearby to complicate things.

So during the middle and endgame the situation is acceptable, though it would be better if the natives were just a little stronger (I would have added a native or two to each group, including sub-leaders, if there had been room in the counter mix).

However, early in the game things are different. The characters are weak, and sacking the INN threatens to put the Magic User way ahead from the start. Normally, I trust the natural diplomacy of the game to handle such situations. If a Magic-User starts the game at the INN with Fiery Blast and purple magic loaded, it is an act of war, and I expect the characters to keep killing him until he chooses to start without the Fiery Blast. The Swordsman is an excellent choice to leave behind for this task, while the other characters move off to explore. Tipping the Swordsman is suggested--he can use the money to buy something from the rogues.

The real problem happens when diplomacy fails and the Magic User does start at the INN with an accomplice and with Fiery Blast loaded. The problem is compounded if more native victims arrive at the INN while the Magic User is still there.

So some sort of penalty for Fiery Blast is desirable, if not necessary.

Once more, I invite suggestions.

My own suggestion needs modification:

When a character uses Fiery Blast to kill a native, the following penalties apply:

1. If it is an unhired native, the character loses FAME equal to the native's basic notoriety value (no multiplying). He gets this penalty each time his Fiery Blast kills such a native.
2. If it is a native currently hired by that character, he gets the above penalty and he cannot hire natives for the rest of the game.
3. If it is a native currently hired by another character, there is no penalty.

> The enhanced Treachery penalty seems effective, but it seems sort of punitive
> to do this only to the magic-users.

Hamblen2: The Magic-user is the key to the problem, once selling is cured.

- > Some variants of the "native-killer" penalty (lose friendliness with all
> natives) have been suggested on the list. Here's some other attempts.
>
> Teresa Michelson has been running her Development Game for about two years
now
> with a combination of :
> 1) an enhanced Gratitude and Grudges rule (you lose one level of friendliness
> with neutrals and unfriendlies every day you attack them--as well as the usual
> penalties
> for attacking your friends)

Hamblen2: Seems troublesome to keep track of, and suffers from the same basic flaw as the Grudges rule itself: making an enemy is not much of a penalty when the enemy is dead.

- > 2. A rule that if you kill the HQ, the next highest numbered native takes the
> treasures, so you have to kill all of the native group in the clearing to have
> the treasures abandoned.

Hamblen2: This looks like a rather nice rule, as long as you don't mind keeping track of who has the treasures. It gets a bit complicated if the treasure-holder is hired when the leader regenerates. Does it help much?

- >
> Even in a long game, where you might run into the same native group many
> times, this has helped, but still hasn't protected the natives much.
>
> My own proposal was to make the natives less like patsies and more like
> monsters (after all, not many characters think of Goblins as easy marks). So
>
> 1) make you pass a meeting roll anytime you end a phase unhidden in a clearing
> with natives. This means that a missed hide roll during the day could end up
> with a block before you'd prepared your attack spells.

Hamblen2: We playtested this. It definitely adds teeth to the natives, but we discarded it because it made it too hard to pass dwellings and sell things--a bunch of natives near a treasure site was too much of an advantage to its friends.

- > 2) make the natives prowl through the valley hexes like monsters. Together
- > with (1) above, this would decrease the predictability and increase the
- > chances of being blocked while you were sneaking up on the natives and before
- > you were prepared. It also makes it harder to find the natives to trade and
- > hire--I'm not sure whether that is good or bad.

Hamblen2: We tested this, too. I always liked it. We discarded it because it was a major pain to catch up to the group and trade with them on turns when they were active. It was especially annoying when they got stuck in the clearing on the other side of the hex (not connected to you by road).

- > 3) extend the enhanced Gratitude and Grudges to groups of natives. My idea
- > was to use the Red/Blue, Brown/Green, and Gold tribal grouping that are
- > suggested in the Commerce Rules. So, if you attack the Rogues, you lose one
- > level of friendliness to the Company and Bashkars as well. This would at least
- > prevent the Black Knight from
- > coniving to eliminate the Rogues and then turning around to hire the Company
- > on a boon! Since the Witch King and Sorcerer are also friendly with other
- > Red/Blue natives, it might at least give them some second thoughts about
- > beating on the Rogues.

Hamblen2: I kind of like this as a general improvement to the Grudge rules. It doesn't address the selling problem. It helps the Fiery Blast problem, but is it strong enough?

- >
- > It has also been suggested that the campaigns be an exception to these rules,
- > which would help increase the probability (near zero now) that a character
- > would pick up a campaign chit. (I also like the Glory optional rule from the
- > First Edition: campaign kills get fame as
- > well as notoriety!)

Hamblen2: Sounds like a good idea to me. The old Glory rule turned out to be too strong, if you could get a campaign chit early enough. Some day I'm going to sit down and figure out a way to make the campaign chits work!

Posted by: mcknight on Sep. 04 2001,21:51

My personal view of this is that killing native groups is what some characters are supposed to do, and I'm not sure that it's a bad thing.

If you want to put a stop to it, however, I don't think Richard's 50 gold per day limit will help. What would work would be to have the possessions of unhired natives go out-of-play on the Setup Card when they are killed, rather than being abandoned in the clearing!

We might want to think how this would change the game. It would certainly bring

buying items from the natives back into picture, and make the Swordsman's advantage mean something again!

--Steve McKnight

Posted by: Psyber on Sep. 04 2001,22:17

Here are my thoughts. I agree you should not be able to get the items from natives if you kill them, makes gold less valuable, the gold VP easier to obtain, and makes native killing a more effective strategy, but i have a solution to the other problem is well.

The main problem is casters with area spells, they can start hidden, cast spells without being retaliated against, and either flee/melt/something next round so they are NEVER in any danger. Plus, they REEALLY rack up the not/gold this way. So for most casters this makes killing natives easy, and a GREAT strategy. Also, most casters dont NEED the natives items like the warrior types do, so not that much of a deterrent not to kill them even if items dont pop to the map.

Here is the solution.

If a player is going to cast a spell, it has to be targeted BEFORE random assignments, area spells unhide you (or force an ambush roll) BEFORE the assignments, so if the spell doesnt kill them all, the caster is pretty sure to die, as most casters couldnt fight them. This should eliminate most of the native killing, while not make it impossible or worthless, casters will need help to kill them, but who will help them when the caster will be racking up TONS of not/gold and the "tank" will be getting nothing? Also, you will REALLY want to protect your allies (rouges really need another ally or two btw to keep them alive, hiring one at a time prevents them from being booned into service) esp if they have an item you want. Maybe have the targeting rule only in effect vs players/natives (natives recognize that you are casting a spell at them, so dont just sit there letting you kill them)

Another solution is that natives are a bit smarter than normal monsters, and if unassigned will attack any unhidden character that targets them.... a bit cleaner, and keeps people from getting that free round on non battling natives.

Posted by: Psyber on Sep. 04 2001,22:20

oops, in the final paragraph i thought i should clarify they will attack any character who is unhidden at ANY time in that combat round, so attacking them without ambush rules means they fight back, no free attacks on them.

Posted by: jdfrenzel on Sep. 05 2001,00:07

First I'd like to clarify this portion of RHs comments:

-----QUOTE-----

4. The Sorceror cannot cast Fiery Blast and energize Melt into Mist on the same round of combat, so the surviving native(s) just might kill him.

-----QUOTE-----

Is this correct? I have the impression that this is not the way it is commonly played. I agree with Psyber's ideas, which introduce the usual dangers of combat to the aggressor(s). This should bring the effort and danger more in line with the Not and Gold reward for success.

I would also go one step further, and give each native group a site chit, which would need to be discovered and looted just like any other treasure site. Putting some sort of defenses on the site (since the natives are considered weaker than normal monsters) might be good too, such as traps, curses, or prerequisites akin to the Vault, Cairns or Pool. Having the booty simply fall to the ground is the other half of the temptation to slughter the natives.

--- John F

Posted by: Pau Ferret on Sep. 05 2001,06:39

Quote from mcknight, posted on Sep. 04 2001,21:29

-----QUOTE-----

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Stephen McKnight wrote:

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>

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Hamblen: I didn't anticipate before the first edition game came out, but I was aware of it by the second edition rulebook. Unfortunately I was told to change the game as much as possible, and I didn't have time to work out a solution (let alone where to put it) before the second edition rulebook came out.

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These penalties should also apply when you use magic to kill a native while he is hired by you, with an additional penalty:

- 3. You can no longer hire natives.*

Let me know what you think. Seems ugly to me, but effective.

*> I know before I started playing with players who really knew how to handle the
> purple magic-users, the natives seemed to be very tough to handle. But the
Sorcerer
> with Fiery Blast and Melt into Mist, or the Witch King with Fiery Blast, World
> Fades, and Absorb Essence just seem to chew them to pieces. I'm not sure if this
> is something that could be addressed by new rules, or if it is a feature of the
> game.*

-----QUOTE-----

Why don't we just forbid attacking natives unless you pick a mission chit? Also eliminate any prerequisite to pick up a mission chit. Finding one is difficult enough.
Pau

Posted by: Nev on Sep. 05 2001,07:35

I've been thinking about this subject a lot lately. First, I'd like to comment on the problem:

The problem is that characters can team up and kill natives at their leisure. This is a problem, when players choose to team up in the game. In the 16 player game I ran, natives were never in much danger. However, in Teresa's development game, natives were slaughtered regularly. I think this is due to the rules in her game making the game less competitive. Since the development game has no "winner" every month, players don't lose by helping each other. In more competitive games, players aren't willing to hang out at the dwellings because of fear of player attacks. It will be interesting to see how the tournament goes in this respect.

My ideas to make sell/kill/loot a harder strategy follow. Like others, I'd like to keep killing natives a possibility, especially during desperate times when you're really looking for that last VP and willing to risk it all before time runs out.

1) You may NEVER attack allies.

This should just be a rule. Period.

2) You do not get the "bounty" values for killing natives that are not your enemies.

After all, you shouldn't get rewarded for killing friends or punished for killing enemies.

3) When the leader is killed, one of the following happens:

- a) The natives items are put in a cache in the clearing
- b) The natives items are put in a cache in a random clearing in the tile
- c) Each of the natives items is put in a cache in a random clearing in the tile (so the items can be in different clearings)

Not sure which one is better. The leader's gold bounty can be the "gold" in the top of the cache-you don't get the bounty when you kill him.

I also like RH's idea of losing Fame.

Posted by: bill_andel on Sep. 05 2001,08:03

I'm not a huge fan of Richard's "average daily balance" of GOLD for each native group. I'll grant that it is "realistic", but it adds the need for some sort of "balance sheet" for each group. Better to do things that can be recorded on a character's sheet. Penalties should probably be the same regardless of whether or not the killer was a Magic-User or a Fighter and could include:

- FAME penalties, as previously mentioned
- Relationship changes, as previously mentioned
- +1 modifier to MEETING table, making the unfavorable results more likely and reflecting the general mistrust of the chracter by all natives. This would make it more likely for ANY native group to block the character and it would reduce chances of hiring or trading with them at a good price. If this were combined with the optional COMMERCE rules or with the purchase price table presented in The General, it would be much harder for character to sell stuff to natives for base gold price and then kill them after to get it back.

Posted by: dfs on Sep. 05 2001,09:58

One of the things I learned when I first joined the mailing list was the value of the sucker punch. It was new to me.

If I'm hidden, I get a free shot, a free round for me to put up maximum damage without fear of retaliation. Now, I was always aware of the power of the ambush with a missile weapon, but the sucker punch just seems unreasonable to me. It seems that if I come out of hiding with my mace and bash at somebody, they (and their mates) should attack me now. If you place your attention chit on anything, it (and it's mates) should battle you right now.

Removing the sucker punch and removing the ability to ambush with an attack spell removes MOST of the obvious native abuse. The dwarf will no longer be tempted to try and pick off the guard. The mages can no longer blast and hide with little aid. We are left with the scrum at the inn and the missile characters as potential problems. Removing the ambush rule will take care of missile character abuse, and... well.. In a large game, I like the scrum at the Inn.

Removing the sucker punch also makes killing a T monster a real feat.

dfs

Posted by: Teresa on Sep. 05 2001,11:56

I think part of RH's premise is incorrect - that it is basically the magic users that are the problem. In the games I have run and played in, nothing could be further from the truth. It is now routine for all the characters at the Inn to gang up on the Rogues, because those horses are just too good to pass up and there's enough for everyone.

Even if they're at each other's throats for the rest of the game, they cooperate in the first couple of days. And even a Witch or a Pilgrim can help out in this first melee.

Later in the game, it is the characters that are good at hiring as well as those that can ambush with a bow or crossbow that kill a lot of natives. Witch-King and Sorceror can too, but Elf, Black Knight, and others are also native-killers. The problem has gotten so bad that in a lot of my games it has been hard to find any natives left alive by the end of the game, and this is in normal games as well as development games. Even the Order gets picked off.

The solutions I have read that I like so far include Nev's restrictions on attacking natives (no attacking your allies and you only get N for attacking unfriendly or enemy natives), and caching their treasures so they are a little harder to find. I also like the rule we use in our development games that you have to kill the entire (unhired) native group before their treasures appear in the clearing. Finally, I would add that any character who attacks a friendly or neutral native group without being battled first gets a +1 added to their meeting rolls with all natives. These changes would help a lot.

Posted by: Steve McKnight on Sep. 05 2001,17:26

-----QUOTE-----

First I'd like to clarify this portion of RHs comments:

Quote:

"4. The Sorceror cannot cast Fiery Blast and energize Melt into Mist on the same round of combat, so the surviving native(s) just might kill him."

Is this correct? I have the impression that this is not the way it is commonly played.

-----QUOTE-----

I think you are right and Richard has mis-stated here. If the character is hidden, or even just not battling the natives, he can cast Fiery Blast in the Encounter Step of Round 1 and then target all the natives he wants in the the Melee Step. As soon as he targets the natives he is Battling them for the rest of the turn, but it's too late for the natives to be assigned that Round.

This is the "free attack" or "sucker punch" that has been discussed above.

In Round 2, the surviving natives get assigned to Sorcie, but if he has Melt into Mist prepared (or already cast so he can activate it by playing purple color magic), he becomes Mist before he can be attacked.

In my opinion, it may be difficult to get rid of this "free attack" without tinkering with the whole combat system. But maybe there could be a second "Random Assignment" after target's are selected in the Melee Step for natives that are attacked out of the blue. Are we convinced that this is really a major defect?

--Steve McKnight

Posted by: jdfrenzel on Sep. 05 2001,17:53

Actually, I'm not sure if he has mis-stated. In 41.1/2 it states very clearly that "Each character can cast one spell per round of combat." As I understand it, the tactic is to cast Fiery Blast in the encounter step, then cast Melt into Mist, etc, in the Melee step. If both are prepared, then they will be cast back-to-back, thus ensuring a safe getaway before the natives are assigned.

However, that's 2 spells in a single *round*, albeit different *steps*, and so would be disallowed by rule 41.1/2. Am I misunderstanding the tactic?

--- John F

Posted by: Nev on Sep. 05 2001,18:07

How's this sound:

Allied: cannot attack

Friend or neutral: get nothing for killing them, lose Fame equal to their Not bounty

Unfriendly: no reward or penalty

Enemy: Get Not and Gold bounty as normal

Items are cached in clearing is probably best. I'd like to see some people try the above with and without the "kill every native before treasures are abandoned" rule.

Posted by: Steve McKnight on Sep. 05 2001,18:14

-----QUOTE-----

Actually, I'm not sure if he has mis-stated. In 41.1/2 it states very clearly that "Each character can cast one spell per round of combat." As I understand it, the tactic is to cast Fiery Blast in the encounter step, then cast Melt into Mist, etc, in the Melee step. If both are prepared, then they will be cast back-to-back, thus ensuring a safe getaway before the natives are assigned.

However, that's 2 spells in a single round, albeit different steps, and so would be disallowed by rule 41.1/2. Am I misunderstanding the tactic?

-----QUOTE-----

The tactic is to cast Fiery Blast in Round 1 and Melt into Mist in Round 2. The trick is that spells are cast **after** the natives are assigned, so they don't attack you in the Round 1 even if they're being attacked!

Posted by: Steve McKnight on Sep. 05 2001,18:21

-----QUOTE-----
Items are cached in clearing is probably best.
-----QUOTE-----

If the items are cached, it just requires you to locate the cache before you start looting the items, which is not a big penalty.

If you go by the cache rules as written, it's actually a little easier to loot the items because the cache chit (which represents the gold, if any, in the site) is the top item. It only takes a loot roll of 2 to take the natives' top item. Of course, most people don't really believe this until they read the Cache rules carefully, and then they don't follow it anyway!

Posted by: Steve McKnight on Sep. 05 2001,18:27

-----QUOTE-----
How's this sound:

Allied: cannot attack

Friend or neutral: get nothing for killing them, lose Fame equal to their Not bounty

Unfriendly: no reward or penalty

Enemy: Get Not and Gold bounty as normal

Items are cached in clearing is probably best. I'd like to see some people try the above with and without the "kill every native before treasures are abandoned" rule.

-----QUOTE-----

One more comment. This is OK, but recognize that it makes having lots of *enemies* good for some characters! This could be a significant advantage to picking up a Campaign chit.

Posted by: jdfrenzel on Sep. 05 2001,18:28

Got it. In that case, I agree that there should assignment at the start of the Melee step to include any newly unhidden characters. In my view there must be some danger involved for the reward which is sure to be had (the Not and Gold).

The caching idea sounds like a good solution to the other temptation, the items and horses. It's something that must be discovered and looted like a treasure site, which is what it is.

--- John F

Posted by: Psyber on Sep. 05 2001,20:04

My thing is that in the game, natives are stupider than monsters. Monsters will ALWAYS block an unhidden character, while native will only block/battle based on a roll, and your even allowed to bribe them to keep them from doing so.

I think we should simply make the natives smarter. Let them attack characters that attack them, would require one simply rule added to the "2.5 edition" rule book we have here and would make native killing alot more difficult. I DO think we should have the option of killing natives, but they should not just sit there waiting..

One other possibility.

Since relationships with natives can already change in the game, how about adding a new relationship as well, called "Vendetta". If you target ANY member of a native group, that group goes on Vendetta, they will block you instantly if you enter a clearing with them unhidden, and will attack you during assignment (ie no random assign, they will go after characters that they have a Vendetta against.) A couple of other possible modifications are: If you have a Vendetta you add one to ALL meeting table rolls (Maybe +1/Vendetta??) with any group you trade with, as you are known as a native killer. This will make trading with any group more difficult, as they are less likely to trust you now. Maybe +2 if it is an ally or friend.. not sure. one other possibility is at sunset every day, give the natives a "Search" roll on the locate table, if they spot hidden enemies, they can target even a hidden enemy. Native SHOULD be smarter/more capable than monsters.

Posted by: mcknight on Sep. 05 2001,20:53

You know, the more I think about it, the more I agree with John and Psyber above: make the natives smarter in combat! I don't like all this stuff to reduce the incentive. The idea that having more enemies could be an advantage is weird, to say the least.

To make natives smarter in combat would be simple and effective. You'd have to think it over, but the single rule that each unassigned native who is attacked in the Melee Step immediately turns to attack their attacker (if unhidden) would do it.

Or maybe we want all unassigned natives to be randomly assigned the to attack unhidden charcters that they are battling at the end of the "Target Selection" step in Melee Step. (In the present rules, of course, if you target a native you are battling the whole group for the rest of the day.)

This makes the Elf take his life in his hand when he ambushes; if he misses his hide roll he will be attacked by all the natives in the group he was attacking--and it's too late to run! The purple magic users are also stopped. If the Fiery Blast misses, they can't avoid being attacked. It ruins World Fades as a spell, though.

Also if a character becomes unhidden by casting a spell on himself, he's in danger from the natives, even if he doesn't attack

I wouldn't prohibit attacking your friends. Just use the existing Gratitude and Grudges rule: if you attack your friends, they become enemies,

If folks want to add an optional rule to extend the "Gratitude and Grudges" so that you gain enemies by attacking natives, that would be fine with me. I still like the "tribal enemies" idea: if you attack a red or blue native group you lose a level of friendliness with all red or blue natives (and similarly with the Green/Brown and Gold natives). In this case, though, you've got to decide if you want to make an exception if the natives are battling you before you attack them (which is not an issue for the existing Gratitude and Grudges rule since your friends never battle you without provocation).

Posted by: Nev on Sep. 06 2001,07:42

Couple things.

I don't think it's a big deal for one character to pick up extra enemies via a campaign chit and therefore be able to attack that group. The big problem with bashing natives is groups of characters teaming up on them. Even the lone sorcerer will take several turns to kill all the rogues unless he's really lucky.

Also, as noted by others, it isn't a big deal to lose levels of friendliness to a group you keep killing anyway.

Caching items makes them harder, but not impossible, to find.

About native's stupid fighting tactics: enemies will usually fight from the start, so if you reduce the reward for killing friends you should have less "sucker punches".

Considering the way natives are assigned it's difficult to make a new rule that they fight another way. Perhaps, you have to "declare war" on them before combat at the end of the day, and at that point they battle you. Still allows ambushes and the Sorcerer to melt as soon as he becomes unhidden...but that's his advantage..as long as he has chits. Once he's out of Purple magic, he becomes a target for other players.

I'd like someone to try some of these ideas and see what happens. I can't do it in the tourney, but I'll try to get out my board and play some solitaire games to see what I can do.

Posted by: vincegamer on Sep. 06 2001,11:46

I've heard some ideas here that I think are great, and some that I'm not so enthusiastic about.

Here are my favorites with my bend on them:

1) native items appear in a cache rather than dropped on the board. I would include the bounty (formerly called pocket change) value of the native group in this cache as well. I would also use this in conjunction with the house rule that the stuff passes from the HQ to #1 etc. as they get killed.

This makes the loot-sell-kill-loot-sell-kill pattern less desirable because it takes longer to get everything (plus the Witch King can't find anything in a cache).

2) Enhance the grudge table.

I would just say any time you kill a native (hired or unhired) all members of that native's kinship group become enemies regardless of earlier relations.

Several people added details like roll modifiers etc. I think that gets too complicated keeping track. I would however say that you can never sell to enemies, or buy drinks (if you use that rule - frankly I like dispensing with it).

3) Make natives fight more like monsters.

Sounds good, but I didn't like some of the ideas that kill the "sucker punch" option or the ambush advantage. I see no reason the elf shouldn't be able to shoot one member of a group and get away with it, nor why everyone would be able to pound you if you stab some schmuck in the back unexpectedly. My bend would just be to add a "self-defense" rule: like monsters, natives would automatically turn to attack the last person attacking them. So if you try the sucker punch and miff it, your target has a shot at you. If you are really worried about Fiery Blast, then everyone hit could be swinging at the mage.

- blocking addendum -

I don't know if it was old rules or house rules, but I used to play that any time you end a phase with an enemy you have to roll on the meeting table. That made having a lot of enemies a pain in the neck since you often lost your turn (even if hidden) while trying to get past them or loot in their clearing.

Ideas I don't like:

1) limiting the gold natives can spend. For one thing, how many games end with you selectively selling off stuff? Hard to do if they have limited funds.

2) Spells picking targets first. It doesn't feel right, and you don't have the option of threatening other characters at the beginning of a round of combat.

3) Losing friendliness with natives (also meeting modifiers). I see no reason why killing a Rogue will make the Order or Patrol like you less. Heck, I'd almost rather see something like if you kill a friend or ally, you rise in the friendliness of that groups anti-group.

4) You can't attack allies. I can see the argument that it is out of character, but I don't see why the character can't change. That's why I like my idea above of raising the other group's level if you make enemies of your friends or allies.

I would love to see a game that implements some of the ideas seen here. My big fear is overkill. Don't use all of the rules people suggested or no one will go near a native group again.

Vincent

Posted by: fiscused on Sep. 07 2001,07:27

Specifically about attacking allies:

Allies aren't supposed to be casual acquaintances, they're supposed to be your comrades in arms. The White Knight is pretty much a player-version of an Order Knight. It is safe to say he grew up at the chapel, they trained him, and he's still officially "one of them". The White Knight attacking the Chapel is like the Pope attacking the Vatican. It seems way too silly to be possible.

Posted by: vincegamer on Sep. 07 2001,08:50

Deep voice of Bashkar HQ: White Knight, I am your father.
Turn to the Dark Side. Let your hatred consume you. If
you only knew the power of the Dark Side you'd kill the
Order HQ and take his stuff.

White Knight: Um...Okie Dokey.

it could happen.

Posted by: fiscused on Sep. 08 2001,06:56

But wouldn't the White knight and Pilgrim lose their powers if they "turn to the dark side"? They have "powers from on high", don't they?

The BHQ as the White Knight's father? Hmmm. Never know. Maybe the Black and White Knights are brothers. The Amazon is their sister?

Posted by: mcknight on Sep. 21 2001,11:05

If you are following this thread, make sure that you also check out the thread on "Lost Rules." Richard Hamblen explains that he intended for there to be a solution very much like what many people have proposed here: if you target natives in the Melee Step they turn and attack you on the same round ("Melee Luring").

This rule was left out of the 2nd Edition Rules, but Richard has always used it. The source of some of the confusion with his remarks above is that he assumed that Melee Luring was in effect!

--Steve McKnight

-----QUOTE-----

Check out "Watchful Natives" under the "Expansions and Variants" forum for a fully formed rule incorporating Richard Hamblen's "Melee Luring" concept!

-----QUOTE-----

Printable Version of Topic

-MRNet Forums
+--Forum: General
+---Topic: Missing a few Chits started by mcknight

Posted by: Coleslaw on Jan. 28 2002,23:25

Hello, I finally got a hold of a MR set, but I am missing the following seven chits; therefore, I was wondering if anyone could help me obtain these last few pieces? I know I can play without them, but it would be nice to have all the pieces.

Bones V & W
Ruins V, C, & W
Smoke W & C

My e-mail is:
bubbasmith1218@hotmail.com

Thanks,
Phillip

Posted by: mcknight on Jan. 29 2002,22:22

Teresa Michelson collects extra Magic Realm pieces for sale cheap to those who have missing pieces. You can contact her at:

Teresa@avocetconsulting.com

Also, if anyone has extra pieces, be a good dooby and send them to Teresa.

--Steve McKnight

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Site Chat Room started by Sir White

Posted by: Sir White on Feb. 27 2002,23:15

My wife spends alot of time talking in a free Yahoo chat room to her Mom in Canada. Alot can be discussed in short order. On days where battles take place, I think it would be advantageous if a chat room where to be used to speed play that requires the detailed communication a multiplayer battle requires. E-mails could be selected to chat at certain time and the players in the clearing could meet with game master. I have no idea what is required to have a chat room, however, if possible a chat room at the magicrealm website would aid greatly in the enhancement of game play. I definitely don't want to add any large quantity of work to a website that offers free game play. This is just a request. If I can offer some time to help, I will do so.

Sir White

End of Topic

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Printable Version of Topic

-MRNet Forums
+--Forum: General
+---Topic: HElp! iM nEW started by mcknight

Posted by: Saith on Mar. 06 2002,14:18

Ok I just got my new magicRealm email and saw this site. I really would like to be in the games, but I am a bit lost. Where to start?

Posted by: mcknight on Mar. 10 2002,16:41

Sorry it took so long to get you a reply here!

The way to get into the games is to join the MR list serve. (The directions for doing this are listed under "MR Mailing List" under "Links" at this site.) People starting new games usually send out a message to list serve announcing the type of game and how to sign up. Less reliably, you can check under "Games" at this site. John is a little behind in updating the Games page, but in theory new games that are posted to this site would be announced there. My guess is that the next set of games will begin after the Magic Realm Tournament B finishes in a month or so.

While you wait for a new game to begin, you might check out some of the on-going or already finished games to get familiar with the conventions and rules. I might suggest the finished BIMR1 game which Scott DeMers has put up on a site with commentary and maps for each day at www.redridgegames.com/MR/ Or the on-going Cyan game is fun to follow! Note though, that Dan Farrow is using optional rules in the Cyan game to enhance the magic use. You might be puzzled by the Automatic Enchanting and Enhanced Magic going on there if you were expecting the game to play by the basic rules!

End of Topic

Printable Version of Topic

-MRNet Forums
+--Forum: General
+---Topic: Hamblen Comments started by madmanatw

Posted by: mcknight on Mar. 06 2002,12:03

-----QUOTE-----

Steve McKnight wrote:

> I'd like to include some form of Melee Luring as an Advanced or Optional rule, in the "3rd Edition Rules" but Teresa would like to see it play-tested by the on-line Magic Realm community first. She's afraid it would take too much away from the magic-users, and add to the advantage of the armored characters. It's certainly a big change from the way the Second Edition plays now: "the end of the world as we know it" as one player says.

I'm fine with having it play-tested, but I know you already did play-test it. What did you find out?

-----QUOTE-----

Hamblen (Opinion): Okay, here we go.

This is going to be a little weird. We didn't actually "play-test" Melee Luring--it was the way we always played! The first time someone pulled the sneak-attack-on-natives-without- luring, attacking a bunch of peaceful natives who just stood there gawking, I instantly made the rule that the natives instantly counterattack. After all, the natives are presumably tough enough to survive in the Magic Realm, so I would expect them to keep their weapons ready to deal with any Glen Coe massacre.

So I'm not familiar with the way you have been playing the game! I will try to figure out how your version plays, and then express how the changes will appear to you.

First of all, the magic users are hurt. They can't just wipe out a settlement or two to get started--they are very vulnerable at the start of the game. They need a partner, or they need to play very cautiously during the early stages of the game. Hiring a native ASAP is an enormous help.

The fighting characters are better off, but they can't really go after the natives right away. The Black Knight is designed to be a murderer--he has a chance of pulling it off--but the others need to go out and get some goodies before they can make a move.

This need to go out into the wild does enhance the value of the heavy armored fighters, and it is a bit of a problem in the game. There is a distinct danger that a heavy character can win the game by hunting monsters. This strategy has its dangers and can be sabotaged by other characters in various ways, but even so it is stronger than I like, which is why I invented the optional combat rules for monsters. This is probably the biggest problem with the play-balance in the game.

As for play-testing melee luring, I heartily agree that it should be done (I have always liked a lot of playtesting, for various reasons). Everyone who currently plays your version of the game should have a chance to try out melee luring and see how they like it. If you do decide to put it in the rules (finally, it will get into the rules!?!), at least they will already know how it works. That's much better than springing it on them and them trying to drag them into the program. And if you decide to leave it out of the rules, that's okay with me, so long as you keep enjoying the game. However, if anyone asks me, I will still advocate melee luring.

Incidentally, the whole problem goes away in Superrealm. As do many other problems. I do wish Avalon Hill had stuck with the original program. Sigh.

-----QUOTE-----

> Also, if we send it out to the Magic Realm community to play-test it, I'd like to get the right version. Here's one proposal that's a bit of a compromise:

Melee Assignment

*"When a character targets an *unassigned* native in the Melee Step, that native is assigned to the character's sheet. If the character is unhidden, the native attacks him normally in that round; if he is hidden (passes his Ambush roll) the native remains on the sheet but doesn't attack. If the character targets multiple unassigned natives, all the targeted natives go on the character's sheet and attack. This rule applies only to natives and not to monsters."*

-----QUOTE-----

Hamblen (Clarification): Inadequate. First, the native must be unhired. Second, the target's group must start battling the attacker. Third, all unhired, unassigned members of that group in that clearing should go on the attacker's sheet. Fourth, if the attacker passes his Ambush roll, none of this happens--he can get a clean kill without starting the natives battling.

Otherwise, okay. Specifying that the rules applies only to unhired, unassigned natives who are not battling the attacker is a good idea--certainly it must NOT apply to monsters and natives who are already fighting him.

-----QUOTE-----

> This is not exactly the way "Melee Luring" works since only the native attacked goes on the character's sheet, not the whole tribe. Having *all* the unassigned

natives attack seems pretty severe.

-----QUOTE-----

Hamblen: Precisely. The draconian nature of the rule is to encourage players to lure the natives onto their sheets during the encounter step. They should challenge them to battle, so to speak. Why would anyone ever lure non-battling natives onto their sheets otherwise?

-----QUOTE-----

> Under this proposal the Elf could still ambush a native group because even if he failed the ambush roll and missed, he'd still have a 2/3's chance of maneuvering out of the way.

-----QUOTE-----

Hamblen (Opinion): Precisely the sort of thing I want to avoid. The Elf should be able to get away with it if and only if he passes his Ambush roll.

-----QUOTE-----

> Sweaty palms, but a good chance. Also, the Amazon, if she got a M weapon could take the Soldiers one at a time, but she'd likely get some armor damaged and take some wounds.*

-----QUOTE-----

Hamblen (Opinion): Ugh. You've got to be kidding. She kills one, but they don't start battling. Same for the second, etc. They just stand there and let her chop them down one at a time? Okay, each one wakes up enough to take one swing back, when it is his turn. No. This is not adequate at all. Does this sort of thing appear in any fantasy literature you ever read?? The natives are not free prey, except possibly for the Black Knight.

This is just not the way I have ever seen the game played. Playtest the full melee luring rule. It'll get you away from the dwellings and out into the nice country air.

-----QUOTE-----

> The purple magic-users are put on a tight leash, though. When you play-tested Melee Luring, how did it work out?

-----QUOTE-----

Hamblen (Opinions from here on out): It worked great. Most of the time the natives started battling by themselves, or were lured into battling during the encounter step. Only rarely was it safe to pull a sneak attack.

-----QUOTE-----

> *Did you need to have all the unassigned natives attack to dissuade characters from slaughtering the natives?*

-----QUOTE-----

Hamblen: Yes, precisely. The natives should be a resource, not a free lunch.

-----QUOTE-----

> *How did it affect the play balance?*

-----QUOTE-----

Hamblen: With the natives too strong for immediate assault, everyone has to hit the woods (or at least head for a friendlier native group). The Swordsman can hang around the Inn to trade, and the Black Knight can hang around to try a solo attack, but otherwise everyone hits the road.

1. Magic users start weak and must lay low during the early game, catch up with the fighters in the middle game, and close with a roar (if all has gone well).
2. Light and medium fighters have to be cautious, but they build their resources steadily throughout the game.
3. Heavy fighters start strong, but tend to run out of monsters to kill and treasures to loot. If a heavy fighter can quickly find an isolated treasure site guarded by a weak monster, he can get a big early lead. However, if he finds a nest of monsters too soon, it can cripple him for good. And if he can't find any sites, sooner or later the other characters will come looking for him.
4. The need to hit the woods encourages the characters to combine into groups temporarily, and then split up in the middle game. Such groups can be extremely powerful. Only a few characters can operate alone effectively.
5. It is possible for the starting players to combine and massacre the Rogues at the start of the game. The problem is that there is not enough loot to go around. I expected this to happen in about 8% of the games, but in several years of playtesting and running tournaments I saw it happen perhaps 3 times.

-----QUOTE-----

> *Would this limited assignment work if we used the*

kill-all-the-natives-before-their-possessions-are-abandoned house rule that Teresa has extensively play-tested?

-----QUOTE-----

Hamblen: No. It does not solve the problem. We do not want a fantasy game that starts with the heroes slaughtering all the humans in the neighborhood. That's not what heroes do. Even Conan.

-----QUOTE-----

*> Also, if the character is hidden (in ambush), the proposed rule above will have the native remain assigned but not attack. Other characters can then attack the native freely.
I don't have any strong feelings about this, but I'd be interested in your take.*

-----QUOTE-----

Hamblen: No, that's worse than leaving the native unassigned. If the native is being attacked, he is in the battle and should be able to attack (somebody) just like anybody else.

-----QUOTE-----

> Finally, any form of Melee assignment does in the Witch King's World Fades, which is a little bit of a shame because it's such a cute trick. Did you think about modifying World Fades so that it was still useful against natives? Or just let it be useful against Goblins and other multiple monsters?

-----QUOTE-----

Hamblen: Well, it seems to me that it just stops the Witch King from single-handedly wiping out native groups. I want to stop that. Witch Kings should need helpers or additional equipment before they can stomp out a native group. That's what Tolkien would say...

Hamblen: I think it might be helpful for me to add a comment about the role of magic. I belong to the Superman/Tolkien/Leiber school of magic in fantasy, which says that magic must not be made too strong. Magic too strong eats the story (or game) alive, author and all. So I prefer magic that is helpful but not decisive, and I like it a little tricky to use.

It occurred to me that it might give you a better idea of how the game plays with melee luring if I were to describe how the natives fare in the game.

So:

1) In the early game the natives are largely unmolested. They function primarily as

buyers of treasure and sellers of horses and the occasional lucky bauble. Individual characters are too weak to wipe out a group and are thus reluctant to weaken a group, because a weakened group is vulnerable to the other characters. The only ones who can consider an early strike against a native group are the Black Knight, Captain, and Amazon, and even they really need a hireling or a partnership with other characters.

2) In the middle game, the characters become stronger and hire some natives, and the wild native groups start to become targets. At this stage targeting native groups is usually just an element in a wider strategy aimed at the end game (e.g. wiping out potential enemy hirelings, making it harder for opponents to trade, etc.) Only rarely does a player commence a strategy of conquest in the middle game--if he is successful he draws the hostile cooperation of the other characters, but if he is not successful he has lost too much time to catch up in the Treasure hunt.

However, in most games, one or two groups get sacked in the middle game. Once more, the culprits are usually the Black Knight, Captain, or Amazon, but the Witch King and Sorceror are frequently involved as well (Fiery Blast is very effective if you have a hireling or two to eat the enemy attacks).

3. The end game depends on the strategies that are in play and how well they have worked. In some game one or more characters are in effect trying to conquer the map, while in others most of the natives remain unmolested. One or two groups always seem to survive, but it is pretty rare for none of the groups to be wiped out somewhere along the line.

Does that help?

Posted by: mcknight on Mar. 06 2002,12:25

Stephen McKnight wrote:

-----QUOTE-----

Richard--

You have convinced me on the "Melee Luring." It sounds like a much better game. I want to run a PBEM game for some of the more experienced international players using this rule!

*Now, can we do something about the name? It doesn't have anything to do with the Luring phase, and it's not like the characters *want* to be attacked. "Melee Assignment," perhaps? "Native Counter-Attack"?*

-----QUOTE-----

Dear Stephen,

Very glad you're going to give "melee luring" a trial--I expect and certainly hope that you will like it.

You will find that without the natives to pick on, the characters will be forced to join forces to make progress in the early game. Some characters are designed to work alone (e.g. Black Knight, Druid, Elf, Witch King), but early in the game everybody does better if they can line up an ally or two. I think this may create more early diplomacy than you are used to.

Also, the mission chits (Food/Ale and Escort Party) become temptingly helpful. They pay you to explore, in hard cash.

It occurs to me that you're going to have to write a rule for melee luring, so I'd like to take a few moments to point out some of the trickier aspects of the situation (I can promulgate a sample rule that you can use, if you like).

1. First of all, let's change the name (I agree with your comments). I suggest "melee rage assignment", commonly referred to as "melee rage". "Melee" because it happens during the melee step (not the encounter step, like all other assignments), and "rage" to give a pungent picture of what's going on.

2. Notice that the situation can be complex. Native groups I and II are both battling Character A and are assigned to attack only him, when Character B targets group II. Only group II starts battling B.

3. Which leads to an unobvious problem: in the above situation. If character A runs out of the clearing in the encounter step, does melee rage make group II attack character B? The somewhat surprising answer is no! The natives start battling character B instantly, but they cannot be assigned to attack him until the next round, because they used up their attack for the round trying to attack character A.

The ruling principle here is that each denizen can be assigned to no more than one target per round, whether the assignment results in an attack or not (i.e. even if the original assignment is cancelled by running away).

4. Which leads to another unobvious fact: the instant-attack aspect of melee rage occurs only if the native group is not battling anyone when it is targeted. If it was battling someone else then it was presumably assigned to them, and it cannot be reassigned again that round. Of course, the sneak attack instantly makes the group start battling the sneaky attacker, but they cannot actually do anything about it until they are free to be reassigned (i.e. because their target ran away, or is killed, or the sneaky attacker lures them onto his sheet).

5. The exception to part 4 above is hiding. If everyone the natives are battling is hidden, then they are not assigned to anyone, and they will attack the sneaky attacker instantly.

Warmest regards,
Richard Hamblen

-----QUOTE-----

Note: Richard's "Melee Luring" concept has been re-written as a "Watchful Natives" Optional Rule. Those who wish to try it out can find the full rule in the "Expansions and Variants" Forum. After much discussion, "Watchful Natives" embodies a

modification of Richard's point 3 above.

-----QUOTE-----

Posted by: vincegamer on Mar. 06 2002,14:19

I was all for having the one native attacked get to hit back until I read this. Now I think I'm for the "melee rage" option.

It makes literary sense.

Practically speaking, I think the rule proposal Steven gave RH was too complicated.

Too many specifics.

Also, where do you come up with the Amazon getting to pick off the soldiers one by one? Even in 2d edition isn't the group battling the amazon as soon as she targets one of them?

Here's my version of the proposed rule.

If a character or hired/controlled denizen picks an unhired native as a target, the character or denizen is called the aggressor. The targeted native's group is instantly battling the aggressor and any of the aggressor's controlled denizens.

[alternately just reference rule 30.4 and 34.1/2]

Any of the natives in that group that are not already assigned will instantly target the aggressor, unless the aggressor is hidden.

[or you could just add a rule in 34.6/1 and 34.4/1 that says if an unhired native is chosen as target, any unhired, unassigned members of that native group instantly target the (character if rule 34.6/1 - denizen if rule 34.4/1) that targeted the unhired native]

I think that covers it really. I use the aggressor term because attacker is used extensively in the rules talking about whose sheet is used.

After editing, I like my bracketed solution best.

The rest of the stuff about battling and natives being unable to target hidden characters is all covered, if in a scatter-shot manner, throughout the rules. After carefully rereading, I can see the loophole we've all been using, but I can also see how it was missed, since it could be read to play the way RH described.

One important question I think Stephen should ask Richard:

During playtesting about how many players was normal?

Personally I've never had a FTF game with more than 4 players, but email games now have had players in the double digits. This is a factor that seriously affects the issues RH has been addressing - namely character cooperation and the value of eliminating native groups.

I'm interested in playing if this "playtest" game gets started.

Vincent

Posted by: mcknight on Mar. 06 2002,15:42

The Amazon example was that the Amazon, having obtained an M* weapon, could attack SHQ on the second round, and, although she is attacked by SHQ, she wins by having a faster blow. Or maybe she takes a hit on her shield and loses a piece of armor. Anyway, even if she were

battling the rest of the Soldiers (I guess I assumed she would be), in my version of the Melee Assignment she runs away from the rest of the Soldiers on Round 2. The next day she comes back to and does the same trick in the evening, killing S1 and running away. It takes her three or four days to kill the Soldiers, but each day she only faces one opponent!

In Richard's Melee Rage Assignment, as soon as she targets SHQ she has all the Soldiers on her sheet. The next day when she targets S1, she has S1, S2, and S3 on her sheet. Depending on the Crossbowman's aim, she could end up pretty battered (or even dead) by the time she finishes them all off!

Posted by: dfs on Mar. 07 2002,10:36

I'm thrilled by Richard's response.

What he proposes is very much in keeping with how I understood the game to be played, before access to the list.

If a playtesting game starts and I'm out of the tournament game, I would love to participate.

dfs

Posted by: vincegamer on Mar. 10 2002,13:55

Ah, the post didn't spell out that it took several days to kill the Soldiers. I also realize that I never thought of that because of a house rule we used to use. Every native you killed brought that native's group down one level of friendliness. The amazon would likely be battled in a later round. RH solves the problem more directly.

Posted by: madmanatw on Mar. 28 2002,00:02

Has there been any further consensus on the wording for a melee rage rule? In fact, because this thread grew out of two previous threads, I had trouble finding the initial wording of the "melee luring" rule! I think it'd be a good idea to reproduce it here but before actually doing the copying I thought I'd check if there was a final version of it lying around. Do most people use it? If so, in what form?

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Missions and Campaigns started by bill_andel

Posted by: Caersidi on Mar. 09 2002,17:22

Since I rarely get time to actually play MR these days, I'll ask another questions from the murky depths of time (I've owned the game since 1979): In my experience the missions are very rarely picked up, and I've never seen anyone gone on a campaign. Is this other people's experience as well? If not, what style of play allows for the campaigns to be realistically accomplishable? If they rarely or never get played, can anyone thinks of (3rd edition) revisions that would make them more playable?

Posted by: mcknight on Mar. 09 2002,19:24

Your experience is typical. The only chits that I have seen picked up are the Bread and Ale and the Escort Party, and those get picked up less frequently since the Second Edition requires you to have 5 Notoriety already to pay for the chit. I have never seen anyone pick up a Campaign. By the time you have enough Fame or Notoriety to pay for the Campaign, have enough Gold to hire the native allies you would gain, and then find a chit, it's too late in the game to scurry around to hire your allies and then find and kill your enemies.

How to make the Campaigns more useful is a good question. I suggested the "Glory" optional rule from the First Edition (killing your Campaign enemies gives you Fame as well as Notoriety), but Richard Hamblen said that they found that was too great an advantage. It really doesn't help with any of the problems above either. Maybe Campaigns would get more play in games that last two months instead of one.

Posted by: CamStodd on Mar. 09 2002,20:26

One option would be to allow you to go negative in Fame/Notoriety.

The limitation about going negative doesn't really make much sense to me.

Another option might be to give an automatic VP for completing a campaign.

Posted by: Gilbert on Mar. 09 2002,23:38

You can most legitimately disagree with any rule, but your comment about not being allowed to go into negative fame or notoriety not making sense makes very little sense to me. If you were looking for a bodyguard (the missions), you would be looking for a tough character, not a green horn!!

In my games, missions do come into play, but campaigns very seldom. The reason for that (other than War and Conquest being outrageously expensive), though, is that the mission and campaign chits themselves seldom see the light of day, because the players in my group tend to spend very little time in dwellings (so the chits

never have a chance to turn up). If the chit is never around, it will never get picked up, whatever the cost!

Posted by: CamStodd on Mar. 10 2002,12:08

Why does it make sense that you can go into negative scores for other things but not for campaigns?

With the campaigns, its not your fame or notoriety that makes the natives respect/fear you. Its that you have declared war on them/their enemies.

If the natives were looking for someone with lots of fame/notoriety to lead them then simply having lots of F/N should be enough to increase your friendship level, which is not the case.

Posted by: Teresa on Mar. 25 2002,12:07

I never thought it made sense to be able to go negative in F/N for anything, so I wouldn't do it here either 😊 But I also don't think that would fix the problem. The only things that will really bring campaigns into play is:

1) playing a game longer than one month (I used to see them get used occasionally in first edition with 2-month games). As someone pointed out, it takes a while for the chits to come out, and then you still have to have time to earn the F/N to pick it up *and* complete the campaign - not enough time for all that in a one-month game.

Another thing that might help is to change the rule that hired leaders don't cause visitor/mission chits to prowl. That would help bring out the chits faster. I would like that because even the visitor chits barely enter the game as it is.

2) there has to be a greater reward. Right now there's too much risk and almost no reward - as the rules even point out, your only reward is the increased friendliness of your allies while you have them - and the F/N of whatever you can kill during the campaign. Balance that against a lot of risk - double loss of F/N if you fail, which you are almost certain to do in a one-month game unless the conditions are just right (most of your targets already dead when you pick up the chit).

So - extended games and additional reward. In the development game, which was 6 weeks long on each board, we offered a VP for completing a campaign. I still didn't see it much used. I think the lower-level characters just didn't have the F/N to pick up a campaign to begin with, much less feel confident carrying it out. - Teresa

Posted by: bill_andel on Mar. 25 2002,15:14

If the Visitors/Missions/Campaigns were cards the size of treasure cards maybe they would show up more? Place one each at Altar, Shrine, Enchanted Meadow and Toadstool Circle, perhaps also Statue and Crypt of the Knight? They could either go on top or on bottom of treasures and would be revealed when looted. If a Visitor, treat like a site card - turn face up in clearing it appears in. If Mission or Campaign, person who "looted" it gets right of first refusal, just like you decide whether you keep or drop a treasure you loot. If "dropped", turn face up in clearing for others to take a chance on.

Of course another question raised is: with V/M/C chits off row 6 of the Setup Card, what replaces them? New monsters?

-if you want new monsters, there is no shortage of player created options. 😊

Actually I thought it'd be kind of cool to change QUEST to roll and see what monster group you go after, e.g. whether it was "Dwagon Season" or "Twoll Season" (" so "be vewy, vewy, qwiet... ..ha-ha-ha-ha-ha-ha!"), etc. It could be tied to the seasons chart, or maybe it should depend on what the monster roll is the day you pick it up.

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Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Hambelin to start new game company! started by bill_andel

Posted by: bill_andel on April 01 2002,09:36

Don't I wish! APRIL FOOL! 😄

Sorry, couldn't resist. 😄 Maybe Richard will make aliar out of me by *REALLY* doing this... ..someday.

Posted by: madmanatw on April 01 2002,23:16

Bastard! 😄

Posted by: bill_andel on April 02 2002,07:22

😄 Mu-ha-ha-ha!!!

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: Software

+---Topic: Computer Conversion started by dwfiv

Posted by: sedecula on Dec. 23 2001,21:04

This game is on my wish list for a total conversion to computer. I don't mean a rote conversion of the board game; far from it. Here's what I'd like to see:

1) 3-D tiles that fit together to make the realm in random fashion each game... imagine what the mountains/valleys/forests would look like with state of the art 3D graphics!

2)

Posted by: sedecula on Dec. 23 2001,21:09

Continued... hit the send button by mistake.

2) 3-D rendering of monsters and people, and warnings like smoke...

3) Sound renderings of Flutters and Roars, etc.

4) Graphical rendering of treasures and items and the like.

5) Retain the strategic element - don't make this an RTS... keep many of the game decisions in the hands of the players.

6) Multiplayer and solitaire modes.

Would it be fun? Would it sell?

I'm just thinking that it would be better than so much of the stuff that is out there... and it is truly different from anything on the market.

Posted by: Sir White on Feb. 27 2002,23:25

A step in approaching the 3-D game of magic realm could be to develop a 3-d cyberspace game. This may be a less courageous but more achievable short term step. I have created the Awful Valley 3 in a 3-D Animation Movie Clip. The terrain and trees etc. are very simple (a small step for me) in what could be a much more vivid map. The cyberspace game could also be enhance to have Artificial Intelligence for Non-player characters. Or I've recently requested a chat room on the website.

That's enough rambling for now.

Chad (Sir White)

Posted by: Sir White on Feb. 27 2002,23:38

Oops, I forgot to add the file - it was too big. I'll just send a JPG file.

Chad

Posted by: dfs on Feb. 28 2002,10:55

Over the years several of us have had that dream. I got about 5% in.

My version had a map generator that built a random map populated with things moving around and appearing and vanishing by standard MR rules. I was able to implement blocking, but when it came time to build the combat portion.... I ran out of steam.

Things get complicated quickly. It's been 20+ years I've been playing this game and I still see things in the e-mail games that I had never dreamed of.

Mine was a text program in C with hooks designed to overlay a graphics engine over the working game system.

I'm less into the 3-d stuff, I would like to see music tailored for each native group or treasure site and ...modular stories involving the native groups and certain treasures.


Who else would like to share there experiences of building a mod? I know several of you are out there.

Perhaps the tools are cheap enough that now is the time. I'm very interested in seeing the third edition rules.

dfs

Posted by: jdfrenzel on April 07 2002,04:40

I'd love to see a web-based MR. The backend would work like an automated turn processor (like Diplomacy), while the front end would be dynamic HTML showing a static pic of the tile (Bryce!), some text info ("The Cairns are here"), and a form for giving and submitting orders.

sigh Meanwhile, back to real life... 

--- John

Posted by: bill_andel on April 07 2002,15:21

I think a web-based app would be possible, but I do not think it would be fully automatable like Diplomacy. Why? Becuase of the large number of "check backs" required in processing a turn. For example:

1. Character records HIRE. If in clearing with multiple groups, which group? Buy drinks first? What price will he accept?
2. Character records TRADE. In addition to questions for HIRE, above, is he buying or selling? If selling, which items? If buying which item and how can he know that till GM

(cyber or flesh) tells him items group has? If price is beyond GOLD he has available, can/will he pay in "kind"? With what items?

3. Character records SEARCH. Which table? What result is he shooting for? If using LOCATE, he may wish to switch to LOOT after locating site. If using LOOT and he finds a Site Card, does he want to continue looting Site Chit or Site Card? If using PEER in mountain clearing, which tile is target?

4. Character records ALERT. Which weapon counter or MAGIC chit?

5. Character records SPELL. Which tile or MAGIC chit?

6. What re-arrangement of a character's own or exchanges with other characters of belongings occurs each phase?

7. Does a "non-phasing" character block a character entering in to his clearing?

With a GM most of this is handled by the players writing as many conditions on their orders as possible, e.g.

AMAZON, DAY 10: S/S/S/S to LOCATE then LOOT Cairns; block CAPTAIN if he enters clearing after my turn.

Trying to write an adjudication engine for all this is daunting. I think the first step would be to write an interactive web-based "game manager" that would provide image outputs of maps and the like, and an interactive interface for GMs to use in executing orders.

Next step would be a form for players entering their orders. It'd have to take in to account extra phases from advantages, spells, treasures, horses, etc. It'd have to be able to handle spells like Premonition and Prophecy, the Swordsman's Clever Advantage, the Timeless Jewel. It'd have to let players enter orders for their Phantasm, Familiar, Hired Leaders and Controlled Monsters. It would have to provide ways of specifying conditional orders such as the above.

I really think this is worth doing, though as a direct web interface would eliminate players needing CyberBoard on their PCs and the annoyance of perhaps maintaining the game state at home and work. Also, "smarts" could be incorporated into the GM interface from existing utility software like Bryan's Setup Stoooge and Map Maker or Robin's MR Manager, etc.

Posted by: jdfrenzel on April 08 2002,21:01

Good points, Bill. Some do have easy answers, some not. For example, HIRE and TRADE could activate a "store", one for each native group or visitor. ALERT and SPELL phases are predictable enough to code a second descriptor choice the player would need to make. The real difficulty is dealing with those situations that cannot be predicted, like blocking.

I would have to agree then that some "live" input would be required, but that need not be a GM. What if the engine only allowed for solo play? Or (I hesitate to say this) live internet play against other human players?

With some work much automation good be put in place. Those portions that cannot be

could be tied back to the email system for additional player input, with special and dynamic forms for the general situation types required (like Blocking).

All far away from reality at this point though. Someday!

--- John

Posted by: bill_andel on April 09 2002,08:44

I wasn't attempting to nay-say it, John. I'd love to see it. Part of the reason I've not taken the GM plunge myself is because of how much work it is. I can't believe each individual LETTER has to be pasted on to the Personal History sheets in Cyberboard. Oy!

Doing this would be a big project. I think the main reason clever folks like Bryan and Robin haven't done more than utilities which implement only *PARTS* of the game is because it's such a vast challenge. Heck, even the 3E rules are being done by a group.

So I find myself wondering if perhaps we should put out a call for a group to undertake this project. People on my "A" list to do this would include Bryan Winter, Robin Warren, Scott DeMers, Adam Burr, Teresa Michelsen (who attempted programming the game in C++ before), Dave Brown, Nand, you and myself. But we'd need to find a common language to program it all in. Since it's to be web-based, that narrows the domain to Java, Perl, PHP or Python. I'm familiar with Java and most comfortable with Perl. I know Adam knows Perl and Javascript and Robin knows Java. But I'm curious as to what language everyone would prefer.

After that, there's a site called SourceForge used to manage collaborative open source efforts, but I don't know a whole lot about it. But I'm pretty sure we could set up the project there, and it supposedly uses CVS for source code control.

Anyway, folks, chime in and say what you think. Anyone with programming skills whom I didn't mention, please speak up.

BTW, John, I think this topic should get moved to the "Software" section.

Posted by: jdfrenzel on April 09 2002,09:27

moved to Software forum

Posted by: Hugo on April 09 2002,09:38

I'd be happy to help in any MR software project if I can. Being a M*crosoft groupie means I'm not much of a web programmer sadly 😞 . A bit of Javascript is about all, though I used to do some C/C++.

Now if you wanted a database...

Posted by: BryanWinter on April 09 2002,09:40

Abandon all hope ye who enter here!



A great idea Bill, and I would love to add my *copious* amounts of free time to the project. 😊

You are exactly right - when I started to tackle the MR project, I had to think of it as a series of modules. Map building, character selection, initialize the pieces, inventory, setup treasures, setup spells, setup denizens, determine weather, month/day/time of day/turn/activity hierarchy, record your day, and of course each type of Action needs its own module. And that's just getting through the First Encounter (WHICH I HAVE WORKING EXCEPT FOR THE NASTIEST BUG WHICH I CAN'T FIND!!!!). 😞

But I digress...

I think that a web-based project should probably also be tackled in a series of modules. I envision "online MR" as a nice big tool that helps you run a game - no matter if the game is just solo or if you are using it to administer a PBEM game.

Automating some things are a great idea. For example if I am a GM I go to "myMagicRealm.net" or whatever and login in to a game I am running. There waiting for me is a listing of all the orders entered by the players (online of course), and a nice big button that reads "Start New Day." I click that button and the "program" does all the monkey work like rolling the Monster die and randomizing the character order and such. Then I get a screen that tells me the player order or something like that. But actually moving the pieces around the board is probably something best left to the GM - just like with CyberBoard.

When it comes to combat...well I have no idea actually. I'm working on a combat flow chart which may come in handy...

One of the great things about the Web is that you don't HAVE to have it all use the same language. A board building page could be built in DHTML with floating boxes or even in something like Flash. A player reporting and contact system could be done in ASP or PHP. The only real restrictions will be mandated by whatever server this sits on (John Frenzel to the rescue?).

The tricky parts are preventing a huge download every time you want to access the tools, maintaining state over time, and making it generic enough that the same tool can maintain several games at once.

A daunting task when you start brainstorming it!

Maybe the best way to think of it is in a series of tools or utilities that can be sewn together at a later date. For example, a big boon would be some kind of virtual Setup Card (like the Stoooge but better) which maintains not only inventories but Monsters and Natives and Weather and Monster Roll and all that. Figure out a way to take that online and be usable and viewable by only those who have the proper permission and save its state over time and make a handy admin area when someone could access the system and start their own game automatically....

Wow!

If the goal is to break away from CyberBoard and make the game accessible to anyone anywhere on any system (a fantastic idea IMHO), then maybe we should try to emulate some of the things CyberBoard helps with as initial priority items.

So where do we start? 😊

Posted by: dfs on April 09 2002,09:47

I would be glad to help carry spears.

Spend my workday with C/C++ and ...Fortran(yup. believe it or not. I know people still making a good living on Cobol.) Point me to a tutorial and I'll pick up what you want. Will not have any time till May, but I will get there.

Posted by: jdfrenzel on April 09 2002,09:47

I'm honored to be one the A list, but I'm at best a junior member when mentioned with that company!

To the list of languages, we might also consider SQL. Hard coding the data is fine, but a database might make certain aspects easier. And at some point, we'll need graphics. Who was it I talked to about Bryce?

My limited programming has been with PHP mainly, with some Javascript and Perl as well. I know a bit of SQL and XML. I type 65 wpm, so I'm happy with the data entry stuff.

I'm not too familiar with the benefits of using SourceForge, but I will add that this site does have server-side support for PHP, Python, Java and C++. We have access here also to a MySQL database, which is active but never used. There is still 50-60Mb of space free, file uploads in the forums, and the forums themselves. If nothing else we have what we need to do testing here. I think SourceForge has some project management and change control aspects that would be hard to replicate.

--- John

Posted by: BryanWinter on April 09 2002,09:52

I think you talked to me about Bryce, John! My real forte is on the design end of things. I can hack together a nice tool using realBasic, but once I dip into the C++ waters I get over my head pretty quick.

Doing the tiles in Bryce would be extremely cool. But a lot would be lost in the top-down nature of teh beast. Of course if you can make an isometric version of the baord pieces...

AAHHHH!!!! Don't make me go there John!!! Please!!!

TOO LATE! I'm committed now...

(think think think...)

Posted by: jdfrenzel on April 09 2002,09:57

-----QUOTE-----
Now if you wanted a database...
-----QUOTE-----

I'd vote yes to this!

As Bryan mentioned, and as he and I talked about once before (I think that was you Bryan...), keeping state info is an issue. I think a database would help enormously in this aspect.


We aren't limited server-wise. We're on an Apache/Unix server, so we have some Unix tools to play with too (sendmail comes to mind).

This topic got hot quick!

--- John

Posted by: jdfrenzel on April 09 2002,10:00

-----QUOTE-----
AAHHHH!!!! Don't make me go there John!!! Please!!!
-----QUOTE-----

Don't forget the radiant faerie light of the color spirits on the enchanted side! 

Posted by: BryanWinter on April 09 2002,10:12

-----QUOTE-----
Don't forget the radiant faerie light of the color spirits on the enchanted side! :D
-----QUOTE-----

(Adapting the voice of Babu, the man from Pakistan who was mistakenly deported on Seinfeld)

You are very bad man, Johnny! Very bad!!



A database is definitely needed - MySQL is perfect. Some of the things a db can store:

- All the stats of all the stuff
- Individual games
- Individual game members and their info
- Player orders
- Setup card
- Tile placement and state

Some people ask me when they see the MR board build is how does the program know which clearing I clicked on? The answer is that I set up a database of the "center" coordinate of every clearing of every tile in every orientation of each side. Quite a task, and I had to write another program just to help me do it. When a player clicks on the map it extrapolates the click coordinates with a "click map" that is dynamically generated when the map is created and tells you which tile you clicked and which clearing in that tile. Of course it is only useful for my own large tiles, but it is handy.

Posted by: bill_andel on April 09 2002,10:25

Databases would be a very necessary piece of all this. Heck, if you've seen my character creation spreadsheet, that's what a lot of it is, albeit a primitive one.

Bryan, yes, a series of modules, but we need an overall system design first, a clear vision of how they'll all hook together. I do not want **ANYTHING** stored "locally".

State of games and such should all be on the server, unlike Cyberboard. Of course, this means the server might get full pretty quickly, so we need to figure out:

- A. how to get the most out of our storage space, or
- B. how to let multiple sites host games with a common interface, or
- C. kick in some money so John can get more space 😊

One way to save space may be to construct map images "on the fly", rather than storing one big BMP or JPEG like Cyberboard does. That way just one image of each side of each piece needs to be stored at the site. And it has the advantage of supporting "Hidden Realm" games, as the map image constructed could be tailored to each player. Another possibility is to e-mail turn results and maps so that they don't consume space on server.

So far the predominant language folks seem to know is C/C++ (me, too), but I'm not certain it's the best language for a web-based tool. I'd lean towards Perl and CGI scripts being a Perl fan, but I honestly don't believe Perl has the GUI horsepower of Java. And Java has the advantage of being very similar to C++ as well as being developed specifically for distributed web-based apps.

Posted by: BryanWinter on April 09 2002,10:50

I actually don't anticipate the server overhead to be that huge. The biggest bite is images of all the pieces. The tiles themselves work out to 240 images (20 tiles x 2 sides per tile x 6 orientations per side) and if you want "big" and "small" tiles that works out to 480 images just for tiles - and they have to be gifs or png files so they can have transparent "corners" (remember the Web only likes boxes).

After that all the pieces are not too bad. They are all small gifs (again so you can have transparecies for things like the round counters and such).

Everything on top of that - from database content to straight HTML - is text and numbers.

You will absolutely want to build a board dynamically, and I've been thinking about a pretty good way to do it using a combination of data-driven include files and floating boxes.

Once the pieces are uplaoded - the rest is all database - and that's tiny!

Posted by: D'Archangel on April 09 2002,11:24

Just yesterday, I mentioned to a friend of mine that what I really wanted to do was code up an MR web application. I've hardly slept the last couple of days, thinking, plotting, and planning. To give my brain a rest, I go to catch up more with the MRN forums, and I come across this!

I want in.

I write good perl (and suggest perl with a mysql backend). You don't know me, but let me help anyway.

Umm, please?

Posted by: bill_andel on April 09 2002,11:31

Quote from D'Archangel, posted on April 09 2002,11:24

-----QUOTE-----

Just yesterday, I mentioned to a friend of mine that what I really wanted to do was code up an MR web application. I've hardly slept the last couple of days, thinking, plotting, and planning. To give my brain a rest, I go to catch up more with the MRN forums, and I come across this!

I want in.

I write good perl (and suggest perl with a mysql backend). You don't know me, but let me help anyway.

Umm, please?

-----QUOTE-----

Dude, we don't **have** to know you. You play MR, therefore you are welcome. No little in "cliques" here. My naming of names was purely based on those who had contributed utility software in the past and represented a "wish list", but everyone is

welcome. Start posting ideas, for sure! 🤖

Posted by: bill_andel on April 09 2002,11:32

I've added a poll to this forum to pick a language. I'd appreciate it if people would vote in it so we can settle on one. Thanks much!

Posted by: D'Archangel on April 09 2002,11:35

Quote from bill_andel, posted on April 09 2002,07:25

-----QUOTE-----

So far the predominant language folks seem to know is C/C++ (me, too), but I'm not certain it's the best language for a web-based tool. I'd lean towards Perl and CGI scripts being a Perl fan, but I honestly don't believe Perl has the GUI horsepower of Java. And Java has the advantage of being very similar to C++ as well as being developed specifically for distributed web-based apps.

-----QUOTE-----

I'm not sure that we need that much GUI horsepower. I see very little need for a smart client, especially in a prototype. Even if I weren't greatly inclined towards perl (and I am), I think that a project like this should at the least be prototyped in perl.

I deliberately leave the door open to future incarnations that might have a more advanced client side. However, I am concerned that if we try to do too much in the first iteration -- smart clients, excessive graphics, whatnot -- we'll bog down and not go anywhere.

From a different tack, if it turns out that the majority of developers would be more comfortable working in C or C++, it's likely that even the prototype should be built therein. I'm mostly just saying that I don't think the GUI horsepower argument should be an issue yet.

Hrm. It occurs to me that I am only vaguely coherent. Maybe caffeine really is no substitute for sleep.

Posted by: D'Archangel on April 09 2002,11:51

So, the fair question has been posed: What destination are we aiming for? I don't know what the rest of you guys are after, but I'm going to go ahead and dump my thoughts into this thread in hope of stirring the pot.

Eventual goal: Real-time, honest-to-goodness online Magic Realm. No GM. No CyberBoard. All data stored server-side, which server takes care of all the tedious stuff for us. Ideally, web browsers should suffice as clients. Integrated chat.

How to get there: I think the first step is to design and hack together a very stupid web interface, essentially a very sophisticated GM's screen. Bang out a prototype in a week, start fooling around with it to see in what ways it sucks as a UI. Fix those ways. Meanwhile, identify the more moronic of GM duties and put together algorithms to do that work for him. Testing should bring that out, too. Mean-while, start

thinking about database architecture. I'm not going to think about that right now, too tired to build complex data structures in my head just now.

The prototype will probably just turn its input into an email to the GM. Once we figure out the database architecture, we can insert the data into a database in parallel. Then we eliminate the emails, have the GM do his bit from the GMs web interface. We keep cutting the GM out of more and more of the problem space, until he's just clicking "OK" a lot. Then we give the GM a gold watch and tell him to join the game.

Heh. I'm not sure how this will succeed as a mission statement, but it should certainly stir the pot.

Posted by: BryanWinter on April 09 2002,11:58

Careful, gang, this guy knows what he's talking about! 😊

Welcome aboard, D'Archangel!

You are throwing some very good ideas - and a good overview - into the pot! Baby steps is definitely a way to go.

Me, I'm too busy making MR tiles in Bryce to think about programming... 😊

Posted by: bill_andel on April 09 2002,12:05

Quote from D'Archangel, posted on April 09 2002,11:51

-----QUOTE-----

Eventual goal: Real-time, honest-to-goodness online Magic Realm. No GM. No CyberBoard. All data stored server-side, which server takes care of all the tedious stuff for us. Ideally, web browsers should suffice as clients. Integrated chat.

How to get there: I think the first step is to design and hack together a very stupid web interface, essentially a very sophisticated GM's screen. Bang out a prototype in a week, start fooling around with it to see in what ways it sucks as a UI. Fix those ways. Meanwhile, identify the more moronic of GM duties and put together algorithms to do that work for him. Testing should bring that out, too.

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Heh. I'm not sure how this will succeed as a mission statement, but it should certainly stir the pot.

-----QUOTE-----

I don't know if "real-time" is truly our final goal. The whole "writing your orders in advance" kind of makes that problematical. You could end up with an on-line MUD that was a lot *like* MR, but it would not *be* MR. Otherwise, I agree with your goal statement, though without real-time, chat becomes unnecessary.

I don't think hacking a prototype is a first step. MR is complex and sophisticated. We need to define an architectural frame work for the whole thing, then steps to get there and finally who'll work on each piece. *THEN* the hacking begins! 🤖

It would be *nice* to eventually eliminate the GM, but I just can't believe it'll be anytime soon.

I'm in a crunch at work for the next couple weeks, so It'll be a bit before I can float my "vision" of all this. But it should be possible to support private or open invitation games, games with popular optional rules, game with player-designed characters or expansions, double-board games, development games and hidden realm variants. Obviously we'll just shoot for a standard multi-player game to begin with, but as we design and develop, we need to leave the flexibility in to add these things later. "Hacking" from the get-go won't do this for us. It'll leave us with modules that are not robust enough to handle later expansion.

Posted by: D'Archangel on April 09 2002,12:19

I agree with more of that than is probably apparent from my previous post. I would like to get to the point where the only difference between MROnline[tm] and face-to-face MR is the fact that I can play with a lot more people but can't look the other guy in the eye when I'm placing my attention chit. However, that's just my personal goal.

I also don't think that eliminating the GM is a very near goal -- but it's something to keep in sight while we're developing a more realistic program. MR is meant not to need a GM, and I think we should strive to reunite an online version with that ideal.

I maintain, however, that the best way to get a real feel for the problem is to put together a crappy little throwaway program that helps us define it (the problem) better. That's what I meant to say, anyway. I want this to be a flexible and robust program as much as the next guy.

Posted by: madmanatw on April 09 2002,12:52

Dang, you people talk a lot. 🤖

I was honored to see my name on the A list of people, I'd love to help. Additionally I'll vouch for D'Arch- I'm the one he was talking about the web app with the other day, and I'm the one who introduced him to MR. (In fact, for any of you who read the "War Stories" I told of a recent game, he was the jerk Swordsman who kept blocking me.

😊 Anyway, that aside...

I know Perl and DHTML, I have some experience in Java, and I can read C/C++ but

haven't used it since college. DHTML would make for a rockin' front end with the one problem that the damn tiles are hexes and images are square, so it'll be a bit more of a pain than one might hope to get a dynamic board. (Can be done with layers and transparent backgrounds, but then cross platforming it becomes a pain.) I also run a sourceforge group for another project, so I'm somewhat familiar with the tools over there, and in particular I used to be the CVS admin for my previous job, in case we lean in that direction.

The main problem with a web frontend that isn't a java applet is the push/pull issue. For the most part, the server can't push new information to you whenever it needs to, the client needs to query "is there anything new?" It's a solvable problem but worth mentioning.

In the past I had given a lot of thought to a web based Cosmic Encounter, you see, so I've thought over some of the issues that are likely to come up. Including considering and dismissing an isometric view. 😊 (The nicer thing about Cosmic is that, while the tiles are still hexes, they don't DO anything... unless someone plays the Schizoid Flare, anyway.)

I agree with D'Arch that having a glorified GM Tool is a good place to start; then we can have the information about what is happening and what is changing start coming from places other than the GM.

Ok, that's all for right now, gotta head to work.

-Adam Burr

Posted by: D'Archangel on April 09 2002,13:06

Quote from madmanatw, posted on April 09 2002,09:52

-----QUOTE-----

DHTML would make for a rockin' front end with the one problem that the damn tiles are hexes and images are square, so it'll be a bit more of a pain than one might hope to get a dynamic board. (Can be done with layers and transparent backgrounds, but then cross platforming it becomes a pain.)

-----QUOTE-----

Here's an idea which I'm not sure is workable: If the server has cycles to spare, it could assemble the board at runtime (with GD, say) and just send over a single image. I'm going to look at the documentation for GD, see if that is reasonable.

Addendum: An admittedly cursory look over the documentation has not produced any startling revelations. I'll double-check my results when I'm more fully functional, but I guess that idea is out.

Posted by: bill_andel on April 09 2002,13:18

Quote from madmanatw, posted on April 09 2002,12:52

-----QUOTE-----

The main problem with a web frontend that isn't a java applet is the push/pull issue. For the most part, the server can't push new information to you whenever it needs to, the client needs to query "is there anything new?" It's a solvable problem but worth mentioning.

-----QUOTE-----

That almost argues for using Java. The only problem I have with that is that users must make sure they've got the right version of the JRE installed. Alternatively, we code to Java/JRE 1.1 so that we don't get Microshafted. 😊

Another benefit of Java is that its very object-orientedness makes it easier for everyone to work on a separate piece. Hmm... ...maybe it's time to crack open the old Java books and start reviewing it. (Pity I only got to use it for two months before my then employer dot-bombed.)

Would anyone have serious objections to using Java?

John, can this site host Java applets?

Posted by: D'Archangel on April 09 2002,14:09

Quote from bill_andel, posted on April 09 2002,10:18

-----QUOTE-----

Another benefit of Java is that its very object-orientedness makes it easier for everyone to work on a separate piece. Hmm... ...maybe it's time to crack open the old Java books and start reviewing it. (Pity I only got to use it for two months before my then employer dot-bombed.)

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-----QUOTE-----

My only significant objection is that I've never had cause to use Java and so would probably be clumsy for a month or so while I learned to use it in a sensible fashion.

But I reiterate my desire to use perl, at least in prototyping. I would also like to raise the question of whether or not the need for Java is there. While having to refresh a page once a minute is an annoyance, it shouldn't be a deal breaker, either.

Posted by: bill_andel on April 09 2002,14:19

Quote from D'Archangel, posted on April 09 2002,14:09

-----QUOTE-----

I reiterate my desire to use perl, at least in prototyping. I would also like to raise the question of whether or not the need for Java is there. While having to refresh a page once a minute is an annoyance, it shouldn't be a deal breaker, either.

-----QUOTE-----

FWIW, I prefer prototyping in perl, too. I'm more comfortable with it than Java. What I am unsure of is how slick an interface we could do with it. Of course, perl is fully capable of opening sockets and all that jazz. So maybe we can do the "guts" in perl and let the GUI wizards out there whip up a front end in Java?

Besides, I figure client pull is probably a reasonable technique for this.

Posted by: BryanWinter on April 09 2002,16:32

Quote from madmanatw, posted on April 09 2002,11:52

-----QUOTE-----

DHTML would make for a rockin' front end with the one problem that the damn tiles are hexes and images are square, so it'll be a bit more of a pain than one might hope to get a dynamic board. (Can be done with layers and transparent backgrounds, but then cross platforming it becomes a pain.)

-----QUOTE-----

It's not so bad. Here is a quick DHTML page I whipped up using a single transparent gif placed on 4 floating boxes. You can drag them around and place them next to one another and everything. (Note the first time you drag a box it may act wonky but after that it's smooth):

< MR Tile Drag Test >

That's the great thing about floating boxes - they tend to work. Just make sure the Z-order is correct (so the counters are above the pieces and make some images "draggable" and others not. Have a DB tell the floating boxes what their position on the page should be and presto!

Posted by: bill_andel on April 09 2002,16:55

That's pretty cool, Bryan!

Posted by: Bmanzpapa on April 09 2002,17:28

Ok, I'll open my mouth and throw my hat in the ring. (mixed metaphors, anyone?)

I've had MR for about 15-20 years, but I've only got to play it once or twice. I'm currently in my first PBEM game and loving every minute of it. However, I can't imagine what kind of headache it would be to GM this game.

About a year ago I pulled out the game and just for kicks started doing some database design for it. Yeah, yeah, I'm odd that way - most of my work consists of that sort of stuff.

I'm pretty comfortable with MySQL, Perl and C/C++. I haven't really looked at Java or

Javascripts (no snickering). One warning though; I'm just about entirely self-taught so anything I code may or may not be the 'proper' way to do something. 😊 I'm just happy if it works.

Posted by: bill_andel on April 09 2002,17:59

This may be "heresy", but IMHO board-building for PBEM games seems to take an inordinately long amount of time. I would almost prefer WebMR to dispense with players placing tiles and generate maps randomly instead. Perhaps GMs could be given the ability to generate several starting maps and have the players vote on which one they wish to start with (before announcing the order in which characters will be chosen).

Posted by: madmanatw on April 09 2002,19:47

Quote from BryanWinter, posted on April 09 2002,16:32

-----QUOTE-----

It's not so bad. Here is a quick DHTML page I whipped up using a single transparent gif placed on 4 floating boxes. You can drag them around and place them next to one another and everything. (Note the first time you drag a box it may act wonky but after that it's smooth):

[snip]

-----QUOTE-----

Thing is I start getting concerned about the browser's ability to handle things if we have too many layers. I mean, yes, we could set up an entire game with the board, all the counters and cards and stuff all in separate layers, but then I would not expect the browser to handle it well. 😊

I concur with D'Arch's point about having a backend pregenerate an image and send it along- in fact I started typing it in my previous post, considered it too obvious a point, and ended up erasing it. I'm not entirely sure why, now. ;>

(by the way- that's a really great page. Despite feeling like I have a pretty good handle on DHTML I've never played with dragging things around like that. 😊)

Another issue with computer play- the play area is BIG. You need to be able to look at the board at a glance, sections of the board, your history, the set up card, and possibly "public information" like other players' fame, chit status and inventory. We have to keep that in mind when coming up with a good UI. (The same problem exists, though to perhaps a lesser extent, in PBEM play. The difference is that the GM can statically put the information on a website.)

Posted by: madmanatw on April 09 2002,19:51

I have no real objection to java. I don't know it as well as Perl, but I have used it and wouldn't mind becoming more familiar. It solves the push/pull problem. (Other solutions

do exist, though- a frameset with a tiny frame that keeps refreshing and learning if the other frames need to refresh is a solution I considered for the Cosmic Encounter setup I had been considering. Still unwieldy and definately inefficient.) The possibility of a perl "backend" talking to a java applet is also a definat possibility- the applet would need to talk to a central "server" for each game in any case and that server need not be in the same language.

A server/client model also allows for custom clients, if someone wants to write one outside the browser that communicates in a way that the server respects, then good on them. This then brings us to the issue of "never trust the client", canon in MMOG design- if people can modify the client, then the server needs to validate everything. I'm getting pretty far ahead of ourselves here but really I'm just thinking aloud, secure in the knowledge that D'Arch is asleep and so won't explode this thread any further at least until he wakes up. <eg>

Posted by: Bmanzpapa on April 09 2002,20:05

Question: It appears that everyone is assuming a web browser as a client. Has anyone really thought about the bandwidth requirements of this sort of thing?

When looking at a full board at work (DSL) the download time is ok. However when looking at one at home, it's a three-four minute wait. Is that going to be acceptable? Not considering the processing time if we have the server generate a static image for anyone to look at.

Wouldn't this be easier to do with thin client software that has all the graphics built in? Something along the lines of a smarter and tighter Cyberboard. Then all the server would have to worry about would be number crunching.

I think Borland Builder or something similar could set up a really nice front end.

I realize that this brings up some limitations. You could only play on a machine that has the software installed on it. What OS do you design for? Expansions, etc...

Is this an option? Am I not thinking it through enough?

Dan

Posted by: D'Archangel on April 09 2002,21:58

Quote from Bmanzpapa, posted on April 09 2002,17:05

-----QUOTE-----

Question: It appears that everyone is assuming a web browser as a client. Has anyone really thought about the bandwidth requirements of this sort of thing?

When looking at a full board at work (DSL) the download time is ok. However when looking at one at home, it's a three-four minute wait. Is that going to be acceptable? Not considering the processing time if we have the server generate a static image for anyone to look at.

-----QUOTE-----

The reason I keep touting a web browser as the appropriate client is simply that everyone has already got one, and so we can focus on getting the server right. If we find that a web interface to the working server is too clunky, slow, or whatnot, we can write a different frontend/client combination later. It's important to keep this future possibility in mind while writing the server (making sure we separate the frontend that delivers data to users from the engine that manipulates it), but I don't think that it should be a priority for now.

Oh, and there is the thing that a cgi-frontend means that you don't have to care about your user's OS too much (that breaks if we use too much DHTML, which is why I favor finding server-side solutions). Even if we produce an applet frontend, I'll probably keep maintaining the cgi frontend just so I can play from Konqueror.

Posted by: jdfrenzel on April 10 2002,00:02

RECAP TO DATE

The Team so far:

- Bill Andel
- Bryan Winter
- David Short
- Adam Burr
- "D'Archangel"
- "Hugo"
- "Bmanzpapa"
- John Frenzel

Tools:

- mySQL backend
- Generic web browser frontend
- Perl/CGI works the middle

This is of course preliminary. For those listed as team members, there is no obligation. Names for Bmanzpapa, Hugo and D'Archangel would be nice too. 😊 More members are welcome of course!

The tools list seems to be common concensus and is a fine starting point.

I recommend that while we hash out the myriad design issues, that a solid DB design be worked up. The database is the foundation, and any real code will depend on it and its structure.

I'll address my thoughts on the rest in separate posts.

--- John

Posted by: jdfrenzel on April 10 2002,00:15

To answer a few server questions:

-- We can do Java applets
-- We might be allowed Java servlets, but I'd need to check on that. Those tend to eat the ticks, and this is a shared server.
-- We can move up to 500Mb space (from the current 150) for \$5 a month. No sweat, though donations are welcome! 🙏
-- Forgot to mention ASP in a previous list. Generally, the only tools we don't have access to are streaming AV stuff.

--- John

Posted by: jdfrenzel on April 10 2002,00:47

To answer some other topics:

MAPS

The basic tile graphics are too large. Load times are very slow. A very plain tile would work fine. PNG format would save space.

Maps can be resized on the fly by combining 2 PHP image functions and the tag. Maybe something exists in Perl that can get image dimensions as well. So just one image size is needed.

Working out how to move bits around a map will be tough. DHTML looks to have promise, but I'm concerned about compatibility. Maybe something else, like Flash? I don't have any good ideas on this one right now.

I like Bryan's notion of the three-dimensional sandbox, with the pieces floating about inside there. But looking forward, how would the game engine perform such tasks?

Client Push/Pull

During the course of a game, I don't see this as an issue. GMs and players would be issuing orders through a form, so a refresh will accompany the form post. Creation and management of the setup card and map will work differently, and may require more interaction.

Hmm. Lots to think about here.

--- John

Posted by: D'Archangel on April 10 2002,04:30

GD is neat. I mean, really neat.
I'm not sure how useful it will be (it looks useful to me), but consider this:

-----CODE SAMPLE-----

```
#!/usr/bin/perl  
use GD;
```

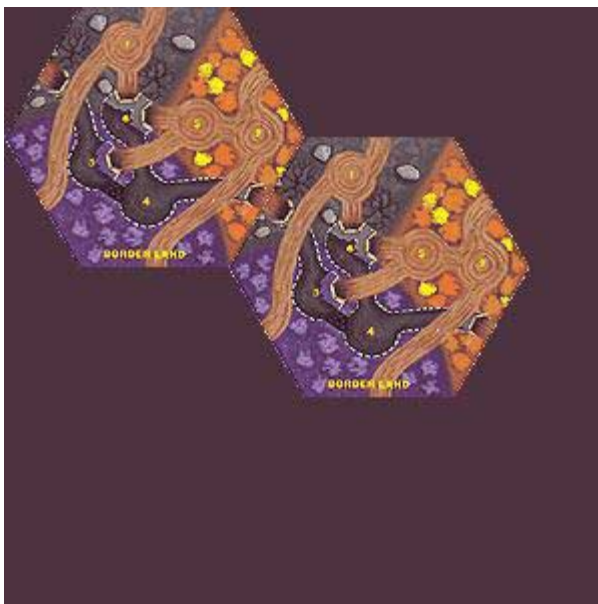
```
$im = new GD::Image(300,300);
```

```
$source1 = newFromPng GD::Image("borderland-nb-na-e1.png");
```

```
$source2 = newFromPng GD::Image("borderland-nb-na-e1.png");  
  
$im->copy($source1, 0, 0, 0, 0, 150, 130);  
$im->copy($source2, 112, 65, 0, 0, 150, 130);  
  
$jpg_output = $im->jpeg;  
  
binmode STDOUT;  
print $jpg_output;
```

-----CODE SAMPLE-----

And the resultant output:



Map-assembly at runtime. It's possible you had this problem solved, but here is a way into it anyway.

That script, by the way, is far from optimized. Assembling an image can be much faster if the source is uncompressed. But it's proof of concept.

GD also provides other image-manipulation routines. It's neat. But I already said that.

On a side note, the web board won't let me link to .png images. Is this fixable?

Posted by: jdfrenzel on April 10 2002,07:11

-----QUOTE-----

GD also provides other image-manipulation routines. It's neat. But I already said that.

On a side note, the web board won't let me link to .png images. Is this fixable?

-----QUOTE-----

I don't know what GD is, but it looks good. Is this a Perl lib? Post a link if you've got one.

Regarding the PNG links, could you clarify? I'm sure we can figure something out.

--- John

Posted by: D'Archangel on April 10 2002,07:27

Quote from jdfrenzel, posted on April 10 2002,04:11

-----QUOTE-----

I don't know what GD is, but it looks good. Is this a Perl lib? Post a link if you've got one.

Regarding the PNG links, could you clarify? I'm sure we can figure something out.

--- John

-----QUOTE-----

GD.pm is a perl interface to the standard graphics library libgd. It's available from CPAN as < GD-1.3.8.tar.gz >. The documentation is online at < <http://search.cpan.org/doc/LDS/GD-1.38/GD.pm> >. And if you download the module, it of course includes the docs in perldoc format.

And the PNG-link issue is that if I use iB-code to link in an image with an extension of ".png", it refuses to do so, apparently because it does not recognize this as a valid image filename. The exact error message is

-----QUOTE-----

THE FOLLOWING ERROR(S) WERE FOUND You are not allowed to use that image extension on this board. A valid format is: < <http://www.domain.com/picture.gif>, > an invalid format is: < <http://www.domain.com/picture.one.gif> >

-----QUOTE-----

Posted by: bill_andel on April 10 2002,08:34

Quote from Bmanzpapa, posted on April 09 2002,20:05

-----QUOTE-----

Wouldn't this be easier to do with thin client software that has all the graphics built

in? Something along the lines of a smarter and tighter Cyberboard. Then all the server would have to worry about would be number crunching.

-----QUOTE-----

I think you are on to something here! But there's no reason the client couldn't be locally executed Java or something. The thing is, I have a couple "sub-goals" in mind:

(1) Any such client should be portable from platform to platform.

(2) No commercial software (e.g Borland Builder) should be used: this is a distributed, collaborative effort. To be legal, we'd all have to buy it. I'm having a house built right now, so my disposable income is sort of tight. (Not to mention that my wife would veto the expenditure ;-)

WRT (1), a couple of ideas come to mind:

(a) The Fast Light Tool Kit (www.fltk.org) with GNU C++ and POSIX compliant operating system calls. Users could download EXE for their fav client platform.

(b) Since perl seems to be something many of us have high comfort level with and is winning hands down in poll, why not PerlTk? Free at www.activstate.com. Users would have to download the Perl interpreter, the Tk module and our scripts.

But I really, REALLY like the idea of the graphics being on the client end as a way to keep bandwidth small. Only problem there is no one can casually observe the game at a website.

Maybe this thing needs to spit out sort of a summary web page for a site?

Also, I do not envision a need for drag and drop pieces like CyberBoard. I think all of the interaction with game components could be done via forms and the engine.

Drawbacks I can see to having a client to download are:

(1) If we release a new version of WebMR with expansions, a new client or at least a client "data" upgrade must be downloaded to get the new graphics, etc. (though we could build in auto-update I s'pose).

(2) As with CB, need to d/l client on every machine you plan to log in to the game on. Drag.

But bandwidth is a big consideration. Others opinions on this?

Posted by: bill_andel on April 10 2002,08:40

Quote from jdfrenzel, posted on April 10 2002,00:47

-----QUOTE-----

Maps can be resized on the fly by combining 2 PHP image functions and the tag. Maybe something exists in Perl that can get image dimensions as well. So just one image size is needed.

-----QUOTE-----

In ORA's "Mastering Perl/Tk" which I recently got, there's some graphics library that does "thumbnails" from images you've loaded. Handles PNG, BMP, XBM, XPM, JPEG, GIF.

I re-iterate: don't think we need drag'n'drop, therefore may not need DHTML. I really think PBEM games start faster if the server builds the boards. That means our UI just needs to be forms and static images (albeit built "just in time"). Dissenting opinions welcome.

FWIW, I agree, let's have real names here unless folks are really concerned about privacy or have outstanding cyber-crime warrants against them 🤖

Posted by: bill_andel on April 10 2002,08:55

Quote from D'Archangel, posted on April 10 2002,04:30

-----QUOTE-----

GD is neat. I mean, really neat. I'm not sure how useful it will be (it looks useful to me), but consider this: <snip>

-----QUOTE-----

Nice work, D'Arch! 😊

John, I like the tools list. Seems to me the client issue is what we have to wrestle with right now. With that in mind, D'Arch, can you extend your example to do a full-blown board - 20 tiles, a bunch of monster, character and dwelling counters - and then benchmark it on a 56K dial-up connection? Assuming the delay is just a few seconds, I think we definitely go with a web client.

Anyone who doesn't know Perl should consider learning. perl.com has links to tutorials: < perl.com - Tutorials >

Adam, you're the one who's worked with SourceForge, right? Can you get us a "project workspace" or whatever they call it set up over there and then post (new thread) a quick & dirty how-to? It uses CVS for source code control, which I've used before. Tutorials and other info at: < CVS Home >

Geeze, this is going to be so cool! I am so psyched up about this. 🤖

I'm starting another poll on the manual vs. auto-board building issue. I'm not against having a manual build feature, I just think it would make things simpler for the moment if we dispensed with it.

Bryan, can you post algorithms from your board builder in a separate thread? And Setup Stooage in another? That is, if you don't mind sharing them. You've already solved these problems, so it makes more sense to build on that than to re-invent the wheel.

Posted by: BryanWinter on April 10 2002,10:40

I am unfortunately in mega-busy mode at work but I will try to gather those materials

ASAP.

And I hate to be a wet blanket, but if you are thinking client software please consider my fellow Mac users. Actually this is a REALLY good argument for a Java client, and the Mac OSX implementation of Java is really sweet.

RealBasic is object-oriented Basic-esque so a lot of the calls and properties will be tied into classes that I created, so it may not make TOO much sense. But I will try to decipher where I can...

One thing that will be very helpful is an algorithm I adapted that will build a hex tile board for you. It assumes you have a 2D array (MapGrid) which is offset on the X and Y to mimic a hex grid. Then it runs through rows and columns and places a tile in those (x,y) coordinates that have a tile in that spot. It also figures out which "column" you are in (using mod 2) and offsets the placement of the tile accordingly.

It works great and is easily adaptable.

Gah! Gotta get back to work!!! I'll keep you posted.

Posted by: D'Archangel on April 10 2002,10:59

Quote from bill_andel, posted on April 10 2002,05:40

-----QUOTE-----

In ORA's "Mastering Perl/Tk" which I recently got, there's some graphics library that does "thumbnails" from images you've loaded. Handles PNG, BMP, XBM, XPM, JPEG, GIF.

-----QUOTE-----

Sounds like GD. It doesn't have a special function for thumbnails, but copyResized makes creating thumbnails fairly trivial.

-----QUOTE-----

FWIW, I agree, let's have real names here unless folks are really concerned about privacy or have outstanding cyber-crime warrants against them :D

-----QUOTE-----

Alright, alright. Call me Ishm^H^H^H^HAlexander, then.

Posted by: D'Archangel on April 10 2002,11:21

Quote from bill_andel, posted on April 10 2002,05:55

-----QUOTE-----

John, I like the tools list. Seems to me the client issue is what we have to wrestle with right now. With that in mind, D'Arch, can you extend your example to do a full-blown board - 20 tiles, a bunch of monster, character and dwelling counters -

and then benchmark it on a 56K dial-up connection? Assuming the delay is just a few seconds, I think we definitely go with a web client.

-----QUOTE-----

The only thing stopping me is that I don't have scans of all the tiles and counters necessary. Especially, I don't have access to any scans with transparent backgrounds. The reason I used two BL tiles in my example was because it took me a lot of clumsy poking around with EI GIMP to get the background -- and just the background -- transparent.

If anyone has a complete tile set (preferably with transparent backgrounds), please let me know. If you got chits and counters, even better.

On another note, I would need someone else to benchmark, since I don't have a dial-up account anymore.

Posted by: bill_andel on April 10 2002,11:30

Well, I guess I could benchmark, as I have dial-up. I can get you tile and counters, too, probably, but it might be a couple days. Quickest way to get tiles, though is to d/I Bryan's Map Maker: < MR Board Builder >, then open each image in MS Photo Editor, which can be used to make a GIF's background transparent.

You could get counter images by exporting from CyberBoard and clipping, but that's tedious. I should be able to provide you with at least denizen images by Saturday. My concern is that the resulting zip file will be too big to attach here, so I may have to send them in pieces.

Posted by: D'Archangel on April 10 2002,11:43

Quote from bill_andel, posted on April 10 2002,08:30

-----QUOTE-----

Quickest way to get tiles, though is to d/I Bryan's Map Maker: < MR Board Builder >, then open each image in MS Photo Editor, which can be used to make a GIF's background transparent.


You could get counter images by exporting from CyberBoard and clipping, but that's tedious. I should be able to provide you with at least denizen images by Saturday. My concern is that the resulting zip file will be too big to attach here, so I may have to send them in pieces.

-----QUOTE-----

I'd like a combination of the methods, then -- I'll grab the Board Builder and extract tiles from it, which I'll then manipulate extensively with GD to see how long it takes to assemble a board on the fly. By the time you can get me counters, I'll probably be ready for them.

Posted by: BryanWinter on April 10 2002,11:55

My board builder tiles have white backgrounds because realBasic uses pure 255,255,255 as transparent. I can clip teh white out and redo them as transparent gifs using a Photoshop action in a matter of minutes - as soon as I have a few minutes I can do that...

And IMHO, my tiles are crisper than the Cyberboard ones... 

Posted by: Bmanzpapa on April 10 2002,13:14

Quote from D'Archangel, posted on April 10 2002,10:59

-----QUOTE-----

Alright, alright. Call me Ishm^H^H^H^HAlexander, then.

-----QUOTE-----

-----QUOTE-----

FWIW, I agree, let's have real names here unless folks are really concerned about privacy or have outstanding cyber-crime warrants against them :D

-----QUOTE-----

<whine>But I lose all my mystique that way.</whine>



Dan Evans

Posted by: madmanatw on April 10 2002,13:28

Quote from bill_andel, posted on April 10 2002,08:55

-----QUOTE-----

Adam, you're the one who's worked with SourceForge, right? Can you get us a "project workspace" or whatever they call it set up over there and then post (new thread) a quick & dirty how-to? It uses CVS for source code control, which I've used before. Tutorials and other info at: < CVS Home >

-----QUOTE-----

Yeah, I own the pol-distro project over there. My SF login is madmanatw (same as

here) (it's short for "Madman Across the Water" in case anyone was wondering) and I'd be glad to set up a SF group for us. This requires us to choose an open source license for the project, however. So we should discuss that before we get started... if we don't want to go open source (or don't want to quite yet, or whatever), CVS is fairly lightweight and I'm sure we can get it somewhere else- I run a CVS server, but at the moment I'm hosting more than I can handle bandwidth wise already. (If I get that cleared up, as I hope to do soon, then I'd be glad to offer shell/CVS access to my box, assuming my co-sysadmin doesn't mind).
If we're down with the Open Source thing, though, SF is the way to go.

-- Adam

Posted by: jdfrenzel on April 10 2002,14:20

I talked with my ISP regarding GD, and its basically available. Here's the quote:

-----QUOTE-----

The GD library is available on our servers, but the include files are not. This will mean a dynamically linked program compiled against libgd on your own machines will work if run on our servers, but if you wished to do the development on our servers, you will need to compile your own version of libgd, with a --prefix to configure which tells it to install in your home directory.

-----QUOTE-----

Make sense to you UNIX guys?

---John

Posted by: D'Archangel on April 10 2002,23:56

Quote from jdfrenzel, posted on April 10 2002,11:20

-----QUOTE-----

I talked with my ISP regarding GD, and its basically available.

Make sense to you UNIX guys?

---John

-----QUOTE-----

It makes sense, but it answers only part of the question. What I'd really like to know is if the perl interface to libgd is available. This would be a file called 'GD.pm', probably somewhere in or near /usr/lib/perl5. If it's not immediately visible,

-----CODE SAMPLE-----

find /usr -name GD.pm -print

-----CODE SAMPLE-----

should give a definitive answer. Or you can just ask your ISP this slightly more specific question. <g>
D'A

Posted by: bill_andel on April 11 2002,07:24

Poll results seem to heavily favor Perl as the development language, automated map building and full-blown 2d Ed WX & Seasons. Only one dissenting vote each in the former two and two in the latter. Perl preferred 5 to 1 over alternatives, auto-maps only by same margin. 2E WX preferred 2 to 1.

Holy smokes, we made 7 pages on this topic so far! 😊

Posted by: Hugo on April 11 2002,09:43

Hey, that **is** my name 😊 .

All this java/perl talk is over my head I'm afraid. Told you I wasn't a web programmer. However, databases & SQL I can do in my sleep. If you like I can start thinking about data structures and required interfaces etc.

And a proper intro...

name: Hugo Huggett
home: Oxford, UK
job: MS/VB/SQL programmer/designer/consultant (7 years)
real occupation: boardgames & rpg's of all descriptions 😄

Posted by: jdfrenzel on April 11 2002,10:40

RECAP TO DATE

Team Members

- Bill Andel
- Bryan Winter
- David Short
- Adam Burr
- D'Archangel (Alexander)
- Hugo Huggett
- Bmanzpapa (Dan Evans)
- Finiasjynx (Dave Brown)
- John Frenzel

Tools

- my SQL backend
- Generic web browser frontend
- Perl/CGI works the middle

Prototype Guidelines

- "Daylight" game mechanics; similiar to a 1st Encounter game
- 2nd Ed weathers and seasons
- Maps auto generated - no manual build

I'll update again once more seems solid. Additional members are welcome, and let me know if I've forgotten anyone. Once we get a better idea of what everyone will be doing, I'll add a "domain" to help sort who's doing what.

--- John

Posted by: BryanWinter on April 11 2002,10:56

I think I can supply a lot of help in the auto-build board algorithm. I'm SURE my code is brutally inefficient, but I can at least upload my code and you experts can tweek it to the nines.

Maybe this afternoon..... 

Posted by: D'Archangel on April 11 2002,11:02

Quote from BryanWinter, posted on April 11 2002,07:56

-----QUOTE-----

I think I can supply a lot of help in the auto-build board algorithm. I'm SURE my code is brutally inefficient, but I can at least upload my code and you experts can tweek it to the nines.

-----QUOTE-----

Inefficient or no, it's a known-good algorithm. Saves duplication of effort, thus good. Please do.

Posted by: mcknight on April 11 2002,21:08

You guys are amazing! I can't wait to see how this turns out. I would like to put a word in for manual map-building, though. It's one of my favorite parts of MR.

Not that I can remember an instance where it actually paid off for me: you put all the caves together and someone else picks the Dwarf first; you plot out a great board for the Amazon, the Inn ends up behind a secret passage, and all the characters maul each other before anyone breaks out.

The one thing that I have seen done, and it only takes a couple of diabolical players to manage it, is to create a board that's virtually impossible to get around on unless you're a flying character. Two or three topologically unconnected boards joined by the secret passage in Cliff or by a secret passage in Caves or Caverns. Of course, by Murphy's law, you finish this board and the other two players will grab the Witch and Witch King! But then, you can always take advantage of the fact that all exits in the the Woods tiles are completely connected for magical characters that can enchant/unenchant tiles. Creates an interesting game with everyone in the know running a magical character!

--Steve McKnight

Posted by: Hugo on April 12 2002,05:01

Finally got registered... 😊

Initial thoughts about the database:

Do we want any game to be recoverable to any previous point? I.e. so you can say "go back to how it was at the beginning of evening, day 8" for example. I'd say yes, but it obviously means more storage space. Is this a problem?

I am assuming that the graphics and play interface will be completely separate from the game engine itself. E.g. all tile information (clearing connectivity etc.) will be in the db, and the legality of moves, consequences etc. entirely determined by the engine. The idea is to make it possible to play the game through a text interface for instance (if a bit masochistic 😊).

The architecture looks like it should be three-tier. Web presentation -> game engine -> db. If the language for the game engine is decided upon, how will it query the db? Given that MySQL doesn't seem to have the equivalent of stored procedures, will the game engine make direct SQL calls? If so, will this be through ODBC or some other API?

Posted by: D'Archangel on April 12 2002,06:43

I'd like to be able to recover to any point -- for one thing, the idea of being able to replay a game is kind of neat.

From what we've said so far, the front-end will be completely detached from the engine, precisely so that we can swap it out and enhance it independently.

I have been assuming so far that we'll be based on a three-tier architecture. Providing the engine is written in perl, it will use DBD::mysql to talk to the database, and the DBI API to talk to the DBD.

I at this point anticipate that the engine will be making direct SQL calls, though perhaps wrapped in a dedicated package for modularity. My grasp on DB architecture is a little bit iffy, though, so there may be a compelling reason to do it otherwise.

Posted by: bill_andel on April 12 2002,09:08

I agree, perl DBI the way to go, though I know very little about it other than its existence. Hugo has the right idea about architecture, using the classic Model/View/Controller type of pattern, or to be more accurate, we have a presentation layer, which is the GUI, a state or model layer, which is the database, and sandwiched in between we have the behavior later, which manipulates the model in response to the interface. By decoupling these, they can be developed reasonably independently.

Tenatively, I figure team assignments to be:

Presentation: Adam Burr, Alexander "Doe", Bryan White

Behavior: Bill Andel, Dave Brown, Dan Evans, David Short
State (DB): John Frenzel, Hugo Hugget

Supplemental duties:

Web hosting/sys admin: John Frenzel
Source control/CM: Adam Burr
Documentation: Bill Andel
QA/Rules consultation: Stephen McKnight

Database pretty much has to be considered as a whole and is one of the first things that needs to get going.

Presentation/behavior can be parsed into the various pieces of the game:

1. Setup:
 - a. "Setup card"
 - b. Map generation
 - c. Character selection (w/VP specification)
2. Day
 - a. Midnight
 - b. Birdsong/sunrise
 - c. Daylight (turns/phases)
3. Evening

Plus, there is some special processing for:

4. End-of-week:
 - presence of color magic
 - return of prowling monsters to appearance chart
 - determine weather for following week
5. End-of-month:
 - VP calculation
 - selection of chits for development (eventually)

Evening will be omitted initially. Despite poll results, I still wish we could omit weather for the moment. Anything we can do to simplify our initial cut at a "Daylight" (pseudo first encounter) game is good.

Posted by: bill_andel on April 12 2002,09:51

Some design philosophy here for our consideration: The real, physical game itself has state, behavior and presentation.

The presentation is the components of the game itself. Their placement and orientation represents state. The rules define the "behavior" of the game.

The game's presentation was subject to *PHYSICAL* limits of the components. Component sizes, colors, etc. were chosen due to constraints of production costs, packaging, target sale price, etc. These limited what pieces of information were physically capable of fitting on the components.

The results were an awesome game, but not an *ENTIRELY* satisfactory one, which is why - even in the Cyberboard game box - Realmlers are constantly developing

alternative components. Cyberboard has item/chit status sheets. "Thorn", a user of these forums, produced beautiful printable ones, and also alternate magic chits. John Frenzel has produced his "Ultimate Counters", I the "Denizen Combat Sheet".

My point? Think out of the (game) box! Most game components do not **HAVE** to be represented or presented in WebMR the way they are in the game. Obviously things like the map tiles should as should many of the pieces on it.

But consider denizens: I'd prefer seeing a simple counter that had the denizens image on it and, if native, his designation, i.e. OHQ, R1, L2, etc. And **NOTHING** else!

Clicking on the piece could bring up a "detailed" view which would have not only all the statistics on the physical game counter, but also all the data tucked in the rules which people are constantly having to look up. The same could be done for items: weapons, armor, horses and **gasp** TREASURES!

Consider when there's an entity in a clearing which confers color magic. Instead of "telling" everyone "Sacred Grail" in DW1 confers white magic to entire clearing, how about painting the clearing image on the tile with a translucent white overlay, signifying it visually?

What about the sites, sounds, warnings? Instead of boring text chits, what about audio files for the sounds, icons for sites and warnings?

I'm sure you can all come up with other ideas along this line.

And when we get to evening, I think things could get even **MORE** exciting! What if we could use "Flash" or some such tool to do ANIMATIONS presenting the results of a round of combat? Imagine seeing Grom, the Tremndous Troll picking up the Dwarf after matching DUCK, the Dwarf's helmet shatters, he's wounded, but the next round the Dwarf's now alerted Great Axe hews the Troll with a mighty SMASH before it can crush the doughty little warrior? Unlike D&D where you just roll a d20 to hit (well, at least in my day, you did ;-), MR's combat system lets you **VISUALIZE** the action!

Wouldn't it be cool to animate it? Granted, a **lot** of work, but think of the results!

Once you modeled each denizen, each character in the proper maneuvers and attacks, couldn't those just be pulled from a database and assembled? And if not with animation, at least by composing static pictures in to a comic book style frame? Just a "some day" wish.

Posted by: mcknight on April 12 2002,12:48

-----QUOTE-----

Consider when there's an entity in a clearing which confers color magic. Instead of "telling" everyone "Sacred Grail" in DW1 confers white magic to entire clearing, how about painting the clearing image on the tile with a translucent white overlay, signifying it visually?

-----QUOTE-----

This is an excellent idea. Notice how Dan Farrow does this in Cyberboard in the Cyan game. He puts one of the color chit borders (without any accompanying chit) in the

clearing at a 45 degree angle to indicate the color present in the clearing. This is not bad because it allows you to localize the color source to the site chit (for the Toadstool circle, for example) or to the character (for a character carrying the Dragon Essence) or to the clearing floor (for an abandoned Cloven Hoof). You'll need a way to border more than one color, either two frames at different angles or one frame inside another.

Posted by: jdfrenzel on April 12 2002,16:23

-----QUOTE-----

*My point? Think out of the (game) box! Most game components do not *HAVE* to be represented or presented in WebMR the way they are in the game.*

-----QUOTE-----

I couldn't agree more! There are lots of examples of this groups creative efforts on this area - I especially like Bryan's FIGHT, MOVE and MAGIC counters in his digital MR screenshots.

--- John

Posted by: jdfrenzel on April 12 2002,16:40

Now the bad news. Our ISP does not have GD.pm installed or available, nor are they willing to install it for us. So if GD is to be used, we're moving.

I have identified several hosts that meet this site's current and future functionality and budget, and have sent queries regarding some other details. From the looks of it, I'll be able to get a few other goodies for the switch.

--- John

Posted by: BryanWinter on April 12 2002,17:19

Quote from jdfrenzel, posted on April 12 2002,15:40

-----QUOTE-----

I have identified several hosts that meet this site's current and future functionality and budget, and have sent queries regarding some other details. From the looks of it, I'll be able to get a few other goodies for the switch.

-----QUOTE-----

Yep, there's always someone better out there... 

Posted by: Hugo on April 16 2002,09:04

Hi all,

Big post here. I've had a couple of slack days at work, so I've managed a draft DB structure. I'll post it in the DB stuff section in a minute.

Map

How does the random map generator algorithm store the tile configuration? It would make sense if the DB followed the code here since the code already exists.

Order Resolution

Currently I have the orders for each character/hired ldr/controlled monster/etc. for each turn stored as a single string. I was thinking that in the initial prototype the GM would parse this manually and click on buttons on their screen to enact the phases as appropriate. Is this how people see it? In the long run we want the code to parse the orders somehow, but it seems a complex business to me. After all even a single move phase can involve a lot of players what with the options to block and trade and so on.

Primitive DB Operations

What I mean by this is what are the simplest 'transactions' that the game engine needs to be able to perform on the DB? I think it'll help those writing the game engine procedures if we can sort out this list, making it as short as possible. No other procedures would be allowed direct access to the DB, and any piece of game processing would just be a string of calls to these operations (with appropriate control of flow stuff).

Here's my initial list. It needs a lot of work... 🤔

Game Organisation

- 1 Create new game
- 2 Create new player

Turn Sequence

- 1 Set orders
- 2 Sunrise (end birdsong, shuffle attention counters, set monster roll, restock appearance chart)
- 3 Next Daylight Turn (reveal next attention counter, move to evening if none left)
- 4 End Player's Turn (move prowling monsters, activate map chits, use appearance chart, end following characters' turns)
- 5 Midnight (turn map chits face down, potions expire, curses removed at the chapel)

Denizen Actions

- 1 Move uncontrolled monster to clearing
- 2 Move unhired native/native group to clearing
- 3 Move visitor/untaken mission to clearing

Order Actions

- 1 Move to new clearing
- 2 Hide
- 3 Peer
- 4 Locate
- 5 Loot (site, cache, or lost pile)
- 6 Search Crypt of the Knight

- 7 Search Toadstool Circle
- 8 Search Enchanted Meadow
- 9 Use Magic Sight
- 10 Block
- 11 Look in container (trading with natives, wish for vision)
- 12 Trade with natives (i.e. roll on the meeting table)
- 13 Suicide
- Item Actions
 - 1 Give item
 - 2 Sell item
 - 3 Drop item
 - 4 Lose item
 - 5 Activate item
 - 6 Deactivate item
 - 7 Open the chest
- Other Actions
 - 1 Apply curse
 - 2 Apply POTP

Hugo

Posted by: BryanWinter on April 16 2002,10:33

Hugo,

I added a link to all the properties of all my classes in the CD thread in case that helps you.

MAP

Check out the "initializeMasterTiles" routine in my Board Builder code. I have it all hard-coded in an array of a Tile Class. Instead of hard-coding it in, I wanted to eventually get all that data in a DB and seed teh arrays with the DB at runtime. But it was done and working so it's low on the priority list.

ORDER RESOLUTION

In my program I have a History Pad class that is basically a huge 4D array of "orders":

orders(13,28,15,2) as string

Then each character class has a historyPad property - so each maintains their own history pad.

The 4 dimensions of the array assume as it is defined assume a year-long game:

13 months x 28 days per month x 15 actions per day x 3 action details per action

Once the length of the game is determined, the program redim's the historyPad class so the first array element is equal to the number of months the game will last. So a 2-month game will end up with history pad arrays of:

orders(2,28,15,2) as string

The 3rd element (15) is an estimation of the absolute highest number of actions a player could realistically record in a day (think Amazon with pony and a ton of Birdsong treasures).

During the Birdsong phase of a turn, the program runs through each player and they add their orders to their history pad for that day. Assuming the character made a MOVE action, the program and player will determine the legal move and the following info will be added to the player's history pad for that action:

```
player(currentPlayer).historyPad.orders(gameMonth,gameDay,index,0) = "Move"  
player(currentPlayer).historyPad.orders(gameMonth,gameDay,index,1) =  
str(virtualCurrentTileLocation)  
player(currentPlayer).historyPad.orders(gameMonth,gameDay,index,2) =  
str(virtualCurrentClearingLocation)
```

The 3rd array element "index" is the current action we are recording, and the three final elements are the name of the action, the destination tile, and the destination clearing.

I can tell you Birdsong alone is a huge task. Mine is all automated, so not only does it have to maintain player order and actions and such, but it also has to check inventory and provide extra phases based on the active stuff. Then you have to make sure they don't use the Shielded Lantern twice, etc. Which is why this thing will probably work best as a tool rather than a self-contained program - at least for a while.

Posted by: bill_andel on April 16 2002,11:52

-----QUOTE-----

Currently I have the orders for each character/hired ldr/controlled monster/etc. for each turn stored as a single string. I was thinking that in the initial prototype the GM would parse this manually and click on buttons on their screen to enact the phases as appropriate. Is this how people see it? In the long run we want the code to parse the orders somehow, but it seems a complex business to me. After all even a single move phase can involve a lot of players what with the options to block and trade and so on.

-----QUOTE-----

Yeah, that's been my thinking on it, Hugo. This is really excellent work! Your list is very thorough. I assume you left out Evening type activities because we will not be implementing them initially, but I would like to see them included in discussion and design anyway, as we may end up having the GM run combat and interact with DB to put in results, so you'd need transactions like wound chit, fatigue chit, rest chit, prepare chit, enchant chit, enchant tile, fly, cast spell, etc., etc.

-----QUOTE-----

I can tell you Birdsong alone is a huge task. Mine is all automated, so not only does it have to maintain player order and actions and such, but it also has to check inventory and provide extra phases based on the active stuff. Then you have to make sure they don't use the Shielded Lantern twice, etc. Which is why this thing will

probably work best as a tool rather than a self-contained program - at least for a while.

-----QUOTE-----

Bryan, this is why I proposed a player be presented with a list of phases he may use and their source with the ability to re-order the phases and supply parameters. See the "Front End" thread.

Posted by: D'Archangel on April 16 2002,11:55

Response to BryanWinter's post of April 16 2002,07:33

I have done a lot of work on turning out a perl random board generator based on your code. I didn't want to start giving out too many details until I at least had it working, but I have information pertinent to this discussion, and so I'll contribute it.

First, my sources-in-progress are at <
http://www.passwd.net/~darch/magic_realm/WebMR/ >. Note that I make no representations about the working state of these sources -- this is essentially a mid-development snapshot.

There are a number of differences between this and your code, mostly in terms of organization -- I went on an object oriented rampage, I changed a number of your arrays into lists and hashes, and I reordered your central algorithm to be more aesthetic and (hopefully) modular.

I have generally eschewed fixed-sized arrays in favor of sparse lists and hashes. The map itself is of dynamic size, both because this works more readily with the improvements to the building algo and because this means I can support variable-size boards out of the box.

-----QUOTE-----

MAP

Check out the "initializeMasterTiles" routine in my Board Builder code. I have it all hard-coded in an array of a Tile Class. Instead of hard-coding it in, I wanted to eventually get all that data in a DB and seed teh arrays with the DB at runtime. But it was done and working so it's low on the priority list.

-----QUOTE-----

I've done this. Right now, the DB is a flat text file, but that is easily fixed. This also means that once I finish implementing all my happy stub functions, I should be able to generate double-size boards with a minimal expenditure of effort.

-----QUOTE-----

ORDER RESOLUTION

In my program I have a History Pad class that is basically a huge 4D array of "orders":

orders(13,28,15,2) as string

-----QUOTE-----

However, I think that we'll want to turn this into a slightly less chunky data type. With lots of happy objects.

(Forgot to conclude when I first posted this.)

I would like people to have a look at what I've written so far, ugly as it is, and give me feedback. I think I'm going in the right direction, especially looking forward to integrating this into a much larger project.

Posted by: BryanWinter on April 16 2002,12:14

You...ROCK!!!!

Wow - very impressive. How the hell can you decipher all that perl mumbo-jumbo.



-----QUOTE-----

There are a number of differences between this and your code, mostly in terms of organization -- I went on an object oriented rampage, I changed a number of your arrays into lists and hashes, and I reordered your central algorithm to be more aesthetic and (hopefully) modular.

-----QUOTE-----

You go right ahead. It's everyone's for the hacking. 😊

Looking forward to it in action!!!

-----QUOTE-----

However, I think that we'll want to turn this into a slightly less chunky data type. With lots of happy objects.

-----QUOTE-----

I pondered this, but eventually went with strings so I could parrot back order history easily. By all means change it at your leisure!

Posted by: bill_andel on April 16 2002,12:28

D'Arch, RLS impinging on my leisure right now, so it'll be a few days before I can look this over. However, John has posted his tab-delimited text database files in another thread, so you may want to take a gander at those.

Posted by: sedecula on June 26 2002,10:34

Anything new on this project? No one has posted to this topic in a couple of months, after a really hot start.

I wanted to mention that I have been toying with the Neverwinter Nights world builder, and I have made great progress on a "Borderland" tile. At first glance, I can build tiles, locations, treasures, weapons and armor, NPCs, factions, monsters, etc. into a fair facsimile of MR. The great question is how to easily implement the random placement of all the stuff.

Posted by: madmanatw on June 26 2002,12:46

I posted in another thread links to perl scripts I wrote that place chits, treasures, items, and spells for an arbitrary number of boards. < The chit placer > is here, and < the treasure placer > is here. Both have a subtle bug that I've fixed at home and not yet uploaded to tumbolia, I'll do that later today.

Posted by: BryanWinter on June 27 2002,09:04

I think we've hit a "Summertime Slump" - lessee...code or go outside...code or go outside...

Posted by: sedecula on July 02 2002,14:58

I am using the Neverwinter Nights toolset to build a Magic Realm game. The toolset is a dream come true, and through it I am able to build most things represent in MR. I have currently finished the terrain for the following tiles (each is represented by one or more areas in the toolset): Borderland, Crag, Oak Woods, Pine Woods, Linden Woods. I have set up basic terrain, clearings, and area transition hooks.

Let me know if you have interest in my work. It is in its very beginning phases, but shows promise.

Mark

Posted by: BryanWinter on July 02 2002,17:48

Sounds cool. Do you have any screenshots?

Posted by: sedecula on July 02 2002,18:25

Bryan,

There are plenty of screenshots available for Neverwinter Nights. The toolset uses the same terrains as the game. Try neverwinternights.com - you'll understand the beauty and appeal of the game.

The real problem with my "little" project is that although you can laboriously construct a Magic Realm setup with a fair degree of faithfulness, tearing it back down and rebuilding the next game will be an even greater pain (if you can believe it) than setting up the board game.

Mark

Posted by: BryanWinter on July 03 2002,10:24

My bad, I was wondering if you had any screenshots of your work so far. I'm pretty familiar with NW, and I can believe that doing a new setup would be a pain. Still, behaps you can use the tools to create "templates" or "pieces" which we could manipulate elsewhere...

Probably not, but I'm always thinking! 😊

Posted by: sedecula on July 03 2002,15:45

Bryan,

I have finished the terrains for all the tiles, and linked them together into a viable board. I'm currently playtesting the routes to make sure I can visit all the necessary "clearings". I have also plugged in a few encounters on the woods tiles, and set the dwellings in place.

Now for the kicker. Although I am not a programmer, I believe it is entirely possible to randomize the board by use of an "on enter" script for the module. Furthermore, encounters, dwellings, and treasures might be randomized as well.

This module would work really well in multiplayer, and especially well through the use of a DM.

If you're interested, I'll email the mod to you. Perhaps the most amazing part is that I have accomplished this in about ten hours.

Still learning the ropes.

Mark

Posted by: BryanWinter on July 03 2002,17:28

Very cool! I gotta wait until NWN is available for the Mac. I'm used to that. :/

Posted by: sedecula on July 05 2002,11:12

The more I think about it, the more I am convinced that Neverwinter Nights is the fulfillment of the greater part of Magic Realm's potential.

There are a few things that Magic Realm has that NWN will not ever have. There is a certain charm about Magic Realm that cannot be reproduced on the computer. Yet, here is not just a computer role playing game, but a game that has the potential for endless adventuring and expansion.

Add in a random module generator to Neverwinter, and it really is a done deal.

You can't make NWN just like MR, but you can come close in many ways. You can even intentionally represent features of MR with NWN. Like: searching for treasure; you can script treasure locations exactly according to how MR works, right down to the last die roll; factions in NWN also work much like the friends/enemies/neutral mechanic in MR. Bartering can be made to work just like MR if want.

The combat/magic system is on the other hand vastly different... but I like NWN way better, so no bust there.

Lots of other reflections could be made, but I don't have the time. I'd love to do a MR representation with NWN, and I probably will do it over time as I gain skill with the NWN toolset.

Posted by: sedecula on July 09 2002,17:06

I have cleaned up the map connections, so that now everything works very well. I have been cruising around the realm like the first encounter, visiting all the clearings and setting off the occasional monster encounter.

I also set a treasure location, the Cairns, which translated very nicely. When you come upon it, there are piles of stones all over, some of which contain treasure. Spiders lie in hiding nearby. You can even customize your treasures to roughly match their use in MR.

Posted by: LordMe on Nov. 24 2002,08:21

I remember when Atomic Games (makers of the Close Combat series for Microsoft) was considering making a Magic Realm computer game six or seven years ago after they were given the run of AH's catalog. They dropped the idea with little fanfare but I never heard why. On the one hand, I was disappointed because the guys at Atomic were quite talented, but on the other I was happy because if they were considering turning it into a realtime game the way they did Close Combat (which is Atomic's version of Squad Leader), they would have murdered it.

That's my reaction to sedecula's NWN version. MR is a turn-based strategy game--with pre-recorded moves, no less. How in the world are you going to do a faithful conversion using a realtime RPG engine?

No offense. I'm not trying to rain on anyone's parade, and I'm sure an NWN version of MR would find some sort of audience out there. It's just that I wouldn't be in it 😊 I like MR the way it is. The most I will tolerate is converting the map, items, and characters to 3D. Beyond that, forget it. I want the mechanics to remain the same, and I don't believe that's possible using the NWN toolset.

Posted by: dwfiv on Nov. 26 2002,19:36

I had some free time and have started to set up a Microsoft Access database of all the things in Magic Realm. Before I spend a lot of time building and debugging it, I was wondering if anyone had done all, or some, of it already (built an SQL database containing Magic Realm things.)

Using the built in reporting tool, I was hoping to be able to reproduce the "list and tables" file entirely from the database. This would allow two things:

1. That everything needed to play was available from a program, with necessary relevant data attached, and
2. Additional or variant monsters, treasures, spells, etc. could be added without major headache.

So, has anyone attempted to store Magic Realm in an SQL database?
-DAN

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Optimal Length of Game started by BryanWinter

Posted by: Caersidi on Mar. 27 2002,19:43

Some of the comments in the "missions and campaigns" threads got me thinking.

When I first started playing MR, I think I made the same mistake that many of that first generation of players were making: I approached it like a competitive war game rather than as a role-playing game. I and my friends would each take a character, head in opposite directions, and try to make our way in the Realm on our own. The results, as you might imagine, were not usually very good.

After a few games, we came to our 1980 assessment of Magic Realm: "Great concept, but you never get to do most of the stuff in the game. Before you could hire natives, find most of the treasures, or get halfway to your victory conditions, you're dead." I've always felt that this was one of the big reasons for the broadly negative initial reaction to the game (as well as that war gamers didn't like the topic, casual gamers didn't like the rules, and role players didn't like the restrictions).

OK, in the intervening years I've learned a considerably more productive style of play, and the game has taken on new life. But the question still remains: is there time in a standard one-month game of MR to really accomplish one's goals? There seems to be agreement that one of the factors preventing campaigns from coming into play is the time limit. The same seems to be true for many native activities, finding adequate treasure to meet victory conditions, etc.

So here's the new topic: what do experienced players think is the optimal length for a game? Is one month enough? Would a standard length of six weeks or two months be better?

Posted by: Steve Schacher on Mar. 28 2002,02:38

Good question.

And related to that is, how about the time-based victory point formula? The 5 victory points is based on the formula of one victory point per week played plus 1. If you increase the length of the game, you would also increase the number of victory points that you need to achieve. Does the formula track with the time it takes to do stuff? If you increase the time limit and add the extra victory points, are you still able to achieve them?

Posted by: fiscused on Mar. 28 2002,07:43

I like one month for a game. With more than that, you actually run out of sites to loot and the monsters don't regenerate fast enough to make them a challenge. Maybe with less characters playing they would though. The optimal game length might be different for number of characters and which characters you are playing. 😊

Posted by: vincegamer on Mar. 28 2002,18:55

Absolutely! Number of characters severely alters the value of time.

In a 10-player game, by the end of the month, all the sites are empty and all the natives are dead.

In a 2-player game, by the end of the month you are just about ready to go fight some monsters.

I think a month works well.

Under the original rules, with an average of 4 players, I would say the average game ended in 5.5-6 weeks. For those who don't know, in 1st edition rules the game ended as soon as 1 person got all his/her victory points. There was no points/week formula. With the points/week formula, and a small group of players, it works like this: Every week that passes makes achieving points that much easier. There is probably an optimum. I think by the end of week 6, everyone can have gotten 7 VPs pretty easily. By the end of week 8, people are getting a VP every couple of days.

Posted by: Teresa on Mar. 28 2002,19:44

We tested this in the development game - we tried one month, two months, and six weeks. We finally settled on six weeks. This was with a medium number of players - 6-8 usually. Occasionally it got slow, but one good thing was it required a more ingenuity to get more out of each board, you had to get past just the easy pickings.

I think the number of players really makes a difference. 10 or more, and there's no point in going beyond a month. This is one reason I like around 6 players - a little more space to breath and a chance to play longer.

One reason I like the longer play is that you get to not just find, but actually use the treasures you loot. All too often you have just barely learned the spells - I want to have a chance to use them. As a non-magic user, I want time to find sources of color magic and use the weird treasures I find. I want to try the campaigns, visit the visitors, etc. Maybe this is just the role-player in me, but the game seems a lot more fun if there are events and strategies that go beyond killing things and racing to meet victory conditions. Plus the late-game is where a lot of the strange twists and turns tend to happen that make this game so unique.

Posted by: dfs on Mar. 29 2002,09:02

To the death.

Some time ago I was involved with a group that played magic realm like King of the Hill. Everybody takes a character or two and plays till only one player is on the board.

Fame? Gold? Notoriaty? Who cares. Last creature standing wins.

The disadvantages are that games can take forever and games can get in an unresolvable state.

The advantages? You get to see some really cool treasure combintations.

Posted by: jdfrenzel on April 07 2002,04:55

My favorite MR game was played with 6 characters (3 per player), a double board but half treasures and spells (ex: one Pool was empty, except for the Octopus, of course), development rules starting at 2nd stage, and an open time frame. VPs were tracked, but Victory Requirements were not recorded. The "winner" was the character with the most VPs.

This gave us a chance to use the items we found, trade, take campaign and mission chits, and generally do a lot of the things that don't happen as much in a one month game.

--- John

Posted by: bill_andel on April 09 2002,16:02

Here's a thought: split the difference between 2d Ed standard and the development game as played. Make it **five** weeks. Revise the seasons so that there are 10 or 11 five week months and make the 7th day color magic the same from month to month.

When playing **without** weather and seasons, black and white magic-users can always count on getting one "sabbath" a month with their color. I've always hated that such is **not** the case playing **with** seasons and weather. So perhaps the calendar becomes:

01 02 03 04 05 06 07 (WHITE all clearings)
08 09 10 11 12 13 14 (GREY all clearings)
15 16 17 18 19 20 21 (GOLD all clearings)
22 23 24 25 26 27 28 (PURPLE all clearings)
29 30 31 32 33 34 35 (BLACK all clearings)

Besides, according to the "Sudden Death" optional rules:

-----QUOTE-----

Each additional (victory) point adds roughly a week to the game.

-----QUOTE-----

So since a standard game has five VP anyway, why is it only 4 weeks long?

Posted by: BryanWinter on April 09 2002,16:48

Quote from bill_andel, posted on April 09 2002,15:02

-----QUOTE-----

So since a standard game has five VP anyway, why is it only 4 weeks long?

-----QUOTE-----

Because the "formula" is:

1 + number of weeks played = VPs to allocate

But I agree - the game does seem a bit too short...

End of Topic

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Printable Version of Topic

-MRNet Forums
+--Forum: General
+---Topic: Face to Face started by vincegamer

Posted by: fiscused on Jan. 06 2002,15:46

In running PBEM games, I've noted the locations of the players and have decided there are enough around Ohio for me to try to arrange a face-to-face gaming event here in Sandusky.

I also think Ohio is a pretty "central US" location and I could draw others from across the country--maybe not this year, but I'd like to see this every year, either here or at least somewhere in the US.

If anyone doesn't know, Sandusky is home to many summer "tourist activities" including the world largeest amusement park, and indoor water park, and the Lake Erie Islands. Makes it a good spot to come and visit and...play Magic Realm!! I'm thinking the last weekend of June to avoid too many tourists but allow people time to think about it.

Just give me ideas here in the forum or e-mail me at fiscused@yahoo.com



Posted by: bill_andel on Jan. 07 2002,10:48

Great idea! Some questions and ideas:

0) What major airport is Sandusky near? How close is it?

1) Have you polled the mailing list (mr@wolff.to) to find out when the international players have their "holiday" in the summer? It'd be nice if this could be scheduled so that Realmers from Europe, Australia & elsewhere could attend.

2) Is there a college located near Sandusky? Some cons I've been to in the past arranged with the college to rent dorm rooms as cheap lodging. In any event, it shouldn't need a large venue - probably not more than 3 +/- 1 dozen in attendance would be my guess.

3) Steve McKnight, would Richard Hambelin be interested in attending as guest of honor? Is Richard in touch with any of the other folks who worked on the game or contributed art who might be willing to attend?

4) Steve/Teresa/Brian S. when would 3rd Edition Rules be ready? This might be a good venue to introduce them.

5) How about a costume contest event? Dress as your favorite MR character!

6) Could we get "Tophus" and his fellow Norwegians to attend with their home built

3-D tiles?

7) J. D. Frazer, alias "Illiad", illustrator and author of the hilarious on-line comic strip "User Friendly" is a long-time subscriber to the MR mailing list. Another potential "celebrity guest"?

8) John Frenzel himself ran a game at Dixcon last year - just the experience needed to organize FTF tournament games!

9) How much of a "dealer's room", if any would/could there be?

X) And finally, a last whacky idea: what about a "live action" MR game? I don't mean people with boffers whacking each other like IFGS or NERO or the like. The actual MR combat system and rules could be used. But some way of setting up tile representations, characters and monsters in costume, etc. I probably ought to start an new thread for this topic.

Posted by: mcknight on Jan. 07 2002,17:11

Boy, you guys are ambitious!

This would probably be a first when a game without a manufacturer spawns a conference.

Some information:

The nearest airport to Sandusky is Cleveland (about 50 miles, I think). Toledo is about the same distance and Detroit is twice as far, so there's some choice in travel destinations. My alma mater, Oberlin College, is about midway between Sandusky and Cleveland, and might have dorm capacity to sell. Would take some fancy logistical planning to put this together for June, though.

I can feel out Richard Hamblen. He'd probably be willing to come if we could support his travel.

The 3rd Edition Rules will almost certainly be ready, at least for playtesting, by June.

--Steve McKnight


Posted by: fiscused on Jan. 07 2002,17:49

Sandusky's about halfway between Cleveland and Toledo. Depends on if you prefer flying into a big airport or a small one.

I'll get to the mailing list first chance I get.

I can get a facility (classroom) for up to maybe 20 people. I'll wait to do more if I get more people interested.

Events other than actually playing MR depend totally on interest of those who will promise to come 😊

I'll bring some of my artwork 




Posted by: fiscused on Jan. 16 2002,16:17

The face-to-face con, or "MR con" maybe I should call it is now tentatively set for the weekend of June 22-23 in Sandusky Ohio. Exact times and location to be determined. Most requests have indicated a desire for an informal, inexpensive event. I anticipate either playing at my house or at someone's hotel room until I get enough interest to warrant a larger venue. I also anticipate playing a whole day-start as soon as everyone wants to arrive until everyone goes home. If we start Saturday we can continue Sunday if people want to stay.

If anyone wants to stay the weekend, but leary of the cost I'd suggest posting a message asking if anyone wants to share accomodations. I can't give anyone exact costs as there are too many hotels to choose from.

Web sites of interest:
www.cedarpoint.com
www.blackbearlodge.com
www.sanduskyhotels.com

Posted by: fiscused on Mar. 03 2002,08:13

Just an update to let everyone know the MR Con is still a go! Though I haven't had anyone else show interest i also haven't had anyone say they are definitely not coming! I'll update at the beginning of next month unless I come up with something sooner   

Posted by: dfs on April 02 2002,10:09

Found out Today. I can't be there. Hope others enjoy.

Posted by: fiscused on April 29 2002,20:13

Monthly update time!

I'd like everyone who's planning on coming to send me a line so i know the exact facility the "con" will be held at.

fiscused@yahoo.com

No location/date changes!! Planning to try out watchful natives and dynamic dwellings!!

Posted by: madmanatw on April 30 2002,14:34

Not about MR-Con, but about cons and face-to-face...
Are any of you folks going to be at BayCon, the Bay Area Science Fiction Convention in San Jose Memorial Day weekend?

I'm debating bringing my Magic Realm set, though I'm not sure if I would bring it to the

game room or not. Maybe I would if I had a large enough group to play already just so I could try to pique people's interests... anyway, if anyone from around here might be there, maybe we could try a F2F game...

Posted by: vincegamer on April 30 2002,17:52

What really sucks is that last year at this time I lived in San Jose. This year they are having the SciFi book awards there. SciFi conventions is not my thing generally. I never went to BayCon, though have many friends who do. None of them plays MR though.

(Homer Simpson voice): Mmmmm, Baaayconnn

End of Topic

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-MRNet Forums
+--Forum: General
+---Topic: Tables started by madmanatw

Posted by: orr_paul on May 16 2002,13:54

It sayeth under resources that the 2nd edition tables are 'coming soon.' When is soon?

I'm referencing rules on-line, and I'd like to be able to be able to reference the tables as well.

Please?

Panting in eagerness,
Paul

Posted by: Teresa on May 16 2002,18:29

Not sure which tables you need, but all the original tables are in the 2nd edition rules I created as a download, available on various links from this site. They're not separate though, if that's what you're looking for. It is a big file. - Teresa

Posted by: orr_paul on May 20 2002,10:44

Yes, I have the .pdf file. However, I was hoping to find the tables online (the rules are available on mr.net in html) for quick reference.

Humbly
Paul

Posted by: Teresa on May 20 2002,21:48

Well, I'm working on the 3rd edition lists and tables, they'll be done in about a week. The only difference from 2nd edition is the addition of more useful information that you currently need the hard copy game to look up. I plan to post those as soon as possible - unfortunately, the mrnet manager has completely disappeared, so getting new stuff up is kind of hard. We might be able to put them somewhere else you can get them though. - Teresa

Posted by: madmanatw on May 20 2002,22:54

Well, you could attach them to a post, if they are small enough. I'd be glad to mirror them, as well.

End of Topic

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-MRNet Forums
+--Forum: General
+---Topic: Browser Issue started by Atila the Pun


Posted by: Atila the Pun on June 09 2002,02:07

Each time I attempt to log in with Opera 6.02 for Windows98 I get:

-----QUOTE-----
Ikonboard Message

Ikonboard does not allow offsite posting.

You are NOT logged in
-----QUOTE-----

So I'm here with IE.  Can this be fixed?
Thanks in advance,

AtP

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: I can't believe I found you all! started by BryanWinter

Posted by: FlutterStink on June 28 2002, 16:03

I have been a gamer my entire life, and it started with Magic Realm. When I was a kid, and this was in the late 70's / early 80's, a friend of mine was in the "gifted" class. He told me the teacher was playing D&D with them, along with other games like Snit's Revenge and The Awful Green Things From Outer Space. When my friend described to me what D&D was like, I couldn't believe my ears... I knew I was hooked from then on!

I asked my parent's for a D&D basic set (the kind they had before the dice came with it... remember the little chits?) and instead, some friends of the family came over and gave me a Magic Realm game (for Christmas I believe) and I was absolutely enthralled. It was the first "real" game I had ever seen!

I remember spending hours and hours just looking at the pieces, sorting the chits and playing with the map tiles. It was all so wonderful and magical to me. I tried and tried and tried to read those rules... it was 1st edition... nothing I could do to understand them worked... I remember the game said "12 and up" ...right ...I was a pretty damn smart 12 year old and I still had no clue what to do.

For years afterwards... I would just mess around with the game from time to time. I would arrange the map tiles, play with the chits, use D&D miniatures... all sorts of things... make up my own rules, try and use what I could from the book (what little I could understand) and generally just escape into my own little Magic Realm world. How I longed to understand that game!

My friends and I played D&D as well as many other games, like Gamma World, Boot Hill, Dungeon, Traveller and many others. We tried to play MR once, just making up some rules, but it was just too hard for us. I remember those days in my parent's basement very fondly.

Years passed, and when I was in College, I chanced upon a copy of MR at a local gamestore and bought it up. To my surprise it contained the 2nd edition rules. I examined the game and messed around a little bit, wallowing in nostalgia for awhile, then forgot about it for a few years.

Just a few years ago, I busted it out again, and, having nothing better to do, and at a lull between events in my life. I sat down to finally learn MR. I had spent most of my adult hobby-life playing games, but MR always vexed me as the only game I had not ever understood and, as the first game I ever owned, it constituted a lifelong challenge to me. So, I sat down, cleared off a table, and proceeded to lay the game out like an archaeological puzzle. With notebook ready, I went through the rules line by line, copying the text into my own words and finally learning the one game that still haunted me.

After about a week of consistent study and practice I finally learned to play MR. My only regret was that I was living far from my old friends and knew no one to play it with. I was impressed by the depth of strategy involved, and mildly dissapointed by so many of the exotic seeming game mechanics that had so eluded me as a child. In some ways it seemed like an overly complicated system, made so for the sake of being complicated, when I had enjoyed so many of similiar game mechanics in much simpler yet more comprehensive games. Nonetheless, I was inspired by the neat cohesion of the system overall, and still awed by it's beauty as a whole, tinged with years of nostalgia for it's aesthetics.

So, you can imagine my surprise when one day I stumbled into the many new online homes of Magic Realm. Here I thought I was the only primate on earth who even knew or cared this game existed! To find that you others out there not only share my love and fascination with MR, but have gone to great lengths to reincarnate it with expansions and computer enhancements has been a revelation!

I just wanted to share with you, the only people I know of who can possibly understand, my feelings for this strange and beautiful little game. It has been a part of my life that I didn't think anyone else would ever really understand. I must say, I feel pretty old, but thanks for putting all this together and making me remember my childhood again!

I honestly hope that some big game company out there will put together a real, honest to god computer game of Magic Realm... no changes, no 3D stuff... just a simple conversion like the one in progress here! Good job!

Posted by: BryanWinter on June 28 2002,16:54

First of all, great username! 😊

Second, yep, I sure do remember those D&D chits! 😊

Third, you came to the right place! Not only have 99% of us told the same story as you, we actually get to PLAY. Wheee!

Fourth, you are here at a perfect time. Some of the best and most experienced MR players have taken up the task of creating a 3rd Edition, and they are doing a marvelous job. The first bit is available for your edification (it was released only a week or so ago) and contains a new revised and expanded "back of the book." < Click Here to Get It!!! >

Fifth, join the < Mailing List >!

Sixth, go to the downloads section and read Steve McKnight's "The Least You Need to Know to Play Magic Realm" - Must Read #1!!!

Seventh, go to teh Articles section and read Steve McKnight's "A Primer on Magic" - Must-Read #2!!!

Eighth, read Adam Burr's excellent < Frequently Asked Questions Compilation >!

Ninth, there aren't any games started yet, but be sure to join one when you can. No only is this a great group of people, but will be very helpful in helping you understand

the morass of rules.

Tenth, (um...there must be a tenth...oh yeah!) Welcome!!!

End of Topic

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-MRNet Forums
+--Forum: General
+---Topic: John?? started by madmanatw

Posted by: BryanWinter on April 02 2002,18:05

I'm looking for John - the owner of this site. I tried to email him today and got the email bounced back, and well the site hasn't been updated in a while....

John are you out there??

Posted by: jdfrenzel on April 05 2002,03:48

Still alive, still kicking! I've posetd to the mailing list already, but for those who may not be on it a number of site updates are in the works. I'll start uploading them mid-April.

Also, as an FYI, you can find my email address in my member profile on these boards. Use the Members button at the top of the screen to see the list. Accessible addresses are to the right of the names.

--- John

Posted by: BryanWinter on April 05 2002,11:39

Thanks John! Good to see you again! :-)

Posted by: madmanatw on June 30 2002,17:29

Out of curiosity, what's the status of the site upgrades? Anything coming soon? I'm patient, but I must confess that I'd love to see my PBEM game listed on the games page. :>

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: I found a 1st edition Magic Realm! started by BryanWinter

Posted by: FlutterStink on July 15 2002,11:18

A couple of years ago, I was visiting my grandma and happened upon an old hobby store in town. I remember seeing a big collection of old Avalon Hill games, and a copy of Magic Realm with them... well, I was going to pick it up, but I didn't have the cash on me at the time, and it wasn't a convenient time of the month to use my direct-debit card, etc. etc... long story short, I didn't pick it up...

So, last weekend, my girlfriend and I go up to visit grandma again (she's 92. bless 'er heart) and I decided to go scope out that old hobby store again... sure enough, we found it, and yep... the old MR was still there... on the shelf!

I snagged it up and got it home, debating whether or not to actually remove the shrinkwrap... It didn't take long to decide. I'm no professional collector, I like to play with my toys... so off came the plastic!

Imagine my surprise to come face to face with something I haven't seen since I was a kid! A first edition rulebook, in perfect, flawless shape! All the counters and map hexes still in perfect condition, of course... and an Avalon Hill games catalog dated 1983. This baby dates back to the mid 80's for sure, it must have been sitting on that shelf for at least 15 years, possibly almost 20!

The old 1st edition! Still split into seven encounters, still featuring that page mentioning the counter errata (remember? "Monsters can change when they get close!") What memories that brought back!

So I now have my 2nd edition to play around with (organized into a plastic tray and little baggies of counters... plus this pristine 1st edition just to fawn over. I will keep it "as is", letting the counters and hex tiles remain on their sheets, unbroken and perfect. The game really is a work of art and a joy to behold in it's primal state. Even with the precious shrink-wrap removed, it's still quite valuable, I think.

Unfortunately, that was the only copy of MR there. There were however, quite a few other old Avalon Hill games on the shelves... Air Force, Titan, Ameoba Wars, Luftwaffe several Squad Leader modules, Powers and Perils related items, some trivia games like Shakespeare, etc. etc. (I can't recall too many) ... all of them long out of print. If you are interested, the store is called "Hobbyland" and it's in a small town called Proctorville in Ohio, just across the river from Huntington, West Virginia (where my grandma lives).

I'm sure all those old unopened AH games would be worth three times as much as they are selling them for, I guess the people who own Hobbyland don't know about eBay. All those old games go for their original price... I got MR for \$25 bucks!

Just thought I'd share that with you!

Posted by: vincegamer on July 16 2002,13:11

I am glad you opened the game. I have a 2nd printing of Alexander the Great I did the same with. Games are for playing. MR is a great game to play. I like finding unpunched games so I can make color photocopies of the pieces for various modifications (like mounting on magnets to play a game on the wall). Of the others you mentioned, I'd pick up Titan if you get the chance. It's a game folks love, and it sells sometimes in the \$60-\$100 range. I got a used copy for around \$40, with some pieces missing.

Posted by: FlutterStink on July 16 2002,14:09

Yeah, I really like the fact that I have two complete MR sets now. I like to see the uncut counter sheets. It's interesting to examine the game this way. For instance, you can see that the hex tile sheets were painted as one large collection such as "valleys" with all the roads perfectly aligned and the title "witch magic" printed on the disposable tree part.

I can't understand how some collectors will refuse to take their items out of the shrinkwrap or the plastic blister-pack or whatever. I guess that's ok for things like miniatures and whatnot... but why? The purpose of a collection is to be appreciated by people who will take good care of the items because they recognize the inherent value in the first place. (shrug)

Titan is rare, eh? I remember that game. It was sort of a spiritual ancestor to contemporary collectible card games... (well, a branch of the family tree that split off and withered... not unlike the lamentable neanderthal I should think). I was most interested in that "Powers and Perils", I think it was AH's attempt to meet TSR on its home turf... I never did see a set of rules for it, though... I think it may have been the precursor of Runequest. It would be an interesting read.

I wonder if anyone else considers reading old game rulebooks a viable pastime? I think it's a hoot, myself... but that's just me.

When I go back, I hope to pick up a copy or two of some of the other old AH games still there...

Posted by: vincegamer on July 17 2002,08:38

Predecessor to collector card games?

Don't confuse Titan with Titan the Arena.

I think the latter used cards for monsters fighting in an arena. Titan is unlike any other game I've played. The two games are totally different; as different as say: Starship Troopser (great game) and Starship Troopers: the Movie Game (not a great game), both by AH.

Posted by: FlutterStink on July 17 2002,09:13

Ah, it's been so long and I've played way too many games... I start to get them confused! Did the Titan game I saw (pinkish box with a grimacing giant on the cover) feature some kind of hexagonal "random" map (not quite like MR) and several sheets of terrain types? I may be thinking of a different game.

I tend to think of games which feature tactical one-on-one combat between fantasy creatures as sharing a common ancestry dating back to Gary Gygax and Dave Arneson's first Chainmail supplements which took the emphasis off of massed units in large armies and put them on individual units with unique abilities. This, to me, was really the end of the "Kriegspiel" (sp?) era and the beginning of modern fantasy wargaming as we know it today. The CCG is just the watered down descendant of that tradition.

Reading the rules to MR again (well, browsing them) really reminds me of the gap between the old, complex games of AH's heyday and the modern, simplified games today. Especially computer games, which I love. So much of the game mechanics take place behind the scenes, it's hard to feel that sense of total control that you achieve when playing an old-school game like MR or Squad Leader for instance.

I guess it was finally the rise of the computer that meant the death of the complex board game for all but a few die-hards. Now we either have the choice of letting the computer do all the work for us or settle for the simpler (yet admittedly addictive) board and card games that have become so popular this last decade.

Notice how I ramble... it's the old age setting in...

Posted by: BryanWinter on July 17 2002,11:43

The pinkish box is indeed Titan, and it is definitely a game you will want to pick up. The "hex" board is not random, but may look like it on the back of the box (my award for worst and least-representative AH box back, and that's saying a LOT). In addition to the "main" board, which represents the land over which you are battling, there are about a dozen small "battle boards" where the tactical action takes place. When two armies meet in a "hex" on the main board, they move to the appropriate battle board and duke it out. A wickedly fun game, especially with lots of players.

I'm a fan of the more complex game (and yes, I DO think reading rules is a lot of fun) but my favorite games are ones that are elegant, rather than complex. A game with only a page of rules can still mean a devilishly "complex" game in terms of depth.

Settlers of Catan is a perfect example of a game that is extremely simple but incredibly deep when you start to strategize. Pick up any "game of the year" from Germany and you are almost guaranteed a game that is simple, elegant, FUN and a nightmare to master.

Oh yeah, and there's some game called Chess I've heard a lot about. 😊

Magic Realm is about the only "rules tome" game that I really, really enjoy. I tried my hand at Squad Leader and I probably would have gotten more into it if I was more into the subject matter. But mostly I just read the rules and thought, "sheesh, how anal retentive can you get!" LOL

The one thing I liked about CCGs is that same element - if the CCG was created correctly (and IMHO mine were) then the rules to play the game were simple but the game got more and more complex as you discovered the options on the cards. CCGs that were too complex right from the get-go (M:tG included, but not due to complexity of the mechanics but due to really poor rules writing) were an instant turn off because I felt there was nothing to discover from the cards. That's another great

thing about Magic Realm - the options are so many that you really never have the same game twice, and there is always something new to discover - or at least to combine in interesting ways.

Wow I've gone off on a tangent. I can kibitz on games like this for a long time... 😊

Posted by: bill_andel on July 17 2002,17:35

Quote from BryanWinter, posted on July 17 2002,11:43

-----QUOTE-----

The one thing I liked about CCGs is that same element - if the CCG was created correctly (and IMHO mine were) then the rules to play the game were simple but the game got more and more complex as you discovered the options on the cards.

-----QUOTE-----

Bryan, what CCGs have you created? Have they been marketed?

\$ &L (like my new sig?)

Posted by: FlutterStink on July 18 2002,08:26

I think you're right on about the appeal of the "simple-yet-elegant" systems that have become so popular in recent times. The CCG is simply the most obvious manifestation of this design principle. It is both a boon and a burden in my opinion...

The titanic, complex, convoluted game with the huge front-end of rules "that have to be precisely memorized before you can even start" are all but extinct, I'm sad to say. I think it may be a comment on our dwindling attention span as a society (insert soapbox here) ...but anyhoo... maybe they'll experience a renaissance not unlike bellbottom jeans or John Travolta...?

Busting things down into specific rules sections may be part of the asthetic problem... I've often thought that I'd like to read a version of MR rules written in common, conversational English (no 1.12, O2.51, etc.) with a really good table of contents and index. I think that would be quite helpful.

Posted by: BryanWinter on July 18 2002,09:09

Quote from FlutterStink, posted on July 18 2002,07:26

-----QUOTE-----

Busting things down into specific rules sections may be part of the asthetic problem... I've often thought that I'd like to read a version of MR rules written in common, conversational English (no 1.12, O2.51, etc.) with a really good table of contents and index. I think that would be quite helpful.

-----QUOTE-----

I can't agree with you more enthusiastically. Stephen McKnight's "Least you need to know" is a good start in that direction. Steve gets a WHOLE BUNCH of the rules compressed into 8 pages, and they work great! And the indexed rules IMHO create more trouble than they are worth. Sure, it's easier to find a rule, but there are also rules that are presented SEVERAL times throughout the rulebook. I can't wait for 3rd ed. which will hopefully solve a lot of that problem.

Bill, I've had several games published, and freelance game design used to be my livelihood. I started off writing for Grenadier (remember them?), Mayfair (did a part of their remake of the Chill RPG) and Iron Crown Enterprises (worked a lot on their Silent Death space combat game. Eventually I did a game for Target Games AB in Sweden, which you may know as Heartbreaker Hobbies in the USA (Target's US partner). I did the lion's share of my work for Target, first the board game Fury of the Clansmen for their Mutant Chronicles line, and when Magic hit they asked me to do a CCG based on that line. That game was Doomtrooper - and I think it still holds the record for being in the most languages (18 at last count). After Doomtrooper hit big I was doing CCGs almost exclusively. Titles include The Crow CCG, James Bond Goldeneye, Dark Eden (another CCG based on the Mutant Chronicles brand) and a horror CCG called Kult, which although I am not a fan of the genre (hey a job is a job) I think is my best game as far as mechanics go. And of course a ton of expansions and such.

Hey, what do you know...all those companies don't exist anymore! LOL Wait, I think I.C.E. is back again.

I earn a regular paycheck now... [;)]

But some of my games live on - I maintain Web sites devoted to < Doomtrooper > and < some other games > and you can play Doomtrooper and Kult online at < CCG Workshop > - with Dark Eden being worked on in my copious amounts of free time.

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Magic Realm Con started by madmanatw

Posted by: fiscused on Aug. 01 2002,07:06

For any of you who wondered, despite a lot of interest in an all-Magic Realm live event, in the end only one person showed interest in coming to the event. I've decided to try it again next year, though. I believe June 21st would be a good date. Maybe with more warning people can arrange their schedules and have the opportunity to come.

(I'll also look into running MR at other conventions. And I hope anyone willing to run a game at a Con will tell us all here!)

Posted by: madmanatw on Aug. 01 2002,15:56

Well, this is WAY premature, but the next Con I know for sure I'll be at is BayCon 2003- the (California) Bay Area Science Fiction Convention. There is a gaming room. This year I didn't bring MR but if in the months between here and there I have any reason to suspect that some of y'all might be there, I'll bring my set.

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: A Magic Realm forum, I'm astounded! started by mcknight

Posted by: fmeetze on July 31 2002,22:15

My favorite game from childhood that has been shelf sitting for ages. And here I find an active forum. Too bad I've wore the game out and misplaced most of the pieces. This was absolutely the best board game ever put out.

Posted by: dfs on Aug. 01 2002,09:47

You can e-bay the occasional copy.

Teresa runs a substantial replacement parts service.

Last I looked all of the components are available on-line. Get a decent color printer and you can make your own set as nice as anything done at AH. Hey! That's an idea...

There are several play by e-mail games going on. Stick around and you'll get a chance to play. Glad to have other fans here.

Posted by: vincegamer on Aug. 01 2002,11:00

There is also an active email list. Well, sort of active. Sometimes weeks go by with nothing coming through, then someone will ask a question and there will be a few responses, and occasionally a hotbutton question comes along and there are tons of messages for a day or two. In other words, it won't choke your email box.

To subscribe to the list, send a message to:

Posted by: vincegamer on Aug. 01 2002,11:04

Hmmm. It didn't show up. I think we have this set up so email addresses do not display. Anyway, from the main page you can follow the link for "mailing list"

Posted by: fmeetze on Aug. 01 2002,12:57

Hmm, I'll have to be making quite a few pieces. LOL I'll take a look around and hunt up the components. Thanks for the invite. I've joined the mailing list- so count me in. It's amazing how after 16 years, the images of all those pieces are popping back up in my head. I remember just staring hours at that thing.

Posted by: mcknight on Aug. 01 2002,20:26

-----QUOTE-----

This was absolutely the best board game ever put out.

-----QUOTE-----

You're among friends here!

To get your game back together, Teresa Michelson has a collection of replacement counters that she will send you for very little (or no) money. There have also been four complete Magic Realm games offered on E-bay (www.ebay.com-->search for "Magic Realm") in the last two weeks. Two with unpunched counters went for \$70+, but the other two seemed to end up around \$35. Unfortunately, there don't seem to be any copies up for auction right now.

And, of course, you can download Cyberboard at
< <http://cyberboard.brainiac.com/> >
with the new Magic Realm gamebox at:
< <http://redridgegames.com/MR/> >

If we are just planning on playing on-line, most of us just use Cyberboard and never pull out the cardboard at all!

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: What does the Witch King look like started by vincegamer

Posted by: vincegamer on Sep. 30 2002,09:45

Besides playing boardgames, I collect and paint model miniatures (a hobby that has the advantage that I don't need to find other willing souls to partake).

My inlaws recently gave me a carrying case for minis so I've been getting them out of the various odd cardboard boxes and sorting them. Many of them look like MR characters so I'm seeing if I have the whole 16 or a decent equivalent.

I am having trouble deciding what the Witch King would look like. I don't have anything that looks like the highly original art on the card, and I was wondering how this fellow looks in other minds' eyes.

So, is he a liche? a mummy? a djinn? a wraith (like the Witch King of Angmar)? an ephemeral, bodyless specter? an amorphous billowing blob of evil? How do you envision the Witch King?

Posted by: bill_andel on Sep. 30 2002,11:24

I'd always envisioned him as being a D&D type Lich or Tolkein's Witch-King of Angmar, but let's examine the "evidence".

One of his advantages is entitled "disembodied", so that would tend to argue in favor of something incorporeal. But he has a weight/vulnerability - light - whereas I would expect a COMPLETELY incorporeal creature to have negligible weight (although the Ghosts are light, too aren't they?) The picture of the "buff" Witch King on the character card sort of flies in the face of his being a light character with no move or fight chits, so I might not tend to rely on the artwork. Unlike the Witch's familiar, he is visible, since he can block or be blocked if not hidden. So I'd say the evidence favors a semi-corporeal being like a (ring) wraith.

Posted by: BryanWinter on Sep. 30 2002,12:11

I am leaning toward the early Chaos Wizards that Games Workshop (sorry, Citadel) used to make. Flowing robes with a big Helmet to cover their face. But the Witch King doesn't have a helmet in MR terms...

But those figs looked dang cool!

Posted by: fiscused on Sep. 30 2002,20:04

I recently did a sculpture of the WKing in polymer clay...maybe I'll get it on my website soon. I didn't rely on the card art at all. Of course, I was going for something...cuter.

Posted by: dwfiv on Oct. 01 2002,15:24

I always thought of the Witch King as a combination of "the ghost of christmas past" and the grim reaper. Faceless, but not entirely shapeless. Not quite incorporeal because he cannot walk through walls, but gives the feeling that he might.

Hope this helps.
-DAN

Posted by: vincegamer on Oct. 02 2002,11:38

After what Bryan said, I checked out the Chaos Sorceror from my old Hero Quest game. He has surprising similarities to the card:
Wears a helmet that covers the upper part of his face
Arms and legs are bare (they could be tights but that depends on how I paint it).
Skull hangs around neck.
Skull on belt.

He's not wearing a cloak and doesn't have a rod in his hand, has gloves and boots, but all in all I think he'll do.
Incidentally, the Dwarf from HeroQuest is my choice for Dwarf too.

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Someday I'll find that Truesteel Sword! started by vincegamer

Posted by: BryanWinter on Mar. 28 2002,09:00

On a lighter note...

I'm interested in hearing from the old pros on the list if there are Treasures or Locations or whatever that you just never found or got to use in all the games you have played.

I'll bet that there are some of you out there who have played the game like crazy but have NEVER actually gotten one of the Treasures or whatever. Or if you did get it you were never able to use it...

Seems like a fun topic!

Posted by: dfs on Mar. 28 2002,10:28

The primary fact of life in the realm for treasure hunters is that you always end up with treasures that you can't use. One of the reasons groups are so powerfull is that you multiply the chance that somebody in your party can actually use what you've looted.

Posted by: Teresa on Mar. 28 2002,19:33

There are a lot of things I can think of that I'd still like to see happen someday -

- I want to see someone ride a Dragon or Bat somewhere

- I would like to get ahold of that crystal ball and start enchanting tiles in other people's paths ;)

- The Devil Sword seems particularly hard to get and use, although the Dwarf did get it in MRTA

- Someday I want to play a nuisance character that just goes around bugging the other characters with spells that never get used, like Lost, Illusion, Curse, Bad Luck...

But really, in the on-line games I have seen lots of stuff I never got to see before, like someone actually managing to Transform into a Dragon, non-magic users flying around on the Magic Carpet, changing the weather using Eye of the Moon, etc. It's been great for getting to see more weird results and things being used in unusual ways! - Teresa

Posted by: dfs on Mar. 29 2002,09:04

I would very much like to see someone hire an army of Goblins.

Posted by: mick on April 01 2002,15:37

Just getting caught up here! But in reference to Teresa's post:

- The Devil Sword seems particularly hard to get and use, although the Dwarf did get it in MRTA

I was soooooooo tempted to use this on the OHQ!!! It would have been perfect, but I decided on a lawful good alignment at the beginning of the game, and that at least one character would have been very angry. It was a case of prudent gaming winning out over cool scenarios. Usually I don't have such good impulse control!

Posted by: dfs on April 08 2002,10:00

Somedays the bear gets you, but SOME DAYS YOU GET THE BEAR!!!!

My 10 year old and I were playing a cooperative game as the White Knight/Pilgrim. On day three we stumbled on the Hoard/Pool together a days journey from the Chapel!

By day 7 we had several minor treasures plus....the Lucky Charm, the Sacred Statue, The Truesteel Sword, the Dragonfang Necklace, the Dragon Essence and the T. Flying Dragon controlled!

Yippee!

MR is like a box of candy, because you never know... I'll bet she has to play a couple more games before she sees characters get that strong, that fast again.

dfs

Posted by: vincegamer on April 10 2002,16:40

I've seen plenty of people ride bats.

I think everything that can happen has happened, but maybe not with your group. The beauty of on-line play is that you can get these different groups together. That and it's a lot easier to find 10 people willing and able to play a game to completion.

My wish list

I'm so there with the goblin army.

I'd like to see a Giant get hired too.

There's a ton of spells I'd like to see used like Hurricane winds and lost. (maybe with the enhanced magic rules since you don't tie up your chits).

I'd like to see a magic user get the magic wand and the lucky charm (I've seen it, but it was way cool and worth seeing again)

I'd like to see a character take Power of the Pit and NOT kill himself with it.

Posted by: mcknight on April 11 2002,21:35

Well, maybe this is just a fluke, but I've never seen anyone get the chest *and* the lost keys. (In other words, I've never seen the chest opened!)

Posted by: bill_andel on April 12 2002,08:31

Quote from mcknight, posted on April 11 2002,21:35

-----QUOTE-----

Well, maybe this is just a fluke, but I've never seen anyone get the chest and the lost keys. (In other words, I've never seen the chest opened!)

-----QUOTE-----

I've never understood why the Chest - which has Tremendous weight (and therefore, presumably vulnerability) can't be forced open by someone with Tremendous strength like the Crypt or Vault are.

Posted by: mcknight on April 12 2002,12:29

There have to be some things in the game that aren't susceptible to brute force! Think of it from the point of view of the light characters. They could at least hope to find and sell the Lost Keys.

Besides which, I think these quest things ("I have to go here to get this and then go there to do this...") are great. I don't think the rule should be changed just because it's not often accomplished. Like the Lucky Charm/ Magic Wand combination, the game is enhanced just by the possibility that it could happen!

Posted by: rshipp on Oct. 31 2002,13:09

I've played the game fewer than a half dozen times, and I managed to get the Truesteel Broadsword from the Enchanted Meadow as the White Knight during our last game. I'm afraid I wish I hadn't, though...I was soon thereafter slain by the Soldiers while trying to buy armor, and even the magical blade couldn't save me. The worst part is that I now know how awesome that sword is...and I'll never be satisfied without it! ;-)

For a character like the White Knight, is there a better weapon in the game?

Randy...

Posted by: january on Oct. 31 2002,17:42

Let me tell you, Randy, I bet most of the old timers would agree with me that you just can't beat the Morning Star as the Weapon Of Choice for the White Knight. Pair that up with any War Horse (which isn't hard to do from the get go) and you have the most formidable player in the game right off the bat. With an Alerted weapon speed of 3 use your Fight T6* to undercut that T. Troll. He's dead. Did that T. Dragon get lucky and pick you up? No sweat! Use your Fight T4** to take that turkey out! Next day you can gloat over your 28 Fame and Notoriety points you just earned while you use your extra phase (Special Advantage: Health) to Rest back the Fight H5* you had to Fatigue in your T. Troll, T. Dragon debut. Here's how to switch out quick; Trade in your Armor and Great Sword for Gold. Now you have what? 37 Gold. Pick up a War Horse and a Morning Star at cost (Save your Boon for Hiring a Buddy) and you still have enough gold left to pick up that Vial of Healing or Poultice of Health you wanted. Now you're only at Day 3 (if you rolled poorly) and there's not a monster in the Realm you can't take out. Try to find a Truesteel Sword in that time frame. Life is good for the White Knight! 😊

Posted by: madmanatw on Oct. 31 2002,19:46

I think the Morning Star is the weapon of choice given its potency and availability. But man, if you can get your hands on the Bane Sword- speed 2 and dealing T* ain't too shabby. Problem being that you don't want to be caught with it unalerted, and you can't use your heavy chits, so it's a tossup which is nastier. 😊

Posted by: vincegamer on Nov. 01 2002,08:41

Mind you, that's Morning Star *and* warhorse.
I've seen too many White Knights take the morning star, feel all puffed up and happy, alert it and get jumped by a dragon in a cave and Bam! Dead knight, happy dragon. Of course, that's without the Serious Wounds optional rule. With the rule the head would have to flip to kill the knight.
I'm not totally sold on the Morning Star
Then again I'm not overly fond of the knight.
I'm more a Swordsman with Living Sword fan.
Amazon with Living sword is nice too, but she's got the strength and speed to be really nasty with the Truesteel sword.

Posted by: BryanWinter on Nov. 01 2002,08:42

Quote from mcknight, posted on April 11 2002,20:35

-----QUOTE-----

Well, maybe this is just a fluke, but I've never seen anyone get the chest and the lost keys. (In other words, I've never seen the chest opened!)

-----QUOTE-----

Steve, I'm happy to report that Brian Sharwood and I (as the Captain and Wizard) recently managed to open the Chest with the Lost keys during Deric's Revenge of the Denizen's game.

And to complicate things, Brian inadvertently had to abandon the Chest so once we found the keys we had to loot it as the top treasure! Lukily we had the Lucky Charm!



Posted by: mcknight on Nov. 01 2002,10:26

-----QUOTE-----

Amazon with Living sword is nice too, but she's got the strength and speed to be really nasty with the Truesteel sword.

-----QUOTE-----

The Truesteel Sword is the answer to a medium character's dreams. It's an M** striking weapon on both sides with no time on it and no bonus for alerting. What it does is allow medium characters to use their fast Fight counters to do Tremendous damage. Against an unarmored Tremendous monster, the Amazon can use her Fight M3** and undercut nearly any monster. (I won't even discuss the Pilgrim's Fight M2**!) Against armored Tremendous monsters, the Truesteel is the only hope for a medium character (well, besides taking a flyer on the Medium Bow or Crossbow--and those 6's on the Missile Table have a habit of coming at the worst times!)

The Amazon or the Black Knight with the Truesteel Sword and their Fight H4** chits become the match for the White Knight or Berserker in taking out Tremendous Dragons, Trolls, or Serpents!

The White Knight, on the other hand, is more interested in accelerating his speed than in increasing the weight of his attacks, which is why the Morning Star is such a nice addition. But Vincent is right about this--it's not a cure-all. It needs to be alerted to have undercutting speed, and that's not possible in the Encounter Step against, for example, Serpents or Trolls. And it still has to be swung with a T Fight counter, which means that the White Knight can't use his two-asterisk Move H4** chits to maneuver while he's dealing out a tremendous blow with the Morning Star. Against some unarmored monsters (the Octopus, for example) Whitey's actually better off deactivating the Morning Star and activating his trusty Great Sword so he can dance around with his Move H4** and get a kill with his Fight H6 when the Octopus matches directions on its light side. At least he can dance for three rounds until the Move H4** fatigues, but that's another story.

Posted by: vincegamer on Nov. 01 2002,12:51

Quote from mcknight, posted on Nov. 01 2002,10:26

-----QUOTE-----

Against armored Tremendous monsters, the Truesteel is the only hope for a medium character (well, besides taking a flyer on the Medium Bow or Crossbow--and those 6's on the Missile Table have a habit of coming at the worst times!)

-----QUOTE-----

Never say "only."

There's always the poison spell, oil of poison, penetrating grease....

Not to mention hiring a native to do the work for you.

I had some fun with the Black Knight getting the Alchemist's Mixture. M* was the minimum damage I'd do! Would have been nicer with the Amazon's speed, but it was still fun for ambushing natives. Round 1, he dies. Round 2, he dies....

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: which rules are the most dangerous started by dfs

Posted by: vincegamer on Oct. 30 2002,08:15

Certain character combinations can take out just about any monster or native group. What rules (optional, advanced, or even house) serve to make the realm more dangerous? Not using Serious wounds is obvious, and the new Watchful Natives looks promising. What has your experience shown to make the realm more dangerous?

Posted by: BryanWinter on Oct. 30 2002,12:21

The alternative chart that Deric is using in the Revenge of the Denizens game is proving to make the denizens more difficult, and their attack and defense can go in different directions. Also, denizens are placed on the board with a "random side up," modified (and I'd say "corrected") Grudges and Grasttitude, as well as several other changes. Here are Deric's setup rules for the game:

< Revenge of the Denizens Rules >

We are just starting Day 22 and combats have been interesting to say the least!

Posted by: richfam on Nov. 02 2002,18:02

If you want to make monsters and natives more dangerous, try subtracting 1 from their attack and move times (but have your hired natives use their normal printed values).

Posted by: dfs on Nov. 05 2002,09:50

Anyone use the stumble rule?

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Which optional/advanced rules do you play? started by madmanatw

Posted by: briwal on Oct. 14 2002,11:19

I've just started playing MR (played 2nd encounter twice, 4th encounter twice, all advanced/optional rules once) and was curious what advanced and optional rules (from 2nd edition rules) does everybody play with?

Posted by: Gilbert on Oct. 14 2002,19:36

I don't use any of the optional or advanced rules!

I get enough complaints already from my players as to how complicated the game is without piling on even more rules (no matter how *realistic* they are).

I do use the Sudden Death Game rule, though, which has the huge benefit of dispensing with the awkward victory point calculation. 😊

Posted by: mcknight on Oct. 14 2002,23:00

After playing with the Advanced Rules in PBEM games, I tend to agree with Gilbert here--I wouldn't use any of them, with the possible exception of "Ambush" and "Serious Wounds." Here are my conclusions:

1. Caching: clutters the board with extra tokens and encourages players to Cache one gold piece in various places around the board to confuse possible thieves. I'm not sure that anyone really uses the cache the way the rules are written: the top piece represents any gold cached, so it takes only a 2 to take the top treasure. In theory it helps the light players who can leave something behind and come back to get it if they get a horse or the Power Boots, but most often they never come back to open their caches.

2. Pack Horses: Already in the Second Edition Rules

3. Dropping (and Losing) Belongings: This requires distinguishing two sets of items in a clearing--those abandoned and those dropped. The rules for dropping and recovering objects in combat are way too much for the few times that you might need them.

4. Advanced Combat and Magic:

4.1 Alerted Monsters: Although supposed to make the monsters more dangerous, this has the effect of letting the characters control which side the monsters appear on. The Amazon, for example, doesn't need to hide when traveling in a tile with Goblins because if they come they'll be on their dark side and she can run from them. I think the monsters are more dangerous in the base rules!

4.2 Ambushes: Ambush helps magic users and characters who can get missile weapons. It also adds some more uncertainty to combat. Whether that is good or not is a matter of taste. It makes the Elf incredibly powerful and he doesn't need it. Ambush against natives should certainly be restrained by "Watchful Natives" or something like it.

4.3 Power of the Pit: Weakens the Demons. I like the game with the monsters as strong as possible.

4.4 Flying Activities: Used so seldom that you can safely ignore it. A flying character wants to get to where he/she is going, land and hide.

4.5 Serious Wounds: Makes the characters stronger--particularly the Berserker who, while Berserk, can't be killed in one blow by another character. This restrains somewhat the temptation for a character to double-cross other chacters. Whether this is good or bad is a matter of taste. I think the game plays better for expert players if the characters are weaker rather than stronger, particularly vs. the denizens.

4.6 Dragon Heads: Makes the Dragons a lot weaker because they have to roll on the Missile Table. I like strong monsters.

In my opinion, you really don't lose much, if anything, by not playing with any of these rules. In the 3rd Edition, our intention is to mix the Advanced and Optional Rules together and let players select which ones they want to use. I don't see anything special about the Advanced Rules personally, and the only Optional Rules I like are "Seasons/Weather" (for atmosphere) and something like the new "Watchful Natives" rule (to give the natives a fighting chance of surviving predatory characters).

Posted by: Gilbert on Oct. 15 2002,07:37

Good point about Seasons & Weather. I never use it in my regular games, but I **do** like the idea, and have actually begun using it in select games. To avoid arguments as to picking the season, one of my players has come up with the excellent idea of simply playing the current (real world) season! 😊

Posted by: mcknight on Oct. 15 2002,13:45

As I said, I like Seasons/Weather because it creates a nice atmosphere (no pun intended) for the game. It also gives a purpose to the Eye of the Moon treasure--although I can't remember anyone actually successfully using it to change the weather. The standard way of choosing the season is to have everyone pick a season, put them all in a hat, and choose one. Just looking out the window also works well...

Posted by: madmanatw on Oct. 15 2002,17:27

Wow, my experience is very different from Stephen's. We added dropping/losing as the first optional rule we used after we started playing. Caching we use and so far it hasn't been abused- and once it was actually used to stash the Cloven Hoof and was instrumental to a win! We use it as written and they are almost never actually used but it's nice to have the option.

Pack horses as written in the optional rules and in the second ed rules have been discussed elsewhere on this board, but suffice to say that by my reading the rules are slightly different as worded between the two.

We love having the option to drop an item instead of having to fling it into the woods where it becomes impossible to find. :>

We skip alerted monsters. I don't see how alerted monsters makes them more dangerous given that the ability to force them onto their dark side is balanced by your inability to be sure you will face them on their light side- you might fail a hide roll.

We use ambushes, though you're right about the Elf not needing the help. We usually use the optional character rules as well, though, so the Elf is either Light or Great already.

Flying activities just makes logical sense to me. So we include the rule so it's there if we need it, but since it doesn't come up often we don't have to worry about it.

We use Serious Wounds, just because we tend to play more friendly than not games and it's upsetting to get knocked out early by a monster that would have dealt a serious wound. Yeah, it buffs the Berserker, but only if he's berserk.

We agree about dragon heads. I've heard a lot of proposals for making that work better, though I'm not sure where I put them.

Posted by: dwfiv on Oct. 16 2002,05:25

Quote from mcknight, posted on Oct. 14 2002,23:00

-----QUOTE-----

4.3 Power of the Pit: Weakens the Demons. I like the game with the monsters as strong as possible.

-----QUOTE-----

I don't understand how this "weakens" the demons. It lets them get their shot in first. And for the flying demon, if he hits he is red-side-up for combat, which makes him faster.

Could you please elaborate on how it weakens them?

-DAN

Posted by: mcknight on Oct. 16 2002,11:37

-----QUOTE-----

I don't understand how this "weakens" the demons. It lets them get their shot in first. And for the flying demon, if he hits he is red-side-up for combat, which makes him faster.

-----QUOTE-----

Since the Weapon Length of Power of the Pit is 17 and the speed is V2 or V3, the Demons usually get their attacks in first under the basic rules. Under the Advanced Rule, Power of the Pit has to hit as an ordinary Attack/Maneuver, so there is no change in when the PoP effects take place. What changes is that the spell comes to life at the start of the Melee Step (there is

a misprint in 4.3/1 where it says "...the start of the encounter step..") and can cancel an opposing spell, or be cancelled by a faster spell.

The reason that I say it weakens the Demons is that a player with a prepared spell can break the Demon's spell and prevent the Demon from attacking with Power of the Pit. It's a way to avoid being hit and picked up by the Demons if you can't maneuver faster than the V2 or V3 speed. But, it is also true that the Demon can break a character's spell, so maybe it's a wash.

The major change is that Power of the Pit cast by a character has to hit its target by matching directions or undercutting, like an attack spell. This makes Power of the Pit less powerful, but using PoP offensively takes nerves of steel in any case because "Terror" and "Fiery Chasm Opens" can affect the spell-caster as well as the target.

Posted by: vincegamer on Oct. 16 2002, 15:32

A couple of comments first, then I'll answer the question.

I agree it weakens the deamons, but I don't know if I'd say you prevent them from hitting when you cancel their spell. They may still get ahold of you.

I laugh to hear Guilbert uses "sudden death" since that's how the old rules went and I think the score calculation is the single greatest improvement of 2nd ed over 1st ed. Of course, I rely on a spreadsheet to get the scores whenever possible. Usually though we don't bother because the victor is obvious.

Now my answer:

Advanced combat rules: Ambush is the only one I regularly use. Occasionally someone wants to use alerted monsters. I don't like it because it gives more control to the players.

PBEM games almost always use serious wounds, but I rarely use it in FTF games.

Other Advanced Rules: I agree with madman about packhorses, so I use the rule. I also use Caching, though come to think of it, it seems to be used exclusively to deposit the Cloven Hoof one clearing away to retrieve later while I finish looting the site. I did once cache something someone else wanted used on him, so that he wouldn't kill me to get it and I could offer to use it on him later if he helped me.

Optional Rules:

-um, am I going crazy or did there used to be a reply here that said nearly everyone uses weather. Oh well, I don't.

I have never used weather in a FTF game and was surprised that it is so popular online.

I often use optional abilities, but I do find them unnecessary. I didn't think those characters needed boosting. Captain and Wizard become VERY powerful.

Quiet Monsters? Pfff. They are wussy enough already.

O4&O5 just further complicate the game and drag out parts that are slow enough already.

O6-O8: I have played twice and they are a blast. I look forward to doing it again. I ended one game as the Captain with 6 usable spells! Wouldn't make them standard though.

In sum, Ambush is the only one I would consider standard. Others can be fun if you are in the mood for a certain kind of play.

Posted by: vincegamer on Oct. 16 2002, 15:36

Oh, I almost forgot the enhanced rules.

Solitaire for obvious reasons stands alone.

Changing time? Occasionally we extend a game if no one has gotten anywhere by week4.

For reasons above I don't use sudden death.

Multiple Characters only in conjunction with solitaire.

Development- I played Teresa's development game but I've never played a standard 4 week

game with this.

Combined realms? Some day... I just have to find people with time and a big enough table.
Since I can usually only muster 3 players the regular board is big enough.

Posted by: Gilbert on Oct. 16 2002,16:24

-----QUOTE-----

I laugh to hear Guilbert uses "sudden death" since that's how the old rules went and I think the score calculation is the single greatest improvement of 2nd ed over 1st ed. Of course, I rely on a spreadsheet to get the scores whenever possible. Usually though we don't bother because the victor is obvious.

-----QUOTE-----

You can laugh all you want, but no need to misspell my name on top of it.

Of course, I am fully aware that sudden death used to be the standard rule.

Tastes vary, so you can certainly like the victory point calculation formula;
myself, I think it is a piece of garbage.

Posted by: madmanatw on Oct. 16 2002,19:24

Oh, I also pretty much never use weather F2F, though I prefer it for PBEM. I'm not really sure why. 😊

Posted by: vincegamer on Oct. 17 2002,08:00

I didn't mean to offend.

In no way was that supposed to suggest I was laughing at you.

I just find it amusing how completely oppositely people can view aspects of this game, and enjoy how amenable it is to either taste.

And the misspelling was my laziness for not checking. Sorry.

Vincent



Posted by: dfs on Oct. 17 2002,09:38

I find myself with Gilbert on the victory formula.

I look at MR as a role playing system than as a game. To me, the complex victory point calculation system just reeks of game.

Posted by: vincegamer on Oct. 21 2002,08:34

Well, if you use it as a roll playing system, you probably ought to have some other goal than individuals going for points. The new Quest variant is apparently well suited to that. I'd at least say get your points and get back alive or some such.

My problem with the old system is BINGO.

I mean I found it incredibly frustrating to be in the situation where ,for instance, you found the Hoard last turn and this turn you record 4 searches to loot it. All you need is one great treasure to complete your requirements, someone else's chit is drawn first today, and that person does a trade, sells stuff for gold and says BINGO! or "I win".

To me that is so irritating. With the score system, you all work under the same time limit and you don't have to worry about someone getting really lucky early on before you have a chance to do anything.

Does this not bother others or do you play it differently?

Posted by: mcknight on Oct. 21 2002,20:40

In the First Edition, when all the play was "sudden death" (first player to get meet his/her Victory Requirement wins), we always used to play that you had to get your points and then get back to the Inn or wherever you started the game to win. Getting back could be interesting and dangerous as characters would enchant tiles to make it harder, or block and battle, if it looked like someone was on their way back to win. It gave the game a little of the flavor of a quest: go out and get what you were looking for--and then find your way back home.

Posted by: dfs on Oct. 23 2002,10:40

The "bingo" aspect is troubling, but I didn't mind it as much as the algebraic horror that lurks in the second edition. I'm a working mathematician and after years of looking at those instructions, I'm still never entirely confident that I've done it right.

McKnight's solution, as always, is elegant and competitive.

I'm very interested in the recent uncovered book of quests and plan a quick play test this weekend. I've always been a huge fan of randomness, but this worries even me.

Posted by: mcknight on Oct. 23 2002,11:42

-----QUOTE-----

The "bingo" aspect is troubling, but I didn't mind it as much as the algebraic horror that lurks in the second edition. I'm a working mathematician and after years of looking at those instructions, I'm still never entirely confident that I've done it right.

-----QUOTE-----

The example at the end of the 3rd Edition Rules will help with interpreting the calculation of Victory Points. But if your problem is computational, I agree with you. In the BIMR game, I did the calculations by hand and then checked it with Dave Brown's "VP Calculator" and discovered that I had made two calculational mistakes!

-----QUOTE-----

I'm very interested in the recent uncovered book of quests and plan a quick play test this weekend. I've always been a huge fan of randomness, but this worries even me.

-----QUOTE-----

What is it that worries you? The Book of Quests doesn't propose that the Quests be assigned randomly. In fact, some Quests are restricted to particular characters, so this doesn't seem possible even if it were desirable.

If your concern is that some Quests might turn out to be much easier than others, I agree that it is a little disconcerting to have different characters playing to such vastly different goals without any guarantee that their chances of success are anywhere near equivalent.

And I agree that, while we all know that in the basic game a character can find some overwhelmingly powerful treasure in the first week, it still doesn't seem the same as selecting a Quest to locate the Lost City and Lost Castle and ending up with them right next to your starting tile! I think only experience with the Book of Quests will tell if this is going to be a problem.

Posted by: dwfiv on Oct. 23 2002,11:56

Quote from mcknight, posted on Oct. 23 2002,11:42

-----QUOTE-----

The example at the end of the 3rd Edition Rules will help with interpreting the calculation of Victory Points.

-----QUOTE-----

Yeah, once the third edition rules came out I double-checked the final scores for my Cyan game. Several were in error! (Why didn't some of the more experienced players catch this fact, I wonder.) Anyway, the Cyan scores have been revised. Still, no one came out positive 😊 , but the new calculations did break the 3-way tie for third.

Posted by: vincegamer on Oct. 24 2002,09:15

I don't think the calculator is correct, but I'm not sure I still have the info to find out where it was going wrong. I think it maybe rounded negatives up or something similar.

Posted by: mcknight on Oct. 24 2002,16:46

-----QUOTE-----

I don't think the calculator is correct, but I'm not sure I still have the info to find out where it was going wrong. I think it maybe rounded negatives up or something similar.

-----QUOTE-----

Both the html Victory Point Calculator and the downloadable EXCEL spreadsheet

MagicRealmCalc.xls that are on Dave Brown's Magic Realm Keep at <

<http://www.geocities.com/finiasjynx/> >

give the right answer for the Wizard example in the 3rd Edition Rules which includes a couple of negative scores.

I think the versions posted now are correct, and the spreadsheet, at least, gives the score breakdown so that you can check it pretty easily. In the spreadsheet, you do have to put a number or 0 in each category for the number of Victory Points required--it doesn't work if you

just leave the field blank instead.

Posted by: briwal on Oct. 25 2002,11:02

This is a little off topic but not by much...

I really like the organization of the 3rd edition rules. The people involved really deserve to be praised.

When is the optional rules section going to be added?

Posted by: briwal on Oct. 25 2002,15:56

A couple of optional rules that have not been discussed whether you play with them or not are:

- Commerce: different color natives basic price modified
- Commerce: use of the commerce table.
- Commerce: grudges and gratitude
- automatic enchanting

I played a couple of times without any advanced/optional rules and a couple of times with all the advanced/optional rules.

I think that next time we play I'll just pick and choose a few of the advanced/optional rules we liked best. Those being: seasons, serious wounds, grudges and gratitude, and stumble table, (maybe some of the optional abilities).

Posted by: vincegamer on Oct. 25 2002,17:59

Maybe I spoke too soon.

I just checked the date on my emails with Doc Brown.

They were July 6. He asked me for specifics with my problem and I never got back to him. At that time his spreadsheet was generating a wrong score, but now it works so he must have fixed it.

Posted by: mcknight on Oct. 27 2002,01:41

-----QUOTE-----

I really like the organization of the 3rd edition rules. The people involved really deserve to be praised. When is the optional rules section going to be added?

-----QUOTE-----

I'm glad you like them! The rules are being reviewed by Richard Hamblen while at the same time they are being perfected in response to comments from people like you on the Magic

Realm list serve. Be sure to send any comments on mistakes or clarifications to Teresa and me.

The Optional Rules will be added after we get RH's comments back and prepare a next draft of the basic rules. When? Well, probably by January or so.

-----QUOTE-----

A couple of optional rules that have not been discussed whether you play with them or not are:

- *Commerce: different color natives basic price modified*
- *Commerce: use of the commerce table.*
- *Commerce: grudges and gratitude*
- *automatic enchanting*

-----QUOTE-----

The different prices for different colored natives groups seems like a neat wrinkle, but people have suggested that it's too much trouble to go chasing the right color native group all over the board, and in practice it doesn't happen. This may be because without "Watchful Natives" or something like it, there is an excellent chance that most of the native groups will have been wiped out at a fairly early stage of the game. I would be interested in feedback on people using this rule with "Watchful Natives." Is it used more if the native groups are more likely to be around?

The Commerce Table has one very bad flaw. The White Knight can continue to sell his equipment to the Order for 5 or 10 gold over the price and buy it back for base price until he accumulates as much gold as he wants. Of course, this is just a subset of the problem that the White Knight's "Honor" advantage seems to be too much of an advantage when he is also allied with the Order. Suggested fix if this bothers you: make the White Knight only Friendly with the Order.

Most people think that some form of Grudges and Gratitude makes sense, and most think that the penalties for killing a native should apply to neutral and unfriendly natives, and perhaps even extend to the other native groups of the same tribe. (After all, if you wipe out a native group it doesn't much hurt you that they aren't friendly any more--unless they regenerate, of course).

I've seen "Automatic Enchanting" used in Dan Farrow's "Cyan" game and it certainly causes those tiles to flip like crazy--particularly on months that have all colors on Day 7! My own prejudice is that this rule does too much: magic users should have to enchant those tiles to turn them over. But Automatic Enchanting does result in seeing tiles enchanted and unenchanted more than once in the same game, something which happens relatively infrequently without the rule and can be fun to watch in tiles where the paths change!

Another rule that Dan used in that game was "Enhanced Magic" which is really a boon to magic users. One thing to be said for "Enhanced Magic" is that it gives a purpose to spells that give the spellcaster an extra phase. Ordinarily spells like "See Hidden Signs" or "Blazing Light" aren't too useful because they give you one extra phase the next day, but you have to use it to rest your Magic chit (well, not the next day perhaps, but sometime). With "Enhanced Magic," the Elf can cast "See Hidden Signs" in an enchanted woods tile with all four of his Type III Magic chits, move to a nearby treasure site the next day, loot the treasures, and then move out again before monsters arrive. (As if the Elf needs the help!) Or the Sorcerer can

cast "Blazing Light" with his six Type IV magic chits and just clean out a cave clearing on the next day. But let it be noted that despite this advantage (and "Automatic Enchanting" and "Enchanced Artifacts") none of the magic users in the Cyan game managed a positive score!

Posted by: vincegamer on Oct. 28 2002,09:30

That Cyan game was one of the times I played the captain and ended with lots of spells. I was actually only prevented from getting a positive score by player intervention I think. I know WoodsGirl was.

What Steve misses is that while it may increase the power of magic users a bit, it vastly increases the power of the non-magic types, especially if using automatic enchanting.

Everyone has an incentive to go for usable spells since if you find a book, you can record those spells no matter what the type.

Hey, White knight attacked by 2 stacks of goblins? Will he be wounded to death? No! He has the Scroll of Alchemy and Fiery Blast speed 0, and the cave enchanted day 21 so he can cast it at no cost!

Strangely to me, no one played the Magician in that game.

Posted by: dwfiv on Nov. 07 2002,08:00

Quote from vincegamer, posted on Oct. 28 2002,09:30

-----QUOTE-----

That Cyan game was one of the times I played the captain and ended with lots of spells. I was actually only prevented from getting a positive score by player intervention I think. I know WoodsGirl was.

-----QUOTE-----

Actually, several players were on their way to a positive score but forgot about Gold magic on Day 28 flipping all the woods tiles! This closed the road to the one native group who a number of players were planning to sell to on day 28.

I would attribute this oversight to the fact that players were unfamiliar with Auto Enchanting and so didn't look far enough ahead to see what impact it would have. Maybe if more games used it players would be more prepared for it.

By 2 cents worth.

-DAN

Posted by: vincegamer on Nov. 07 2002,09:18

If I recall correctly, Sorcerer had written to flip the tile back but he got blocked by another character before he could do it.

Point taken though. We didn't plan for the tile flipping and as a result we had no wiggle room.

In fact I think only one of us would have been able to do a trade phase so it was going to be hand everything to x, x sells it all to native, then at the end of combat trade amongst ourselves.

Now if we had been using Garrison Shops it all would have been moot 😊

Posted by: madmanatw on Nov. 07 2002,13:24

Yeah, in the GSMR game I suspect some characters are already heading towards shops in case there is a bad string of 6s on the rolls to see if they are open. :>

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Trying to Get People to Play started by january

Posted by: DeadAdventurer on Nov. 13 2002,14:22

I recently got this game, being a fan of fantasy board games, and I have been trying to get some people to play. I even found some people willing to learn the rules.

But after a few games (2nd encounter) we found that the first month of the game seems very uneventful.

It happens often that many weeks are spent just trying to loot one site. And by then, big baddies that are impossible to fight have arrived, so then you have to move away, hide, then hide and come back to search. I suppose you could hide right away then loot 4 times, but then the hide roll determines whether you live or die, because usually you can't run from the baddies either. Combat seems to come down to hoping baddies happen to go to the right spot.

We thought maybe adding the 3rd encounter would make monsters easier to deal with, but then usually a crazy amount of time is spent waiting for the right native group to come to hire.

Trading also seems too difficult, because by the time you get enough money to afford anything, the game is almost over. Then you have to get lucky and get a low roll to get things at a reasonable price. Maybe spend another week trying to do that, usually only practical if the group is an ally.

We played with 3 people, each being 1 character. Usually Berserker, White Knight, and Black Knight.

Any suggestions how to make the game move along so people aren't just sitting around waiting for a certain number?

Posted by: mcknight on Nov. 13 2002,16:41

Hmmm... It seems like two of those three characters, at least, should be a pretty good match for any of the baddies. The White Knight or the Berserker, attacking from hiding, should be able to remove most Dragons, Giants, and Spiders. Together, or either one of them with the Black Knight, should be able to take almost anything except large batches of monsters. In fact, when I play those big bruisers, I take nearly all my points in Fame and Notoriety and just about ignore the treasure sites.

I wonder if there is something you are missing in the rules. It usually takes less than a week of game time for three characters to turn up several treasure sites, and once you get there it should take an average of less than three Locate phases to discover the sites. Nobody Loots to the very last treasure (except the Dwarf in the caves or some other character with a roll-one-die advantage), but you can usually pull most of the top treasures off a site in a couple of days after you discover it.

Maybe it would help to have a little more variety in the characters you choose. Traveling with a light character (Swordsman, Woods Girl) that can lure to set up kills or to let everyone run away increases the survivability of everyone in the group. A medium character like the Captain or Amazon works well, too, and they can also deal it out to any of the unarmored monsters if they can improve their weapons. The Dwarf is absolutely unmatched in the

caves where he can handle any of the badies one-on-one and clean up any treasure sites he finds.

Trading for the native's possessions really works only with friendly or allied groups, but the Captain can get an Ax or the Dwarf an extra helmet with cash on hand, and the Amazon can pick up a Spear or the White Knight can get a Morning Star or Crossbow by trading in their original equipment.

Waiting for a particular Monster Roll can be a drag, but a clever character usually has at least two strings to his bow, so that if the right monster doesn't come, he can mark time by looting the treasure sites. Even waiting for a particular native group, although risky, is more likely than not to pay off in four days or less.

Does this help any? I've heard beginners complain that they can't seem to survive the game, but this is the first time I've heard anyone say that nothing happens!

Posted by: january on Nov. 15 2002, 16:55

I wonder if you aren't missing something as well. You should try getting in on one of the PBEM games. They will really build your game skills. Usually there are 8 or more people playing so there is a ton going on. You will pick up the little tricks that will enhance your gaming experience. With just 3 players in the same spot you can have a few redundant rolls and not see any action. Make it a point to visit the 6 clearing tiles as those ones bring the most monsters. There is no monster that the three of those characters (White Knight, Berserker, and Black Knight) can't take on together. If you're running from the monsters as opposed to fighting you may be missing something regarding combat if you think you won't win. When you play the 3rd encounter kill the natives! That's easy gold and goods. Having a horse can speed your movement. Keep us informed of your adventures. 😊

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: New Counters started by vincegamer

Posted by: Velusion on Nov. 29 2002,18:02

Anyone have any idea if John Frenzel ever finished his "improved" MR counters? I've tried sending him an e-mail but it was rejected.

Posted by: Bmanzpapa on Dec. 01 2002,23:08

I'm not sure if John has finished his counters yet.

You can check out my lookalikes at:

< <http://www.mywonderland.org/magicrealm> >

Dan

Posted by: Velusion on Dec. 02 2002,01:53

Very sweet! Thanks for the counters Dan, I'm planning on hitting the glue and matting board soon...

And thanks John F for giving him the inspiration!

What are counters are you planning on doing next Dan? Can I get a hint?

Posted by: Bmanzpapa on Dec. 02 2002,12:03

If you're using a good inkjet printer to create the counters then don't bother with glue. Avery makes some great full-sheet labels geared towards inkjet printers.

Print the label, attach it to the board material and ta-da! instant counter sheet. The trickiest part is lining up both sides.

The way I did it was to attach one label to the board, cut out the board using the register marks of the outside counters and then cut out the facing label and try to attach it matching all edges.

I've noticed a couple of typos on the sound counters that I haven't fixed yet and that's next on the agenda. After that I'm going to make some counters for the spells; fly's of various speeds/weights, a T attack counter for Small Blessing, etc.

Dan

Posted by: Velusion on Dec. 03 2002,13:17

FYI... This is a great page that walks you through mounting them the conventional way:

< Counter Mounting Guide >

I have a Tektronix at work that can print on glossy quickly so I'm going to use that.

I was also considereing mounting Robin Warren's expansion as well while I'm at it.

Posted by: vincegamer on Dec. 03 2002,15:18

An interesting article.

I've mounted 2 games in my life. Come to think of it, it was actually the same game both times, once on card-stock once on magnetic sheets. (that is something the article didn't suggest but I find very nice since I mounted the board on a steel sheet then hung it on the wall).

Anyway, I wanted to add a couple of things.

First, the more care and time you take the more mistakes you will avoid. Yes, it's a long and tedious process. I used to take these colored bits of paper and magnetic strips with me wherever I went so when I was waiting on something I could mount pieces. Still, the one I did more slowly is 10 times better than the one I tried to get done quickly.

Second, when you've copied out front and back sheets, hold them up to a light (or place on a light table if you are so lucky) and make sure they match. As he said, photocopiers can distort. I saved myself quite a headache when I did this and discovered the backs were about 3/16" wider than the fronts (re-copy and reduce).

Finally on materials. Beyond my magnet suggestion, this is a matter of choice but I wanted to point out that there are more options. The standard I think he's talking about is 4mil mat board.

mat board comes in 8, 4, 2 and 1 mil. 1 mil is about as thick as a playing card (or the counters from Metagaming's old Microgames), 8 mil is about 1/8" thick.

Foam core comes in 1/8, 1/4(standard) and even 1/2 inch thicknesses and is also available in acid-free and black versions. If you want heavy (and a pain to cut by hand) go with 8mil mat board. If you want reasonably durable go with 4mil. If you want it to stay put when someone bumps the table, use magnets.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: A stranger enters the realms started by Teresa

Posted by: uraliss on Nov. 30 2002,10:29

Hi Folks,

Just recently I have managed to bring together all my old friends to recreate some of those happy evenings spent playing boardgames and moving chits about and making strategic decisions of great importance.

As we are all a lot older now and time is not as available as it once was we can only meet up once every couple of months. Therefore we have to be fairly choosy about what we play to get the best out of it.

We have been playing games like Carcassonne and Settlers which are great but I would like to try something with more meat to it!

I managed to pick myself up a copy of Magic Realm this week off Ebay. I have a number of questions I would like to ask about it.

1. Is there a complete component list so that I can check to see if everything is there?
2. The game has the legendary, lost second edition rules. These weigh in at 80 pages!!! How on earth do you learn all that? I noticed that there are Third Edition rules available for download. Is it worth getting those?
3. What is the best number of players to play this game? My next gamesmeet will be just 3 players. Is that a good number?
4. I so want to play this game but i'm sure when I show my friends the rulebook there will be much gnashing of teeth! What can I do to persuade them to have a go at it?

Looking forward to hearing what you guys think!

Thanks

Posted by: Gilbert on Nov. 30 2002,12:40

1. You will find lists of treasures (both cards and counters) and spells on this Web site.
2. As for other chits, I do not know whether there is a complete list anywhere, but, if you work through the set up procedure, it will be obvious if you are missing something.
3. The third edition rules are roughly the same size as the second edition, but re-organized, and including several errata. Keep in mind that a lot of the 84 pages is taken up by charts and tables.
As to the rules themselves, they tend to be very repetitive, which inflates their length.
4. In my experience, there is really no optimal number; some of my most enjoyable games have been with only two players, counter-intuitive as that may sound.
5. You are a **far** cry from Carcassonne and Settlers of Catan now!

Good luck! 😊

Posted by: vincegamer on Dec. 02 2002,08:39

Search this site and the links.

There is a chitlist if you follow the link to "the Keep" which I believe lists all the natives, but in the case of monsters and weapons/armor where there are multiple identical pieces it just lists the stats for one. Like he said, set up the game and you will know.

Yes, download the 3rd ed. They are still in beta form, but they present the game in a much more logical and readable fashion without any changes from 2nd ed (except clarifying some ambiguities).

3 is a good number. I have 2 brothers and sometimes when we are together we'll play. More is probably better to a point, but beyond 5 I would guess some people would get bored waiting for their turn. That said, the online games can handle many more players. More players leads to more teamwork.

On this site you will also find something called "the least you need to know to play Magic Realm."

Print out copies and give them to your friends in advance. It is a simplified summary of the rules. Then read the actual rules yourself and try it solitaire so you have some grasp of how it works before you bring them in. Don't expect to sit down to play and at that point read the rule book.

One more thing, and this is very important: Set up the set-up card BEFORE your friends get there. It can take some time until you are experienced at it and they could get bored waiting - more hands doesn't necessarily help either.

Final suggestion. Join the MR mailing list and post your location and ask if there is an experienced player in your area willing to teach some new players.

This may seem like a lot of effort, but the game rewards it with almost limitless possibilities.

Posted by: dfs on Dec. 02 2002, 11:05

-----QUOTE-----

4. I so want to play this game but i'm sure when I show my friends the rulebook there will be much gnashing of teeth! What can I do to persuade them to have a go at it?

-----QUOTE-----

Have a look at "the least you need to know." Look twice.

Play a few solo games yourself so you don't need to constantly consult the rules.

Have the game (not the map, but the game) setup before your friends arrive.

Play as a cooperative team with non-magical characters. Berserker, Dwarf and the Swordsman should work well.

If the game clicks with your group, introduce magic and the rest of the game.

heh. guess I should have read before posting. Listen to Vince, he won't steer you wrong.....

Posted by: vincegamer on Dec. 02 2002,11:56

Thanks for the compliment. You mentioned one thing I missed and I want to emphasize. Magic is confusing. Play your first game or two without spell casters. If you want a taste of magic you can go with the White Knight, WoodsGirl or Pilgrim. They are basically fighters with a spell. Pilgrim is nice because you can enchant tiles, which can be very useful for a group trying to get across a board.

Posted by: uraliss on Dec. 02 2002,13:42

Thanks guys!

I found the chit list and its exactly what I was looking for. I've downloaded the "Least you need to know" which should help a lot. Thanks for the advice about the 3rd Edition rules which I was going to avoid.

Unfortunately, I probably won't have the luxury of being able to have the game setup before play because it wont be my place that we are playing at... maybe i could turn up early - we usually chat for an hour or so before we start gaming anyway so perhaps i could use that time.

I know for a fact that I am missing the Swordsman character card. There will probably be a few more missing chits when I check the entire contents. Any ideas on what i can do to replace them?

Posted by: BryanWinter on Dec. 02 2002,16:12

"The Keep" also has scans of all the character cards. And 3rd edition basically reproduces all the info right in t0eh book anyway, so you don't really need it (except for the picture).

Somewhere is an Excel spreadsheet of ALL the components (including multiple copies of weapons and armor and such).

And above all, DON'T be frustrated if you can't wrap your head arund arounda rule or two (or three, or fifty). MR earned its "Complexity: 9" rating. As mentioned above, join teh MR mailing list and ask questions to the group - we welcome all new players and love to help!!!

Good luck, and welcome!

Posted by: dfs on Dec. 02 2002,16:33

-----QUOTE-----

Unfortunately, I probably won't have the luxury of being able to have the game setup before play because it wont be my place that we are playing at... maybe i could turn up early - we usually chat for an hour or so before we start gaming anyway so perhaps i could use that time.

-----QUOTE-----

Then please accept the advice to play a few solo games first. The setup process alone looks very intimidating to newcomers. The rules ARE complex. That can be a deadly combination that causes people to give up before getting hooked.

(I actually keep my setup card always loaded in order to play at any time. When I finish a game, I just set up the card for another game, cover it up and then when I want to play again, setup is less of a hassle.)

Posted by: mcknight on Dec. 02 2002,17:23

The advice above is right on target! The only things that I might add are:

1. Play your first game without hired natives as well as without magic. No player can execute a Hire phase. Combat is *much* easier without hired natives!
2. Play the first week or two of the game without requiring players to write down the moves. It's very hard to plan ahead four phases when you don't quite know how things work.
3. I suggest using the "Sudden Death" victory conditions ("Expanding the Realm" Rule 3) with one change. You need to achieve your victory requirements *and* get back to the Dwelling where you started the game. This is a bunch easier than the involved Victory Point calculation from the Second Edition, and getting back to the starting place creates a satisfying (and sometimes dangerous!) denouement to the game rather than having it end suddenly and out of the blue.
4. I would require only four, or even three, Victory Points to give your friends a better chance to finish a game. It's better to have the game end too soon and leave people looking for more rather than drag on.

There is some more discussion on introducing new-comers to Magic Realm under "Helping Along Newbies" in the "Rules Questions" forum. I think that three players makes an excellent game.

Posted by: vincegamer on Dec. 02 2002,17:58

Dan is a lucky fellow to be able to dedicate space to his set-up card 🤪
I didn't realize 2nd edition rules downgraded the complexity. I recall my catalogs saying complexity 10. 3rd edition may lower it again.

Missing parts.

The character cards aren't necessary, and the updated version can be downloaded right off the download page here, picture and all. Beyond that though, compile a list of exactly what you are missing and write to Teresa M. about it. She has made herself a repository of incomplete games and provides players with whatever pieces she can get together. If by any weird chance you have some extra pieces, please send them to her. I'm pretty sure her contact info is on the site somewhere but if not, join the list and post what you need.

Posted by: Teresa on Dec. 18 2002,21:18

Hi all - if you are looking for parts, just e-mail me at teresa@avocetconsulting.com. Have fun!

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: World Boardgaming Championship started by dfs

Posted by: upsman on July 15 2003,22:42

Hey,

Anyone going to the BPA? I found my old copy of MR a few weeks back and then checked the net and whoa! MR has a second edition!? Which shows just how old my game is. I joined the mailing list and one other person (and his 11 year old son, how cool is that) will be there so thats 3 people so far.

Tim

Posted by: dfs on July 16 2003,10:54

Welcome Tim.

There is actually a third edition ruleset being worked on right now in an attempt to make the rules easier to follow and a bit more airtight. You can find the rules at <
<http://www.thewinternet.com/magicrealm/> >

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Optional abilities started by mcknight

Posted by: matmr on July 21 2003,17:57

As I usually played with few competitive players (coalitions lasted very few turns), we early started to use the optional abilities rules, until we began playing with two characters each. Even then, some optional abilities seemed appropriate anyway.

What's your feeling / experience about this rule?

(I would like to see if and how it has changed in the 3rd edition, but I didn't find yet the 3rd edition optional rules).

Going in detail...

WIZARD: I think that the second magic III chit is essential to make it a good character, otherwise he is very weak (also in games with diplomacy and/or two characters per player), at least with respect to other spell users;

CAPTAIN: his special advantage to HIRE with one die seems too strong, but without it the Amazon is always preferred (perhaps he could hire with -1 to the die roll, a bit less good than using one die? Never tried...)

WOODS GIRL: her special advantage greatly improves the character, perhaps a bit too much (but without it, her destiny seems strongly tied to the existence of one or more treasures in the Deep Woods: not very nice)

MAGICIAN: I think that the advantage of not fatiguing alerted chits is a very small advantage, and is the good complement to the ability of extra alert (which otherwise is seldom useful). To be always used.

DRUID: The immunity to curses is a fair advantage, always to be used (a prize for the generous gamer who selects this character, without fear of falling asleep during the game). The extension of "peace with nature" to site chits I think is not to be used.

ELF: if playing with the Ambush rule, the need to select between Great or Light Elf is a must (he is at a big advantage anyway). Also without the Ambush rule, I think that in games with few characters the Great/Light Elf rule is to be used.

Posted by: mcknight on July 21 2003,23:29

I'm not a big fan of the Optional Abilities. Instead I like the concept that inter-character diplomacy will tend to even out the game. I also don't think that some of these characters need help, and I am amazed that other overpowered characters beside the Elf are not addressed.

In particular: the Captain doesn't need any help. He can start with his friends the Guard or the Soldiers buy an M* weapon, or sell his Helmet and Breastplate to hire the whole group--gaining an impressive set of bodyguards as well as an HQ to help him search and loot.

The Wizard is certainly underpowered, but is a popular character to be friends with. The Amazon, the Dwarf, even the White Knight would be glad to have him on their team, either for his friendship with the Guard to acquire an M* weapon (Amazon) or his ability to Fiery Blast

Goblins and Wolves (White Knight, Dwarf).

If the Ambush rule is used, the Woods Girl doesn't need any help either. She is devastating at ambushing native groups in the woods tiles where she only rolls one die to hide, and has a 1/3 chance of taking down tremendous unarmored monsters. Extending her advantage to all woods clearings is excessive, particularly compared to other light characters such as the Swordsman.

Lots of people will take the Magician even without the optional abilities. He's very difficult to play well, but he has an amazing amount of possibilities for play.

The Druid ends up at the bottom of everyone's list of character strength, but even he is useful as an ally for some of the characters with Tremendous strength (White Knight, Berserker, Dwarf) because "Stones Fly" and that Move L2** chit can mean the difference between life and death when they run into a bunch of Goblins. "Stones Fly" can also be effective against other magic-users: it's longer than Fiery Blast (or the Light Bow!) and almost a sure kill against a single Light character. And don't forget that one-die Hide roll--think Ambush with "Stones Fly" against, e.g. Elf, Witch King, Sorcerer, as well as concealment from monsters.

I agree that the Elf is overpowered if the Ambush rule is used. His extra Hide gives him virtually an extra phase each turn (there are very few cases where a Hide is not useful). And he is a threat to eliminate any native group with his ability to use "Persuade" to bail himself out if he fails an Ambush hide roll (not to mention the possibility of hiring any native group). But Richard Hamblen is correct that his advantages can lead other players to ally against him: I played in a 16-player e-mail game that ended with 4 characters cooperating to kill the Elf (with the key conspirator being the Druid!). "Watchful Natives" will clip the Elf's wings vs. the natives, and any character who lets himself be Ambushed instead of running away when unhidden in the same clearing with the Elf almost deserves to die.

Now, those characters who need to have special disadvantages but were overlooked: the Black Knight and the White Knight! The problem with these two is not their base abilities, but the fact that they are allied with native groups (the Company and the Order) and have the "Fear" and "Honor" advantage which give them an excellent chance of hiring or buying items through a boon. The Black Knight needs only to wait for the Company to appear at the Inn, take a couple of turns to Hire them on a boon, and he is suddenly nearly invulnerable. The White Knight, doesn't even have to wait for the Order to appear. He can start at the Chapel, trade his Great Sword in for a Morning Star and his Suit of Armor for a Warhorse (both at PriceX1) and he can now maneuver at speed=4 without fatiguing and attack at speed=3. And he can still hire O3 on a boon. This is so easy it makes playing the White Knight completely predictable and boring. Solution: Optional Disadvantages for both Knights. The Order should be "friendly" and not "allies" of the White Knight and the Company should be "friendly" and not "allies" of the Black Knight. In fact, give me these two changes and I could easily live without any of the other optional character advantages/disadvantages.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Druid and Witch started by vincegamer

Posted by: matmr on July 21 2003,17:03

Excited by the fact of discovering this live forum on Magic Realm (wow: this game is well known to someone else than me and a few lost friends!), I launch this useless topic:

do someone like to play the Druid or the Witch?

I only played this characters when I learned the game, and when I made some crazy games in solitaire (trying to play many characters as if each had a different player, with even diplomacy and treachery... Must be mad...).

Then I have always discouraged other players to take them.

The Druid seems obliged to hide, go alone, and flee in case of trouble, without any hope to have some fun unless and until he finds very good treasures (but any character can have fun after getting good treasures, and other characters have more possibilities to find treasures useful to them).

The Witch seems to have many possible tactics, but in fact they were all deceiving in my experience.

The familiar is useful but not so much.

The broomstick is funny, but the rule of random landing after each fly gives you a hard life: you never know exactly where you land, and usually can do nothing better than hiding after landing, hoping not to be blocked, and to have time for resting and re-enchanting your V chit to make a new broomstick.

"Absorb Essence" is more interesting and powerful, but if you like it you would better select the Witch King, who can have many other useful spells, more useful magic chits, and is much more funny to play.

Can someone say something good on these two characters?

Posted by: dfs on July 22 2003,09:18

I have a real affection for the witch. She isn't overpowered, and your strategy is largely determined by your spell choice.

Although nobody thinks of her this way, she's an excellent party mage to pair with another character. You have broomstick to flee from anything. Poison makes any fighter more dangerous. Remedy is nice if you want to avoid the chapel. Prophecy and absorb essence have their uses as well.

Please not that I never do well with her, but she's fun to play.

Posted by: Tomas Bjorklund on July 28 2003,05:03

Me!

I like them. I enjoy playing the underdogs, and often try to pick the disadvantaged position games I play, so I'm no stranger to these two. It's more fun to play when the challenge is greater, and should you win it gives you a greater sense of accomplishment.

Having said that, they're not that bad. No character in MR is in my humble opinion.

Cheers,

Tomas.

Posted by: vincegamer on Aug. 18 2003,11:55

I have played both and either won with or seen victory by either.

Druid: if you have a small game, say 3 players, the Druid is IMHO one of the most successful characters around. Nothing can kill him!

Witch: Seen her absorb a troll or Tdragon and eat every native in the game. Also, as pointed out she's a good companion, although rarely used as such. I've seen her successfully team up with the sorcerer though. Helps a great deal to be able to remedy an unlucky transform. Plus she's a light character who can carry medium stuff.

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Development Rules started by mcknight

Posted by: Caersidi on Sep. 02 2001,18:22

I'll copy over a question from The Realm Forum to get things started. Has anyone played using the rules for character development? If so, do they work? They look fascinating but I find it hard to believe that some of the earlier versions of the characters would survive very long. Comments?

Posted by: jdfrenzel on Sep. 02 2001,19:52

Teresa Michelsen has been running a Development game, and they are about 5 months into it. I'll try to find the link. (I'm trying to convince her to post the stuff here, but that's a different story...)

--- John

Posted by: Teresa Michelsen on Sep. 02 2001,21:05

Yes, we are playing an on-line development game, it has been running almost 2 years now, with various players coming in and out. We have had 4 characters reach 5th level, including the Dwarf, Elf, Amazon, and Black Knight. Most characters have been played to at least 2nd or 3rd level without getting killed or before leaving the game. We are playing with the General rules, where characters can go up to 11th level, they get to think up their own names after 4th and get new special abilities every other level.

We use quite a few house rules that are different from the expansion rules in the rulebook. For one thing, the game runs indefinitely, passing through each season in turn. Every six weeks, the board is reset up and the players start completely over at whatever level they have earned so far - they also start the new board in the same clearing they ended the old board in.

We have also restructured the VPs to work in an endless game. Anytime you earn 10F, 20N, 30G, 2 spells, etc., you earn a VP (of course, you can also lose them). You don't have to prerecord them. At first level, 1 VP earns you a chit, at 2nd it takes 2, at third 3, and so on.

Truly, some characters are hard to keep alive at first level, but it can be done. It requires strategies that are completely different from those that are used with a 4th-level character. Probably the most difficult for first-level fighter-types is the idea that they really can't engage in battle - they just don't have enough chits. All first-level characters survive primarily by searching for a treasure or two and staying out of trouble. They can also apprentice to higher-level characters, doing them favors in return for protection and an opportunity to gain some VPs.

A couple of characters have only magic at first level - the Elf and the Witch-King. This is both a problem and a help - the Elf can use his Persuade spell very effectively and is the only character that has much hope of trading and hiring at that level. The Witch-King can transform or absorb essence and gain some VPs by turning into more powerful creatures or monsters that don't have chit limitations in combat.

Any other questions I would be happy to answer them :-) - Teresa Michelsen

Posted by: jdfrenzel on Sep. 02 2001,21:14

-----QUOTE-----

We are playing with the General rules, where characters can go up to 11th level

-----QUOTE-----

I'm not familiar with those. What issue of The General were they in?

-- John

Posted by: Teresa on Sep. 05 2001,12:01

The General expanded rules for 5th level and above are in the main MR issue - Vol.16, no.4, on page 32. They read as follows:

5th level - 15 extra starting GP

6th level - take one random treasure card from any native group

7th level - start with 10N and 5F

8th level - take one horse from any native group

9th level - gets bonus phase every day

10th level - take one weapon or armor counter from any native group OR record one extra spell of any type

11th level - character is declared an "immortal" and retired, player has to start over with a different 1st level character

Posted by: Here's what we do on Sep. 06 2001,13:59

We play the development game sometimes. We use the solitaire rules for starting, so we walk on the board from off-board on the first day. We do this because the dwelling are dangerous since everyone is neutral and no-one has any special rolls to avoid block/battle.

In addition, during the first week, if a group of monsters is prowling, only one is actually summoned for each chit. (so instead of all six goblins showing up, only one does). During the second week, its two monsters etc. We do this to give some of the fighter types something they can actually kill.

Aaron

Posted by: matmr on July 21 2003,16:43

(will someone follow this discussion after two years from its start?)

I also palyed some game with development, but found it rather deceiving.

To speed-up development (and arrive at level 4 without needing a too long game), not only we considered every VP as "good" for development independently from the player recorder goals, but we gained one level with each VP!

Anyway, I think that the game is more interesting when the characters start strong, otherwise they have too few options (and the role of luck becomes even more decisive than in the standard game).

Posted by: Tomas Bjorklund on July 28 2003,04:58

It was some time ago, for sure, but I have played the development game a couple of times.

I remember it was quite unbalanced and produced the effect of snowballing players to victory. Since if you do well, you get promoted and will do even better and get promoted again, and so forth until you win. We tinkered a bit with the rules trying to keep the playing field fair and level, but never seemed to get it to work.

But the idea of starting weak and grow to save the world is basic fantasy fare, and would probably work here too with some rules tweaking.

Cheers,

Tomas.

Posted by: vincegamer on Aug. 18 2003,11:50

I agree about the snowballing.

It is very hard for a level 1 character to advance and relatively easy for a level 3 character.

The difficulty should increase as the character gets more powerful, but we found that by level 3 you were practically an army. Especially since many of the monsters are already on the board by then so you aren't likely to get jumped and can hunt your prey.

Posted by: mcknight on Aug. 19 2003,15:25

I agree that the Level 1 characters are very weak. The powerful fighters (White Knight, Berserker) are especially helpless, their chits fatigue or wound away much too quickly to fight just about anything and they are too slow to run. Just about their only chance to advance is to team up.

But it should be pointed out that the Second Edition "Expanding the Realm" rules do provide a handicapping system to make it easier for the lower-level characters than the higher-level characters to advance: Rule 5.4/1 says, "The number of points a character must obtain to gain a chit depends on his current level. At first level, he gains a chit each time he gains one victory point. At second level, he must gain two victory points for each chit and so on."

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Magic Realm forum??? AMAZING started by Ken

Posted by: Von Zerow on Aug. 28 2003,11:28

I'm an old (37 years) hardcore AH player and Magic Realm was 4th in my personal top ten of boardgames just after A3R, Titan and Dune, so i'm very happy to discover this forum.

Keep up the good work.

Von Zerow

Posted by: dfs on Aug. 29 2003,10:03

Welcome,

Nose around this site and you will find links to an e-mail list.

The list is a bit more active than the boards. If you are really interested in magic realm contact, I would urge you to subscribe to the list and look here.

Posted by: vincegamer on Sep. 03 2003,14:38

Welcome,

Join the mailing list for more resources.

My top 3 multiplayer games are MR, Dune and Kingmaker but in no particular order.

I own Titan but can't find anyone to teach it to me.

Posted by: Ken on Jan. 07 2004,11:50

I tried to subscribe to the mailing list, but the address is unreachable. Is the info on the webpage out of date?

Posted by: mcknight on Jan. 08 2004,15:53

This doesn't work?

"The Magic Realm mailing list has been set up for discussion and announcements relating to the board game Magic Realm.

The list address is mr@wolff.to To subscribe send a message to mr-subscribe@wolff.to

You can subscribe to a digest version of the list by sending email to mr-digest-subscribe@wolff.to While the list isn't high volume, there are short bursts of messages and some people would prefer to get them in a single chunk. If there are any pending messages, a digest message will be sent out in the early morning (USA Central Time). If there may be more than one digest sent out in a single day, but this should happen very rarely. Many days there will be no digest.

To get more details about the list via email, send a message to mr-info@wolff.to

The list help files are available via the web. Of special interest are the info file, which

describes the list policies, and the help file, which describes how to use the list server.

If you aren't sure about whether or not to post something to the list (test posts will get your posting restricted), please run it by the list owner who can be reached at mr-owner@wolff.to

It's a little hard to tell if you've suscribed successfully because the messages come in bursts and often nothing will show up for a week or two. Bruno takes a hard line on sending test messages to the list (don't do it!), but if you have a question you will usually get two or three answers back within 24 hours.

--Steve McKnight

Posted by: Ken on Jan. 08 2004,19:24

No, I tried both the regular and the digest subscription emails and they both got bounced back to me. 🙄

Posted by: Arthwollipot on Jan. 08 2004,23:56

I subscribed the other day and didn't get a return. In fact I got the reply-to-confirm response AND the welcome message.

Posted by: Ken on Jan. 09 2004,11:35

Which address did you use? mr-subscribe@wolff.to? That one's bounced twice for me. Must be my ISP, I suppose. Oh well.

Posted by: Ken on Jan. 09 2004,13:25

I also tried to register for this site's webmail service, but that is apparently not working either.

Posted by: mcknight on Jan. 11 2004,13:31

Apparently there's some problem with the magic realm mailing list for e-mail addresses from places like hotmail.com and yahoo.com due to Bruno Wolf's anti-spam software. I think he's working on fixing it.

This site was started as a demo site by John Frenzel who has apparently been completely devoured by real-world syndrome and dropped out of sight, so I'm not suprised that you couldn't get a response from the magicrealm.net webmail service. The message forums are the only part of the site that are working and up-to-date, and, as you can see, some of us still check occasionally to see if there are any new questions that we can answer!

--Steve

Posted by: Ken on Jan. 13 2004,17:48

I'm not using hotmail or yahoo, just a standard ISP. But sometimes servers just can't see each other due to the distributed nature of the internet.

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Magic Realm Counters started by cmadding

Posted by: cmadding on Jan. 19 2004,18:32

I started reading the rules for MR after seeing it on Boardgamegeek.com and would like to try it out.

I have been looking for somewhere to get the complete set of counters and chits because I can not afford the EBAY auctions.

Does anyone have a scan of the original counters or know of a site where I can get them? This game looks very fun and I am willing to cut out and make a set of counters if I can find them. I got the Hexes and the cards off of the net but I am missing the horses, weapons, armor and so on...

I got the Boardgame program but I can not get the counters out of the program.

Thanks for any help,

Chad

Posted by: Matt on Jan. 19 2004,20:48

Here is a source for improved counters and chits.

< <http://www.mywonderland.org/magicrealm/> >

Here are the original Monster chits

< <http://www.magicrealm.net/pbemfiles/map-new2d.gif> >

Some Magic Realm stuff is here.

< <http://www.tumbolia.org/magicrealm/> >

< <http://www.tumbolia.org/magicrealm/Monsters.jpg> > (* not monsters)

< <http://www.tumbolia.org/magicrealm/Treasures.jpg> >

The Downloads and Links section at Magicrealm.net will have other sources.

Certainly get the 3rd Edition rules at

< <http://www.thewinternet.com/magicrealm/> >

Posted by: cmadding on Jan. 19 2004,21:06

Thanks for the help.

Now I am just needing the horses, weapons and armor.

Maybe I can just make them, or do you know of other links.

Thanks again.

Posted by: Matt on Jan. 19 2004,21:35

For weapons, armor, and horses try the 3rd Edition Lists and Tables available at < <http://www.thewinternet.com/magicrealm/> >

For Spell and Treasure cards try < <http://etloh.8m.com/Files.html> >

Posted by: cmadding on Jan. 19 2004,21:45

Thanks for all of the help. I will Create a web site with a full set when I get one. This will help others in getting the set.

If you find any other links let me know and I will add the information.

Later

Chad

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: HOW LONG HAS EVERYONE BEEN PLAYING MAGIC????? started by mcknight

Posted by: wizrdzmagik13 on Sep. 19 2002,19:20

HEY EVERYONE.....i wanted to know how long all of you have been playing mag? i have been doin it for about 6 yrs... i am also into playing xbox... any one with me there? ..i found a cool new fantasy game called enclave...starbreeze is how i found it out... check it out... i wonder how long everyone has been playing? let me know.. reply...thanks

Posted by: vincegamer on Sep. 20 2002,08:13

Near as I can remember, my first game of Magic Realm was in 1979 or 80.

My older brother was one of the first people to buy the game. He told me he and his friends were so excited waiting for it after reading the promo ads from AH that they made their own version. Unfortunately it no longer exists as it was promptly thrown away when the real thing came.

So put me down for 22 years, though of course there wasn't much playing of it going on in college and I didn't actually buy my own set until 1998.

I've never actually seen an xbox in person.

Vincent

Posted by: bill_andel on Sep. 20 2002,09:54

I picked up 1st edition in high school, about 20 years ago. Played it a couple times with firends, but we never got up to the full seven encounters. My folks sold it at a yard sale while I was in college [sigh]. I picked up 2nd edition at a game store in Albuquerque, NM while I was out there on a job in 1994 and started playing the solo variant. Played BIMR1 on-line last year and my first FTF game in two decades last March on my birthday.

MR is an awesome game, dizzying in its scope and possibilities, but it is a bit daunting for newcomers to learn. Hopefully 3rd Edition will help with that.

Posted by: mcknight on Sep. 20 2002,10:28

First played Magic Realm at a game club in Northern Virginia in 1979 with Jim Stahler, one of the original playtesters. At that time I'm not sure we really understood the sucker punch, and certainly not "World Fades." I remember Jim, about to Broomstick away from the Inn and leave the the Black Knight to be chewed up , saying "Gee, I don't know what happened; I ran this combat solitaire twice, and each time the Witch King and Black Knight were able to take the Rogues."

Played with my kids in the 80's and wrote a rule summary for the First Edition, just to help them (and me) play. Picked up the second edition in the late 80's, but never played the second edition until I found the on-line community four years ago. But I did have the foresight to order an extra Second Edition rulebook, extra Personal History sheet pads, and an entire new set of counters from Avalon-Hill to supplement my Second Edition game.

This game has consistently held my interest for over 20 years, but I haven't had a lot of luck introducing it to anyone ftf except my kids (young adults now), who love it! It has been my dream for years to get the rules into a form that would be more accessible for beginners. I'd like to hope that the 3rd Edition, along with my rule summary "The Least You Need to Know to

Play Magic Realm," will be a major step toward getting the game played more frequently.

--Steve McKnight

Posted by: BryanWinter on Sep. 23 2002,10:06

I honestly can't remember when or where I picked up 1st ed. It was a long time ago and I was pretty young. I read the rules a few times and set up the setup card several times. Built an ungodly number of boards, but never played. Like everyone else on this list, finding players was very difficult.

When I got to college (M Go Blue!) I dragged my copy of MR1 along with me, and proceeded to not play it there as well. Got a job in a hobby shop in Ann Arbor in the games department and ended up being a games retailer for several years while I got my degree. Still never played. Then one day one of my distributors let me know that AH had rereleased MR and I got a couple copies for the shelves. I didn't pay a lot of attentopn to the box (since I already had my own copy at home) and it wasn't until one of my customers asked to see the inside of the box that I noticed the MR2 rulebook! (Note to retailers out there, shrink-wrap machines will pay for themselves in no time simply because they allow you to open the box and show the pieces).

Anyway, the guy didn't buy the game, but I left the box open and browsed the new rules. As soon as I got to the Lists & Tables section I got out my wallet and bought it (with my store discount, thank you very much).

I took it home and dusted off (literally) my old MR1 copy to use with my new rulebook. The MR2 copy is still unpunched!

I read the rules a few times and set up the setup card several times. Built an ungodly number of boards, but never played. Even amongst the gaming community in which I worked, I could not find an opponent. They all wanted to play RPGs. I prefer board games. Other board game players didn't think fantasy board games were serious enough and went back to their Advanced Squad Leader tomes. Sigh...

Time passed. My retail game gig turned into a stint as a games product manager for a big distributor. I got married. The distribution gig turned into freelance game design. Too much email from players made me figure out a way to post an FAQ on this new thing called the Internet. That tuned into a career in Web design after freelancing became too tenuous. I had a kid.

And then about 2 years ago, while bored at work, I thought I'd do a bit of Web searching for old games and such. And I discovered this motley crew of degenerates. 😊

The BIMR game that Steve ran was my first game with OTHER PEOPLE. I partnered with Bill and had a great time. It was awesome. Since then I've played several more online games, and look forward to several more. And as there is very little chance I'm going to get my wife to play (believe me I've asked) I'll have to be content with PBEM games until my two boys get old enough to roll the dice without drooling on the pieces (of course, I've drooled on them myself several times).

I'll keep you posted. 😊

Posted by: dfs on Sep. 23 2002,13:07

Bought my first copy as soon as it came out in the AH catalog. Played several games while in HS. Went out and bought a second set to be able to play a double realm.

My copies went off to school with me and I had two roommates flunk out because we spent all our time playing realm.

Got married and lost interest in just playing solo. I didn't have a place to leave it up and cats just love those little pieces.

Found the on-line community with the second edition rules. Bought a copy of the rules and a third (to this day unpunched) copy of the game. I've played in several on-line games and had a lot of fun. My 10 year old loves it.

dfs

Posted by: fiscused on Sep. 23 2002,20:10

I bought Magic Realm (and Consulting Detective) from Games on Call when i was about 16. I tried to play a few times but couldn't figure it out. Played a lot of AH sports games and Victory games (Battle Hymn, 7th Fleet) along with role playing D&D, Runequest, and Top Secret.

Then in Grad school I found some FAQ on the internet, and soon purchased the 2nd edition rules and MR General issue right before AH stopped selling things. I started running and playing in online games before I even had an internet connection at home (and before the cyberboard gamebox.)

This game I thought I'd never figure out is certainly my favorite game of all time. I also love Gunslinger and Merchant of Venus--then figured out they were also made by Richard Hamblen.

Posted by: dwfiv on Sep. 23 2002,20:44

I've been playing MR pretty much since it came out. Bought a second copy of 1st edition because a friend had lost parts to his game and figured maybe I could set up a double board at some time. (Still haven't punched out that second copy, but did give all the character cards to my friend.) Played so many games of 1st edition that I ran out of sheets to record turns on.

Bought the 2nd edition rule book when it came out, but never played 2nd edition until I ran the Cyan game! (You all didn't know you were guinea pigs, did you? 😊)

Magic Realm and Victory in the Pacific (another Hamblen game, right?) are my two all-time favorites. 😊

Be seeing you,
-DAN

Posted by: vincegamer on Sep. 24 2002,08:10

Yes, VIP is another game by Richard Hamblin. I have a copy but have never actually played it. I have played my brother's War At Sea, which is the same basic system.

I guess I was one of the lucky few. I had 2 brothers who were into games. When I was young it was easy to get a game up. We ran through multiple _pads_ of turn sheets, and since AH was still going strong then, we could always order more *sigh*. Now my brothers and I live in 3 different states, but we each have our own copy of MR -a 1st run 1st edition, a 2d run "corrected" 1st edition (with a separately purchased 2d edition rule

book), and a 2d edition.

(Course we also each have a copy of Dune, Kingmaker, Twixt, Source of the Nile, etc....)

Into college it was harder to find opponents, and now it's almost impossible ftf.

Posted by: madmanatw on Sep. 25 2002,19:22

I first got a copy around when I was 10 or 11, so around '85 (and now you know how old, er young, I am, compared to most of you!). Tried to get my friends to play, and of course, tried right off with all 7 encounters' worth of rules!

Unfortunately we made the mistake of playing it outside and some of the pieces blew into a swimming pool. Frustrated, I threw the game away, figuring that having all but one or two site/sound chits was useless because replacements would look obvious.

Within the year I deeply regretted throwing it out.

About a year after that, I was thinking about the game and suddenly understood how combat had been supposed to work.

I went to various gaming stores and was told that it was out of print. Over the years I became on and off obsessed about finding a copy. Finally, in college, I did- the gaming store in Troy NY ordered me a copy and I got a second edition copy.

I tried to get a bunch of friends together to play. Half of them fell asleep before we were done setting up. Discouraged, I put it away and didn't pull it out again for about 5 years!

Finally, a few months ago or so, I pulled it out and convinced my two housemates to play. We all fell in love. Since then I have hooked, ftf, a few more people, like D'Archangel who now hangs out here; then I started running the PBEM EINM game, and got some more newbies to join, who then went and bought a copy of the game (hi Galen!).

So, how long have I been playing? Either 17 years, or about 8 years, or about a year. Or somewhere in between them all. And I think this weekend would be a good time for another game- my girlfriend is bugging me to play.

It's good to have a girlfriend who is as addicted as you are.

Posted by: fmeetze on Sep. 27 2002,02:57


Magic Realm was the first game I ever owned - a gift from my parents. Picture this poor little kid trying to figure out how the setup card works. Needless to say my reading level jumped a few grades after trying to dissect the 1st edition rules. I turned into a little phenomenon.

Eventually, after falling asleep so many times on the second encounter I ended up reverting to my own rules (a good jump start for my wee imagination). Although the way battle and magic are integrated into the game is ingenious, it is extremely encumbersome. I would have really appreciated knowing how to play earlier in life. Then I wouldn't have had to sit there and stare at it for hours. If I had anyone to blame, it would have been Avalon Hill for turning me into a vegetable.


After a little professional help and 18 years later, I finally figured out how to play the game -- sadly, reverting to paying 50 bucks to replace it because Avalon Hill sold its gold. Truthfully, if I didn't have people here to play with, I would have never understood the game.

Posted by: Raedwald Tilsig on Oct. 03 2002,15:18

I found this great game way back in 1980. Me and my friend Marc were avid D & D'ers at the time. When lo and behold here was a game with which you can generate an almost unlimited playing field. Opened it up, read the rules and played a few solo games. Then put it away. 22

years later, while looking on the internet, here I find a community of MR players. I have just started playing a beginner game and am looking to play more. Any games looking for a dwarf character. You can reach me at jffrwrsky@aol.com 

Posted by: january on Oct. 04 2002,18:20

Let me toss my hat in here too. My grandfather received MR as a gift in '79'. Our family loved getting together and playing games but MR was a little beyond us. I was very interested in playing it. I made up my own rules and spent a lot of time looking at the pieces and the artwork. I didn't bother to fix the counter errata. I read and re-read the encounter between the Swordman and the Pilgrim and looked forward to such "epic"  battles myself. Still it was hard to find people to play MR with so I got into D&D instead and let my grandparents sell the copy of MR in a garage sale. A few years later the MR bug bit me again and I picked up a copy for myself. This time I sorted and took care of the pieces a little better (I still didn't fix the errata though.) since it was my game. I joined the Army and still didn't find anyone who would play. For some reason this copy of MR ended up at my grandparents' as well. They passed away and I never knew what became of it. The year is 2000 and I'm now in the Coast Guard living in the DC area. I get off work early and decide to visit a mall (Tysons Corner) on the way home. I walk into a game store (The Game Keeper) and find an old copy of MR on the shelf. Now I have a wife and 2 children and no money in my pocket, not even a credit card. I decide to come back the next week and pick it up. So I go back next week and do you think it's there? Of course not!! Well the bug has bitten again so now there's the Internet to turn to. I find that this game has a following, on line games and basically a support group. I win an auction for a used copy with "probably all the peices" for \$35.00. When it arrives don't think I didn't notice the \$1.00 Goodwill Thrift Shop sticker still on the box. Teresa Michelsen helped me with the "probably all the pieces" (Thanks, Teresa!) I enter myself in the MR Tourney as my first official game. Fortunately Vincent Lyon and John Frenzel were in my area at the time and got me up to speed in no time with some face to face games. So all told 23-24 years exposure to the game but only about 2 years really playing. If there's anyone out in the LA/ Long Beach area of California interested in playing give me a buzz!

Posted by: LordMe on Nov. 23 2002,20:31

I bought MR in 1980, my senior year in high school. I loved it and played the hell out of it...but almost always solo. Then I went off to college and after that the service. I took it over to Japan with me and played a couple of times over there, but I lost track of it somehow and it didn't make the return trip with me. So when I got back to the States I went to my local Game Keeper and saw that a second edition had been published. Boom. Sold. I convinced my wife to play a few games with me, but eventually that trailed off and it's just been sitting collecting dust in the garage for the last several years. Until now, that is.

Posted by: g3air on Jan. 04 2003,05:43

What a treat to find this MR site!

We (wife and I) were in Kansas City for a long weekend in late 78 or 79 (we think), and stumbled on a copy of this "new" board game. Perhaps it won't surprise some of you that we spent the rest of the weekend holed up in our hotel room, slogging our way through the 1st edition rules. We were already board gamers, but MR captivated us and we conspired to addict our children (from previous marriages as well as our own three who were not yet born at that time) and anyone else we could corral. The game got a good bit of use for the next 10 years of so.

I still have that set and it is in pretty good shape, since I am somewhat fanatic about keeping player cards and chits and stuff in plastic baggies, etc.

I also got ahold of some articles from the AH General magazine that offered explanations and

optional rules relating to MR. I have a copy of Volume 16, Number 4 (Nov-Dec 1979) which was dedicated to MR and has a great article by Mr. Hamblen. Also still have the print outs of some "cheat sheets" that we put together on our Apple II+ computer which list the game play and combat sequences, the setup, an index for the rules, etc. At some point, I must have ordered extra personal history pads and an additional copy of the rules (1st edition), because the original copy was highly used, highlighted, underlined, etc.

Also in my file is a draft that one of our children (probably my older son, now 33) made of a proposed lake tile, to include some rules, e.g. "2. In winter, you must spend two phases chipping through the ice to get to a treasure location (this does not apply to abandoned treasure or cashed treasure unless".

As you can read, we were avid fans, but when the kids grew older, it was harder to get a game up (sniff), but we still have carried the game (now including an opened, but not used 2nd edition I stumbled on in the late 80's in Switzerland!) wherever we have moved, and with lessening frequency, try to convince people to play.

Wishing all of you a happy new year and good gaming,

Charlie and Cathy Eliason

Posted by: vincegamer on Jan. 06 2003,12:20

Welcome.

and now that you've found us, you can join the mailing list and play again on-line.
If you announce your location you may even be able to get some face-to-face games in.

Your wife plays? Lucky man.

Posted by: Steve Schacher on Jan. 06 2003,21:29

I've been playing it since it first came out.

I also play Gunslinger, yet another Hamblen design.

Steve

Posted by: Caersidi on Jan. 06 2003,22:17

I remember getting the Avalon Hill flyer in 1978 advertising Magic Realm and ordering it right away. That was the first edition. of course, and it was a tough slog through the rules. I sold my original copy about ten years ago, bought a new one with second edition rules about three years ago, and haven't looked back.

Posted by: Patrick van Beek on Jan. 09 2003,11:21

first heard of this game from my uncle when I was about 13 (I guess that would be 87). He introduced me to 1830 (another AH game) which I was impressed with and at that time he also told me about MR. He said that it was very complicated but probably one of the best games which also has a very good solo play. I remember being captured by his description that you could have completely different strategies as a sneaky wizard hiding away, or hacking monsters to pieces as a knight. Also having just moved to a new country and yet to meet many new friends solo play sounded attractive to me!

So I decided to buy 1830 and as the shop had MR as well I bought it at the same time.

This was the 2nd edition, which confused me a little as my uncle said that there were 7

encounters. It was a while before I twigged he must have the first edition!

I got it home, and read the first encounter and together with a friend we played through treasure hunt. Anyway we decided the character chits made the game way too complicated so dispensed with them. I remember feeling very aggrieved when he repeated looted the pool and thought that the game was unfair if you found a treasure site before someone else!

We then moved onto the second encounter (ignoring the warning to play until you understand the first encounter) again without character chits.

Combat was definitely ropey - we made several big mistakes, like not having undercutting, not changing tactics and stacking monsters before filling all the boxes. Together with no chits this meant you either set up for the kill or were killed in the process. When facing multiple enemies this was almost certain death unless you had armour in which case you stood a chance.

after this less than satisfactory experience I had one last look at the rules, realised the character chits were actually an essential component of play and closed the box.

Every time I saw the box on my shelf I vowed I would read the MR rules and play it properly. This vow went unfulfilled on for the next 13 years. At one point I did open the box, only to discover all the spell cards were missing. This filled me with despair as I realised I could never play the 4 encounter.

Then two things happened - at a games fair in 2001 I saw a 1st edition (errata fixed reprint), and bought it on the hopes it was complete. It had every piece all put in little boxes. I also found this website.

With professional exams complete I devoted myself to the rulebook. I played solo until I was happy with the first two encounters and even introduced my wife and brother-in-law to the first encounter. They were not too impressed - I think the suggestion I saw posted here to let them choose there moves at each point is excellent and I am going to try to get my wife to play using that simplification.

I finally played a full game FTF game with my uncle last year - he was still using 1ed edition rules, so it made for some interesting rules clashes - like he was playing sudden death and I wasn't.

I have finally finished reading the 3rd and 4th encounters and are am now playing the 3rd encounter solo.

My uncle and I would really like to play in real time by internet. So far we have not found away without the intervention of a human GM. If anyone has done this please let me know.

Patrick

patvanbeek@yahoo.co.uk

Posted by: vincegamer on Jan. 09 2003,16:56

I can't think of a way, but there are a few people on the list who would be willing to run such a game for you and your uncle. Ask around.

Posted by: Andy_Anderson on Jan. 13 2004,06:36

I would be in hog heaven if some developer would do a full blown computer version of this very fine action rpg. I love the combat style of this game, using the chits, I love the character build from scratch, though hard (as it should be I think). I love building the map. Too many DnD

games, people want to roll until they get all 18's in their stat pools, wanting godlike characters from the start, what's with people? what's wrong with some FEAR factor in a game that you may die and you may have to start over? 😊

Anyways I got this game wayyyyyy back in the late 70's, played all the encounters (solo), then shelved it for many years, then lost it in a move from Dallas to Las Vegas, didn't have room in my car for my game collection (cry). Then as the years went by and I aquired a spouse, I ran upon this game again back in 1998 and purchased TWO copies so we could have a MASSIVE MAP, let me tell yah that was the most fun experience I ever had. But, as usual in splitting with the spouse most times us dudes get the shaft and she got BOTH copies of Magic Realm, and most all my boxed Avalon Hill board games, four copies of Stop Thief and two copies of Feudal, while I got both Everquest accounts! (lol at that time Everquest was more popular to me). So anyways here I am again, just recently purchased another copy of Magic Realm for twice the price I paid for one copy back in 1998, I think the prices of this game are a little ridiculous, some yoyo wants \$90+ for his copy!!!!

Now tell me more about this playing ONLINE? Give me some links and other websites if there are in with more information about Magic Realm and playing online please. 😊

Posted by: dfs on Jan. 13 2004,09:50

Playing via e-mail can be done a couple of different ways.

All rely on one kind soul to be a GM and keep track of the game without playing. Games come over the mailing list and fill up terribly fast. It's not uncommon for a game to last several months.

There is a fine utility called cyberbox that was designed for standard hex wargames, but has been adapted for play with Magic Realm. You send in instructions and the gm returns the end of day results to you in a cyberbox form. A google search should turn it up.

Several GM's prefer to get e-mail's of instructions and then post the results on a web page. There used to be several of these available linked from this page.
<http://www.thewinternet.com/mentormr/index.html>
is an example.

There are several people working independantly on a computer version of Magic Realm. There are questions about who owns the rights and other questions about exactly what should be built. Thomas Bjorklund is leading one attempt over at sourceforge.

Posted by: mcknight on Jan. 24 2004,20:09

Just to expand the answer above, the program that lets you create and exchange graphics of Magic Realm is CyberBoard. You can download it for free from:
< <http://cyberboard.brainiac.com/> >

I always encourage people to send a donation to Dale Larson who wrote, maintains, and upgrades the CyberBoard program. Once you use it, you'll never be without it for a PBEM game.

The other thing you need along with Dale Larson's CyberBoard program is the Magic Realm "gamebox" file, MagicRealm.gbx. This was originally put together by Kevin Worth and has been improved by a number of people including, principally, Brian Sharwood. You can find Kevin Worth's original gamebox though the "Download" tab from this website.

A version of Brian Sharwood's improved MagicRealm.gbx was posted on the Magic Realm page at boardgamegeek.com by Francis Meetze at:
www.boardgamegeek.com

You can find a triple-board Magic Realm Cyberboard gamebox at:
< <http://www.thewinternet.com/magicrealm/> >

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Where are the Magic Realms? started by darkman

Posted by: Velusion on Nov. 18 2002,20:07

Out of curiosity, where is everyone located? Perhaps this forum can lead some to some r/l games for people who have given up hope...

I'm in Dallas, Texas myself and just started playing Magic Realm with a few people in a small "gaming" group.

Posted by: mcknight on Nov. 18 2002,21:23

There are five of us who got together last month in the Boston area and had a great FTF game! If there are others in Boston or the suburbs who are interested, I invite them to e-mail me at mcknight@neu.edu so we can include them in our next game.

--Steve McKnight

Posted by: madmanatw on Nov. 19 2002,02:26

I know at least 4 people in the Boston area who play- 3 of them are in EINM. As for me, I'm in the Bay Area, California, and we could probably get a group of 6 or 7 together if we tried and D'Archangel was visiting.

Posted by: vincegamer on Nov. 19 2002,08:18

I'm in a Maryland suburb of DC. I know there's at least one player in Virginia pretty close and another in Delaware, but we haven't been able to get together since Jarrod moved to SoCal. Until 2 years ago I lived in San Jose. Where were you guys then, madman???

My brother lives in Houston, but he's got a wife and 5 kids (the oldest is 9) so he doesn't have much time for gaming I suppose.

Posted by: BryanWinter on Nov. 19 2002,11:55

Madison, Wisconsin here!

Posted by: Gilbert on Nov. 19 2002,13:18

Snowy Ottawa, Ontario, Canada 🙄

Posted by: madmanatw on Nov. 19 2002,13:32

Quote from vincegamer, posted on Nov. 19 2002,08:18

-----QUOTE-----

Until 2 years ago I lived in San Jose. Where were you guys then, madman???

-----QUOTE-----

I only moved to the area 3 years ago, so there wasn't actually all that much overlap. But lemme know if you ever come back for a visit. 😊

Posted by: dwfiv on Nov. 20 2002,12:55

I live in Southeast Pennsylvania, very close to the Philadelphia Airport. I think I have she-who-must-be-obeyed talked into letting me have a Magic Realm face-to-face weekend. 😊 When we narrow down the date, I will post an invitation to one-and-all on the MR list.

-Dan

Posted by: vincegamer on Nov. 21 2002,07:30

I'm just curious. Are you a Rumpole of the Baley fan or an H. Rider Hager fan?

Posted by: dwfiv on Nov. 21 2002,14:20

Quote from vincegamer, posted on Nov. 21 2002,07:30

-----QUOTE-----

I'm just curious. Are you a Rumpole of the Baley fan or an H. Rider Hager fan?

-----QUOTE-----

She-who-must-be-obeyed is a "Rumpole of the Baley" fan. 😊

Posted by: january on Nov. 21 2002,19:03

I'm in Long Beach/ LA area. I just found a couple of new Magic Realmers in Pomona and there's another interested party here in San Pedro. Hope to game again soon.
Jarrod

Posted by: Steve Schacher on Jan. 06 2003,21:31

San Ramon, CA. (Bay Area)

Steve

Posted by: Caersidi on Jan. 06 2003,22:12

Richmond, CA in the San Francisco East Bay. Hmm, seems like a number of us in the general area.

Posted by: Ken Rutsky on Jan. 12 2003,00:44

Saratoga Springs, NY

Posted by: vincegamer on Jan. 13 2003,09:06

Cool! Isn't that the site of the signing of the Declaration of Sentiments and now home to the national museum of women's history?

Posted by: bill_andel on Jan. 13 2003,09:34

I'm in the Dallas, TX area. A couple of my co-workers also play, too. However, as all of our spouses think the game too complicated and would rather play other games, we don't manage FTF too often.

Posted by: Andy_Anderson on Jan. 11 2004,16:46

I live in East Texas (Longview) and my ex-got off with TWO copies of Magic Realm that I got for a song and a dance a few years ago off EBAY!! HONEY? ARE YOU OUT THERE? I MISSSSSS.....MY GAMES!! LOL Will you send them to me please??? You can have your EVERQUEST account back if you do. 😊

Posted by: Arthwollipot on Jan. 11 2004,23:06

Are there any posters *not* from the USA?

I'm from Australia.

I'm what you might call an oldie-newbie. I played MR many many years ago, but I lost track of my copy way back when.

I finally tracked down a copy on eBay, and after paying *far* too much money I'm now waiting for it to arrive.

Posted by: Andy_Anderson on Jan. 13 2004,06:18

LOL Arth how much did you pay? I can't believe the prices of Magic Realm on EBAY now, I got two copies a few years ago for \$20 and under, now some yo'yo's want \$90+ for it, lol, I wouldn't pay \$90 for a piece of.....oh nm. 😊

Posted by: Arthwollipot on Jan. 18 2004,22:38

I'm not telling how much I paid. Suffice to say that it was more than I expected.

But it was worth it. I'd been looking for quite a while for a good, complete copy of the game from someone who would ship to Australia.

I got it now and it is good.

Posted by: cmadding on Jan. 19 2004,21:23

Dallas, TX

Posted by: Matt on Jan. 19 2004,21:41

St Louis, Mo

Posted by: darkman on Jan. 28 2004,17:48

Richmond, VA

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: War Stories started by Arthwollipot

Posted by: january on Feb. 17 2002,16:47

I haven't been playing that long but the few games I've played have really had some surprising outcomes or turn of events. It's amazing how a player can do so much planning in this game just to have a single roll of the dice or card picked throw everything to the wind. If anyone wants to share some surprising situations or anecdotes I'd love to hear them.

One that I witnessed just took place in the Cyan PBEM game.

A character was playing the Light Elf. He had just discovered the Cairns and drew the Mouldy Skeleton on his first LOOT. For a curse he rolled Wither which ended up Fatiguing all of his chits. He couldn't even carry his bow! He was at least 4 days away from the Chapel and that would've required finding a hidden passage to boot. He suicided to start over and get right back into the action. Probably not a bad call either. And this all happend by the 3rd day! Crazy!

Any other stories out there like that?

Posted by: mcknight on Feb. 18 2002,03:44

Here's a one from the Beginning/Intermediate PBEM game:

The White Knight, traveling with the Pilgrim, Wizard, and two hired Knights of the Order and feeling fairly invulnerable, moves unhidden into the Borderlands tile with two unrevealed chits on it. Oh oh! The Lost City with Serpents and Demons prowling and our intrepid little group attracts two Heavy Serpents, the Flying Demon, and the Demon.

The Pilgrim is packing "Exorcise" which liquidates Demons on contact, but unfortunately he failed to re-enchant his MAGIC I5 chit after removing the Imp last turn. With no chance of even scratching any of the unpleasant visitors, Brother Maynard runs out of the clearing leaving the White Knight, the Wizard, and the two Knights of the Order to deal with the situation.

Since there is no way for any of the four to avoid the Power of the Pit attacks, O2 and O3 lure the Demons since Rust, Forget, Blight, and Terror won't hurt the natives. The White Knight lures the Serpents and attacks the Demon while the Wizard Fiery Blasts all the monsters. The Fiery Blast gets one of the Serpents and O2 and O3 get through their PoP attacks with Forget and Blight, but they are both hit and picked up by the red-side-up Demons. In Round 2, O2 matches direction with the Flying Demon and kills by longer weapon length, but the Demon avoids the both the White Knight and O3's attacks, undercuting and killing O3. The White Knight takes a wound from the remaining Serpent.

Things seem to be under control since O2 can lure the Demon and the White Knight can lure the Serpent and attack the Demon. Weather another Power of the Pit attack, kill the Demon, and then concentrate on the remaining Serpent. At worst the White Knight will get another wound from the Serpent. Just to be safe against a Terror result, the Wizard joins the Pilgrim on the path out of the Clearing.

Things go according to plan as the White Knight avoids the Serpent and the Great Sword matches directions, inflicting a killing blow on the Demon. But the Demon's attack is faster than the Great Sword, so the O2 has to grit his teeth against another Power of the Pit. The gamemaster rolls the dice and stares unbelievably at a (1,1) result! A Fiery Chasm opens, killing O2, the White Knight, the Demon, and the surviving Serpent! The Pilgrim and the Wizard,

his robe smoldering from his narrow escape, look back in amazement and start to think about how they are going to manage without their armored bodyguards.

Posted by: bill_andel on Feb. 18 2002,08:02

...and of course all this happened while I was on vacation in Hawaii with an alternate playing Brother Maynard for me. That'll teach me to let real life interfere with gaming! 😊

Posted by: Netzilla on Feb. 19 2002,09:29

In the first Hidden Realm game I was playing the Black Knight and we were in the last week of the game. I was in pretty good shape needing some Not. to meet my VP requirements and only having some damaged armor and a lost shield to show for it. I've also got the Dragon Essence and the Alchemist's scroll so I can actually cast spells (those two in the same treasure location was probably the single luckiest find in the game, btw).

I'm travelling through some woods, having blown my hide roll, so I'm out in the open. A pack of wolves shows up. No problem, I think, I'm in heavy armor and I've got the Deft Gloves (F L2), so I'll use my dagger to kill a wolf a turn. I whack the first wolf and take only 1 wound (I think). Then, on round two, as I'm striking down a second wolf, an arrow comes flying out of the woods, destroying my armor (in the Hidden Realm, you don't see hidden characters on the board).

Okay, that's a problem. Since I can't do anything about the sniper, I activate my Ointment of Steel (hoping I don't take too many wounds before my ambusher blows their hide roll) and target another wolf. Well, I kill the wolf, and the sniper again destroys my armor. Okay, at this point I'm unarmored, don't know where my attacker is and I've still got 3 wolves left. I don't like this situation. Rather than get killed and let my attacker gain all my stuff and Not, I use the Scroll of Alchemy and Dragon Essence to cast Melt into Mist, knowing that since the DE transforms with me, I'm stuck in mist form for the rest of the game.

Well, my ambusher decides to finish off the wolves, and ends up blowing a hide roll, and I see it's the Woods Girl that's been the source of my pain. Not having many options (since over half the board was still hidden and I didn't know if there was anyone nearby to break the MiM spell), I head off to a corner of the board and suicide.

Fortunately for me, the Magician is left (no chars could be played twice), so I pick him and dump most of my VPs into spells and great treasures, hoping I'll "respawn" within a couple days travel of where the Black Knight suicided (starting locations were randomized). I get lucky (again) and start 1 move away from the treasure pile. I get even luckier and pull the Deft Gloves on my first or second loot roll, making getting the Dragon Essence and Alchemist's Scroll even easier. I spend the rest of the week Reading Runes, to meet my VPs and come in 2nd place in the game. Gotta be one of the top 5 comebacks in MR history (though I don't know who keeps track).

And the Woods Girl didn't make her VPs! Instant Karma, I love it. 😊

Posted by: BryanWinter on Feb. 19 2002,11:09

To add even more irony to Steve's account of the White Knight: I was playing that Knight and it was my first game ever! 😊

Posted by: mcknight on Feb. 19 2002,14:38

Well, I don't want to monopolize this topic, but as the Woods Girl in Netzilla's tale above, I thought that I might add the other perspective. Actually, I didn't start out as the Woods Girl, I

started as the Elf with "Persuade" and "Control Bats" as spells.

In Hidden Realm, you don't see another character if they are hidden, so on Day 2 I'm hidden in the Woods and the Wizard stumbles into the clearing. I'm contemplating finishing him off with an arrow that he wouldn't even know where it came from, but decided, nah, I wouldn't likely get much beside his 10 gold and he'd just come back looking for revenge against the phantom archer.

So the Wizard and I strike up a partnership and we bop around the board for a while, seeing where things are on the board with the Wizard's "Talk to a Wise Bird" (very useful, since in Hidden Realm you don't even see the hexes that you haven't visited), and eluding some Trolls at the Shrine. I had just begun to pick off the Lancers from ambush when we got a week of Soft Ground when we couldn't hide.

The Wiz had just picked up a glimpse of the Lost Castle with the Pool in the Mountains from one of his feathered friends, so we decided to head that way, assuming that mud season would be over by the time we got there. Then the Wiz went nuts.

We run into the Imp and two Heavy Spiders. Fortunately the Imp is dark-side-up so I can lure and we both can run, but the Wiz decides he's going to fight these guys! Well, Elves are known for their discretion, so I'm going to run away and live to fight another day. I watch the battle from the path out of the clearing. The Wiz FB's a Spider or two, and is duking it out with the Imp using his Staff when he gets hit with EYEMIST! He manages to finish off the Imp, by Braile I guess, but it's off to the Chapel for him since he's not going to be much use in finding the Pool, and I'm not going to nursemaid him with stuff that I loot!

So we part company and I head to the Pool, arriving there to find three Bats ensconced around the water. Quick as a flash, I cast Control Bats to create three hired flunkies to dive in the Pool for treasure for me. I pick up the Cloak of Stealth and lots of other goodies and figure I'll do it again the following day. Problem is, you see, there are three Bats, so I have to become unhidden to cast the spell. Next day, one of the Bats moves first, draws the Octopus who blocks the other Bats and me as well! Control Bats expires at Sunset, and I've got an Octopus and three groggy Bats just shaking off the spell and looking around to see who they can kill. As you can imagine, I didn't last long.

Figuring that I'm in for dime I might as well be in for a dollar, I pick the Woods Girl to reincarnate and pick Control Bats again. I'm just on my way back to the Pool to retrieve my stuff when I stumble on the Black Knight tangling with his Wolves. There's only a week or so to go in the game, so I decide to throw my lot in with the Wolves.

I'm waiting for him to pick up a few wounds before I attack, when he surprises me by deactivating his Mace and undercutting the Wolves with his Dagger and the Deft Gloves. To even the odds a little I loose an arrow and roll a deuce to remove his damaged armor. Not much problem staying hidden since this was in the woods after all, and the WG only rolls one die for the Ambush hide. Well, the BK has a pack full of surprises, and when he activates the Ointment of Steel I figure he's probably home free, but I fire off another arrow and pick up a 1 to destroy his T Ointment of Steel.

I'm just notching another arrow when he vaporizes himself into permanent Mist along with his Dragon Essence. He might have abandoned the Dragon Essence to avoid transmorphizing along with a permanent source of Purple magic, but he would have had to survive another arrow since he couldn't abandon the DE and cast a spell in the same action phase. With the way I was shooting he probably thought he was facing the Amazon with the Medium Bow and Oil of Poison!

So I say goodbye to the permanent Mist Knight and head back to the Mountains. On the way up the peak, I spot a pair of nice juicy unarmored Giants and decide to pick up some extra notoriety. But I'm careless this time and stumble over my mocasin while I'm firing from

ambush. I'm just watching the arrow miss when, good Lord, I'm hit with a Fiery Blast from nowhere!

It takes some luck for a light character to survive a FB, but I scrape through with a serious wound. I'm just checking my singed tresses when the Wizard stumbles out of ambush! Turns out he was going to ambush the Giants too until I fell out of ambush. He decides to retarget at the easier mark, but fails his Ambush hide roll. He always was a little clumsy, but an ornery old guy and quite a scrapper.

Well, it wasn't like we was such bussom buddies anyway, and I've got some hard feeling over the Fiery Blast (not to mention I figure he's got a good amount of Notoriety from the Spiders and Imp!), so I decide not to hail him as the reincarnated Elf. We both back out the clearing in a hurry while the Giants are still trying to figure out what the commotion is and what that was flying over their shoulder.

I won't bore you with details of us both trying to loot the pile of abandoned stuff at the Pool while trying to avoid getting ambushed in the process. Not to mention the Octopus and Bats getting in the way. Let me just say that I get the Bats hired again, only this time I'm a little more careful. After they loot and give me their stuff, on their last phase I get them to flutter over to the next hex where they rain down on the Sorcerer at the House. This gets me back the Cloak of Stealth, which is what I wanted most to let me go back and ambush the Giants for my missing Fame. The Octopus runs into a Fiery Blast and gets taken out of the picture.

But we're both running out of time now, and the old guy won't get out the way and let me go after the Giants by myself. So we decide to do it Western style, a shoot-out by the Pool, bow against staff. The Wiz is good, he guesses my maneuver for the second time, but my aim is good this time and he's pinned to the wall before his staff cracks my head open.

Well, it seems like I'd used up all my luck because even rolling one die to hide, I couldn't do anything with the Giants. Fell out of ambush the first round and never did touch anything in that clearing with my bow. So the Black Knight gets the last laugh, and the Wizard too, I guess, though it's a little hard to laugh when you're dead!

Posted by: vincegamer on Feb. 19 2002,14:51

I don't have the specific details because it was a while ago, but I was in a 2 player game as the Wizard, the White Knight being the other player.

I'm actually a bit in the lead, and the White Knight has been having only a mediocre game.

Round about day 22, the White Knight runs afowl of something he can't handle and is killed.

Well I'm across the board and can't get to the stuff in time so I ignore and continue my merry way.

The player comes back on day 24 as the Magician with everything in gold. He starts very near the last resting place of the knight, runs over and loots everything (including a Warhorse to carry it all) and on the last day sells everything for enormous bonus points.

Well, I've been doing well, I even have the Truesteel Sword, so I can still win, but...

I bump into a demon on the last day, and get "carried away".

-reversal of fortune is a common event in the realm

Posted by: vincegamer on Feb. 19 2002,15:10

Steve has reminded me of one more spectacular reversal I had. I don't have his literary style, but you can all fill that in.

I was the Wizard, and I had Persuade. I was also in the Enchanted Deep Woods. For some reason I don't remember, I don't have my Move M 4*. No problem, the only thing that can come on me is a giant. Guess what? A giant comes on. He sneers at me evilly, but I Persuade him to leave me alone and have a cup of tea. As I said, nothing can come on next day so I plan 4 hire phases. I figure I can't go wrong with a big strapping fellow by my side. Did I mention that all happened on day 6? Well day 7 the die roll is another 4. Mr. friendly giant decides to go home, and I waste my turn trying to hire empty space. Night falls and Mr. Giant comes back, only he's not so friendly this time, and I haven't hidden or rested. Mr. Giant decides to make a big greasy spot out of the Wizard.
Lesson learned? plan for Everything!

Posted by: madmanatw on Mar. 28 2002,13:16

3 player game, 3rd Encounter. (I pushed for 4th but was overruled.) I was the Berserker, and the other two players were the Wizard and the Swordsman. The Swordsman's player decided that for the first time we were going to play a non-cooperative game. Berserker and Swordsman started at the Inn, the Wizard at the House. I tell the Swordsman that we're going to off the rogues so he should help me and get a horse.

Day 1. Swordsman says he's going first and tells me "Give me 6 gold or I'll block you at the end of my turn."

I counteroffer with 4.

He says 5.

I counteroffer again that I'll give him 5 but he has to give me one back if he has it at the end of his day. He agrees. He buys a small treasure from the rogues and hires the two swordsman. True to his word (surprisingly) he does not block and gives me 1 gp.

I hire the rogue assassin at x4 and cannot afford to hire the archer.

Evening.

Swordsman went first so he lures first. He declines to lure anyone.

I lure and target a rogue and, since we are using the melee rage rules, get them all on my sheet. I had gone berserk during an alert phase during the day so I was doing ok.

I decide that my hired rogue will not participate in this round, since he's an assassin and the only one he could kill reliably was the archer and then only if he didn't flip.

First round, I kill one, lost my helm and take a number of wounds.

Next round the Swordsman's first rogue lures one of the rogues off my sheet and both of his attack it. Swordsman targets a rogue on my sheet. Everyone misses except his rogues and the ones attacking me, of course. More wounds.

Swordsman's rogues each lure an axeman. My rogue attacks one of the swordsman's rogues. Due to a miscalculation, his rogue kills mine, but thanks to the magic of repositioning, the axeman kills his rogue. I'm finally running out of rogues on my sheet. His other rogue kills its axeman.

The axeman is now unassigned and both of us decline to lure it. Randomly it is assigned to the swordsman and so he assigns it to his remaining hired rogue. I target the swordsman's rogue and undercut, but the axeman also undercuts and goes before me, dammit. Now it's just down to the swordsman and I.

We stare at each other.

I make a mistake- I decide not to attack him. He had not run away, so it would have basically been my only shot at killing him- at any point from here on out, unless I catch him with a lot of wounded/fatigued move chits or some other circumstances, he'll be able to run away from me. Combat ends.

Day 2, he blocks me.

Day 2 evening, I charge him and he runs out of the clearing.

Fortunately, on Day 3 he keeps going with the horses and small treasure he looted on day 2, and I finally get a turn.



Posted by: vincegamer on Mar. 28 2002,18:48

You should have blocked him turn 2, since you weren't getting a turn anyway. Then he wouldn't have gotten those horses.

You are lucky he didn't attack you, since you were all wounded and he had horses to keep him alive.

-also, you got lucky those axemen didn't hit you a couple of times and neither the archer with his speed 1, 1 die missile roll.

Posted by: madmanatw on Mar. 29 2002,19:58

Quote from vincegamer, posted on Mar. 28 2002,18:48

-----QUOTE-----

You should have blocked him turn 2, since you weren't getting a turn anyway. Then he wouldn't have gotten those horses.

You are lucky he didn't attack you, since you were all wounded and he had horses to keep him alive.

-also, you got lucky those axemen didn't hit you a couple of times and neither the archer with his speed 1, 1 die missile roll.

-----QUOTE-----

Hmm, I didn't think about the fact that I could block him during his turn despite my not getting one. (Though he may have hidden as his first activity, I don't remember.) During day 1 I should have attacked him because he would have killed me in 6 turns (1 round per turn at best for him) and I had a one in three each turn of killing him; but once he got the horses, well, neither one of us had properly figured out just how nice the horses were yet at that point. Though with my H+ axe it still might have been closer than he would have liked.

The archer did hit me once. I was beserk and he didn't roll well enough to kill me. :>

In any case, that game is over now and I won- the swordsman died on day 27 and the wizard on day 14, and even aside from that my final score was +12.

Posted by: madmanatw on April 22 2002,02:28

I just finished a game with 2 workhorses, 3 warhorses, and a hired knight. Good game. I won by a wide margin, despite being trapped at the Chapel.

I was playing the Elf. The other two players were the Captain and the Wizard. I took Persuade as one of my spells, and we were playing with Watchful Natives, Grudges (though not extending them to the color group), and just about all the native protecting rules aside from not being able to use hired natives against their own groups.

The Captain hired the Guard on day 1 and the Patrol showed up.

I hired 2 rogues.

I attacked the rogues and we fought (me ambushing) until both of mine were dead and both of the axemen were dead. Then I cast persuade and ended the combat.

Next day I hired 2 more rogues from the Friendly table and finished off the remaining unhired rogues, leaving me with one of the really quick swordsmen.

The Captain and the Guard offed the Patrol.

I found the Lost City in the Caves, and the Wiz and Captain saw all the loot there and headed there quickly. When the Octopus showed up I was hidden and didn't block it, the Guard had gone unhired the midnight before, and the Wizard got a turn before the Captain, who had recorded hire activities... thus the Octopus moved to them at the end of the Wiz's turn, blocked them both, and killed them because they didn't have their bodyguards.

They came back as the Black Knight and Wizard and hired the Company from the Inn.

I went to the Chapel and pulled a similar trick on the Order- I cast persuade first evening, hired one the next day, fought until I became unhidden that evening, cast persuade again. In the end they died and I had one Order with his horse (being able to put him T+ side up and make him not flip is SO useful in using him against his brethren!). I got some warhorses and good loot and was now essentially unkillable to the other players... UNLESS I left the tile the chapel was in, because the only way out was through the Cave, in which all my horses were useless! So, I just sat at the Chapel for over a week (scared and vaguely hopeful that the order might respawn), took out the Lancers when they showed up, and won the game by a good margin (final score +7- most of my points were in Noto).

It was interesting, being trapped. If I entered the cave, the BK would have tried to get the company to kill me, and in caves, even with my bonus hide phase, I had a chance of failing. But, they didn't dare assail me while I sat in the Chapel.

Lots of fun. Lots and lots of native death. The fights with the natives were a LOT harder than they would have been without Watchful Natives- had to stay hidden so they had to be assigned to hirelings, and I never could have done it without the persuade spell. I'm not convinced that this game shows that the Natives need further protecting- this trick really requires the persuade spell.

(As a PS, I was even playing as the Great Elf- using the optional disadvantage!)

Posted by: mcknight on April 22 2002, 16:21

Adam--

How were you able to Ambush with Watchful Natives without getting attacked when you failed a hide roll?

If you hire two Rogues, you can only lure two Rogues, but (ah, I get it!) if you attack the lured Rogues, they won't attack you if you become unhidden, and neither will the remaining Watchful Natives. In fact, if you lure two Rogues with your hirelings, you're immediately battling the Rogues, all the unhired Rogues will end up attacking your hired Rogues, and none of them will be Watchful!

You lose Notoriety for your hired Rogues that get killed, but probably get back nearly as much for the unhired Rogues that you or your hirelings kill, plus you get the goodies when the HQ goes down. Players are so clever! Well, at least it required a little more inventive strategy. Without Watchful Natives, I've seen the Elf take out the Rogues one at a time from Ambush, starting with the Archer he can't run from.

It sounds like an enhanced Treachery may be in order to prevent targeting unhired Rogues with hired Rogues.

--Steve McKnight

Posted by: bill_andel on April 22 2002, 16:26

I'd argue that any group which hires individually (i.e. Rogues, Order) does not naturally have a high degree of loyalty to one another, so there's no need for an "enhanced" treachery. If it ain't broke, don't fix it. Keep it simple.

(corrected spelling)

Posted by: madmanatw on April 22 2002,16:56

Yeah, it works like you said.

First step, I lure with my two hired rogues. I stay hidden. Random assignment, they are all assigned to me, and I can assign them all to my hired rogues because I'm hidden. Then I attack, and even if I fail my ambush roll none of the Rogues in the clearing are watchful. (The Company was watching but not watchful. 😊) The following round I must assign all the rogues that my two dudes don't lure to me, I believe, but I'm fast enough to cast Persuade at that point.

The trick totally falls apart without a bunch of friends or the Persuade spell, which is why I'm not convinced that it needs fixing.

And I agree that the Rogues should definately be able to attack their own members- in fact, I think that should be true of all the "evil" groups- Bashkars, Rogues, and Company. (You _can_ get them fighting themselves if you manage to split them up while they are hired and let them go unhired.) Maybe the "neutral" ones as well (Lancers, Woodfolk, Patrol, Soldiers). But the "good" ones, maybe not. It was surprisingly easy to fight the Order when I had one hired and a single hired fast rogue- my Order I could leave on his dark side, so he dealt T+, and the other members of the Order had to both intercept mine's horse AND change tactics to end up on their dark sides- otherwise they missed or dealt insufficient damage. Having a second person meant the Order didn't get to attack in all three directions at once. I only needed to stop the fight once with Persuade before I finished them off. So that might want to be addressed, because a character with a warhorse is damn near invincible.

But, if it does need to be addressed, it should probably be addressed in one of the native topics. 😊

Posted by: madmanatw on April 22 2002,17:00

Oh, and we were playing with Teresa's rule about the HQ's items being passed down the number line, so I had to finish off ALL of the rogues and possibly more importantly ALL of the Order before I could loot.

And yes, I lost noto, and had a net loss of gold in the first day of combat (had to hire at x3) but over the entire fight I had a net gain of gold and a large gain in noto. Though against the Order I didn't land any of the killing blows myself (it's difficult to punch through T armor with a light bow!), so none of the Order's noto was multiplied.

The Lancers were toast, seeing as they couldn't deal enough damage to kill my T warhorse.

The invulnerability due to horses is nice but, as I noted, fails you if you enter a cave... and my only route to the rest of the map was through a cave that the Black Knight was in... and I KNEW he needed more noto to win. Heh.

Posted by: vincegamer on April 22 2002,17:57

Not only was none of the Order's notoriety value multiplied, but you didn't get any of their gold either.

I'm not sure how Teresa's rule about passing down items works. Since you had O3 hired, did the treasures pass to him when the rest of the group was killed?

Here are some other ideas about the assault on the Rogues:

The elf normally could run away instead of casting Persuade, thus possibly extending another round of fighting. I'm not sure about the Great Elf though.
If you hire a Rogue, then attack that Rogue, it is treachery, but are the other Rogues going to jump in and help him (are they watchful for a guy who's left their group)? If not you could just hire a Rogue, then kill him, then do it again next day.
I know unless you get *pricex1* each time it's a net loss on gold but the pile of horses is huge.
Also, if you get more than one in the same turn, the notoriety is a boost because for one Rogue it's a wash, but as soon as you start multiplying it turns in your favor.

Posted by: madmanatw on April 22 2002,20:13

Quote from vincegamer, posted on April 22 2002,17:57

-----QUOTE-----

I'm not sure how Teresa's rule about passing down items works. Since you had O3 hired, did the treasures pass to him when the rest of the group was killed?

-----QUOTE-----

No, items pass to the lowest numbered unhired native from that group in that clearing. By the version we were playing with, in any case. We killed OHQ first, and the items went to O1. Then I killed O2, and then O1 and at that point the items spilled out onto the ground to be looted.

Posted by: madmanatw on April 22 2002,20:19

Quote from vincegamer, posted on April 22 2002,17:57

-----QUOTE-----

*If you hire a Rogue, then attack that Rogue, it is treachery, but are the other Rogues going to jump in and help him (are they watchful for a guy who's left their group)? If not you could just hire a Rogue, then kill him, then do it again next day.
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Also, if you get more than one in the same turn, the notoriety is a boost because for one Rogue it's a wash, but as soon as you start multiplying it turns in your favor.*

-----QUOTE-----

When you commit treachery you also lose fame, remember.

Extended Grudges makes it such that attacking an unhired native makes that group lose one level of friendliness for each day you attack them. It isn't much of a stretch to say that you are fighting unhired natives if you commit treachery, and therefore, eventually the rest of the rogues will battle you that evening, once you've treacheried enough times.

Perhaps once you've committed treachery against a group no one in the group will work for you again? Or maybe even no natives will, period? Just throwing out thoughts...

Posted by: madmanatw on June 15 2002,15:04

Another war story.

Last night we played a cooperative game. I was the Sorceror, the others were the Berserker and the Elf. We were not using the optional advantages/disadvantages.

The Inn was right near the Guard and, as it turned out, the small campfire, but after a week of waiting there, the woodfolk didn't show up so we left. (The first 2 was rolled on day 16. Lots of 6s, and for the entire game we never spent a day in a mountain tile. So aside from two Ogres on day 2, the first monsters entered the map on day 15!!)

The reason for the story is this: we acquired and actually used the Lost Keys! I bought them from the Company for 15 gold. We found the Vault and despite having the Berserker insisted on opening it with the keys, just to have done so. We then found the Crypt of the Knight in the Vault, which again used the keys. Thus, with the Berserker decked out with the Bane Sword and T warhorse, we wandered thoughtlessly into the cavern. (Our options were cavern or deep wood, and we had been in 3 cave tiles already so we knew the cavern had a 50/50 chance of Lost City, so we went there. We forgot about the horse.)

The Berserker, with the Keys, looted the Lair twice in one day. He rolled a 6 and a 3.

The third item down was the Chest, we discovered later.

But the 6th one was the Cloven Hoof, meaning he picked up item 4 on his second roll! We were SO CLOSE to finding and opening the chest!!

Then 12 goblins killed us all.

Posted by: mcknight on June 18 2002,10:18

-----QUOTE-----
Then 12 goblins killed us all.
-----QUOTE-----

I'm actually surprised that the Sorceror, Berserker, and Elf couldn't at least survive and maybe even kill the Goblins. For starters, the Elf can lure all 12 and run on Round 1, giving the Sorceror and Berserker a chance to run if they want--or to Fiery Blast and go Berserk if they choose to fight it out. The Sorceror can always lure and Melt into Mist while the Berserker makes his escape.

If it's just the Ax Goblins and Spear Goblins and he's Berserk, I'd even give the Berserker a chance against the survivors if he fights it out. He has the Bane Sword, right?

Posted by: madmanatw on June 18 2002,14:51

Well, it was a tad more complex than that.

The Berserker was in one clearing, and Elf and Sorceror in another. Berserker was the only one with any shot in hell of making his VR. Goblins came to the clearing that the Elf and Sorceror were in, and we blocked them (we had been hidden) so they wouldn't gang up on the berserker. Elf lured and ran, I fiery blasted. After manuevers, there were 4 goblins who hit me, and my blast hit them first, the first three died and the fourth survived and killed me.

The Elf was now trapped between a clearing with the Demon and something else, and the remaining goblins. Couldn't execute a hide phase until moving. So in a last ditch effort, the Berserker moved to the goblins and so did the Elf. On the last round, the Elf lured just one goblin, which allowed us to arrange the spear wielders in one pile and make few enough axers in the other piles that in the ideal case, he would survive (ideal was spears flip to deal

no damage and only one axgob hits). Bad rolls, all the spears hit AND the Elf was intercepted.

I was proud of my selfless explosion, but it didn't really help. :>

Posted by: madmanatw on Aug. 01 2002,16:19

Last week I went to CT to see friends and family and ended up playing two games of Magic Realm.

The first game had 2 total newbies and one person who had only ever before played in my email game, which is only on day 2.

Everyone won.

The White Knight joined the game on Day 2 and walked off the board on day 16 (he had to go home) with a score of +4.

The other scores were Witch-King +4 (that was me), +12, +14, and +17.

The Woods Girl ended with 340 gold.

It was the first game in which I'd ever seen the chest opened (again by the woods girl), and the woods girl ALSO ended up with the lucky charm AND the magic wand! Made me as the Witch King a tad jealous.

Also, during the entire game, the only chit she fatigued was her one magic chit... which she used to cast Control Bats.

It was a pretty amazing game. A lot of firsts.

The second game was a double board game, my first of those in a face to face game. After spending an hour setting up the cards and treasures, and then half an hour placing the board, and then an hour and a half on day 1 and evening 1 (one rogues group was killed by two new players), 6 of the players committed suicide to go play scattagories and Galen and I, the owners of the two sets, teamed up, Captain (Galen) with Guard and Pilgrim (me). We managed to finish the entire game in the roughly the amount of time day 1 had taken.

Obnoxious things from that game included getting hit with the Power of the Pit causing everyone in the clearing to wound all light and medium move and fight chits- this kinda seriously hurt the Captain and I and killed 3 out of 4 of the guard. Also, we acquired a chest and a set of keys, but they didn't match. And at the end of the game, we looked up what was in the other chest... and it contained the lucky charm and magic wand!!

Then I discovered that I could tell the difference between the first and second edition's map tiles by feel. That was useful for splitting our sets up again.

Posted by: january on Aug. 01 2002,18:07

Adam, you are a crazy Magic Realm Freek! I love hearing those war stories. It's really cool you get to play face to face like that. I miss being out in DC gaming with John Frenzel and Vincent Lyons. Anyone out in the LA, Long Beach area reading this let me know and we'll game! My email is: ijectl@juno.com

Posted by: Joelist on Sep. 17 2002,18:52

No doubt the most unusual MR thing I ever saw was in a game where I was the Pilgrim. As I was not yet totally in sync with proper Pilgrim play, I chose Exorcism over Small Blessing. Thankfully, I made it a point to enchant I5 to provide White Color Magic.

After a few uneventful turns wandering (in company with the Berserker, talk about an odd team), we encountered the Dwarf and the Witch King. Being real diplomats, we all decided to

fight.

The Witch King here made his fatal mistake. He assumed that, like a normal player, I had chosen Small Blessing and thus instead of targeting me he targeted the Berserker with Transform. I did Exorcise. Whump!

First off, the Transform was broken (the Berserker would have been a squirrel). Even better, ALL of the Witch King's spells were broken and all magic chits fatigued. Thus, as the Berserker dispatched the Dwarf I walked over to this lump resting on the ground called the Witch King and dispatched him with my staff.

Posted by: bill_andel on Sep. 18 2002,09:41

Exorcism is not so unusual a choice for the Pilgrim if he hires one of the order or (even better) teams up with the White Knight as I did in BIMR1.

Posted by: dwfiv on Sep. 21 2002,08:01

My 10-year-old son and I were playing MR the other day, he was the White Knight and I was the Magician. He finds the Golden Icon, and, being one of only 3 characters that can actually carry the thing, he lugs it to the Chapel. Now he records a full day of Trade phases because he thought you had to roll to sell as well as buy. When I explained you get to sell without rolling he sells the Icon in phase 1, rolls to buy it back on phase 2 and gets it for a Boon! and then sells it again on phase 3. +200 gold in 3 phases! 🤔 Needless to say he won by a big margin.

Posted by: mcknight on Sep. 21 2002,21:40

You're a tough Dad--not letting your son change the move if he misunderstood the rules. His sell-boon-sell-again win serves you right! I used to let my kids play without pre-recording their moves until they were 12.

But seriously, doesn't your 10-year-old love the game?

Posted by: marphod on Oct. 31 2002,23:37

So I was playing a solo MR game tonight - the elf and the woodsgirl.

So, at the end of the day the elf ends up hidden, at the inn, having hired 2 of the rogues. And due to lucky (?) monster rolls, the company shows up.

Round one, elf lures the rogues with his hired natives, and takes a potshot at the archer. The elf connects and kills, as does both rogues, but bad luck, both of his rogues are intercepted and killed by the remaining rogues on their sheets. Elf remains hidden (Ambush)

Round two, elf takes another pot shot. Hits, and manages to stay hidden.

Round three, elf takes another shot, doesn't do enough damage, but remains hidden.

... Round 12, elf takes another pot shot, hits and kills the last rogue, and remains hidden.

Round thirteen, elf says what the hell, and takes a shot at the Company's crossbowman. Hits and kills, and manages to remain hidden.

Round fourteen, elf takes another shot, kills, and stays hidden.

...

...

Round 25, elf takes a shot at the last remaining company member, stays hidden and kills him.

Round 26, elf wonders why he took persuade as a spell, and twiddles his thumbs.

Total, gold - 32 , noto -288 (!!!)

At the end of week one, I'm debating just walking off the board with the elf. he had 3 VPs in noto as it was.

Posted by: vincegamer on Nov. 04 2002,07:55

Wow! 26 successful hide rolls. I bet Elf was also wondering why he bothered to hire those 2 Rogues. He would have been much better off just shooting them.

Posted by: madmanatw on Nov. 04 2002,16:01

Galen, next time we play together, we're using your dice. 😊

Posted by: january on Nov. 18 2002,18:59

I just had a really good face to face game with some new players (however they were expert gamers so it was easy to teach them). If there was a bard available he would truly be able to write a song about the epic battle that took place at the Shrine in the Deep Woods. Olaf the Berserker and Ganduff the Wizard had been having quite a bit of success adventuring in the Realm. Of some note was the encounter with 6 Axe Goblins. Between Olaf's mighty axe and Ganduff's Fiery Blast they never lasted the first round. But that is not our story. Olaf arrived with Ganduff in tow at the Shrine. Inigo the Swordsman recently uncovered the Toadstool Circle and Olaf had hopes of acquiring the Devil Sword. When Olaf came upon the Shrine he heard a Howl in a distant clearing. However, when a well hidden Ganduff stumbled in behind Olaf the distant howling became very near Bats. 3 of them in fact. Of course why would a mighty Berserker and a crafty Wizard have anything to fear from mere bats? Olaf removed his helm and prepared his Great Axe for a battle that may not even come to pass. Ganduff did not have his spell alerted but Alerted Monsters was not one of the rules being used so his Magic IV3* should be able to hit all the bats. Well, 2 of the bats changed tactics and didn't match up. The one that didn't change tactics shrugged off the weak wizard's fire (5,6) as Ganduff yelled "Olaf, it's all you, baby!" Olaf missed his as well and was wounded thrice.

Again Olaf took 3 wounds but sent a bat to Hades on the 3rd round only taking 2 wounds but dropping his helmet allowing Ganduff to pick it up. Things were starting to look desperate.

Round 4 Ganduff, showing the bravery and friendship for which Wizards are renown, lures a bat towards him and dawns Olaf's Viking helm. The bat sets up to swoop and smash as Ganduff hunkers down to receive the blow. And indeed the bat does crash into the helmet, damaging it in the process and sending Ganduff staggering back with a wound. Olaf misses his bat again and receives another wound. Once again Ganduff selflessly lures a bat towards him. It begins charging but catching a glint from the dented helm it becomes enraged and dives for another smash, destroying the helm that has been in Olaf's family since time remembered and wounding Ganduff yet again. Olaf again misses his target and receives another wound. With a might "Yalp" Olaf lures both bats toward him allowing Ganduff to flee but Ganduff will not forsake this faithful North man. Once again a bat is sent to Hades as a swinging Great Axe cuts it in two. The other claims justice for his slain companion in the form of another wound to the fearless Olaf. Now the Berserker can barely raise his Axe and can in no way defend himself from another wound from the relentless bat. Ganduff puts fellowship ahead of his life and lures the bat to himself and his certain death (we weren't using serious wounds). Ganduff clenches his teeth and awaits the end. Just as the swooping (ducking) bat moves to a charge to finish off the hapless Wizard, Olaf proves his metal and battle prowess as the blades of his axe thrust into the gaping maw of the huge

winged rodent sending it to it's death and saving the faithful Ganduff. So ends a tale of mighty acts and true friendship. While dangerous and foreboding the Realm verily inspires valiant deeds. 😊

Posted by: mcknight on Nov. 18 2002,21:16

One question/problem here. The Fiery Blast cast with the Magic IV3* would not undercut the Bats on either side. Spellcasters can cast a magical attacks with a denizen of equal time on their sheet, but once the spell is activated it must hit like any other weapon with an attack time of 3--it doesn't undercut unless it is *less than* the target's move time and those Bats are move time 2 on one side and move time 3 on the other! It sounds like the Wizard hit one Bat by matching directions, but failed to kill due to bad luck on the fickle Missile Table.

The Wizard and Berserker were very lucky to survive! Unless you have a horse to take the damage, Bats in numbers more than one are just about the toughest monsters to deal with for the big guys. In fact, they're tough on little guys as well since a single hit ends the story. A Light Sword in the hands of the Wizard would have made all the difference!

Posted by: january on Nov. 21 2002,19:07

You see, that's why I love this forum. As much as you play this game you can still learn something more! Thanks Steve. The bat that was hit did match up not that it mattered but at least I didn't get a chance to "cheeze" the rules. Yes we were lucky but it's games like that which make me hunger for more! 😊

Posted by: vincegamer on Dec. 06 2002,11:45

Yesterday I ran a solo game. I picked characters randomly and built the map semi-randomly and ended up with the Captain and Swordsman so decided to team up. We still lost due to a nasty starting position and cleaning out both the shrine and the Pool and finding no great treasures. Still, the end was exciting.

Captain managed to have the Alchemist's Mixture, the Ointment of Steel and the Reflecting Grease!

He was practically invulnerable!

Swordsman had hired the Company and R1 (can anyone say Troll-slayer?).

Game ended at the Chapel.

Having the Captain end the game by picking off the Order while C5 and R1 knocked their horses out from under them was great fun! In spite of the enormous notoriety though, Captain still lost for no fame or great treasures.

By the way, having Swordsman determine when he would go was amazingly valuable for trading items and for 3 or 4 turns in a row I rolled a 2 monster die roll and the demon kept chasing and blocking the Swordsman in another part of the hex while the Captain looted the Shrine!

Posted by: madmanatw on Jan. 17 2003,13:57

I played an interesting game while visiting my brother over the holidays.

He was the victor, again, this time as the elf. I think he has been in most games he's played to completion. AND, in three out of the four games he's been in, including this one, the chest has been opened! He's evidently rather good luck.

Other interesting things about this game- we looted all but one or two treasures from every single treasure site. This in a single board, 4 player game, where we mostly explored as two teams.

I was very impressed. Also impressive were the massive amounts of fame and noto that the

elf ended up with. (We weren't playing with optional character advantages, so he was rather buff.) Heck, the elf even ended up with two Usable Spells. Was an interesting and very treasure heavy game.

Posted by: dwfiv on Jan. 29 2003,15:51

Had a chance last weekend to introduce two of my son's friends to Magic Realm. They already play D&D, so were familiar with the concept of kill-the-monster-and-steal-its-treasure. I thought MR might be easy for them to understand. Here is a brief description of our game.

We played regular Magic Realm with no advanced or optional rules, except for optional abilities. I took the Sorceror, so I could show how magic worked. My 11-year-old son took the Amazon, his classmate took the White Knight and classmate's older brother took the Black Knight. Turn one was pretty standard. We all started at the Inn, hired a few rogues, Fiery Blasted most of what was left and finished them off in hand-to-hand combat. Day 2 was horse looting and then the long trek to the rest of the realm, up and over the Ledges and down into the valley with the Chapel.

As this point I stopped to explore the ruins with the Black Knight while the White Knight went to hire a member of the Order. Not finding any treasure in the Ruins, BK and I headed toward the Deep Woods. The only way to get there was through the Cavern. Wouldn't you know it, the Cavern held the Lost City! A dozen Goblins caught us unhidden, so I lured them all and Melted while the Black Knight ran away. Poor R7 was left all alone and did manage to kill one goblin before being overwhelmed.

Meanwhile, the White Knight hired O3 on a boon and journeyed to the house, where the Amazon had hired the Solders. Then they set off together to explore the Cliff, which turned up the Cairns.

Back in the Caverns, the Shrine brought the winged demon and Slither summoned his two pet serpents! Failing my hide roll, my Sorceror was hit with Forget from the Power of the Pit before I knew what happened. The Black Knight, with only a mace, could do nothing to save me, so I started over, back at the Inn, as the Wizard.

Seeing all those goblins just waiting to be slain, the White Knight and Amazon headed back to collect some much needed fame points. All four characters met up just outside the cavern. The Wizard moved first, entered the Cavern and enchanted the tile to make use of the free purple magic for two fiery blasts! Along comes a monster roll of 3 and all 17 living goblins headed our way. The Fiery Blast only kills 9 of them (odds are 12 should have roasted.) With all the hired help (O3, 4 soldiers and 2 rogues) luring on round 2, only one goblin attacked the Wizard. Would you believe everyone missed! I warned the kids that another round like that and combat would end with the goblins still alive.

Luckily we managed to finish them off in two more rounds of fighting without losing a hireling! Now there was the matter of a Winged Demon and his two pet serpents in the next clearing. Everyone followed the Amazon who did Hide, Alert, Move. Only she rolled double-6 on the hide attempt! Facing a tremendous monster unhidden was not going to be easy, but at least we all had our weapons and spells alerted.

Round 1: We sent one of the rogues to lure the demon (after all, this was day 14 and his contract would expire at midnight). The Power of the Pit hit us with a result of terror! Say bye-bye to all the soldiers, R5, R6, all the Wizard's move and fight chits, half the Black Knight's move and fight chits, and all the Amazon's chits except for Fight H4** (which was already fatigued from looting the Cairns.) Only the White Knight escaped unscathed. Wizard's alerted Fiery Blast only fried one serpent. White Knight managed to kill the other serpent.

Round 2: We sent O3 to lure the Demon in the hopes that either he or the White Knight could take him out. After a rust result from the Power of the Pit, White Knight lined up with the

Demon and cut him in two.

Assessing our losses, we realized that it would take the better part of a week to limp back to the Chapel where the White Knight could cast Make Whole on one of us per day. It was getting close to Super Bowl time, so we decided to end it there. I'm hoping the kids learned enough about Magic Realm to want to play it again.

Key learnings:

1. Coordinating a battle with 4 characters, 7 hirelings, and 17 goblins is no easy task! And, with such a large melee, explaining the nuances of how combat works is not an undertaking for the faint of heart!
2. It had previously been suggested that games with new players should not allow the Hire activity. After this experience, I strongly agree.

Posted by: vincegamer on Feb. 01 2003,13:08

I can't remember all the move speeds, but I take it the Amazon would not be able to run from the Demon and Serpents?

She's lucky everyone didn't just decide to stop following her when she failed the hide roll. If they had she would have faced them all alone.

- if it would take the better part of a week getting back to the chapel, why bother? Step outside that cave and everyone follow the White Knight and to 5 rest phases per day. Should only take 2 or 3 days to be all in fine shape.

Posted by: dwfiv on Feb. 01 2003,21:30

Quote from vincegamer, posted on Feb. 01 2003,13:08

-----QUOTE-----

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-----QUOTE-----

You know, we didn't think of that! Also, we could have blocked Amazon to keep her from going in alone. We were playing with an all-for-one and one-for-all mentality, so we all went in together.

As for the resting, the Amazon was the worse off, with all her chits wounded except for Fight H4**, which was fatigued. It would take here more than 3 days of 5 rests each to get back to full strength.

Posted by: vincegamer on Feb. 19 2003,15:07

Maybe they could have stopped following, and then blocked the amazon. Not sure.

Posted by: Arthwollipot on Jan. 29 2004,03:12

First game. We were playing with monsters and treasures, but no natives or magic. I was the Captain, My friend was the White Knight and his girlfriend was the Amazon.

Second turn of the game, the White Knight takes out two Flying Dragons and loses his Armour (he was most annoyed when I told him that he couldn't get it back until we included trading with natives!). But he picks up the Timeless Jewel and the Belt of Strength.

By about turn 10 I have found the Crypt of the Knight (but can't open it). Off he goes! A couple of turns later he has the T Armour and the Bane sword (making liberal use of his free Rest phase - at one stage he had 8 of his 12 chits fatigued), and he makes a beeline for the Lost Castle, where there were Dragons and Demons still waiting to be offed.

To cut a long story short (too late!), this guy has a good number of the Treasures on the card and Fame coming out the wazoo. By contrast I had amassed a meager 12 points of Fame (a bat and a couple of spiders I think) and very few treasures.

He was very impressed with the White Knight. I think he's going to play that character again.

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Favourite Characters started by Arthwollipot

Posted by: Arthwollipot on Jan. 29 2004,03:20

In the hope that there are still a few people in addition to mcknight checking out this forum, what are your favourite characters and why?

Here's mine: the Tough Pilgrim. Can anyone tell me what is wrong with this strategy?

With suitable items, the Pilgrim rocks. As soon as you get a bit of Gold, you need to make a beeline for the Chapel to buy some Armour, a weapon and a warhorse, then you kick butt. The only problem is that the Order only has H weapons, which means that you only have one Fight chit to use (H4*). You really need to butter up the Guard to get a Broadsword, or find the Enchanted Meadow and get the Truesteel sword (woot!).

You have the Fight chits to make a difference, so long as you can get a M weapon with a sharpness star. By playing your H4* chit you can even deal Tremendous damage. The downside is that you are slow, which is why you should get that armour. Play the H6 move chit (or a warhorse) and the M3* Fight. This should be enough to undercut most Heavy monsters. If you are fighting a Tremendous monster (or an Armoured one), play the H4* Fight instead to get that extra level of damage. To undercut the faster monsters, play the M2** chit and take the fatigue.

Starting spells: Make Whole is a good choice when using this 'Tough Pilgrim' strategy. You can carry around White magic with you by enchanting your I6* chit. When you take that hit on your armour (and you will!), use Make Whole to repair it.

Exorcise, while a powerful spell, is not as useful to the lone Pilgrim, as the Demons won't attack you anyway. But take it if you want to go around with a group. Sell it to those poor Cursed souls, or the Transformed frogs (for a small donation, of course).

Take a majority of Useable Spells as your victory conditions and head straight for the Shrine. In addition to Reading Runes, you are looking for the Good Book and the Sacred Statue. Because you have a VII chit, look for the Statue as well. With good monster rolls, you should even be able to avoid death at the other treasure locations. With Armour and a Broadsword you should be able to deal with just about any monster except for the fastest, heaviest ones.

Posted by: dfs on Jan. 29 2004,10:10

When I play the pilgrim I always take wish as my spell, start at the chapel and wait till I get a strength wish.

At that point I go hunting lone monsters.

I can do T damage with a time of 2 and a length of staff.

If the board setup is right and you don't have to go too far from the chapel you can score big this way.

Now you are slow enough that multiple monsters are a problem, but that's part of the beauty of the game, there's almost always something out there that can kill you.

Posted by: Arthwollipot on Jan. 30 2004,01:20



I haven't yet worked out how to take on Goblins with this strategy...

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Mêlée Section started by Gilbert

Posted by: Gilbert on Nov. 18 2001,08:43

I have always wondered at the text under the blank boxes at the top of the mêlée section, which is not explained anywhere in the second edition rules. I have always assumed this to be a left over from the first edition rules. Is that indeed the case?

Posted by: vincegamer on Nov. 19 2001,11:18

Yes! Absolutely!

It probably took me years of playing before I finally fully understood the old battle system (hey, I was like 11 when I started!) and then they went and changed the system totally.

The second edition rules allows all positioning of denizens to be done with a single die roll.

The old system only involved two, but it also called for shifting the denizens around in the upper boxes after the first roll. Anyway, ignore the text, and the top boxes. They aren't used anymore. They didn't bother to redesign the sheets is all.

Also, ever wonder why there are 2 months on each sheet and why each month lists a different color magic for day 7??

Same thing. In the first edition rules you didn't have a one month limit. You just played until someone won.

The second edition score system is far more complicated, but I still think it's a vast improvement. Imagine the frustration of the old system, where you could have finally located the Hoard to start looking for that Great Treasure that would make you win, and an opponent who goes before you that day shouts Bingo! (or the equivalent) and wins. The new rules eliminate that "Ooooooh! I was so close" feeling, even though the score system is much more complicated.

Posted by: Arthwollipot on Jan. 29 2004,04:20

(dragging up an ancient thread...)

I found that the 1st edition method of distributing the monsters was much easier to understand than the 2nd. Does the monster charge and thrust? No. Does he dodge and swing? No. OK, he ducks and smashes.

The 2nd edition variety of 'swap this box with the other' seemed to me too confusing. I still use the 1st edition victory system too, although I do use the 'go back to the dwelling' rule.

The game is complex enough without adding any more complexity.

All my opinion, of course. 😊

Posted by: Gilbert on Feb. 01 2004,21:39

I completely agree about the victory conditions; I also use the sudden death rule. In my experience, the rationale for the fixed length game (avoiding an extremely quick victory) is simply not a factor, whereas the second edition victory point calculations are pure insanity.

As to monster distribution, it is true that the wording is awkward (a continual sore points with my players), but the concept itself is very simple: each of the six possible permutations is assigned a die roll. Mathematics is the simplest language! 😊

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: 2nd edition Rules in Japanese started by Tiny Wizard

Posted by: Tiny Wizard on Feb. 01 2004,11:25

Hello Adventurers!

I'm a Japanese gamer, and translated 2nd edition rules into Japanese. To ask for permission to distribute it, I want to contact Mr. Richard Hamblen, the designer of MR.

How can I contact him? Does anyone know his e-mail address?

Thank you.

Posted by: mcknight on Feb. 01 2004,14:37

I will send a note to Richard Hamblen about your desire to get his permission to distribute the Japanese translation of the Second Edition Rules. I haven't heard from Richard in over four months, so I don't know whether he will reply.

I am not a lawyer and I don't want to try to predict what Richard Hamblen would say, but if you are not planning to charge money for the translation my guess is that the worst that could happen is that you could be asked to stop making the translation available.

--Steve McKnight

Posted by: Tiny Wizard on Feb. 02 2004,05:28

Thanks for your advice, and kind offer.

I would like to send a message to Richard Hamblen as below:

"I am a Japanese realmer, and translated your 2nd edition rules of Magic Realm into Japanese. Could you please let me have your permission to distribute it with printing/shipping charge?"

Sorry for disturbing you, Steve.

Thank you, again.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: PBeM Rules clarifications started by jdfrenzel

Posted by: jdfrenzel on Sep. 03 2001,10:38

Nev has put together some clarifications for commonly asked rules questions. < Check it out! >

--- John

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: World Fades started by Steve McKnight

Posted by: Steve McKnight on Sep. 05 2001, 17:48

I'm going to try seeding this site by republishing a question and answer that were pretty much buried at Robin Warren's site...

Replying to:

[/QUOTE]

Please explain the game mechanics of the spell World Fades. I understand permanent spells in general, just not this spell.

Say the Berserker, with the spell already cast on him, starts the day unhidden at a source of black magic. Therefore, the spell is active.

1. When does he roll on the hide table - before any of his phases? any time he wants? during EVENING sequence?

2. The spell says "If he hides successfully, he remains hidden until he is revealed normally (he can hide and be discovered repeatedly)." It's the "hide and be discovered repeatedly" part I don't get. Let's say the Witch has found Hidden Enemies that day and targets the Berserker with a spell. Both of them become unhidden. When does the Berserker get to roll on the hide table again? Does he roll immediately so other enemies can not target him?

3. Are there any other ramifications to being ghostified other than the Magic Sight requirement? Thanks a lot for any help you can offer. How to play this spell has been bothering me for a long time.

Humbly Submitted Caleb

[/QUOTE]

World Fades is a little hard to understand. Not so much what the mechanics are, because you just follow what it says: "If the target character is unhidden and there are no denizens on his Melee Section at the end of round of combat, he rolls on the Hide Table. If he hides successfully, he remains hidden until he is revealed normally (he can hide and be discovered repeatedly)." It only works during rounds of combat in the evening. If you are (or become) unhidden in a combat round (by attacking something, for example) and still don't have any denizens on your sheet, you can hide at the end of the next round.

The question is, what would you ever need this for? It sounds like you can only use it if you don't need it (if there are no denizens on your sheet).

Try this scenario. Witch King is hanging around the Inn with the Rogues. Let's say that it's the 21st day--purple magic everywhere on the board. He has one enchanted Magic V chit (black magic).

During the Day the Witch King hides and alerts three Magic IV chits. After sunset, in the

combat portion of the day, he has some bad luck and the Rogues are battling him, but he's hidden in the Random Assignment part of the Encounter Step of combat round 1, so no Rogues are assigned to him. In the Action part of the Encounter Step of Round 1, he casts World Fades on himself using a Magic VI counter and black magic, becoming unhidden. (If you are playing the ambush rule, he would do a hide roll when he casts the spell on himself to see if he becomes unhidden. In that case, let's say he fails the hide roll.)

So at the end of the combat round, after the Fatigue Step, the Witch King is unhidden and still has no Rogues on his sheet, so he rolls on the Hide table, successfully. So now he's hidden for the Random Assignment part of combat Round 2; the Rogues can't find him and still no natives are assigned to him. In the Action part of the Encounter Step of combat Round 2, he casts Fiery Blast (what else?) with one of his Type IV prepared magic chits. In the Melee Step he picks targets for this Attack Spell--all the Rogues!

Because he's attacking more than one target, he becomes unhidden, but it's too late for the Rogues to attack him this round. Foosh! The prepared Fiery Blast hits all the targets and kills four Rogues. (Where'd that come from?! Over there! Look, the Witch King! Get him!!)

At the end of the Fatigue Step of the second round, guess what? The Witch King is unhidden and still doesn't have any Rogues on his sheet. He rolls on the Hide table again and hides! Next round during the Assignment part of the Encounter Step the Rogues are milling around trying to find him and none are assigned to him. In the Action part of the Encounter Step, he casts his second prepared Magic IV chit for another Fiery Blast. In the Melee phase he targets the remaining Rogues, becoming unhidden. Foosh! Another three Rogues are fried. At the end of the Fatigue Step World Fades is still active, so the Witch King rolls on the Hide Table again successfully.

One more round, one more Fiery Blast and there's nothing left but fried bodies and horses running around loose. Just for good measure, the Witch King hides again so that he will be hidden and unblockable before he moves the next morning! (He will become unhidden normally at the beginning of the first phase of his turn the next day--whether or not the World Fades spell is active.)

Pretty powerful, huh? An ambush with multiple targets, specially designed for the Witch King. I suppose if the Swordsman learned the spell from an artifact and had black magic in the clearing, he could use it to slay as many Goblins as he could before he failed his Hide roll, but, let's face it, the major user of the multiple ambush feature will be the Witch King.

Another use of the Spell is just to turn on Magic Sight. This can be very useful if you are a magic user and trying to learn spells--on a roll of 4 you get to look at all the spells in the artifact or at the treasure site and choose the one you learn! No curses, either. For this reason, World Fades can be a spell that the Magician picks along with 8 spells for his Victory Conditions. Plus, if he rolls a 3 you get the *top* (not the bottom) treasure card at the site. Very useful for picking up treasures at picked-over sites!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: re:Natives started by AaronD

Posted by: AaronD on Sep. 08 2001,12:58

After reading the various posts re:Native bashing, I'm going to try out these new rules:

1-If you have monsters/natives currently on your sheet, you can only target for attack those dezinens. If another character is targetting you, he is considered to be on your sheet.

2-If you or your hireling have nothing on your sheet and you target a monster on another sheet. That monster will move to your sheet unless it is also being targeted by whomever's sheet he's on. If the monster is on a sheet of a character he cannot attack (such as a demon on the Pilgrims sheet) he'll move off of that sheet even if he's targetted.

3-Underlings cannot lure a monster onto his sheet if he is incapable of killing it (i.e. he can't do enough damage).

4-(this affects the ambush rules) If you start an encounter step with anything on your sheet, you are unhidden. Thus, for an ambusher to stay hidden he must either attack monsters that others are attacking, or kill them in one shot.

I know it doesn't use the correct terminology but you get the idea.

Aaron

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Problems started by mcknight

Posted by: Psyber on Sep. 16 2001,05:44

Sorry dont know where else to put this, somee problems with the site: Comments to the Magic Primer dont work, also the BB wont let me post in general forum, it keeps sayin im just a guest in there.

BTW, this is my comment on the Magic Primer

You mistakenly said that if you dont select a character as your target, you stay hidden. Should say an individual, as targeting a native or monster DOES unhide you/require ambush role, not just targeting a character, i think this was a typo of sorts, but this is supposed to be an article to help, and that error could confuse people.

Posted by: jdfrenzel on Sep. 16 2001,06:14

Sorry to hear about the problems, but glad you brought them to light.

I have repaired the Primer comments, so they are now working ok.

I have also rebuilt the forum database, so everyone should be able to post to all the forums. Please let me know if this is still not the case, and we will look into it further. You can email me, or leave a message through the forum messenger if you have trouble posting. My email is john@magicrealm.net, or you can send one to my guys at support@corsairnet.com.

--- John F

Posted by: mcknight on Sep. 16 2001,23:17

Absolutely correct that it should say "individual" instead of "character." This is the sort of mistake that I was hoping that this publication would bring to light. Thanks for your careful reading!

--Steve McKnight

Posted by: jdfrenzel on Sep. 17 2001,01:17

I've corrected the typo in the primer. Steve, could you review that section and verify that it reads ok now?

--- John F

Posted by: mcknight on Sep. 17 2001,17:03

Yes, it looks fine now. It says "character" when it refers to running away, which is fine. Only characters can run away--monsters and natives never run away. Other than that it

uses the word individual for a spell target when that target could be either a character, a native, or a monster.

Steve McKnight

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Gold counters as GT started by Teresa

Posted by: jdfrenzel on Sep. 07 2001,14:31

Our old group thought the gold weapon and armor counters were a little better than your average treasure card. We played that these counters were considered Great Treasures. They are powerful, useful items, and it makes gaining a GT Victory Point easier (you have a better idea where you can get them).

--- John F

Posted by: Teresa on Sep. 19 2001,00:42

I actually think this gives them too much value. Already they are better than average armor, they give you fame and notoriety, and they are worth a ton of gold even if they're damaged or destroyed. To make them a Great Treasure also seems like too much for one item. - Teresa

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Insult/Challenge started by Teresa

Posted by: Netzilla on Sep. 17 2001,22:23

Is it possible to take the -5 Fame/Notoriety from these Meeting Table results if it will leave you with a negative total? I believe it is possible as there are no rules forbidding it and there are rules for having negative totals. However I realize it's a gray area and wanted to get other people's opinions. The only relevant rules sections I could find are listed below. If there's something I missed, someone please let me know.

Rules I found:

First Encounter 2.4/4 a:

This rule states that there are no limits on how high or low Fame and Notoriety can go (above or below zero). There is no mention of how they can end up that way.

Third Encounter 30.3/2:

Says that if the character "does not pay the penalty...". Unfortunately "does not" can be read either as "cannot" or "will not" and therefore doesn't give a clear indication as to if it's a choice or mandate.

Third Encounter 36.3/1:

This rule states that you cannot take up a Campaign or Mission chit if it would leave you with a negative Fame or Notoriety value. This is the only instance I can find expressly forbidding paying Fame or Notoriety into negative values and it only refers to Campaigns and Missions.

Meeting Table:

Challenge - This does actually have "cannot pay" in it, but it seems to be a reference to the special note saying that a character cannot pay if they are under the influence of the Disgust curse. I read this as the Disgust curse is the only instance in which a character cannot pay.

Insult - This lists no instance of a character being unable to pay the penalty.

As for using "role playing" to determine which is the case, I can see arguments for both sides. On one hand you can have someone famous/notorious enough to brush off the insult/challenge (losing Fame/Not without going negative). On the other, you've got someone insignificant who simply becomes more insignificant and has to work harder to build up any reputation (going into negatives).

Basically it seems ambiguous and I was wondering what others thought.

Deric Page

deric.page@usa.net

Yahoo Messenger: Netzilla

ICQ: 8041239

"Everything starts as someone's daydream." - Larry Niven

Posted by: jdfrenzel on Sep. 18 2001,02:46

This came up once in my old group, and we wondered the same thing. Our house rule was Yes, an Insult/Challenge can leave you with a negative total. We based this on the first two rules you mention, and the idea that with some bad rolling, you could be blocked and battled, possibly to death, on your first day in the Realms.

--- John

Posted by: mcknight on Sep. 18 2001,16:52

It's generally played that you *cannot* take negative fame or notoriety to avoid a Block/Battle result when you get an Insult/Challenge result. People generally point to the Missions rule (36.3/1) as a precedent.

But I agree with you, it is ambiguous. Your point about the Meeting Table is well taken. "Cannot pay the points" is only used in reference to fame points where the DISGUST curse could make it impossible. There is no such reference to "cannot" in reference to notoriety under the Insult result. Maybe we could get an answer out of Richard Hamblen.

--Steve McKnight

Posted by: vincegamer on Sep. 18 2001,17:25

I have gotten the impression from the list that most people don't allow building negative values as a result of Challenge or Insult.

However, I have never actually played that way except in the on-line game.

Since the rules allow negative values, and only forbid them explicitly with regard to Campaign chits, I've always played face to face that you could go negative for just the reasons listed above.

And by the way, nice job of picking out the rules to present the question, Netzilla. I think the detail about the meeting table is the clincher for me.

One way not mentioned BTW for getting negative values is through your treasures. (just to add to the ambiguity of intent).

Vincent.

Posted by: Teresa on Sep. 19 2001,00:37

I think it's clear that you CANNOT pay fame or notoriety to avoid insults or challenges if you don't have it in the first place - i.e., you cannot go to negative fame or notoriety for this purpose. The table is poorly written, but that doesn't change the basic idea.

Yes, the rules say that there is no limit on fame or notoriety being negative, but there are other ways to get negative F/N all of which are involuntary - for example, finding a treasure with negative F/N, having one of your natives be killed off, or getting a curse (which in effect gives you -10 in that category). Why anyone would think this allows you to go negative voluntarily I am not sure.

People cite the campaign rules as being the only instance where it explicitly says you cannot take a chit if you don't have the F/N to pay. To that I say there is **no place** in the rules where it says you **can** voluntarily go to negative fame or notoriety for any purpose. Therefore the campaign rules should weigh on the side of not being able to do it. We know from the game designers that they tended not to put stuff in the rules if it could be said in that tables, that's the only reason why it isn't in the rules for the Meeting Table. The campaign section doesn't have a table, so it had to be said there.

People also mention the Meeting Table discussion of Challenge and somehow explain away

the sentence that says if he does not or cannot pay the points, treat it as a block/battle result. I don't understand why people think this only refers to the disgust curse, since that note *follows* this sentence. The "cannot pay" is not within the Note, it is in the general part of the rule. The Note is one special instance of it, which is needed because some players might think that if you did have recorded Fame you ought to be able to reduce it by 5 even if you were under the curse. The special note says no, you cannot do that either.

Insult is just a shortened version of Challenge, but should be treated in a consistent way. We know from RH that they were trying to save space, and one way they did that was by not repeating in the main text rules that were in tables. That is why you don't find the "cannot pay" in the main text, not because they didn't mean for it to be used. Similarly, they left out the parenthetical from Insult. But really "does not" is a more general term that includes cannot. It means you either choose not to or you can't pay.

Not to mention that the phrase "can choose to lose 5 recorded Fame" or "5 recorded Notoriety points" does seem to imply that you have that many points recorded in the first place, or you wouldn't have them to lose.

Now let's just look at the common sense of it. The idea here is that if you're famous or notorious you have a better chance of staring someone down or frightening them off, or winning a verbal battle than if you're a rank beginner that no-one's heard of. Why should you be able to talk your way out of a fight if you have no reputation at all? You can't buy stuff on credit, either. The word "pay" in these tables implies that it works the same way as gold.

Anyway, that's my analysis of the rules, and I'm pretty sure that's what the MR discussion group came up with when we discussed this same issue, which is why the on-line games don't allow it. - Teresa

Posted by: Someone on Sep. 19 2001,13:22

I think its clear that you aren't "paying" Fame or Notoriety. Rather they are a measure of your reputation in the realm. So you don't have any F/N, it is supplied and held by the rest of the realm. Your actions affect these values but you do not have control over them. Comparing them to gold, you can reduce your gold value at any time by caching it or giving it away. You can not do the same with F or N.

There are two places in the rules where you are allowed to voluntarily go negative Fame, treachery against hired native and buying a treasure with a Fame price. So if you're ruling that you can't go negative from the meeting table then you have to rule against these two items as well.

In my opinion the meeting table is well written although it could be more explicit. The key point in my mind is the brackets that surround "or cannot". To me this indicates it is an exception and since the note immediately follows, its logical that the note is the exception. The insult does not mention cannot because there is no time where you cannot pay N points.

Interpretating "recorded" values as only positive is such a weak arguement that its grasping for straws. After all, how would you keep track on negative points if you didn't record them.

Let's reexamine the common sense of it all. When you are insulted or challenged you have two options, fight or not. If you choose to not fight, it is not because you intimidated your way out of battle or won the verbal war. It is because you accepted the insult without response or turned down the challenge (by moving to the other end of the bar or retiring to your room etc). Not responding to the insult or turning down the challenge becomes known throughout the realm and everyone's opinion of you is thusly adjusted.

I've already touched on this idea but I'll repeat it. Fame and notoriety are not a posession.

Gold is a physical item that a character controls. F/N are abstract opinions of all the other denizens of the realm. You can not directly control others' opinion of you, nor can others'

opinion of you force you into specific actions.

On a side note, I think the restriction on picking up campaign chits is too restrictive. Remove the restriction on having positive F/N after picking the chit up and they might actually come into play some time. It would still be a long shot to actually find one that you would want to use but it would at least remove the requirement of having to already have had a really good week or two to build up your F/N values.

Posted by: Netzilla on Sep. 20 2001,18:22

Quote from Teresa, posted on Sep. 18 2001,23:37

-----QUOTE-----

Yes, the rules say that there is no limit on fame or notoriety being negative, but there are other ways to get negative F/N all of which are involuntary - for example, finding a treasure with negative F/N, having one of your natives be killed off, or getting a curse (which in effect gives you -10 in that category). Why anyone would think this allows you to go negative voluntarily I am not sure.

-----QUOTE-----

Well, the rules say nothing about negative F/N **having** to be arrived at involuntarily. It places no restriction whatsoever on how this may occur. That is the main reason why this is an ambiguous issue. In addition, if you find a treasure you don't **have** to take it. That makes any F/N loss from the treasure voluntary, and if you're not allowed a voluntary negative F/N, then you shouldn't be able to take the treasure if you don't have enough F/N.

-----QUOTE-----

*People also mention the Meeting Table discussion of Challenge and somehow explain away the sentence that says if he does not or cannot pay the points, treat it as a block/battle result. I don't understand why people think this only refers to the disgust curse, since that note *follows* this sentence. The "cannot pay" is not within the Note, it is in the general part of the rule. The Note is one special instance of it, which is needed because some players might think that if you did have recorded Fame you ought to be able to reduce it by 5 even if you were under the curse. The special note says no, you cannot do that either.*

-----QUOTE-----

The Disgust description on the Curse table specifically states that you "cannot do any game function that would cause [you] to subtract from [recorded Fame]." Therefore, people should not conclude that you can use recorded Fame for a Challenge when under this curse even if the note didn't exist. Leaving out the note about the Disgust curse would make it a more generalized statement. Putting the note in specifically highlights the 'Disgust' curse as the explanation for the "(or cannot)" addition that doesn't appear under Insult.

-----QUOTE-----

People cite the campaign rules as being the only instance where it explicitly says you cannot

*take a chit if you don't have the F/N to pay. To that I say there is *no place* in the rules where it says you *can* voluntarily go to negative fame or notoriety for any purpose. Therefore the campaign rules should weigh on the side of not being able to do it.*

-----QUOTE-----

You start rolling on the Meeting table in Encounter 1. A Block/Battle (and Insult/Challenge by extension) result prevents you from any further activity. However, campaigns don't come up until Encounter 3. Given the way the designer suggests you learn the game (1 encounter at a time), you should not come to the wording under Campaigns until your 3rd game at the earliest. It seems a specific mention of not going negative would be better placed somewhere in Encounter 1 if that were to serve as an example of the general rule. Also, why is a special mention of not going into negative F/N needed for campaigns if they follow the default assumption? The fact that campaigns specifically mention this implies that this is a variation from the norm.

-----QUOTE-----

We know from the game designers that they tended not to put stuff in the rules if it could be said in that tables, that's the only reason why it isn't in the rules for the Meeting Table. The campaign section doesn't have a table, so it had to be said there.

-----QUOTE-----

There is only one specific case on the Meeting table that prohibits you from spending into the negative. The only place the word "cannot" is used can be easily shown to be a reference to the Disgust curse (as I noted above). The fact that "cannot" is not used under Insult and only parenthetically under Challenge implies that this is an exception and not a general rule. This is especially true if you consider the wording of Insult to be the basis for the description of Challenge (see below).

-----QUOTE-----

Insult is just a shortened version of Challenge, but should be treated in a consistent way. We know from RH that they were trying to save space, and one way they did that was by not repeating in the main text rules that were in tables. That is why you don't find the "cannot pay" in the main text, not because they didn't mean for it to be used. Similarly, they left out the parenthetical from Insult. But really "does not" is a more general term that includes cannot. It means you either choose not to or you can't pay.

-----QUOTE-----

Using the same logic you give on treating Insult and Challenge consistently, we can conclude that Challenge is just an expanded wording of Insult. Therefore the way Insult is phrased is the norm and the Disgust curse is a special exception that only occurs on a Challenge (after all, there is no Not. equivalent to Disgust). It really depends on which description you give preference to and I see no basis for choosing one over the other.

Furthermore, "does not" **must** be used in order to logically cover the two possible situations: you "cannot" spend FAME when under Disgust or you "will not" because you don't want to.

Therefore the usage of "does not" carries no implication of a "cannot" in any case other than the 'Disgust' curse since both the curse and a choice exist. It may have been intended to include other "cannot" situations, but we have no clear way of inferring this. In addition to that, "does not" remains perfectly logical even if "will not" is the only option available. The phrase "does not" has no implication of intent the way "cannot" or "will not" do. The phrase "cannot" could **possibly** exist as the reason for "does not" but it is not **necessarily** so.

-----QUOTE-----

Not to mention that the phrase "can choose to lose 5 recorded Fame" or "5 recorded Notoriety points" does seem to imply that you have that many points recorded in the first place, or you wouldn't have them to lose.

-----QUOTE-----

However, having a hired native die is exactly a case of losing something you don't have (if it takes you negative). In this very case the word "lose" is used by the rules, therefore it doesn't imply you have to have something to lose.

-----QUOTE-----

Now let's just look at the common sense of it. The idea here is that if you're famous or notorious you have a better chance of staring someone down or frightening them off, or winning a verbal battle than if you're a rank beginner that no-one's heard of. Why should you be able to talk your way out of a fight if you have no reputation at all?

-----QUOTE-----

Why should your rep suffer if you 'stare down' or 'frighten them off'. It seems to me that being so impressive that foes change their mind and back down from fear would increase your rep, or at least not hurt it. So, I don't think that's the envisioned situation at all. It's more like you are the one backing down (thus the reputation hit) and not the other guy. If you have no reputation, people would expect you to be scared and back down. So, I can easily envision being able to talk your way out of a fight if you have no rep.

-----QUOTE-----

You can't buy stuff on credit, either. The word "pay" in these tables implies that it works the same way as gold.

-----QUOTE-----

I would agree with you if the word "pay" were consistently used, but in the same paragraph they use the phrase "choose to lose". "Pay" can be interpreted as shorter way of saying "choose to lose", and I've already shown how this phrase doesn't necessitate a restriction on going negative. This again leaves things ambiguous. This lack of a restriction could imply that you can "buy" your way out of a fight on "credit".

-----QUOTE-----

Anyway, that's my analysis of the rules, and I'm pretty sure that's what the MR discussion group came up with when we discussed this same issue, which is why the on-line games don't allow it.

-----QUOTE-----

Well, I brought this up on the list about 6 months ago and you were the only respondent. That's why I brought it up here. Also realize that I'm not saying you're wrong. However, you expressed that you didn't understand why people felt this was ambiguous and with this response I'm hoping to show why I (and apparently others) do find it ambiguous.

Additionally, I'm not saying any of the GMs need to change the way they're running their games. However, I think this is fuzzy enough an issue that it should be addressed at the start of a game rather than assumed that everyone plays it one way.

However, I wanted to bring it up in this forum (and on the list originally) to 1) get a feel for how others viewed the rule and 2) make this a known issue to hopefully prevent snags in future games. Basically, I'm fine playing it either way, I'd just like to know at the start of the game which way it will be played as it will significantly change my strategy in dealing with natives.

- Deric

Posted by: mcknight on Sep. 20 2001,22:08

I'm going to bet on Deric here if we ever get an answer from Richard Hamblen. I notice that in every case where the Tables contained the only language that would make one interpret the rules in a particular way, the Tables were correct.

For example, the Missile Table's mention of tremendous monsters turning red-side-up turned out to be the clue that head hits caused the body to flip. The Wish Table's suggestion that Wish for Vision doesn't turn up enchanted cards was also right.

I think the Tables were pretty well proof-read and can be used as a reliable guide to how the rules should be interpreted.

But, as with any rule, as long as all agree and it's played consistently, everything works out. I guess we don't have any question how it will be played in the games that Teresa gamesmasters!

--Steve

Posted by: - Hamblen Comments- on Sep. 21 2001,09:43

Here is Richard Hamblen's take on this question, and it appears that Deric Page was correct about the intention of the designer. (I'll resist the opportunity to take credit for prescience...)

--Steve McKnight

Dear Stephen,

Sigh. This is why game designers hate writing rules. If you try to explain

every interaction between every pair of rules, you end up with a rulebook too large and unfocussed. But if you just give the basic rules, you can be sure that somewhere there will be confusion about how they interact.

The simple answer is, of course you can have negative Fame and Notoriety. That's what 2.4/4 says. You just cannot take the indicated campaign chits.

The worst problem with not allowing negative Fame and Notoriety is, what do you do when you buy an item with a Fame bonus (rule 10.6) from the group that gives that bonus? You are supposed to subtract its Fame bonus from your recorded Fame, but what if you don't have enough Fame to pay for it? Answer: It doesn't matter. You can buy the item and pay the Fame bonus, leaving you with negative Fame.

Of course, I realize that the real problem is that the rules are too long, clunky, and confusing, and it is easy to misinterpret them.

Further comments interpolated below.

Warmest regards,

Richard Hamblen

-----QUOTE-----

Stephen McKnight wrote:

> *Richard--*

>

> *Here is a question that a gamer posted on www.magicrealm.net. He has done*
> *the research and expressed the question so well that I will let him speak for*
> *himself. I should mention that the standard play here (based on the precedent*
> *for taking Mission chits) is that a character *cannot* avoid a Block/Battle*
> *result if it would result in negative fame or notoriety, but Deric's*
> *observation about the Meeting Table seems to suggest otherwise: that you*
> **can* take the negative fame/notoriety unless you have the DISGUST curse.*
>

-----QUOTE-----

Hamblen: Yes! You can pay the price and avoid the battle, even if it leaves you with negative Fame or Notoriety. This tactic is called "grovelling".

-----QUOTE-----

Deric Page wrote:

>

> *"Is it possible to take the -5 Fame/Notoriety from these Meeting Table results*
> *if it will leave you with a negative total? I believe it is possible as there*
> *are no rules forbidding it and there are rules for having negative totals.*
> *However I realize it's a gray area and wanted to get other people's opinions.*
> *The only relevant rules sections I could find are listed below. If there's*
> *something I missed, someone please let me know.*

>

> *Rules I found:*

>
> *First Encounter 2.4/4 a:*
> *This rule states that there are no limits on how high or low Fame and*
> *Notoriety can go (above or below zero). There is no mention of how they can*
> *end up that way.*
>

-----QUOTE-----

Hamblen: Therefore, they can end up that way in any manner that is not specified otherwise.

-----QUOTE-----

Deric Page:

>
> *Third Encounter 30.3/2:*
> *Says that if the character "does not pay the penalty...". Unfortunately "does*
> *not" can be read either as "cannot" or "will not" and therefore doesn't give a*
> *clear indication as to if it's a choice or mandate.*

-----QUOTE-----

Hamblen: The language is meant to cover both choice and mandate. Whether he chooses not to pay, or cannot pay (due to the Disgust Curse), if he "does not pay the penalty..." then he gets the consequence.

-----QUOTE-----

Deric Page:

>
> *Third Encounter 36.3/1:*
> *This rule states that you cannot take up a Campaign or Mission chit if it*
> *would leave you with a negative Fame or Notoriety value. This is the only*
> *instance I can find expressly forbidding paying Fame or Notoriety into*
> *negative values and it only refers to Campaigns and Missions.*

-----QUOTE-----

Hamblen: Precisely.

-----QUOTE-----

Deric Page:

> *Meeting Table:*

> *Challenge - This does actually have "cannot pay" in it, but it seems to be a
> reference to the special note saying that a character cannot pay if they are
> under the influence of the Disgust curse. I read this as the Disgust curse is
> the only instance in which a character cannot pay.*

-----QUOTE-----

Hamblen: Exactly so. However, you will notice that technically the language allows for the introduction of other rules or treasures that would limit the ability to pay. There are of course no such rules in Magic Realm, but there were in the Expansion kits.

-----QUOTE-----

Deric Page:

>
> *Insult - This lists no instance of a character being unable to pay the
> penalty.*
>
> *As for using "role playing" do determine which is the case, I can see
> arguments for both sides. On one hand you can have someone famous/notorious
> enough to brush off the insult/challenge (losing Fame/Not without going
> negative). On the other, you've got someone insignificant who simply becomes
> more insignificant and has to work harder to build up any reputation (going
> into negatives).*

-----QUOTE-----

Hamblen: Not exactly. In the game, "Fame" does not just mean well-known, it means being celebrated for great deeds (the way the concept "fame" was used from ancient times until about 1950). Being famous for foul or ignoble deeds is the opposite of fame, infamy. So negative Fame means infamous, like Adolf Hitler. Zero Fame means nobody knows anything about you one way or another. Similarly, positive notoriety means you're a "tough guy", zero notoriety means you have no rep at all, and negative notoriety means everybody knows you're a wimp.

-----QUOTE-----

>
>
> *Basically it seems ambiguous and I was wondering what others thought.*
>
> *--Deric Page"*

-----QUOTE-----

Posted by: Teresa on Sep. 21 2001,13:35

Well, we'll obviously have to clear this up in the rules rewrite, because I know I am not the only GM to have drawn this conclusion from the way the rules are written now (as far as I know, most of us were doing it this way, not just me). I will accede to designer's intent, except that I think it just adds to the problems with the natives that RH didn't anticipate before - it makes them even wimpier. Not only can they be killed easily, but buying drinks and taking negative F/N gets you out of almost any battle situation. Now the only time anyone will have to fight the natives is when they already know they can win, and probably have the whole battle planned out round by round. It should be harder than that.

As for the ongoing games, we will keep the Development game the same, because it has been running so long and because the players have voluntarily adopted a bunch of other rules to make dealing with the natives much more difficult.

But in the tournament, if Brian agrees, we can move to this new interpretation. There was a clear preference among the players that those games be run as close as possible to the rules, and I think that should include designer's intent, where known. - Teresa

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: The curious case of the zero length club started by bill_andel

Posted by: bill_andel on Sep. 21 2001,09:27

The "List of Monsters" notes:

-----QUOTE-----

weapon: *The length of the monster's weapon and its method of attack (when it is not a striking weapon with a length of zero).*

-----QUOTE-----

The only monsters listed as having a weapon length are:

Demons & Imp (17 for spells)

T Dragon heads (7 for flying, 9 for land)

Giant clubs (8)

Goblins (2 for axe, 8 for great sword, 10 for spear)

And then there's the Ogres, clearly depicted with clubs, **but with no weapon length**

listed. Those must be awfully short clubs they're carrying! 😊 Which is odd, since they don't look it. I suspect this is an error. Might someone (**Steve McKnight!**) query RH on this?

I suggest, since Ogres are Medium, they are probably "human-sized", or perhaps somewhat larger. The club depicted appears to be longer than the axe wielded by the also Medium Goblin. So I conclude that the correct weapon length for the Ogres must be 5 (Great Axe) or 6 (Morning Star) and I lean towards 5, personally.

The only other alternative is that the Ogres should not be depicted with a club, but that can be dispelled by considering this:

-----QUOTE-----

41.3/1d. *A "weapon" target can be any active or inactive weapon counter owned by anyone in the spellcaster's clearing, or any native, Goblin, Ogre or club counter in his clearing. ...*

-----QUOTE-----

Posted by: mcknight on Sep. 21 2001,10:08

It seems like this would be a good idea to give the Ogres a club-length weapon, but the rules as they stand are pretty explicit: there is a space to put "Weapon" if the monsters have a weapon length. Since it is not there, the Ogres attack with tooth-claw length=0. Maybe the club is just for decoration?

Anyway, a club length of 5 or 6 sounds like a good "House Rule." I wonder if that makes the Ogres enough tougher that they should be worth more notoriety? (This is one problem with additions to the rules--you may have to adjust other parts to keep them in balance.)

--Steve McKnight

Posted by: vincent on Sep. 21 2001,17:52

I agree that to match the picture you could give length to the Ogres. Could be interesting. It would make more sense with targeting weapons.

However, Bill said it "must be" 5 or 6.

Why? The only reasoning he gives is that it looks longer than the axe the goblins carry.

That axe is length 2.

I see no reason why the club should be as long as or even longer than a great axe.

I would give it a short sword length of 3 (if they are human sized, they are using the club 1-handed after all.)

Of course, if you go by the illustrations, why is the Dwarf's one-handed axe as long as the Berzerker's 2-handed version?

Posted by: bill_andel on Sep. 23 2001,09:31

What say we meet half-way and make it length 4? Thrusting sword is till a one-handed weapon.

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Oct. 01 2001,19:12

Another answer by Richard Hamblen, creator of Magic Realm:

-----QUOTE-----

Stephen McKnight wrote:

>

> 2. Does the Woodfolk HQ Have a Medium Bow? The Woodfolk HQ has an M**

> on his counter rather than an L**, which looks like a medium bow.

> Nevertheless, he is an

> Archer, and the "List of Natives" clearly says that Archers have a

> length of 14 (Light Bow). Should the WHQ be played to have a length of

> 16 (Medium Bow) instead?

-----QUOTE-----

Hamblen: The Woodfolk HQ has a Medium bow, with a length of 16. He was just left off the list of characters.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Oct. 01 2001,19:17

Another question answered by Richard Hamblen, creator of Magic Realm:

-----QUOTE-----

Stephen McKnight wrote:

>

> 3. Can "Sense Danger" Be Activated by a Color Magic Chit? "Sense
> Danger" is a permanent spell that gives a character an extra alert
> spell in purple. I assume that the spell must be active when moves
> are recorded at Birdsong and also when the phase is taken during
> Daylight.

-----QUOTE-----

Hamblen: Bad assumption. See rule 43.3 for specifics. You may fairly ask, what's that rule doing there, of all places?? Didn't know where else to put it, with the rules structured as they are.

-----QUOTE-----

>

> As a permanent spell, it falls inert at midnight and can be activated
> in any following day by color present in the clearing at Daybreak from
> the tile, from an artifact, or from the day of
> the month. Bit what about color from a character's enchanted chits?
>
> Color chits can be played to activate a permanent spell during
> Daylight at the beginning of any phase of the character's or any other
> character's turn or during combat (Rule 42.9/2b). But this is after
> Birdsong when moves are recorded. There seems to be no way that
> "Sense Danger" can be activated at Birdsong through the use of a color
> magic counter, and therefore "Sense Danger" can't be used with color
> magic chits. Is this right?

-----QUOTE-----

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by jdfrenzel

Posted by: mcknight on Oct. 01 2001,19:08

Here are a few more answers to questions by Richard Hamblen, creator of Magic Realm:

-----QUOTE-----

Stephen McKnight wrote:

> 1. *Is there Harm Greater than Tremendous? The 2nd Edition rules do not*
> *seem to have any provision for harm that exceeds Tremendous; at least*
> *Rule 23.1 does not list any such*
> *harm. The Maximum damage in the First Edition is gone. Red-side-up*
> *monsters that hit just kill automatically without harming armor or*
> *horses.*
>
> *Ordinarily there is no need to consider harm greater than Tremendous,*
> *but when playing*
> *the "Serious Wounds" advanced rule, Tremendous harm does not kill the*
> *Berserker when he has played his Berserk chit. The way I read the*
> *rules, a T* blow from a Guard Great Swordsman or a M** + 3 level hit*
> *from the Medium Bow can only create Tremendous harm, which only gives*
> *the Berserker a serious wound. So the berserk Scandinavian is*
> *invulnerable to a single-hit kill!*
>
> *This may be an oversight in the rules, but it does seem to read that*
> *way.*

-----QUOTE-----

Hamblen: Yup, it's an oversight--I missed the interaction of Advanced rule 4.5 and the Berserk chit. The rule does work the way it is, but it makes the Berserker too powerful.

I suggest adding a "Special:" rule to Advanced rule 4.5: When damage exceeding Tremendous is inflicted on a Tremendous target, the target is killed.

Posted by: Teresa on Oct. 01 2001,20:26

The Berserker can still be killed by a red-side-up T monster, plus he has very little armor. I don't know if this makes him too powerful, considering that the Knights have Armor and a Shield, and he just has a piddly Helmet. In practice, the Knights cannot be killed by a single blow either, and neither can many of the other characters that have a lot of armor. So maybe the Berserk chit just makes up for that.

I wouldn't mind adding such a special rule in a rewrite, but I don't think it's necessary to change the way it is played right now. - Teresa

Posted by: vincegamer on Oct. 01 2001,20:41

I don't think the Berzerker is unbalancing the game by this.

Honestly, how many times does it come up that the game hinges on whether or not the Berzerker survives a "greater than tremendous" blow?

As Teresa pointed out, the red monsters still kill him.

The only other worry he has are natives and other characters, and characters and natives who can kill the Berzerker have their own advantages (armor, superior numbers etc.) to make up for it.

And forgive me if I'm wrong, but can't you still die if you roll 2 sixes?

Posted by: jdfrenzel on Oct. 01 2001,22:04

-----QUOTE-----

And forgive me if I'm wrong, but can't you still die if you roll 2 sixes?

-----QUOTE-----

The roll for wounds using the Serious Wounds rule is made just like other 2 dice rolls in MR, that is, only the higher of the two is taken as the result. They are not added together.

--- John F

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Oct. 05 2001,23:32

Here's the scoop on duplicate curses by Richard Hamblen, creator of Magic Realm: they don't exist!

-----QUOTE-----

Stephen McKnight wrote:

> *Richard--*

>

> *I have a rule question that came up in the BIMR game that I'd be*

> *grateful for feedback about. The Remedy spell says it removes one*

> *spell or Curse in the spellcasters clearing, and adds, "Duplicates of*

> *the spell or Curse are not affected." This implies, I believe, that if*

>

> *a character has received the same Curse twice (two instances of*

> *DISGUST, for example), "Remedy" must be cast twice to remove the Curse*

> *and its duplicate.*

>

-----QUOTE-----

Hamblen: You might be right about the implication, but the fact is that the rule is WRONG in referring to "duplicates of Curses". I don't know how this happened--I never caught it in the second edition rulebook--but my reference edition of the first edition rulebook clearly indicates that one remedy removes one curse completely, not matter how many times the target has been hit with that curse. My original longhand of the Spell description say "Duplicates of the spell are not affected", with no reference to Curses. My guess is that someone at Avalon Hill decided to be helpful and added the reference to Curses, and I never caught it. Actually, I am pretty sure this came up in a General question box, while I was still answering the questions (i.e. first edition).

-----QUOTE-----

>

> *I was not accustomed to even recording duplicate Curses, since the*

> *according to Rule 15.2 "[If a character] gets a Curse that he already*

> *has, he suffers no additional effects--repetitions of the same Curse*

> *have no effect." Additionally, the Curse table*

> *says, "Duplicates of the same Curse have no additional effect. If a*

> *character gets*

> *a Curse that duplicates a Curse he already has, the additional Curse*

> *is ignored."*

>

> *But although the effects of the duplicate Curse are ignored, these*
> *passages don't say that the duplicate Curse doesn't exist. This*
> *doesn't usually come up because Curses are usually removed by spending*
> *a night at the Chapel that removes all Curses, not just one. The*
> *"Exorcise" spell also removes all Curses in effect. But "Remedy"*
> *seems to be more*
> *limited and requires that duplicate Curses be kept track of and*
> *removed one at a time.*
>

-----QUOTE-----

Hamblen: The rules lawyer in me wants to say something like "OK, then, the duplicate Curse exists, but the rules make clear that it has no effect on play--so treat it as a ghost Curse, without effect". Those rule lawyer instincts getcha into trouble every time.

When Remedy removes a specific curse, it also removes all duplicates of that curse, whether they exist or not.

-----QUOTE-----

>
> *Is this right, or is there some other meaning to the reference to*
> *"duplicate" Curses in*
> *Remedy?*

-----QUOTE-----

Hamblen: I have no idea of what the reference to duplicates curses in Remedy means, because it doesn't belong there! I didn't put it there! It's wrong!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: candyland started by fiscused

Posted by: fiscused on Oct. 12 2001,07:19

When playing candyland, if you're stuck in the swamp (or other spots where you have to get a certain color to continue) what happens when you draw a picture card? Do you go to the location pictured, or do you stay stuck in the swamp (or whatever)?

I know this is off topic, but I got candyland for my classroom and I don't know who else to ask. And I thought it would be fun!:) 😊

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Ledges Tile started by dfs

Posted by: Gilbert on Oct. 15 2001,08:31

Here is the last in my "things I always wondered about" series.

Does moving between clearings 2 and 5 in the Ledges tile require one movement phase, or two?

I assume that, since you are moving to a mountain clearing, two are required.

However, the bridge pictured on the tile does seem to connect

the "central" part of the clearings, bypassing the "rubble".

Presumably, in this case, the literal wording of the rule should take precedence over the artist's rendering (I share Hamblen's distaste for "rule niggling")! 😊

Posted by: mcknight on Oct. 15 2001,21:14

This one doesn't get sent to RH. If you move to a mountain clearing it takes two moves, even if moving from another mountain clearing. A "mountain clearing" is one that is completely surrounded by gray mountain signs, but covering over part of the gray by the bridge and saying it isn't completely surrounded is "rules niggling" of the worst kind!

Out rules niggling! Be banished!

Posted by: Gilbert on Oct. 16 2001,00:44

Quote from mcknight, posted on Oct. 15 2001,21:14

-----QUOTE-----

Out rules niggling! Be banished!

-----QUOTE-----

Hey, Frenzel wants me to keep posting in order to test the new Beta!

Was that an Exorcise spell? 😊

Posted by: dfs on Oct. 16 2001,10:28

Oh no no no!

Please keep posting!

New approaches are how we learn.

Elvin Grace on a controlled ogre! Never thought of that! New alliance ideas for the Wizard!

dfs

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-MRNet Forums
+--Forum: Rules Questions
+---Topic: Demons started by mcknight

Posted by: Gilbert on Oct. 13 2001,11:14

When a Demon's Power of the Pit attack is nullified by a spell (either Exorcise or Protection from Magic), is he still deemed to have hit (i.e. does he turn red side up)? I would assume so, but just checking...

Posted by: jdfrenzel on Oct. 13 2001,19:20

That's how we did it. A T monster's attack doesn't need to be effective in order to turn him red-side up.

--- John F

Posted by: mcknight on Oct. 14 2001,22:48

Good question! Note that in the "Advanced Rules," any spell that targets the Demon will cancel the Power of the Pit attack if it is faster than the Demon's spell. "Elvin Grace," for example, or "Ask Demon."

I think if a faster spell targets the Demon, the Demon's Power of the Pit is canceled, he hasn't hit, and he stays red-side-down.

Actually, a nice collection of questions here, Gilbert. When I get a chance, I'll bundle them up and ship them off to RH for comment.

--Steve McKnight

Posted by: Gilbert on Oct. 15 2001,09:43

-----QUOTE-----

Good question! Note that in the "Advanced Rules," any spell that targets the Demon will cancel the Power of the Pit attack if it is faster than the Demon's spell. "Elvin Grace," for example, or "Ask Demon."

-----QUOTE-----

Actually, half of my question was really dumb (since I referredd to Exorcise, which has the minor side effect of killing the demon, making the point moot)! 🤔

As to casting Elvin Grace on a demon in order to avoid Power of the Pit, that makes a fairly solid case against using *that* advanced rule! 😊

Posted by: fiscus on Oct. 15 2001,18:06

Can you cast elvin grace on a monster?

Posted by: Gilbert on Oct. 15 2001,18:21

The spell description says

-----QUOTE-----
One character, monster, or native
-----QUOTE-----

Obviously, casting it on a monster was intended as a hostile act toward other characters (i.e. in the same league as Lost, Curse, Bad Luck, etc...).

Posted by: jdfrenzel on Oct. 15 2001,19:51

You might also want to cast it on a controlled or hired monster, in conjunction with Persuade for example. Speed 2 Ogres, yikes!

--- John F

Posted by: mcknight on Oct. 17 2001,01:00

Hamblen comments:

-----QUOTE-----

>
> 6. *"When a Demon's Power of the Pit attack is nullified by a spell*
> *(either Exorcise or Protection from Magic), is he still deemed to have*
> *hit (i.e. does he turn red side up)? I would assume so, but just*
> *checking... "*

-----QUOTE-----

Hamblen: NO! The spell's got to hit for him to turn red side up.

-----QUOTE-----

>
> [Stephen McKnight's comment here:]
> Good question! Note that in the "Advanced Rules," any spell that
> targets the Demon will cancel the Power of the Pit attack if it is
> faster than the Demon's spell. "Elvin Grace," for example, or "Ask
> Demon."
>
> I think if a faster spell targets the Demon, the Demon's Power of the
> Pit is canceled, he hasn't hit, and he stays red-side-down.
>

-----QUOTE-----

Hamblen: Exactly so.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hurricane WInds started by mcknight

Posted by: Gilbert on Oct. 09 2001,08:12

When a character, hired leader, or controlled monster flies away from combat, he has to record a Fly phase as his first activity on the next turn, which he uses to land. If the spell is cast on an uncontrolled monster or unhired leader, when does the denizen land (since he does not get a turn)?

Posted by: Teresa on Oct. 10 2001,00:49

This is not covered in the rules, anywhere that I can find. I would probably have him land at the end of combat, since as you point out, he does not get a turn the next day and it seems silly to have him hovering over the board during the whole next day :).

Posted by: Gilbert on Oct. 10 2001,14:23

I would say that end of combat is not a good idea, since the denizen might land in a clearing where combat has not yet been resolved this turn; that would be undesirable, since the same cannot happen when the spell is cast on a character, hired leader, or controlled monster.

This suggests that a better time would be either Daylight (i.e. before the first character moves), or Sunset (i.e. after the last character moves). Another possibility would be immediately before or after the spellcaster's next turn.

Posted by: mcknight on Oct. 11 2001,22:58

Yeh, I looked over the rules as well and couldn't find anything about it. The suggestion in the Spell description could be interpreted to say that the target flies and lands immediately in the combat phase, but as Gilbert points out this creates some undesirable interactions between combat clearings.

For example, if a native lands in a clearing with a character, does the character have to roll to see if he is battling him?

Usually this is done at the beginning of combat only. You'd also have to make a rule on when in combat the denizen lands. Encounter Step? Melee Step?

I will bundle this one up and ask Richard Hamblen to comment.

--Steve McKnight

Posted by: mcknight on Oct. 17 2001,01:05

Hamblen comments:

-----QUOTE-----

> *"When a character, hired leader, or controlled monster flies away
> from combat, he has to record a Fly phase as his first activity on the
> next turn, which he uses to land. If the
> spell is cast on an uncontrolled monster or unhired leader, when does
> the denizen land (since he does not get a turn)?*

-----QUOTE-----

Hamblen: Free flying denizens should land as the very first thing during Sunrise, after the attention chits are mixed together but before any are picked (i.e. as the first thing in step 4 in the Daily Sequence of Play on page 43). Oddly enough, I can recall this coming up only once, during a tournament.

-----QUOTE-----

>
> *I would say that end of combat is not a good idea, since the denizen
> might land in a clearing where combat has not yet been resolved this
> turn; that would be undesirable, since the same cannot happen when the
> spell is cast on a character, hired leader, or controlled monster.*

-----QUOTE-----

Hamblen: Good point. The idea is to have free denizens land at roughly the same time as flying characters, i.e. during Daylight.

-----QUOTE-----

>
> *This suggests that a better time would be either Daylight (i.e. before
> the first character moves), or Sunset (i.e. after the last character
> moves). Another possibility would be
> immediately before or after the spellcaster's next turn."*

-----QUOTE-----

Hamblen: Daylight, right. At the start of the day so they can affect play that day--I find it hard to visualize them floating around in the air all day, out of action.

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Errata started by mcknight

Posted by: Gilbert on Oct. 10 2001,12:50

This is not a question, but an error which I have not seen mentioned in any FAQ, Q&A, or errata. All three tables for repositioning denizens are wrong. This error is very minor, since I doubt anyone actually uses the tables when figuring out where to place denizens, but it has always bothered me.

In all three tables, the entries for 5 (shift down and right) and 6 (shift up and left) are switched. Just compare with the textual description in Rule 22.5/2.

Call me picky... 

Posted by: mcknight on Oct. 11 2001,23:02

Yes, I noticed it as well. I *a*lways go by the description (e.g. "Up and to the left"), not by the table. There must have been an Avalon-Hill errata on this sometime because it's certainly wrong unless "up and to the left" means something other than what it appears to!

--Steve McKnight

Posted by: mcknight on Oct. 17 2001,01:07

Hamblen comments:

-----QUOTE-----

> *"This is not a question, but an error which I have not seen
> mentioned in any FAQ, Q&A, or errata. All three tables for
> repositioning denizens are wrong. This error is very minor, since I
> doubt anyone actually uses the tables when figuring out where to place
> denizens, but it has always bothered me.*
>
> *In all three tables, the entries for 5 (shift down and right) and 6
> (shift up and left) are switched. Just compare with the textual
> description in Rule 22.5/2.*
>

-----QUOTE-----

Hamblen: Hah! You're right. I even have the correction noted in my correction copy of the second edition rulebook. I had completely forgotten this error existed! I presume I told someone about it...?

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Controlled Monsters started by mcknight

Posted by: Gilbert on Oct. 09 2001,08:08

In the pink boxed summary at the beginning of the Fourth Encounter section of the Second Edition rules, the entry for Sunset under the Daily Sequence of Play states that an attention chit is taken from clearings containing, among others, a controlled monster. Since controlled monsters behave like hired leaders, this seems reasonable enough. However, the three monster controlling spells (Control Bats, Guide Spider or Octopus, Dragonfang Necklace) are all day spells, which means that they expire at Sunset. So, technically, at this point in time, there cannot be a single controlled monster on the map. Is this simply an oversight, or am I missing something?

Posted by: vincegamer on Oct. 09 2001,09:53

Well, I think that would solve the problem then. No such clearing exists so you don't have to draw a chit.

Net result: In order to control a monster in combat, you have to actually be there to control it (unless that spell every hex treasure lets you cast spells at a distance - I don't have my rules with me).

Posted by: mcknight on Oct. 17 2001,01:10

Hamblen comments:

-----QUOTE-----

> 1. "In the pink boxed summary at the beginning of the Fourth Encounter
> section of the Second Edition rules, the entry for Sunset under the
> Daily Sequence of Play states that an
> attention chit is taken from clearings containing, among others, a
> controlled monster. Since controlled monsters behave like hired
> leaders, this seems reasonable enough. However, the three monster
> controlling spells (Control Bats, Guide Spider or Octopus, Dragonfang
> Necklace) are all day spells, which means that they expire at Sunset.
> So, technically, at this point in time, there cannot be a single
> controlled monster on the map. Is this simply an oversight, or am I
> missing something?"
>

-----QUOTE-----

Hamblen: Well, the fact is...there are permanent control spells. In the Expansion kits. I just wanted to be ready, in case the expansion kits ever actually happened..

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Deal with Goblins started by jdfrenzel

Posted by: Gilbert on Oct. 09 2001,10:09

Here is a straightforward question, the answer to which, to my deep surprise, I have never seen mentioned in any FAQ, Q&A, or errata: the List of Spells states that Deal with Goblins requires Grey magic, whereas the spell card has Black. So, which is it? Since I see no reason why pacifying goblins should involve Demonic Power, I assume that the card is wrong.

Posted by: jdfrenzel on Oct. 09 2001,18:20

I've always played it that way, Grey powers Deal with Goblins.

--- John F

Posted by: Teresa on Oct. 10 2001,00:41

Me, too - grey. Maybe we'll fix this in Cyberboard - Brian and I are working on a bunch of minor fixes and some improvements to the spell and treasure cards anyway. - Teresa

Posted by: mcknight on Oct. 17 2001,01:08

Hamblen comments:

-----QUOTE-----

> 2. *"Here is a straightforward question, the answer to which, to my
> deep surprise, I have never seen mentioned in any FAQ, Q&A, or errata:
> the List of Spells states that Deal with Goblins requires Grey magic,
> whereas the spell card has Black. So, which is it? Since I see no
> reason why pacifying goblins should involve Demonic Power, I assume
> that the card is wrong."*

-----QUOTE-----

Hamblen: AHA! This is simply a mistake that crept into the second edition rulebook. The card is right--it should be Black Magic, as specified in the First Edition rulebook.

As for the versimilitude argument (why Black?), it is terror that drags the Goblins to the bargaining table. "Deal with Goblins" doesn't bedazzle the Goblins, it intimidates them.

Posted by: jdfrenzel on Oct. 17 2001,02:09

-----QUOTE-----
The card is right--it should be Black Magic
-----QUOTE-----

Poor Druid...

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Garrison Natives started by january

Posted by: january on Oct. 23 2001, 16:10

I'm sure I'll find this as soon as I post it but I can't figure out when Garrison Natives regenerate. I guess it would be at the end of the week but on what monster roll? Help me out please?

Posted by: bill_andel on Oct. 23 2001, 16:14

Rogues are red, so they regenerate on the same monster roll as the Bashkars. Soldiers are brown, so they regenerate on the same monster roll as the Patrol. The Guard and Order are gold, so they regenerate on the same monster roll as the visitor/mission chits.

Posted by: january on Oct. 23 2001, 16:17

Perfect! Thanks much.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: stacking items on the Set Up Card started by fiscused

Posted by: vincegamer on Oct. 23 2001,14:26

This came up on the list yesterday and I looked into both rules on it and I'm not satisfied.

In what order does everything get stacked?

Spells brought this up. Apparently some people shuffle the spells on the books and sites. I never thought of this. I have always put the first things listed down first, then the next, so since the Good book lists 2 type I spells, I put 2 type I spells down. Next it says 2 type VII spells, so I put 2 type VII spells on TOP of the others. This is the same principle that guides me in placing the treasures in native boxes underneath the horses, which are under any armor, which are under any weapons.

The 2nd edition rules say to place everything in the order listed below. Does this refer to the general order in the text or to the specific order in the table? Following the order of the table is the only way to come up with putting the Medium Bow on the top of the stack of the Woodfolk. It also seems to follow the general pattern of more expensive things on top (with the exception of staffs). What would seriously change from the way I do it would be the Order's equipment. The warhorses would go on top! and the heavy weapons in a specific order from crossbow to great axe!

So, do we follow the card, where weapons stacks are piled randomly, but on top of everything else, and where spells are stacked with the lower types beneath the higher numbered types?

or do we follow the table, where the order of weapons is specified, horses are on top, and spells are stacked with lower types beneath higher numbered types?

or do we shuffle the spells, and if we do that do we also shuffle the treasures (and shuffle them among armor, weapons etc.? This is my least favorite, because you definitely would NOT shuffle the treasures in the sites, but would follow both the text and the card and stack small treasures beneath large treasures.

Posted by: Gilbert on Oct. 23 2001,16:08

Technically, the stacking order of dwelling items on the set up card is immaterial; the order only matters if the group's leader gets killed, and the belongings are placed in a clearing. Certainly, notwithstanding rule 35.7, when I set the game up, I do not even stack everything, in the dwelling boxes that are large enough (e.g. in the Chapel box, I stack different categories of items side by side).

In any case, not belonging to the *native slaying* school, I do not care much either way.

As to spells, it is wrong to reason by analogy with treasure cards, as there is no parallel to the distinction between small and large treasures.

I always shuffle the spell cards: why should you know what kind of spell is on top?

While it is true that the rules do not state explicitly that the cards must be shuffled, neither do they say that the order must be respected.

I can see an argument being made that, in the spell books, the spells whose type matches that of the book should come first, but this can be rebutted two ways:

- Every time Read Runes results in a player looking at a spell card, it goes to the bottom of the stack, so the order will not be maintained.
- I do not see how this concept can be applied to the Altar, Shrine, and Statue, since these treasure sites do not have a type.

Posted by: caersidi on Oct. 23 2001,16:10

I am copying over four questions and their answers from Richard Hamblen from the Q & A from Nand's Magic Realm site. I think these answer the question as least as far as the designer is concerned:

6. Stacking Order of Native Items (1)

Rule 35.7 says, "When an unhired leader is killed, his groups belongings are abandoned in the clearing, in the same order they are stacked in the group's box."
The problem is there is no agreement on the order in which they should be stacked in the box.

Answer

They are stacked in the box in the same order they were set up there. When you trade with the natives, do not disturb the order of the goods. When you sell things to the natives, put the things sold at the bottom of their layer of goods.

7. Stacking Order of Native Items (2)

I made an argument based on the rules and some fundamental principles (most valuable things are hardest to get) that they should go into the box with the horses on the top and the treasures on the bottom.

Briefly, when I look at the set-up description in the "Prepare for Play" section, Rule P1.3/4 and P1.3/5 say "put the Small Treasures, weapons, armor, and round horse counter in the box where they are listed" presumably in that order.

But does the one listed first go on top or on bottom?

Answer

The first one listed goes into the box first, and is thus on the bottom. Etc.

8. Stacking Order of Native Items (3)

Comparing with the previous rule P1.3/3 where it describes the Large and Small treasures, it says: "Put the small Treasures and large Treasure in the boxes where they are listed. Put the small Treasures in the box first, so the large Treasures are on the top." Note the order: those on the bottom are listed first.

On this basis, this would say that the Small Treasures are on the *bottom*, then the weapons, then armor, with the horses on *top*. This is exactly opposite what most e-mail game masters are doing now.

There are actually two other arguments for this order as well.

a) If you are playing on a board, it is almost impossible to balance the treasures on top of a pile of horses, weapon, and armor. (Something like balancing a mattress on top of a Coke bottle.) The treasures go much easier underneath with the armor, weapons, and horse counters on top.

b) The average gold value of the 44 Small Treasures is 6.1

The average gold value of the 13 weapons is 6.5.

The average gold value of the 14 pieces of armor is 7.9

The average gold value of the 15 horses is 13.7

So putting the Treasures on the bottom, then the weapons, then the armor, with the horses on top puts the most valuable things on the top and the least on the bottom, making the more valuable stuff harder to get.

Teresa Michelsen pointed out that if you follow the order as printed in the boxes on the setup card, you get an even more ergonomic arrangement: treasures on bottom, followed by horses, armor, and weapons in order of counter size.

Answer

You're both right. The items should be stacked as you say; I did it that way to make the most valuable items the hardest to get, and also so that they stack comfortably.

9. Stacking Order of Native Items (4)

Also, what about new acquisitions. If the Order buy one treasure and two weapons from a character, does the treasure go under the treasure card and the weapons under their other weapons? Answer

Exactly, although this is an area where house rules should be specified to avoid misunderstandings. As the rules are written, purchased weapons might easily go under Small Treasures that are already there, and I have seen it played both ways. My preference is to keep the weapons together, and the Small Treasures together.

Posted by: jdfrenzel on Oct. 23 2001,18:59

[-removed caersidi's duplicate post for clarity-]

--- John F

Posted by: mcknight on Oct. 25 2001,08:42

And here's Richard's reply on the order of stacking for Spell:

-----QUOTE-----

> >When placing spells in boxes that hold multiple spells (Spell Books and
> >Sites) what is the order that they are placed, is it as written, so the
> >first spells listed are on the bottom, or the other way around?

-----QUOTE-----

Hamblen: The idea was to put them in the box in the order listed, with first listed first in the box, i.e. on the bottom. It was indeed intended to put the lowest-numbered Spells on the bottom, to encourage characters to read the whole book. It was also intended to give the Magician a bit of an advantage, since he can read and use the high-numbered spells.

Of course, the players are free to make a house rule to shuffle the cards, if they prefer. Some players have always seemed to prefer this, and I have played the game that way myself. I suppose they envision themselves opening the book to a random page and reading what is there. I, on the other hand, feel that magic books would have a strong sense of protocol and would resist being read out of order. And then there's the point that the characters would have to start at the beginning in order to learn the simpler spells before they could learn the more powerful spells at the back of the book. Sort of like a textbook.

-----QUOTE-----

> *For example, are the Good Book spells from TOP of the pile to BOTTOM of the*
> *pile:*
> >
> >Type VII Spell
> >Type VII Spell
> >Type I Spell
> >Type I Spell
> >
> >So, for example, if the White Knight wants to Learn the Type I spells, he
> >would have to cycle through the two Type VII spells first?
> >

-----QUOTE-----

Hamblen: Yes, that's the idea.

Posted by: mcknight on Oct. 25 2001,09:01

So, to summarize, it was the designer's intention that Spells be stacked in order of the type, with all the Type VII spells on *top* of the Type I spells, for example. (Note that spells on the bottom are the last to be read when Reading Runes.)

Items in the native boxes are stacked in the order that they are listed. In the rules it specifies:
Small Treasures on bottom
Weapon counters next
Armor counters next
Horse counters on top

This is in order of value, with the most valuable items on the *top* where it is most difficult to get them by Looting.

On the other hand, on the Setup Chart itself, the order listed is:

Treasures on bottom
Horses counters next
Armor counters next
Weapon counter on top

This stacks the items in order of size and is most convenient for play on the board since the physical counters stack most easily with the largest on the bottom and the smallest on the top.

When I set up a play-by-e-mail game, I use the first option (treasures on the bottom, horses on the top). When I play over the board, I use the second option (treasures on the bottom, weapons on the top).

And the preference seems to be to put new items that the natives acquire with other items of the same type. If the natives acquire a new treasure, it goes on the bottom of the treasures in their box. If they acquire a new weapon, it goes just below the bottom weapon in the box.

Of course, these orders can be modified to any other order desired (including a random shuffle) by mutually agreed-on house rules.

Steve McKnight

Posted by: Teresa on Oct. 25 2001,12:25

I like the second option for native items stacking listed above, because it is also easier in a game using Cyberboard to have the items stacked by size - it is hard to select a smaller item that is below or obscured by a larger item. So I use the same approach for FTF and e-mail games.

Also, I prefer to shuffle the spells, RHs statement notwithstanding. The reason is that not shuffling them gives preference to some characters over others. Yes, if you have both Type VII and Type I spells it might make sense to learn the Type VII spells first, if you buy the argument that higher-numbered spells are less powerful than lower-numbered spells I don't really - for example at the Altar, I'm not sure that Type III spells are more powerful than Type II spells. But this favors the Elf and Woods-Girl at the expense of the White Knight, for example. And there is no-one that can use both Type I and Type V spells at the Shrine, so there, you're just favoring evil over good. I much prefer the random approach. 😊

Posted by: Teresa on Oct. 25 2001,12:27

Oops, above I meant that I am not sure that Type III spells are *less* powerful than Type II spells - sorry!

Posted by: vincegamer on Oct. 25 2001,14:24

Richard Hamblin said: [/QUOTE]You're both right. The items should be stacked as you say; I did it that way to make the most valuable items the hardest to get, and also so that they stack comfortably.

[QUOTE]

Unfortunately there were 2 ways mentioned so I am not sure which is right. I would interpret it to mean he stacks items according to size. What I wonder with that then is should we combine the order Steven mentions is in the rules with the order on the cards, and have armor (helmets, breastplates and shields at least) on top of weapons?

And should weapons be stacked according to cost? If so, why are staves listed last in the rules? Their length and the fact that they don't slow down when unalerted make them a nice weapon for some light characters, but they still cost only 1 gp.

Personally, I don't like shuffling the spells. And I don't see any reason not to favor evil over good. Still, Richard seems to have an open mind about how people do it. I'm willing to play by the house rules of whoever runs/hosts the game. I just want it up front.

Posted by: fiscused on Oct. 25 2001,17:54

Tha strange thing about this topic is that even though it is often discussed, it isn't really "hotly debated". The differences are minor and nobody has ever come up with a "one better than the other" about stacking anywhere. Usually it's just whatever you like best or think is more convenient.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Tile Set up started by Gilbert

Posted by: Gilbert on Oct. 31 2001,11:01

I thought of this highly unlikely, yet theoretically possible situation as I was lying in bed last night (when I get my strangest ideas):

During the tile set up phase of a game with seven or more players, it is possible that the person who gets to place the next tile after Borderland may hold only the Ledges and/or High Pass, neither of which can legally be placed then. Then what? I can think of two possibilities:

- a) This player is skipped, and set up proceeds normally
- b) The player does place a tile, but the next player must connect the tiles legally if possible.

Personally, I would probably go with a), but I thought I would toss this in. 😊

Posted by: Bryan Winter on Oct. 31 2001,11:23

In the "Build a Random Board" aspect of my Board Builder program, I handle this situation by starting over. The tiles are reshuffled.

In "real" game terms, skipping over a player could easily be considered unfair, and forcing the player to place the tile to the next player can connect it up can be problematic, and "bvbreaks the rules" (which I have learned is something that most of the MR gang detests). I'd recommend two things:

1. Start over. Reshuffle and redistribute the tiles.
 2. Everyone takes one tile from their "hand" and these tiles are shuffled and redistributed. This is actually a really nice strategy in general.
-

Posted by: mcknight on Oct. 31 2001,12:41

This actually happened in Nev's 16-player play-by-e-mail game. Since a re-deal would have delayed the game start, Nev's answer was the person with High Pass/Ledges got skipped.

I think this is the right answer. I don't think it's any more unfair than getting dealt four tiles instead of three in a game of 6 players, or being right behind the Borderlands tile so that you select your character last. Someone's got to be the last to select a character, and if you get two tiles that can't be played on the 2nd move, you're the one!

Posted by: Gilbert on Oct. 31 2001,13:05

Also, I do not what is especially unfair about being last to choose your character; you have fewer choices, but this is balanced out by knowing what everyone else has picked.

Posted by: fiscused on Oct. 31 2001,20:39

Yes, there was NO WAY I was going to refigure dealing tiles after sending e-mails to the 16 players. Spur-of-the-moment decision to skip someone, but it was very practical. I forget who I skipped and what their outcome was, but i don't think it effected play greatly.

Nev

Posted by: Gilbert on Nov. 03 2001,06:47

It is true that the re-shuffling methods preserve randomness, but they are flawed, since they may not solve the problem (the actual probability depends on the number of players, but there is roughly a 10% chance that the problem will persist even after re-shuffling). So, you are back to some form of skipping. If simply skipping the player(s) holding Ledges and/or High Pass is deemed to be undesirable because it unbalances the set up, here is an alternative:

The player who placed Borderland takes it back (this actually follows the letter of rule 2.3/2-f 😊), then that player is skipped, and so are the Ledges and High Pass players. You go on skipping until someone has one of the other seven six-clearing tiles. Set up then starts with that person, with this first tile taking the customary role of Borderland for the entire tile set up round (there nothing essentially wrong with that, since there is nothing special about Borderland). This way, tile set up is still as *normal* as possible.

Posted by: jdfrenzel on Nov. 03 2001,14:59

Just to point out that the Borderland tile is special in one way - it is the only tile with roadways leading off of every edge. This makes it easy to join other tiles to early in the map making process.

--- John F

Posted by: mcknight on Nov. 04 2001,15:09

Borderlands has got to go first--otherwise how do you figure out if a clearing has a path back to Borderlands? Also, as John points out, what if the next 6-clearing tile is Crag? Then if the next tile is a valley, there could be no legal way to place the following tile

I think the person who gets Ledges or High Pass is the one who should get skipped. Just their luck of the draw. It doesn't make any sense to try to pass their misfortune back to the Borderlands player.

Posted by: vincegamer on Nov. 05 2001,08:45

I'm not sure why my post didn't show up last time I tried, but here goes my take on it: Borderland is unique for other reasons as well. It is the only Tile with 6 roadways. It is one of only 2 tiles whose roadways and clearings don't change when enchanted. High Pass is the other one, but BL is distinguished by the fact that you can get from any one clearing to any other clearing in the same tile without having to leave the tile. It is necessary for the arrangement of the board to have BL first and all major clearings connecting to BL so that all major clearings will be accessible during a game. I'm surprised RH didn't foresee this possibility and make a note for it in the rules (or maybe it just got edited out) but I think his attitude would be "whatever works". So here's what I'd do:

Player 1 puts down the Border Land

Player 3 places a tile

Player 2 places a tile

Player 4 places a tile....

Second time around 2 is back in his/her original slot.

I think this provides the least disruption, and keeps people in the order the deal set out when it comes to character selection. It's possible 2 won't be able to place after 3, but I'd just have 2 jump in as soon as a possible place appears.

Second option: Have P2 trade for a tile at random from another player who has not placed yet. That shouldn't screw up anyone's strategy at that point in the game.

Posted by: Gilbert on Nov. 05 2001,11:35

I beg to respectfully differ with both vincegamer and mcknight.

While it is true that Borderland is the only tile with six connecting roadways, that is the **only** significant thing about it. The *all tiles must connect to Borderland* aspect is really irrelevant. The game designer chose this tile as a reference, but the real requirement is that all clearings which can potentially contain a treasure site (i.e. the 60 clearings in the Mountain And Cave tiles) must all be in play, which means that must all be interconnected. From that point of view, it makes no difference which of these ten tiles you use as a reference (either everything is connected, or it is not; if everything is connected to the Deep Woods, then everything is connected to the Borderland also).

So, the only significant aspect of Borderland is the six roadways, which does make it marginally easier to build the map, but, in my experience, after the first couple of tiles, you are already moving away from Borderland, so that is no big deal.

Posted by: bill_andel on Nov. 06 2001,13:16

Gilbert, in theory I agree with you, but in practice it is far less time-consuming to check that all clearings in the tile you've placed connect back to BL vs. connecting back to **ALL** caves & mountains tiles placed. However, your suggestion may be useful for those writing board construction programs.

Posted by: Gilbert on Nov. 06 2001,21:49

Of course, I agree with you. Keep in mind the context of my statement: we are talking about the hypothetical case where, in case of deadlock, you choose to start with a tile other than Borderland. Then, in this case, instead of checking that *everything connects to Borderland*, you check that everything connects to the actual starting tile.

Obviously, the designer made the correct choice in choosing an arbitrary tile as anchor, rather than merely saying that everything must be connected. However, **if** you are faced with the deadlock case, and **if** you choose a different starting tile, **then** there is absolutely nothing special about Borderland.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Prowling started by bill_andel

Posted by: Gilbert on Nov. 10 2001,20:06

Here is the situation: two players (A and B) end their turn in different clearings of the tile which contains the Altar (or the Shrine). Row 6 is prowling.

A ends his turn in a clearing which does not contain the Altar, so no Visitor, Mission, or Campaign chit can be summoned, and all warning, sound, and treasure site chits in the tile are turned face up. Now B takes his turn, and ends in the Altar's clearing; according to the letter of rule 12, since the Altar chit is face up, it cannot summon anything else that day.

What do you think: does this make sense, or should Visitor, Mission and Campaign chits be considered a special case? Surely, the intent of the rule is that a given chit will not summon monsters twice the same day, but this is something else.

Posted by: january on Nov. 11 2001,07:46

Personally I'd do anything to get a visitor chit on the board so I'd say go for it. 😊

Posted by: bill_andel on Nov. 11 2001,12:21

Sounds like a question for referral to Mr. Hamblin. (Are you reading this, Steve McKnight?!)

Personally, I wish visitors/missions/campaigns had been handled somewhat like TWTs, i.e. instead of chits, they'd be the same size as treasure cards. Visitors, once turned up would not move, just as site card. The missions and campaigns, once turned up would remain in the clearing for all to see as a treasure which provides color magic does. Otherwise, rules for handling them would stay the same.

Posted by: mcknight on Nov. 11 2001,18:06

Yeh, I'm here, but I don't think this one needs Richard Hamblen.

This is *always* played that the Visitor/Mission counters are summoned even if the site chits are "turned face up." (I put this in quotes because in practice, no one actually turns them face-down once they are face up--it would require everyone to memorize or write down all the chits to plan for their move.)

So in the example above, the first character to move in the tile would not summon the Visitor/Mission if he wasn't at the Altar/Shrine, but the second character who ended his turn at the Altar/Shrine would summon the Visitor/Mission even though the chit was technically "face up."

There are actually several indications in the rules that this is how it should work:

1. the Visitor/Mission chits summoned by the natives(Woodfolk, Bashkars, etc.) certainly come if a character finishes his turn in the clearing with the HQ, no matter who has moved in the tile before during the day.
2. the Visitor/Mission chits summoned by the site *cards* (Enchanted Meadow, Toadstool Circle) are also not affected by another character moving first since the site cards don't turn over. There is no indication in the rules that the site *chits* should act any different from the site cards or native HQ's
3. the rules are actually fairly specific that *monsters* are not summoned by the face-up site chits:

-----QUOTE-----

Rule 12.5/3: "One a map chit is turned face up it stays face up until the end of the day, to show that it has summoned all the monsters it can that day. When a character ends a turn in a tile where all the map chits are already face up, they do not summon any more monsters. [Emphasis added]

-----QUOTE-----

Note that all the rules about turning sound/warning/site chits face up are under section 12.5 Monsters. In 12.5, it specifically says that monsters are summoned when the face-down chits are turned face up. The Visitor/Mission chits are discussed earlier in 12.4 Visitors.

There is no mention of face up or face down chits up here; it just says "If the character is in the same *clearing* with one of these pieces, the visitor appears in his clearing." [Original emphasis]

So unless someone has seriously questioned whether the Visitor/Mission chits drawn by the Altar/Shrine work differently than those drawn by the HQ's or Site Cards, I'm going to suggest that they aren't any different. Visitors/Missions are drawn by Site Chits even if they have already drawn a monster that day.

--Steve McKnight

Posted by: vincegamer on Nov. 12 2001,14:28

" This is always played that the Visitor/Mission counters are summoned even if the site chits are "turned face up." (I put this in quotes because in practice, no one actually turns them face-down once they are face up--it would require everyone to memorize or write down all the chits to plan for their move.) "

Speak for yourself Steve. My old group always turned them back down. If you forgot where something was or where goblins could pop up it was your own fault. It made an interesting dynamic to the game, but for email games I wouldn't recommend it. It's one thing to penalize someone for forgetting what was in the tile he left 10 minutes ago, but holding them to 1 week ago?

Anyway, on topic I think you are right. Gilbert's reading overreached. It doesn't say the altar can't summon anything else that day. I just says it can't summon any more monsters, which Visitors aren't.

But your last line? I don't think a site chit can draw a monster and a visitor . . . because they require different monster die rolls. ;-P

Bill, I don't see how your proposal is any different than the way the visitor/mission chits are currently used.

Posted by: bill_andel on Nov. 12 2001,17:39

My proposal is different in that you would not have to get a monster roll of 6 for the visitors/missions to turn up. They'd be turned up as sites are when people looted or, in the case of native groups, whenever anyone executed a TRade phase to buy something.

Therefore, this would make it easier/more likely for visitors/missions to appear on the board.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Underlings in Combat started by mcknight

Posted by: Gilbert on Nov. 14 2001,09:30

There is one very common situation which has always confused me (and helped to turn my friends off the game, as I furiously thumb through the rules, looking for the answer):

A character followed by some underlings runs into some monsters that they cannot handle. The character runs away; what happens then? Rule 32.7 makes it clear that combat does not start in a clearing containing only underlings and monsters, but rule 34.9 does not distinguish between leaders and underlings, so I had assumed that combat would continue (this is how I have been playing). However, I just noticed that the summary in rule 26.1 is more specific; step 3 under *Resolving combat in a clearing* specifically refers to hired leaders.

So, which is it: does combat end, or continue, when underlings are left alone with the monsters after characters have died or run away?

Posted by: jdfrenzel on Nov. 14 2001,12:04

I thought combat ran for one round in this situation. For example:

Round 1: Combat begins because a character is in the clearing.

Encounter Step: Use hireling(s) to lure monster(s); character runs away.

Melee and Fatigue Steps: Run them because this round has already begun.

Then combat ends because there are no characters or hired leaders in the clearing. That's my interpretation of it.

--- John F

Posted by: vincegamer on Nov. 14 2001,14:32

What you propose would dramatically alter the way I play the game. I also don't think it is right.

Combat starts in every clearing where there is a character or hired native leader. (Rule 34.1)

Combat ends when there are no characters or hired natives left in the clearing. (Rule 34.9)

If you run away leaving your natives behind, there are still hired natives in the clearing so combat does not end. They have to slug it out until the second part of 34.9 is met.

If the creators had meant it to end as you say, they would have said combat ends when there are no characters or hired native leaders in the clearing; the same language of rule 34.1

What I think you are mixing up here is beginning combat as opposed to beginning a round of combat.

In reviewing the rules on native combat I think I discovered a mistake I've been making:

How are denizens assigned randomly if there is no unhidden character in the clearing?

I have been playing that you roll a die to see which available hired native the denizen attacks.

However, Rule 34.3/2(a) says the CHARACTER must roll for random assignment.

Rule 34.3/2(b) says essentially that denizens assigned to a character who is not a possible

target are assigned by that character to his natives, and there is no limit to how many denizens can be assigned to a native.

That would seem to suggest that if you have 3 hired natives facing 4 monsters, you could assign all of the monsters to one native, even though he can only lure one.

This seems wrong to me. How do others play random assignment?

If this is how everyone else does it, I made a tactical mistake based on my misunderstanding that cost me my life in the Development game.

Posted by: Teresa on Nov. 14 2001,18:13

On combat starting and ending, I think Vince is right. People are confusing starting rules and ending rules. Once combat starts, it keeps going until the ending rules are met. So:

Round 1: Character in the clearing, combat starts, hirelings lure, character runs away OR hired leader and monster are in the clearing together

Round 2: Combat does not end because there have not yet been two combat rounds in which nothing happens. Monsters attack hirelings.

Round 3: Combat ends IF no monsters or natives have been killed in either round 1 or 2, nothing was fatigued in Round 1, etc. Otherwise combat continues until these conditions are met.

On monster assignment to hired natives. Vince, you are correct that the character rolls for assignment, not the hired natives. Therefore, if there is one character and another character's hirelings in the clearing, the monster has an equal chance of being assigned to the character vs. the other character's hirelings, no matter how many of his hirelings are in the clearing. I guess the monsters would just rather fight a character than the other denizens, even if they are under hire :-)

You are also correct that the character who "owns" the hirelings can assign the monsters assigned to him to any of his hirelings, even if it results in several monsters being assigned to a single hireling.

Posted by: mcknight on Nov. 14 2001,21:25

I think the summary in 26.1 is in error.

Rule 32.7 says: "Underlings cannot start a fight by themselves, but once combat begins they fight just like hired leaders."

When combat begins, it's pretty clear that monsters and unhired natives are assigned to attack the underlings even if the character is not in the clearing:

Rule 34.3/2 (Random Assignment) says: "a. ... A character must roll only if he is unhidden and in the clearing, or if he has an unhidden native in the clearing...

b. The character who rolls highest must assign the attacker to himself, if he is unhidden and in the clearing; otherwise he must assign it to one of his unhidden hired natives."

Finally, in the question of when combat ends, Rule 34.9 is pretty explicit: "Combat ends in the clearing when no characters or hired natives are left in the clearing. When a character or hired native remains, rounds of combat are repeated until nothing is killed, damaged, wounded, or fatigued for two consecutive rounds."

So I think that if the character is in the clearing and causes combat to start, even if he runs his hired underlings have to fight until they kill or are killed, or until 2 rounds of combat go by with nothing killed.

I'll forward this one to Richard Hamblen, though, to make sure that the mistake is in 26.1.

--Steve McKnight

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Horses started by Gilbert

Posted by: january on Nov. 25 2001,18:55

If a character with a workhorse is following another with a pony does the workhorse character keep up with the pony character? The reason I ask is because it's pretty clear that a packhorse can keep up with a faster horse. Would that also apply to a following character with a horse? 🤔

Posted by: Gilbert on Nov. 25 2001,22:15

I would say that rule 27.6/1-b is fairly explicit:

-----QUOTE-----

*When the guide does a Move phase that is caused by a pony,
all of his followers who do not have ponies are automatically left behind.
The followers can stay with him when he does other extra Move phases,
but they are left behind when he uses a pony to Move.*

-----QUOTE-----

So, in my opinion, the answer is no.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Berserk Chit started by Teresa

Posted by: Gilbert on Nov. 18 2001,08:50

When the Berserker plays his Berserk chit in combat, the rules make it clear that the fatigue situation is handled as normal (as if it were a Fight chit). However, when the chit is played during an Alert phase, it *fatigues instantly*. Now, is that meant literally (i.e. both asterisks fatigue, same as a two asterisk magic chit), or does it mean that the Berserker must fatigue one asterisk? It would be a bit strange if the fatigue cost were not the same in the two cases, although I guess there could be a rationale, in that it is surely more exhausting to go berserk all day! 😊

Posted by: vincegamer on Nov. 19 2001,11:35

A fascinating question. (read: I don't know the answer)

Here's how I have played it, but I now think I was wrong:

Whenever the Berserker goes Berserk (plays the chit) he fatigues the Berserk chit. If he does this during his action phase in a round of combat, he cannot play any other asterisks in that round unless an item increases his asterisk limit. Since he fatigued it, he covered his need to fatigue that round.

Here is how I would play it now:

If the Berserker goes berserk during the day, he fatigues the Berserk chit. (note in regular weather he could A/R/R* and get his chit back and still have 2 daylight phases available) If he goes berserk in combat, he cannot play any other asterisks in that round unless an item increases his asterisk limit. At the end of the round he must fatigue a fight chit or he could fatigue the Berserk chit and make change with a fight chit. (notice the Berserker is going to be much slowed down that round, but this way he only has to fatigue one asterisk)

I think as far as a rationale, the fact that he pays a little extra to go into the first round of combat with all his chits available is good enough.

Posted by: mcknight on Nov. 19 2001,16:26

I agree with Vince's answer. The fatigue cost is different if he uses it in an Alert phase or during the Encounter Step.

I don't want to speculate on the justification, but the text under the character description is quite clear:

"He can play the BERSERK chit during an alert phase (instead of alerting a weapon). It fatigues instantly.

He can play his BERSERK chit as his action during the encounter step.... It counts towards his effort limit and fatigue normally."

Used during Alert phase the Berserk chits fatigues (a two-asterisk fatigue). Used during the Encounter Step, it counts toward his effort limit and fatigue; so he has to fatigue one Fight

asterisk or he can fatigue the Berserk chit and bring back one Fight asterisk (a one-asterisk fatigue).

Posted by: Teresa on Nov. 29 2001,12:28

I agree with Vince and Stephen. I think the justification is that fatiguing during the day is not a normal activity, except when looting. Normally you only fatigue during combat, and it is based on the number of asterisks you use during combat. When fatiguing during the day, there are other cases where you fatigue the whole chit - e.g., when you are looting the Crypt of the Knight you have to fatigue a T chit regardless of the number of asterisks.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Wishes started by mcknight

Posted by: Gilbert on Nov. 18 2001,19:56

I was looking at the Wishes table today, and this reminded me of an old argument; reading the fine print also prompted two new questions:

1. How literally should the text of the Wish for Strength be interpreted?
From his comments as relayed through this forum, it is clear that the author usually meant exactly what he wrote, however, in this case, there are weird implications: if the next Fight chit or Gloves card really inflicts tremendous harm, then the Druid or Witch could kill a tremendous dragon with their bare hands!? This sounds preposterous, even after a Wish for Strength! The obvious alternative would be to read that the next Fight chit or Gloves card will have tremendous strength, which is not the same thing at all (a lot less useful, but a lot more realistic). Opinions?
 2. When you wish that a hired native *were elsewhere*, it returns to the Set Up Card; however, since hired natives do not prowl, how is it supposed to ever come back in play?!
 3. Then, the note says that when a denizen returns to the Set Up Card, it is released from all spells. Now, is this specific to *I wish you were elsewhere*, or is this meant to apply generally (e.g. when a monster bewitched by a Transform spell prowls on a Sunday)? Just wondering...
-

Posted by: vincegamer on Nov. 19 2001,12:33

More good questions. I am normally very reluctant to suggest bothering RH with stuff, but these pose some unique situations.

1. if the next Fight chit or Gloves card really inflicts tremendous harm, then the Druid or Witch could kill a tremendous dragon with their bare hands!? This sounds preposterous, even after a Wish for Strength! The obvious alternative would be to read that the next Fight chit or Gloves card will have tremendous strength, which is not the same thing at all (a lot less useful, but a lot more realistic). Opinions?

I don't think you need to take the titles of the wishes, which are in quotes, too literally.

Sometimes the wish you get is not something you would actually wish for.

Wishing for the next fight chit you use to be tremendous would be nearly useless. If you don't already have heavy fights, you won't have a weapon that would benefit from having a Tremendous fight chit.

Think of it more as a wish for divine help in battle.

Having only light chits and a dagger and being able to kill the dragon that you couldn't flee, now that's a worthwhile wish. (I speak from experience)

It might be interesting if it were literally strength. If you want to change it in house, you could make it so that all of your chits are tremendous for one day. That way you could actually carry away the chest or idol so long as the spell lasted.

2. When you wish that a hired native were elsewhere,
it returns to the Set Up Card; however, since hired natives do not prowl,
how is it supposed to ever come back in play?!

Hmmmmmm. Maybe it's not supposed to? I'd like to think it could. What I would do is have it return to the board normally (if the die roll is right and someone is in the right dwelling) but still be in your hire as long as the term hasn't run out.

The rules list 4 ways a native becomes unhired, and limit it to those 4. Returning to the setup card is not one of them, so the native must still be hired. This has one of two possible results.

One I mentioned above. Second coming from a more literal reading of the rules would leave the native off the board EVEN IF the necessary conditions are met, because he is not "prowling."

This way "wish you were elsewhere" can keep a native (or monster) out of the game for a long time - longer even than if you just killed him.

3. Then, the note says that when a denizen returns to the Set Up Card, it is released from all spells. Now, is this specific to I wish you were elsewhere, or is this meant to apply generally (e.g. when a monster bewitched by a Transform spell prowls on a Sunday)?

Another good one. Since the note is only listed in the table of wishes, I would say it only applies there. Monsters don't die and regenerate just because it's day 7. Like the native above that stays hired, its status doesn't change. I'd say it stays enchanted. If it's a frog when it leaves, it comes back a frog unless the spell has been broken.

Some very good questions. This is what I'd do. I'm curious to see what others say.

Posted by: Gilbert on Nov. 27 2001,12:55

-----QUOTE-----

I don't think you need to take the titles of the wishes, which are in quotes, too literally.

Sometimes the wish you get is not something you would actually wish for.

Wishing for the next fight chit you use to be tremendous would be nearly useless. If you don't already have heavy fights, you won't have a weapon that would benefit from having a Tremendous fight chit.

Think of it more as a wish for divine help in battle.

Having only light chits and a dagger and being able to kill the dragon that you couldn't flee, now that's a worthwhile wish. (I speak from experience)

-----QUOTE-----

That feels like a stretch to me. All other Wish results are instantaneous, but, somehow, in this case, some higher being just makes a note to keep an eye on you, and to give your next opponent a heart attack in your hour of need?

It seems more consistent to assume that the strength is granted to you now. In this case, the question is, can this indeed inflict tremendous harm even when using a flimsy weapon (which I agree looks like it is the literal interpretation), or are you still bound by the laws of physics?

Posted by: Teresa on Nov. 29 2001,12:24

On the Wish for Strength - I agree it should be the literal interpretation - your next hit inflicts T strength, regardless of who your character is or what weapons/chits you are using. All

wishes are granted by divine intervention (they're Type I magic) so this seems fine to me.

On hired natives returning to the setup card - I would think they don't return to the board until after their term of hire runs out. Hired natives don't prowl or regenerate, so they would have no way of returning. The only reason I can see to do this is if they were in imminent danger of being killed and you didn't want to lose the N. It would be nice if they would allow you to send a hired leader anywhere, like another character, though.

On monsters returning to the setup card and spells being broken. I would think this would be true in all cases. The idea behind monsters regenerating is that it is not necessarily the same monster that is returning which left or was killed. Plus if only one goblin were bewitched it would be really hard to keep track of which one it was once it was placed back on the setup card. Although this note only appears in the Wish Table, that is true of a lot of rules. They had some editorial problems just before the rules were issued, and things got left out or moved around. Since it appears as a special note in the table, it could have been meant to apply more generally.

Posted by: mcknight on Nov. 30 2001,16:43

1. It is well established in the Magic Realm rules and practice that Wish for Strength causes tremendous harm, even if it's only a dagger. It's one of the great features of the game!
2. The Wish Table is quite clear that all denizens (hired, controlled, or unhired) go back to where they started the game if they are wished elsewhere. It's a good question whether they are still hired and can't regenerate. It seems like a lot of trouble to keep track of their term of hire while they are on the Setup Card, but on the other hand if the OHQ gets sent back to the Chapel you'd like for him to still be hired. I'll send this one to Richard Hamblen.
3. I agree with Teresa that it seems like a monster that regenerates on the 7th, 14th, 21st, or 28th day should have all spells broken, but it doesn't say so in the rules. Since they can come right back to the board, this could easily come up in a game--is that a Dragon or is it a bird? Another question for RH.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Visitor price clarification started by jdfrenzel

Posted by: jdfrenzel on Nov. 19 2001,14:06

After posting the Treasures, I have had feedback regarding the price Warlock will pay for the Scroll of Nature and the Scroll of Alchemy.

According to my rulebook, the Warlock pays 50 for the Scroll of Nature. But I have been told this was an error, and that he actually pays 50 for the Scroll of Alchemy. All things considered, this change is sensible, but is it official?

--- John F

Posted by: Teresa on Nov. 29 2001,12:31

My recollection is that this was an errata contained in a General article. Unfortunately, I don't have time to dig it out right now, although you may have it on-line or it may be on the MR Keep site. If not, the only way to get an official answer is to ask RH. But this change seems so obvious that I would make it. For one thing, without it there are two visitors who pay 50G for the Scroll of Nature, which is not true for any other spellbook. So it has to be a mistake.

Posted by: Nand on Dec. 02 2001,06:12

From The General 16/4:
< Errata & Additions >

SEVENTH ENCOUNTER

57.734 The WARLOCK pays bonus prices for the SCROLL OF ALCHEMY, not the SCROLL OF NATURE

Posted by: jdfrenzel on Dec. 02 2001,21:35

Thanks Nand!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Dec. 03 2001, 11:05

Another comment by Richard Hamblen on whether regenerating monsters/natives remain bewitched by the spells affecting them.

-----QUOTE-----

Steve McKnight wrote:

If a monster/native is bewitched by a spell (Transform, for example) and regenerates to the Setup Card, does it remain bewitched?

-----QUOTE-----

Hamblen: No. When a denizen goes back onto the Appearance Chart, all SPells on it are broken. This is hinted at in note 2 of the WISHES table, and it supposed to be somewhere else in the rules, but I can't find it--maybe it got excised without me noticing?

-----QUOTE-----

So if a Dragon has been Transformed to a bird and the the Dragon returns to the Setup Card on Day 14 because Dragons are prowling, is it still under the influence of the spell when it returns to the board?

-----QUOTE-----

Hamblen: No.

-----QUOTE-----

I don't see anywhere in the rules that the spell is broken when the monster returns to the Setup Card, and I wouldn't expect a prowling garrison native who returns to his dwelling to lose the spell. So I assume that the denizen stays bewitched even on the Setup Card, the Magic chit is still committed to the spell, and the spell-casting character can't use the spell again.

-----QUOTE-----

Hamblen: Wrong. He does lose it. Regenerating releases all spells.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by Gilbert

Posted by: mcknight on Dec. 03 2001, 11:18

-----QUOTE-----

Steve McKnight wrote:

1. If a character and his unhired underlings are in a clearing with monsters/unhired natives and the character runs away, do the underlings continue to fight to the death? When does combat stop?

Rule 32.7 says: "Underlings cannot start a fight by themselves, but once combat begins they fight just like hired leaders."

When combat begins, it's pretty clear that monsters and unhired natives are assigned to attack the underlings even if the character is not in the clearing:

Rule 34.3/2 (Random Assignment) says:

"a. ... A character must roll only if he is unhidden and in the clearing, or if he has an unhidden native in the clearing...

b. The character who rolls highest must assign the attacker to himself, if he is unhidden and in the clearing; otherwise he must assign it to one of his unhidden hired natives."

Finally, in the question of when combat ends, Rule 34.9 is pretty explicit: "Combat ends in the clearing when no characters or hired natives are left in the clearing. When a character or hired native remains, rounds of combat are repeated until nothing is killed, damaged, wounded, or fatigued for two consecutive rounds."

So it sounds as if a character is in the clearing and causes combat to start, even if he runs his hired underlings have to fight until they kill or are killed, or until 2 rounds of combat go by with nothing killed.

-----QUOTE-----

Hamblen: The above is correct.

-----QUOTE-----

However, the turn summary in 26.1 says, under Resolving Combat in a Clearing: "3. The individuals in the clearing do rounds of combat until there are no characters or hired leaders in the clearing, or until there are two consecutive rounds in which nothing is killed, no action chits are inactivated and no tremendous monsters are red-side-up."

I think the "hired leaders" in 26.1 is in error. Any comment?

-----QUOTE-----

Hamblen: You're right. There's a story about this, but who cares.

-----QUOTE-----

2. If a character is not in the clearing or is hidden, and he rolls for random assignment, he can assign the monster/unhired native to any of his hired natives in the clearing.

*So could he assign all the monsters/unhired natives to only one of his hirelings by random assignment and leave the others without an attacker? Even though each native could only lure *one* monster or hired native?*

Rule 34.3/2b seems to say so: "The character who rolls highest must assign the attacker to himself, if he is unhidden and in the clearing; otherwise, he must assign it to one of his unhidden hired natives. There is no limit to the attackers that can be assigned to a hired native randomly."

-----QUOTE-----

Hamblen: Okay, what these rules are supposed to mean is that:

1. The character must roll for each unassigned denizen who wants to attack him.
2. When he "wins" an attacking denizen, he can assign it to any of his forces in the clearing, including himself. However:
 - a. If he is in the clearing, he can assign no more than one attacking denizen to each of his hired natives. The character himself gets all the remaining attackers.
 - b. If he is NOT in the clearing, he must assign the attacking denizens to his hired natives, one per hireling. If there are more attackers than hirelings, he still must assign the remaining attackers to his hirelings, until all of the attackers are assigned. Necessarily, then, in this case some hireling(s) will get more than one attacker.

Which raises the question, is he free to assign them as he chooses, assigning one attacker to each hireling and then massing all of the remaining attackers against one unfortunate hireling? Yes, he can do this. When the character is not in the clearing himself, he must assign each attacker to a different hireling until he runs out of attackers or hirelings. Once each of his hirelings has an attacker, the character is allowed to assign additional attackers to his hirelings as he chooses.

Jim Stahler once raised this issue, and made a good case that the attackers should be spread among the hirelings as much as possible. This does seem more fair, and I accept it as a house rule, but I prefer the character get the unfair advantage of deploying his attackers to his advantage--one of the perks of being a character, I guess.

Posted by: Teresa on Dec. 03 2001,12:04

Um... this reply leaves a couple of things unclear:

- 1) What happens when the character is in the clearing but hidden? Does he then follow the rules for being out of the clearing?

2) When he is out of the clearing, the rules certainly don't say right now that he has to assign one attacking denizen to each hireling, and only then can he choose where the rest go. There are currently no limitations - he can assign them all to one hireling if he wants. Is he saying this should be changed?

Posted by: Gilbert on Dec. 03 2001,12:42

1. Why not? It seems to me that the cases are 100% equivalent.
 2. What's the problem? RH's ruling is very much in keeping with the spirit of the rules as they stand (i.e. that you only ever assign multiple monsters to a native if you have no other choice).
-

Posted by: mcknight on Dec. 03 2001,13:11

1. I agree with Gilbert here. Character out of clearing or character in clearing and hidden are equivalent.
2. There is no doubt that this is a change from the way the rules are written now. RH is saying that this should be changed--or at least that his intention was not the way that the rules turned out.

This has happened a couple of times before, most notably in the "what happens when you get a wound when all your chits are fatigued" issue. Again, it's up to us whether we want to play the rules as written or change to the designer's intent. I've always thought that we should just play the rules as given until we have a chance to make the changes in a new edition of the rules, but "Designer's Intent" is also a reasonable criteria.

If we're playing Designer's Intent, I think we have to change the way we're playing this one!

Posted by: Gilbert on Dec. 03 2001,14:27

I do not completely agree. This clarification by RH does not actually contradict anything explicitly stated in the rules; rather, it fills in something that was left unspecified. Clarifying things left unsaid is not the same thing as inventing new rules.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Dec. 03 2001,11:24

-----QUOTE-----

Steve McKnight wrote:

On the Wish Table, if you wish a hired native is elsewhere, he goes back to the setup card. Is he considered to be unhired for regeneration purposes?

-----QUOTE-----

Hamblen: When he hits the APPEARANCE CHART, he instantly becomes unhired.

-----QUOTE-----

Since hired natives don't regenerate, do you have to wait until his term of hire runs out before he's eligible to regenerate on the 7th, 14th, 21st, or 28th of the month?

Or does he automatically become unhired when he gets wished back to the Setup Card.

-----QUOTE-----

Hamblen: Yes, the last. He automatically becomes unhired.

Posted by: Gilbert on Dec. 03 2001,11:43

Wow! So, does this imply that garrison natives behave differently (since they get sent to their dwelling, rather than to the Set Up card)?

Posted by: Teresa on Dec. 03 2001,12:08

I guess so, and to me it seems reasonable. It sounds like the game designers intended the setup card to be a true regeneration - all spells and other commitments broken if you somehow end up there. However, if you stay on the board, it would seem to me you would keep all spells and hiring terms.

Posted by: mcknight on Dec. 03 2001,13:15

I've specifically asked for a clarification to see if garrison natives are different. I'll let you know what I get back.

From the way he phrases his answer to the question here, I assume that the answer is yes, garrison natives that get wished back to their dwellings remain hired. Hitting the Appearance Chart is what makes the "wished-elsewhere" natives unhired.

Posted by: mcknight on Dec. 04 2001,12:26

Hamblen: When he hits the APPEARANCE CHART, he instantly becomes unhired.

-----QUOTE-----

Steve McKnight wrote:

But not if it's a garrison native and gets sent to a dwelling on the board, right? So if a hired OHQ gets Wished elsewhere, he stays hired, but if a hired LHQ gets Wished elsewhere his term of hire ends.

-----QUOTE-----

Hamblen: Quite right. Exactly so.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Dec. 03 2001,11:29

-----QUOTE-----

Steve McKnight wrote:

Does the Dragon Essence treasure only attracts Dragons in Cave tiles or Mountain tiles (including Deep Woods)? Dragon Essence doesn't attract Dragons in valley or woods tiles, does it?

I have always assumed this was the case. The Setup Card has SMOKE(M) and SMOKE© on it, so I figured that Dragon Essence in an M tile attracted the SMOKE(M) dragons and in a C tile it attracts the SMOKE© dragons.

The reason I ask is because if you look at the treasure definitions for Dragon Essence under 3. DAYLIGHT Cards, it says: "In a tile with a cave clearing it counts like a SMOKE C chit; otherwise it counts like SMOKE M chit."

If I read this literally, it sounds like Dragon Essence would attract Dragons to valley and woods tiles! The definition on the card ("Treat like Smoke Chit") is much more what I had always played: in a "C" tile it attracts SMOKE C dragons, in an "M" tile it attracts the SMOKE M monsters, and in a V or W tile it doesn't attract anything.

-----QUOTE-----

Hamblen: Sigh. Dragon Essence is supposed to work the way you think it does--it is supposed to attract Dragons only to Caves and Mountains, not Woods and Valleys. In the rule you quoted about "other clearings", the general phrasing was just to include the Deep Woods, not all the other tiles. I assumed that the reader would realize that Dragons appear only in the Caves and Mountains, which of course you did.

In fact, that's the way it has to be. Dragons cannot be summoned to a clearing that contains unhired natives--the rules are just not there to cover what to do. So the rule should be "In any treasure tile without a cave, it summons Dragons like a SMOKE M chit".

Posted by: vincegamer on Dec. 03 2001,11:58

I think his last line here must mean monsters cannot be summoned to clearings that contain only unhired natives. Of course if a native becomes unhired and is just hanging out on the board and a character in the same clearing lures a monster, it can come to the clearing containing the unhired native.

Also if a native is left on the Altar (e.g.) and his term runs out, he stays there. If a character happens to bring on the demon, the demon is "summoned" to a clearing that contains only an

unhired native.

I think the rules are pretty clear that they coexist.

Unless I'm missing something that Mr. Hamblin seems to be hinting at, the rules cover it, though it may not make sense.

Posted by: mcknight on Dec. 03 2001,13:21

I was puzzled by his last paragraph comment as well, and I've asked for a clarification.

Clearly you can get unhired natives in Caves or Mountains by their term of hire running out.

You can also get monsters in valleys and woods tiles by, for example, someone ordering their controlled Bats to fly to the nearest valley. I've see this done, and I'm not aware of any difficulty with the rules for either of these cases: unhired natives in tiles with monsters or monsters in woods/valley tiles. Maybe there's something I'm missing, but it seems to me that the rules are robust enough to handle this!

Posted by: mcknight on Dec. 04 2001,12:30

Hamblen: In fact, that's they way it has to be. Dragons cannot be summoned to a clearing that contains unhired natives--the rules are just not there to cover what to do.

-----QUOTE-----

Steve McKnight replied:

But natives could go out of hire in a Cave or Mountain tile and you would end up getting Dragons summoned to a clearing with unhired natives! No to mention controlled Bats flying into a valley tile and becoming uncontrolled. This has happened in a number of games and has never caused any problems with the rules that I am aware of. Not that this has anything to do with your intentions about the Dragon Essence, but your rules apparently are robust enough to handle the case of monsters mixing with unhired natives.

-----QUOTE-----

Hamblen: Fairly said, but there are special problems with dwellings (admittedly they can arise from controlled monsters, too, but that takes more planning and preparation than more players are willing to put into such a project--whereas just carrying Dragon Essence around can cause the problem to

appear at all of the Dwellings!) Specifically, we can't have dragons hanging around the Dwellings all the time, if only for versimilitude's sake! The odd bat, okay, but not dragons every game!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Natives luring the Imp started by mcknight

Posted by: bill_andel on Dec. 17 2001,12:18

If a native lures the Imp when the Imp is "MAGIC" side up and will attack with its "Curse" what happens? The "Curse" spell only affects **characters**, not natives. I assume that (1) it is legal for natives to lure the Imp, just like any other monster and that (2) since "Curse" does not affect natives the Imp essentially has an ineffectual attack. Is this correct?

Posted by: mcknight on Dec. 17 2001,17:59

Yep, use your natives to lure the Imp and they're perfectly safe as long as he doesn't change tactics. The other side is an M4/3 attack that could certainly hurt some of the natives.

Note that, despite the red side, the Imp is not a tremendous monster, changes tactics normally, can be run from from on the red side, etc. (in contrast to a red-side-up tremendous monster). The red side is just an artifact of the counter sheets--the Imp counter was in the same row as the Heads and Clubs and so ended up with a red side.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Transmorphizing started by mcknight

Posted by: Gilbert on Dec. 17 2001,17:05

Here is a question which is far from hypothetical, as it threatens to come up any time now in my current game.

I am the Sorcerer, and I have cast Transform on myself, transmorphizing into a bird (is that ever handy, by the way! 😊). The Druid, curse him, is walking around with the Dragon Essence.

Now, the rule says that, if you have flying strength, you cannot do Move activities (you must Fly).

So, what happens on a turn where I record Move phases, but the Druid plays before I do, and moves to my clearing? I will instantly transmorphize into bird form, so, presumably, my Move phases

will be cancelled, and I will end up wasting my turn, right? Grr...

Posted by: mcknight on Dec. 17 2001,18:05

That right! If the Dragon Essence appears in the clearing, your M-DW4 is no longer a valid move because you're a bird, and so the move is canceled. The correct move notation must be F-DW, and you land in a random clearing. (In fact, it's hard to get to a specific clearing when you're flying since you have to roll the die and who knows where you'll land!)

I suppose you could anticipate that the Druid would move into your clearing and record the Fly move. It's possible to record a move that is impossible when you record it in the expectation that it will be possible when your move is taken. But then, of course, if the Druid doesn't come (or you move before he does!) you're out of luck.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hired Natives started by Teresa

Posted by: Gilbert on Nov. 15 2001,12:49

I am surprised at never having seen any discussion of a puzzling omission in the rules. Nowhere in either rule 31 or 32 is there any mention of exactly what happens immediately after a character successfully performs the Hire activity.

I have always assumed that, for lack of anything better to do, the newly hired native(s) follow(s) the character for the rest of the day, but it really should have been in the rules. Presumably, this is the way everyone plays. However, what happens if the hiring character was hidden? Since the natives have not performed the Hide activity, one can only assume that they are unhidden, which is a bit strange (unhidden hired natives following a hidden character). 😊

Posted by: mcknight on Nov. 15 2001,14:16

Actually, newly hired natives are *not* following! Natives (and characters) can only be designated as following during Birdsong when orders are plotted. So your newly hired natives just sit there, waiting for orders the next day!

This has some startling consequences. If a character tries to hire a native underling and move away in the same day, the native stays where he is (presumably packing his camp) while the character moves off. The character has to move back to the clearing and wait for yet another day until he is in the same clearing with the native at birdsong and can record the "Follow" orders for the native. (Of course, if an HQ is hired, the HQ has his own turn and can record orders and move on his own, so nothing is lost in this case.)

Even more alarming, if a character hires natives from one group in a clearing and then ends up battling monsters or another native group in the evening, his newly hired natives are being battled as well. They can't be hidden since they were just hired and haven't had a chance to execute a hide phase or follow a character who hides. They can't run away, because natives never run away in combat. So the hiring character, even if he is hidden or able to run away, often has no choice but to watch his new hirelings get slaughtered by monsters or a tougher native group. A classic case is to hire the Lancers at the Chapel and end up battling the Order that night. The Lancers can't hurt the Knights and invariably end up getting killed before the hiring character has a chance to have them follow him out of the clearing!

This is not a bug, it's a feature of the game. But it's a good one to know about so that it can be avoided!

--Steve McKnight

Posted by: vincegamer on Nov. 15 2001,17:14

I don't think most people play the way Steve writes it here, but after careful reading I would agree with him.

In my experience most people play that when you hire an underling it just tags along with you.

You see people hiring a Rogue and moving with it in the same turn. People don't do that with hired Leaders though. Leaders always stay put that first day. I think the reason is that Leaders get their own history sheet and record moves and such while underlings just get put with the hiring character's belongings. However, after reading carefully, I see that they are put with the hiring character's belongings "At the very beginning of Sunrise" (32.3/1). Thus they would not be able to follow on the same day they are hired. Further proof is in Rule 32.3, which says "Underlings can do only the FOLLOW activity...."(see also 27.1/2) and Rule 32.3/3 which says, "When the underling's turn ends, he is put back on the map." Thus, although underlings are treated as though they are a belonging of the hiring character and have no turn, this is just for practical reasons. They are followers, and can't follow until Sunrise the day after being hired. I guess it takes him time to pack up his gear for the road.

As to following a hidden guide, that comes up all the time, and is covered by Rule 27.6/1(a).

Posted by: Gilbert on Nov. 15 2001,18:13

I am glad to see that I am not alone! 😊

Actually, my interpretation is based upon 32.3! Since underlings can do nothing but follow, it is not a big stretch to have them do it right away! It is all they know!

As to the business about following a hidden leader, I did not mean that I saw anything strange in that *per se* (I am well aware of 27.6/1(a)); what is strange is an unhidden follower and a hidden leader; this cannot normally happen (a follower hides with his leader; they both succeed or fail), and leads to bizarre situations: unhidden underlings can be alone in a clearing with hordes of monsters without being attacked (since combat does not take place), but if a character happens to be hidden behind a bush, the monsters attack. Now, obviously, this can happen in other ways (e.g. the underlings were already in the clearing, and a hidden character comes along later), but is still a strange artefact of the rules.

Posted by: Teresa on Nov. 29 2001,12:35

It may not be a stretch of the imagination but it is definitely a stretch of the rules. The rules are very clear that a hireling (or anyone else) cannot follow anyone unless they were given orders to do so during birdsong of that day.

What this means is, if you hire someone, you need to stay in that clearing for the rest of the day, and be prepared to protect them in the evening. Then the next morning you give orders for them to follow you. That's the only way it can be done within the rules.

Posted by: Rubric on Dec. 14 2001,20:44

See, I tend to look at the game as more of a role-playing game, rather than a competitive strategy game. (Maybe I'm in the minority here?) I'm all in favor of precise rules interpretations, but I prefer rulings that don't defy common sense. 😊

If you hire natives, they should follow you. Why wouldn't they?

Rogue1: Should we follow the Berserker?

Rogue2: Heck no, he looks dangerous.

Rogue1: But he's paying us....

Rogue2: Screw him. The rules say we stay put! (Besides, we have to pack our roguish suitcases. We can't possibly be ready before tomorrow!)



Posted by: jdfrenzel on Dec. 14 2001,22:25

Maybe this will be clarified in the 3rd edition re-write. I think most folks have played that hirelings stat to follow as soon as they are hired, rather than only at Birdsong, as the rules state.

--- John F

Posted by: Teresa on Dec. 19 2001,12:26

I think the current rules make perfect sense actually. In the real world, if you hire someone, they are not just going to be able to follow you anywhere instantly. They have to pack up their stuff, get their horses ready, prepare for the journey. It's not unreasonable to imagine that they would need one evening to do this, or that they might want a meal before they go.

And I think we should all be careful about assuming what "most players do" - this is one game where everyone seems to have their own ideas :-)

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Flowers of Rest vs. Curses started by bill_andel

Posted by: bill_andel on Dec. 17 2001,12:15

If you have the "Ill Health" curse (meaning you "can not *record* a REST phase"), would the Flowers of Rest still let you rest all your fatigued chits? I would think "yes", since your are not *recording* REST phases to rest the chits.

But what if you have the "Wither" curse, where you are unable to have any active effort asterisks? I would think in this case, the Flowers would be ineffective.

What say you?

Posted by: Teresa on Dec. 19 2001,12:37

1. Ill Health - I agree - the table says "The target cannot do the Rest activity" I think this means the Flowers of Rest could still activate and rest your chits.

2. Wither - we had extensive discussions on the list about this one - the so-called sleeping beauty curse. The final consensus, I believe, was based on the "Conflicting Spells" section of the rule. The Wither curse says that his fatigued chits cannot be activated. Because his chits cannot be activated, the Flowers of Rest does not cause him to fall asleep and his chits stay fatigued. As soon as the curse is lifted, the Flowers of Rest works normally. Basically, the conflicting spells section says that a stronger spell nullifies a weaker spell, or if two spells directly conflict, they nullify the part of each other that conflicts. Therefore, Wither nullifies the part of Flowers of Rest that tries to activate chits and make you fall asleep.

Posted by: bill_andel on Dec. 19 2001,14:45

Thanks! So it seems my assumptions were correct in both cases.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Dragon Essence started by Teresa

Posted by: Gilbert on Dec. 17 2001,18:58

My recent (mis-)adventures with the Dragon Essence have made me think. How about this: if you cast either *Transform* or *Melt into Mist* on a character who has the Dragon Essence among his belongings, the spell will stay energized forever!

Since those spells transmorphize belongings as well, it is impossible for the target to abandon the Dragon Essence, but it still radiates elemental energies.

Yikes! Unless someone else casts a spell-breaking spell on him, the target will stay transmorphized until the end of the game! 😊

Posted by: mcknight on Dec. 17 2001,22:59

That's right! I've seen it happen in a game. I was playing the Woods Girl in Brian Sharwood's Hidden Realm game. I was hidden in Maple Woods when the Black Knight arrived, carrying the Dragon Essence and the Scroll of Alchemy with two spells freed, and attracted six wolves. I decided to sit back and watch the fun until the wolves chewed a few wounds into Mordred before I let fly a few arrows. (Ambushing a character who can't run because he has fast monsters on his sheet is so effective it should almost be illegal.)

But the Black Knight had a few tricks up his sleeve. He had the Deft Gloves activated, so he inactivated his Mace and began to undercut the wolves, one per combat round, attacking with the Fight L2 and his dagger. I decided to even the score a little, so I let fly an arrow from ambush (no problem staying hidden--the Woods Girl only has to roll one die in woods tiles!) Roll on missile table (one die)=2. Heavy damage; his previously damaged armor goes away!

So I sit back to let the wolves chew a little more, and the Black Knight activates the Ointment of Steel! So, I let fly again (staying hidden) and roll a 1 on the Missile Table. Goodbye Ointment of Steel.

Now the Black Knight is in a pickle. He can't drop the Dragon Essence and still cast a spell, because dropping an item counts as an action. He could take a chance on surviving another round, but with my uncanny marksmanship he must have figured that I had poison activated or something (in Hidden Realm he still doesn't know who's firing arrows at him!)

So he uses the purple magic from the Dragon Essence and the spell that he had freed from the Scroll of Alchemy to cast *Melt into Mist* onto himself. The Dragon Essence continuously activates the spell and can't be dropped! Bingo! Permanent Mist Knight!

I figured that he would spend the rest of the game as my nemesis following me around and blocking me whenever he could, but instead he suicided, regenerated as the Magician just a clearing away from the pile of stuff the Black Knight left behind and made his victory requirements! I on the other hand, ended up hidden and carrying the Shoes of Stealth in the same clearing with two Spiders and two Giants on the last two turns and wasn't able to stay hidden for the ambush rolls that would have netted me the 20 fame points I needed. I think I used up all my luck against the Black Knight!

Posted by: Netzilla on Dec. 18 2001,11:26

Quote from Guest, posted on Dec. 17 2001,22:59

-----QUOTE-----

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-----QUOTE-----

And you got what you deserved. ;-P

In any case, I knew it'd be a permanent transformation when I did it, but I didn't want to give the Woods Girl the points. I did have the idea of trying to block her, but if she'd have gone first, she could have hidden and gotten away. Now, if I'd been playing the Swordsman she would have been stuck in that clearing forever. Still, I got very lucky with my "respawn"

location.

Basically, permanent transformations are the risk you run when carrying a source of purple magic. It can require a bit of juggling (or someone else to carry the Dragon Essence).

However, it's a desperation strategy that allows you to deny satisfaction to the person that forces you into it.

Deric "Black Knight/Magician" Page

Posted by: Gilbert on Dec. 18 2001,12:25

This confirms what I thought. How about this case, though:
you cast *Transform* or *Melt into Mist* on yourself,
and then loot the Dragon Essence from a treasure site.

Rule 3.1/1 reads:

-----QUOTE-----

Whenever a character obtains a belonging he must either activate it, inactivate it or abandon it, as he chooses

-----QUOTE-----

Now, obviously, with an enchanted card, inactivating it is not an option, so there are three possible interpretations:

By the Book: the rule says you can abandon it, so you drop it, and good riddance.

Realism: since you transmorphize immediately, you cannot abandon it.

Playability/Realism: well, the Dragon Essence was really in the clearing before you came; it is just that there was no omniscient game master to tell you that it was there.

By rights, you should have transmorphized immediately, so you would not be stuck with a *built in* Dragon Essence.

By majority vote (two out of three), I would say that you can drop it! 😊

Posted by: Netzilla on Dec. 18 2001,13:49

Quote from Gilbert, posted on Dec. 18 2001,11:25

-----QUOTE-----

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By rights, you should have transmorphized immediately, so you would not be stuck with a built in Dragon Essence.

-----QUOTE-----

Well, by the rules, you're stuck with Option 2 (perhaps the magic isn't active until it comes into contact with a living being). Better hope you can find someone to break that spell.

Posted by: fiscused on Dec. 19 2001,07:10

I'd say you could abandon it by the rules. I'd think of it as finding it, but transforming before you actually pick it up. Sorta like if I was the woods girl and just killed the White Knight with a lucky shot, I would "abandon" the knight's armor. Really, I would just leave it there since I can't carry it, but it would in effect be abandoning it. (Or I could "hold it and cache it", which would probably mean burying it piecemeal, again never really carrying it.)

Anyway, I think it is within the rules to abandon the item.

Posted by: Netzilla on Dec. 19 2001,10:01

I don't know. That's a little fuzzy. It really depends on if the item is considered to be in your possession as soon as you find it (and the use of the word "obtains" in rule 3.1/1 could be implying this).

If that is the case, then (when combined with rule 43.2: your transformation is "instantaneous") that would imply that the events are: 1) you pick up the item, 2) you're transformed and 3) you would have been able to abandon the item if you hadn't been transformed.

It really all depends on what exactly "obtains" in rule 3.1/1 is implying. Personally, I would hope this isn't the case, but I fear it is considering how careful RH was in choosing his words.

As to caching: You have to record a phase to cache and you can only cache belongings. So an item *would* have to be in your possession for you to cache it. If it activates a

transformation in between you're picking it up and caching it, you're stuck with it.

Posted by: Teresa on Dec. 19 2001,12:44

I agree with Netzilla in this case - you don't even have to have the Dragon Essence in your possession for it to transform you - for example if you are just trading and you look at it, it transforms you. So it seems to me that things would happen in this order:

- 1) you loot the item
- 2) you instantly transform
- 3) normally, you would now have the chance to inactivate or drop an item, but in this case you don't.

In order to activate, inactivate, or drop an item, you have to already have it in your possession - i.e., it has to be one of your belongings. Therefore, I don't see how you could drop it before you obtain it.

To me, this is all part of the fun of MR - the crazy things that can happen that are unanticipated. :-)

Posted by: mcknight on Dec. 20 2001,11:13

There are actually three options:

1. Player loots Dragon Essence, gets transformed before he has a chance to drop it, plays entire game as Bird.
2. Player loots Dragon Essence, drops item, gets transformed after the item is dropped, can exit clearing leaving the Dragon Essence behind.
3. Player loots Dragon Essence, gets transformed, gets to treat the Dragon Essence as an item that the transformed creature can carry. Can carry the Dragon Essence out of clearing and drop it anytime he wants in the future.

Option 3 relies on the difference between the objects a character is carrying when he is transformed that are transformed with him can can't be used or abandoned, and objects that the character acquires after he is transformed that the creature can carry, if he has enough carrying capacity. Birds, Frogs, and Squirrels can only carry objects of Light or Negligible weight, and Mist can't carry objects at all (except the items that were transformed with the character).

We need to clarify this for the 3rd Edition rules. I'll ask Richard Hamblem what his intentions were.

Posted by: Gilbert on Dec. 20 2001,14:01

An excellent description of the possible interpretations.
I would say that #3 feels like a bit of a stretch to me,
so I expect that the correct one is either #1 or #2.

To forget about the precise wording of the rules for a moment,
the two interpretations that I can see are:

1. The instant you touch the Dragon Essence, you transmorphize, and it along with you. Tweet, tweet!
2. The instant you see the Dragon Essence, you realize you peril, and you choose not to touch it.

I suppose that the authoritative interpretation from RH will hinge upon his conception of the act of looting (i.e. what exactly happens when you loot? Are you groping blindly, or what?)

Posted by: mcknight on Dec. 23 2001,22:11

Here are Richard Hamblen's comments on this topic:

Steve McKnight wrote:

-----QUOTE-----

> *A player with a tranmorphizing spell cast on him loots the Dragon Essence.*
> *The rules say that when he loots an object a character has the choice of*
> *activating, deactivating, or abandoning/dropping the objects. On the other*
> *hand, items that a character is carrying when he is transmorphized*
> *transmorphize with him and can't be used or abandoned.*
>
> *There is a question of timing here: a character gets to choose what he*
> *wants to do with item as soon as he loots it, but he is transmorphized*
> *immediately when the Dragon Essence is uncovered. Which happens first?*
>

-----QUOTE-----

Hamblen: The untransformed character must complete his LOOT before he can transform. Completing his LOOT includes defining what he does with the item.

Therefore:

1. He draws the item, looks at it, and then decides what to do with it. He can keep it or drop it.
2. Then he transforms.

-----QUOTE-----

> *So there are three possibilities that I see:*
>
> *1. Player loots Dragon Essence, gets transformed before he has a chance to*
> *abandon/drop it, plays entire game as Bird.*

-----QUOTE-----

Hamblen: Only if he chooses to hang on to the Dragon Essence. This actually happened in an early MR tournament, when the question first arose. The player was intrigued and chose to be a bird, but he got bored quickly and suicided out. Of course, you don't have to suicide if you have a friend handy who can break spells.

I discussed the tactic thoroughly with one of my playtesters (maybe Jim Stahler), and our conclusion was that the tactic was intriguing, but probably not worthwhile. The best use is to become a bird, fly to explore remote areas and attract monsters, then fly back to rendezvous with your spellbreaker. This might actually be worthwhile, with some board/treasure configurations.

-----QUOTE-----

>

> 2. *Player loots Dragon Essence, abandons item, gets transformed after the item*
> *is abandoned, can exit clearing leaving the Dragon Essence behind (or loot to*
> *see if he can pick it up).*

-----QUOTE-----

Hamblen: Perfectly legal.

-----QUOTE-----

>

> 3. *Player loots Dragon Essence, gets transformed, gets to treat the Dragon*
> *Essence*
> *as an item that the transformed creature can carry (unless he is transformed*
> *into Mist that can't carry items). Can carry the Dragon Essence out of*
> *clearing and abandon it anytime he wants in the future.*

-----QUOTE-----

Hamblen: Nope. Not allowed.

Posted by: Teresa on Dec. 24 2001,11:16

Wow - not at all what I would have expected. However, this clarifies the nature of the Loot phase quite a bit. I'm working on that section of the rule, so I'll incorporate this in.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Natives Battling Hidden Character started by mcknight

Posted by: Gilbert on Dec. 24 2001,21:18

The Third Encounter being the most confusing section of the rules, I have made it a habit to re-read it periodically. A good thing too, since it seems I have been getting something wrong all along. 😊

Rule 30.3 says that hidden characters have to roll for battling natives. I had always taken this to mean that you could be attacked by unhired natives, even if hidden (it felt strange, but it is their dwelling after all 😊).

Now, however, I notice that rule 34.2/3 clearly states that unhired natives can never be assigned to a hidden target. The logical conclusion is that, when a hidden character rolls a *Battle* result, the natives are in a foul mood, and would attack the character if they could, but can only do so if he does something to void his hidden status (such as casting a spell, attacking someone, or being selected as a target by someone who has found Hidden Enemies).

This subtlety had sailed right over my head! 🤔

Posted by: mcknight on Dec. 26 2001,13:25

You have it right! You have to roll to see if you are battling natives even if you are hidden. If you become unhidden at any time during combat, you have to fight any natives that are battling you. (An incentive not to attack another character, for example.)

Also, even if you are not in the clearing, if you have hired natives in the clearing with unhired natives you need to roll to see if you (and your hired natives) are battling the unhired natives. Your hired leaders cause combat to start and have to fight unhired natives you are battling just like a character. Combat does not occur if you have only hired underlings in a clearing along with monsters and unhired natives (Rule 32.7). But if combat does begin (because there's another character in the the clearing, for example), 32.7/5 implies that any natives you are battling will attack your hired leaders or underlings.

Posted by: Gilbert on Dec. 26 2001,13:48

I am amazed that it took so long for the scales to fall from my eyes. My excuse is that my games never feature all out War, with multiple characters and bunches of hired and unhired natives in the same clearing! When I read the rules, my frame of mind, whether I am aware of it or not, tends to be single character, single group of natives.

However, this correct interpretation seems unrealistic when you get a Challenge or Insult result while hidden.

One easily imagines the natives calling out their taunts, calling you a coward, and daring you to show your face. However, if you choose to remain hidden in order to duck a challenge or insult,

by rights, you would really deserve to lose the Fame or Notoriety! 😊
Ah, well...

Posted by: mcknight on Dec. 26 2001,15:43

-----QUOTE-----

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-----QUOTE-----

Well, what happens is they insult/challenge you, you fail to pay the fame/notoriety, they battle you, but they can't find you! Maybe they call out insults, you insult them back more creatively from your hiding place, they pick up their weapons to avenge your taunts but can't find you (as long as you stay hidden).

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Enchanting Tiles started by bill_andel

Posted by: Gilbert on Dec. 19 2001,19:07

In my current game, if we were to enchant the Pine Woods tile (we have not, and are not planning to, but if we did) both the Small Campfire and the Chapel would go *out of play*.

I am very curious as to opinions regarding this kind of situation!

Posted by: Rubric on Dec. 19 2001,19:22

My opinion (unconsidered, I admit) is that if any character or dwelling is cut off from the Borderland at the end of the day, then the relevant tile automatically becomes unenchanted. If there is any question as to which tile is the "relevant" one, then I would just make an arbitrary ruling that the one closest to the cut-off character becomes unenchanted. Break ties randomly. (You could also go with the tile that was most recently enchanted. That should be fairly easy to remember, as it must have happened this turn, or else the characters would have been cut off on an earlier turn.)

I would also probably rule that a flying character cannot land in a cut-off clearing if there is a non-cut-off clearing in the tile where he is landing (unless that's already a rule?)

Posted by: fiscused on Dec. 19 2001,20:34

Actually, cutting off tiles is a strategy magic types can use. You can charge a toll to unenchant them afterwards, or maybe you just cut off a character doing very well with VPs. If you aren't magical, get a friend who is, or try not to get cut off.

Posted by: Rubric on Dec. 19 2001,21:20

I just don't think it's fair. Theoretically, you could have a character leave the Inn on Day 1, enchant an adjacent woods tile, and cut off ALL the other players for the rest of the game. How fun is that?

If the board happens to be set up to make that possible, there is NO WAY to prevent it, if the magic-user goes first.

Unlikely, I agree. But possible.

Posted by: mcknight on Dec. 20 2001,10:46

I think this goes under the heading of "I'll take my ball and go home." The game allows things that effectively reduce a player's options to zero (such as enchanting a woods hex so that a player is trapped with no place to move or casting Melt into Mist onto a character carrying the Dragon Essence). Whether you want to let the player try to work his way out of that fix (for example, by paying a magic-user to unenchant the hex or suiciding and starting over) or create your own house rule that disallows the tactic is up to you, but there's nothing in the rules that makes it illegal. In fact some of us think that the possibility of having such extreme results is part of the charm of Magic Realm.

Posted by: Gilbert on Dec. 23 2001,09:09

Here is a follow up question: when landing after having performed the Fly activity, do you re-roll if you roll the number of a clearing that exists, but is unreachable? That is what I have always done, considering that unreachable clearings were out of play.

Posted by: mcknight on Dec. 23 2001,22:51

-----QUOTE-----

Here is a follow up question: when landing after having performed the Fly activity, do you re-roll if you roll the number of a clearing that exists, but is unreachable? That is what I have always done, considering that unreachable clearings were out of play.

-----QUOTE-----

I wouldn't re-roll this, because I don't think these clearing are out of play. I think that if you land in a clearing that's not connected, you just have to fly again and try to land on a connected clearing. If you can't fly again (don't have the right color), you're out of luck--your only hope is to get some other character to enhance the tile so you can get out.

I think of this as the "Sorcerer's Apprentice" clause: if you're a novice magic-user (using the Magic Carpet without your own purple chits, for example), you'd better be darn careful that you don't fly to a hex with disconnected clearings. You can get yourself into deep trouble!

Posted by: Rubric on Dec. 24 2001,10:15

If you're not rerolling it, then Hurricane Winds becomes more powerful. A purple spellcaster can blow you into an adjacent woods or valley tile, where you may have to remain for the rest of your life.

It's not that big of a problem, since purple mages already have lots of ways to kill you. But, I just don't like the feel of it. I would either reroll, or use the automatic unenchanted, that I mention above, if the tile is already enchanted.

Posted by: Teresa on Dec. 24 2001,11:34

I agree, if you end up on a part of the board that is disconnected, you're stuck. And if you're landing and you fly to a clearing that is disconnected, you're also stuck (but only if you have no way to fly again, which is rare). At least according to the rules. As for cutting off a couple of the dwellings, well, that's not so bad. You just have to change your strategy to avoid curses.

I have seen games where the board was built deliberately to be able to do this, and I have used the strategy myself as a magic-user. I think the roadways flipping is one of the more fun aspects of the game. I certainly wouldn't advocate automatic unenchanted for any reason - that could have unintended consequences. What if it leaves people stuck either way? - which could certainly be the case if someone enchanted it and went across already. Someone else shouldn't have to reenchanted their chits and reenchanted the roadways just because you're stuck. And most magic-users will want the tiles to remain enchanted to provide a source of color magic.

Unless you're someone to whom winning is important at all costs, this is just part of the fun. If you're really stuck, with no hope of any other character helping you, then just suicide and start over. But most of the time, whoever trapped you there will let you out, for a price! No different from the big boys extorting little characters on the road, really.

Posted by: Gilbert on Dec. 24 2001,11:50

Upon reflection, I basically agree (I like the *Sorcerer's Apprentice* rationale). However, note that dwellings are meant to be reachable. When the campfires are revealed, they are placed in the higher numbered reachable dwelling on the current side of their tile (which may not be reachable on the other side!). There is no way out, though, other than inventing rules outright, which I dislike. 🙄

Posted by: Rubric on Dec. 24 2001,16:13

Many wargames have what is known as the "edge of the world" problem. This is where there is a rule that says when a unit has to retreat, it is destroyed if unable to retreat. In other words, if you back your opponent up to the edge of the game board, and then force a retreat, the unit is destroyed.

That's wierd, because theoretically the world should continue past the edge of the board. Gamers tolerate that wierdness, however, because there is really no alternative. Nevertheless, it's unsatisfying, and is considered a "cheap" way to win.

In Magic Realm, the disconnected clearings are only disconnected because of the "edge of the world". I can understand that some people (apparently most people) like the extra strategy that a "cut off" rule provides. I personally don't like it because it feels cheap.

As for flying, if you fly to a risky tile deliberately and get cut off with no way to return, then I guess you can lie in your own bed. But, if somebody deliberately cuts you off with an enchantment, or forces you to fly with Hurricane Winds, then I would allow an escape. It's a method of taking advantage of the "edge of the world", and it's just not a strategy that appeals to me in any way.

Automatic unenchantment is apparently not the answer, as there are valid criticisms above. It's just the first and most obvious thing I thought of.

Posted by: vincegamer on Dec. 26 2001,10:11

The difference with Magic Realm though, is that the edge of the world really IS the edge of the world. You can move off the board, and then you are out of the game because you left the magic realm. It does not continue past the edge. Presumably you are transported back to your normal self in your living room.

I am against creating an escape clause. I see it no differently than the Swordsman going first and saying "give me your cash or I will block you all and run and just keep coming back to block you until you pay me." Or any other form of extortion available to any of the characters. You shouldn't have an escape clause for a character who is just too slow to avoid getting killed by another either.

Besides, the solution is obvious: When the only magic user in the game goes first and sticks all the other characters in the valley, one of them agrees to suicide (for future consideration) and comes back as a magic user. If a vital native group is cut off, you just get some help and force that pesky magic user to put it back.

I haven't seen it done, but the ability to plan the board for cutting off tiles intrigues me. The problem is you set the board before you pick characters, so you have no guarantee of being the only magic user.

Posted by: bill_andel on Dec. 31 2001,10:31

The rules actually present a possible escape clause: use the Automatic Enchanting optional rules. It doesn't eliminate all possibility of being cut off forever in an enchanted tile, but it gives some chance - however remote - that the hapless may yet escape that fate.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by Teresa

Posted by: mcknight on Jan. 02 2002,09:26

Here is a response from Richard Hamblen on whether Magic Sight requires a fatigue to loot the Pool or Cairns, or a T counter to loot the Vault or Crypt of the Knight.

-----QUOTE-----

> *Teresa Michelsen wrote:*

> >

> > *Here's a question for RH that I haven't seen addressed yet, but which came up in the tournament:*

> >

> > *1) When using Magic Sight and receiving a roll of 3, assuming one has discovered the Cairns or Pool, is it necessary to fatigue a chit to draw the treasure?*

> >

-----QUOTE-----

Hamblen: Yes, you must fatigue in both cases. The Pool treasure location displays the message "fatigue each draw"; there is nothing in the rules to indicate that what caused the draw makes any difference. Similarly, the Cairns display "fatigue each SEARCH", and both LOOT and MAGIC SIGHT spring from the SEARCH activity, so both get fatigued.

-----QUOTE-----

>

> > *2) When using Magic Sight and receiving a roll of 3 or 2, assuming one has discovered the Vault or Crypt of the Knight, must a T chit be fatigued to draw a treasure or horse/weapon counter?*

> >

-----QUOTE-----

Hamblen: The short answer is yes, you must fatigue a T chit (or use the lost keys, of course) to draw treasures from the Vault or Crypt. The long answer is, not exactly. There are differences between the Vault and Crypt. See rule 9.3/3b.

1. The Vault. The T penalty (or lost keys) is used once per game, to open the Vault. Thereafter treasures are taken from it normally, by everyone. Magic Sight can be used to search it. No, you cannot use the keys to lock up the Vault again.
2. The Crypt: The T penalty (or lost keys) are needed each time you try to take a treasure from the site. You cannot use the Magic Sight table or the Loot

table--you must use the "Crypt of the Knight" table on the Set Up card. You must use T strength or the lost keys each time you roll on this table.

-----QUOTE-----

> > *Our interpretation so far has been "no" to both questions. The fatiguing
> > and use of T chits is only described under the Loot table section, which
> > doesn't apply to a character using Magic Sight. No such restrictions are
> > discussed in the Magic Sight section. Just as the character is immune to
> > curses when learning spells using Magic Sight, we figure there could be
> > similar differences when drawing treasures. However, this could be just
> > another oversight in the rules, and some players have argued otherwise. -
> > Teresa*

-----QUOTE-----

Hamblen: This is actually an example of the dangers of trying to write rules that are both precise and concise. On the setup card, the penalties are described as "each SEARCH" or "each draw". The implication is that the search table you use does not matter, since it is not specified. If I had wanted the penalty to apply only to the LOOT table, I would have said so on the Set Up card or in the rules, or both.

I agree that rule 9.3 can be misleading, because it uses the word "loot" in two ways. When "loot" is printed in lowercase, it refers to taking (or trying to take) a treasure, regardless of the table being used. When "LOOT" is printed in uppercase, it refers only to the LOOT table. Obviously, I spent too much time looking for a decent synonym for loot, when I should have just given up and explained what the uppercase meant. When you're trying to be concise everywhere, sometimes a baby goes out with the bathwater. Oops.

Posted by: fiscused on Jan. 02 2002,18:05

I thought this was addressed in a Q&A from AH that something like "using the magic sight tables you only fatigue if you meet the requirements". Or whatever. It meant if you draw a treasure you have to fatigue, but if you don't get a result that lets you do so you don't--except for the pool.

Obviously this came up in game B of the tourney. The rule should be run as per RH says from now on.

Posted by: vincegamer on Jan. 02 2002,21:54

Okay, I'll admit to not paying attention to what's going on with the Witch King in MRTB since my odds of ever meeting up with him are close to nil. I also admit to using 1st edition rules out of habit without knowing if they have been changed.

I just assumed he used Melt into Mist to open the Vault since it used to give him a T move chit, but as has recently been pointed out, that is no longer the case in 2d edition.

If I'd paid more attention I would have complained about him getting stuff from there. (he has hasn't he?)

As it is past, let it stand, but just because he can see treasures doesn't mean he can get them out of a locked vault.

The bit about searching the Crypt (or Enchanted Meadow) was discussed heavily a while back on the list a while back and was settled just as RH states it here. You can't use Magic

Sight (or Loot) to search Site Cards.

All that said, I'm for a house rule that allows a character melted into mist to slip through the keyhole....

Posted by: Teresa on Jan. 03 2002,22:40

At the time, a character did complain, but that was the interpretation we were using, so the result stands. However, of course we will run it the "right" way from now on. :-)

In the case of the Witch-King in MRTB, if he hadn't been able to loot, he wouldn't have spent as much time there, so there is a trade-off of sorts. The chances that he could get something he could actually carry without a lot of Melting into Mist are pretty small.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: About activating items during the encounter phase started by mcknight

Posted by: Scrim on Jan. 10 2002,10:15

-----QUOTE-----

Rule 20.4/2: Each character can do one action per encounter step. He can either play one MOVE chit to run away, or play a FIGHT chit to turn over his active weapon counter. If he does not play an action chit he can activate one belonging and/or inactivate one belonging, or he can abandon any number of belongings. IMPORANT: The monsters on his sheet limit the action chits he can play.

-----QUOTE-----

My question is: If you had some extra pieces of armor (inactivated) with you and your armor was destroyed in combat, could you use the encounter phase to "activate" one of your inactive pieces of armor and put it on in the middle of the fight?

For example: I was playing the white knight the other night when the "H" armor I was wearing was destroyed. I had a backup suit of "H" armor with me. Could I have activated it during the following encounter phase and put it on my melee section for the next round?

Posted by: Gilbert on Jan. 10 2002,14:16

Sure; why not?!

Posted by: mcknight on Jan. 10 2002,14:42

Yes, you can activate an extra piece of armor in the Encounter Step as long as you don't do any other action (charge, alert a weapon, cast a spell, or run away).

Other examples would include activating a potion (Penetrating Grease, Alchemist's Mixture), deactivating a piece of armor (for example when you are battling the Bats and don't want to have your helmet damaged), or changing weapons (deactivate Spear/activate short sword). Note that you can deactivate one item **and** activate one item, allowing you to change weapons.

The process of activating/deactivating is not affected by any move times that are on your sheet. So the Captain could activate the Alchemist's Mixture even if the Octopus was on his sheet and prevented him from alerting a weapon or running away.

This is a very powerful ability, but note the restriction on activating/deactivating an item if you also do any action. This means, for example, that if you have the Penetrating Grease, you can't activate it and at the same time charge your target to prevent them from running away. Similarly, if you activate the Alchemist's Mixture in the Encounter Step, you can't keep your adversary from running away.

Of course you can activate these items at the beginning of any phase during the day and they stay active until midnight, but in that case you sometimes have to gamble that you'll be in the

same clearing with your adversary in the evening. Once you block another character at the end of a phase, it's too late to activate items during the daylight!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Tile Enchanting started by mcknight

Posted by: january on Jan. 16 2002,20:31

When enchanting a tile during the SP phase. If a magic user uses one of his enchanted chits to match the ritual off of another of his chits do both chits fatigue or just the color chit? In rule 39.5 it appears that the color chit is the only one that fatigues. Help me out!

Posted by: Gilbert on Jan. 16 2002,22:25

I have always felt that this could have been spelt out more clearly in the rules, but, as far as I know, only the colour chit fatigues (if you are using one). This is the same as using a Move chit during a Move phase (it does not fatigue either).

Posted by: mcknight on Jan. 20 2002,19:04

This is correct (and a change from the first edition rules). The MAGIC chit used to enchant a tile does not fatigue. If there is a source of color magic, including the tile itself if it is already enchanted, a magical character does not have to fatigue at all! He still needs to spend the two spell phases, however.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Commerce started by CamStodd

Posted by: Rubric on Dec. 14 2001,20:30

Let me get this straight. You guys have not only heard of Magic Realm, but you actually play it? 🤔

I remember when my dad brought home the first edition when it first came out, lo these many years ago. I don't think I've actually played it with actual people since then. In fact, I didn't think there WERE actual people who played this game.

Anyway, here's a question:

The optional commerce rules require some native groups to "add" the notoriety value of a treasure to the gold value. How does this work for treasures like the Royal Scepter that have a negative notoriety value? I would assume you just subtract it, but that can leave you with a negative value. The Black Book has the same problem, and probably a few others as well.

Royal Scepter has these stats:

Base price: 8

Notoriety: -15

Conditional Fame: Guards 20

Red and blue natives, who add the notoriety value, therefore value this prize at -7. What do you think? Use a minimum of 1 gold?

Let's see, here are some options:

1. Minimum price is always 1 gold.
2. The price is treated as zero, so the natives won't buy it; and they will give it to you free provided you don't roll "No Deal" or worse.
3. Ignore the modification if it sends you below zero. Thus, Rogues would value the Scepter at the full 8 gold.
4. This one isn't very intuitive, but is the one I've actually used before -- If the price goes below zero, treat it as 50% of the base. Thus, 4 gold in this example.

Any other ideas? Is there an official ruling (perhaps something blatantly obvious in the rules that I have overlooked)? Commerce rules are great, and add a lot to the game, but this issue always bugged me.

Posted by: Gilbert on Dec. 15 2001,01:24

The answer is right there in the notes below the Commerce table on page 57 of the Second Edition rules. If you get an *Offer* result and the price is negative, the natives refuse to sell; if you get a *Demand* result, the natives block you. Note that the final price can be positive even if the base price was negative, and vice versa.

Posted by: Rubric on Dec. 15 2001,08:17

You're right, that part makes sense. Thanks. In fact, the commerce rules include an example in which a negative value is subtracted (Rule 4.2). But that example still ends up with a

positive total value. Also, the rules underneath the commerce table seem to pertain only to selling the item, not buying it.

I'm more concerned with negative totals where the natives already have the treasure. The Royal Scepter, for example, is a small treasure, and in a game I was playing the other day, the Soldiers started the game with it. To them, the Scepter had that -7 value.

I understand that they would never buy it from me, but what if I want to buy it from them? 😊

Posted by: Gilbert on Dec. 15 2001,12:58

The Commerce rule is ambiguous; it can be read to mean that the *special price* applies only to the Commerce table, and hence only to selling. If true, this would remove the conundrum. Since I have never used this rule, and do not plan to ever use it (my friends find the game complicated enough as is, thank you), I have never spent any time worrying about it...

Posted by: Rubric on Dec. 15 2001,15:46

That's a strained reading, but I agree it would eliminate the problem.

I think the added complexity is trivial, but to each his own. In my opinion, the commerce rules really deepen the atmosphere of the game world, and are well worth the extra calculation.

Thanks for the replies.

Posted by: bill_andel on Dec. 17 2001,12:05

Quote from Rubric, posted on Dec. 15 2001,15:46

-----QUOTE-----

That's a strained reading, but I agree it would eliminate the problem.

-----QUOTE-----

No, actually it *isn't* a "strained reading". The rules are clear:

-----QUOTE-----

*4.3 THE COMMERCE TABLE: When a character (or hired leader) **sells** belongings to natives and visitors, he must roll on the COMMERCE table to set the price he collects. He finds his result in the column that matches his current trading relationship with the leader or visitor, and he can buy drinks to gain one level of friendliness during the roll. The results are indicated on the table.*

-----QUOTE-----

(Emphasis mine)

Posted by: Rubric on Dec. 19 2001,19:32

Hmmm, I hadn't noticed that wording. I don't buy it, though. 😊

No offense, but I don't think there's any question that the commerce rules apply to buying, not just selling. The rule you quoted just tells me which table to use; it doesn't prohibit me from buying an item at the special price (using a different table).

In fact, if you look a little further down the page, you'll see the following rule (still part of the commerce section):

-----QUOTE-----

*4.4/3 When a character (or one of his hired leaders) sells a card with a FAME price to the group named on the card, he gains one level of friendliness with that group. **If he buys the card from the group**, the group becomes one level less friendly.*

-----QUOTE-----

Emphasis added, obviously.

Clearly, buying is part of the commerce rules. The question is what is the base price. Unfortunately, rule 4.1 (which describes the "special price") doesn't indicate which transactions it applies to. I think the intuitive answer is that it should apply to any transaction. Why wouldn't it?

If you're writing rules, and you want a rule that is contrary to the logical or intuitive result, that rule ought to be expressly stated. Since there is no express prohibition against buying at the special price, I would conclude that it's allowed.

Now about those darn negative prices....

Posted by: Netzilla on Dec. 19 2001,23:58

Quote from Rubric, posted on Dec. 19 2001,18:32

-----QUOTE-----

-----QUOTE-----

-----QUOTE-----

In fact, if you look a little further down the page, you'll see the following rule (still part of the commerce section):

-----QUOTE-----

*4.4/3 When a character (or one of his hired leaders) sells a card with a FAME price to the group named on the card, he gains one level of friendliness with that group. **If he buys the card from the group**, the group becomes one level less friendly.*

-----QUOTE-----

Emphasis added, obviously.

-----QUOTE-----

Unfortunately, the rule you site only applies to the FAME and Friendliness and not the Gold price.

-----QUOTE-----

If you're writing rules, and you want a rule that is contrary to the logical or intuitive result, that rule ought to be expressly stated. Since there is no express prohibition against buying at the special price, I would conclude that it's allowed.

-----QUOTE-----

Well, I have to point out 2 things. First is that what one person finds intuitive may not be so for another. Two differnt POVs often lead to two differnt intuitions. The second is that the only mention of buying items in the Commerce rules is explicitly linked to FAME values and Friendliness (4.4/3). The fact that it's a subsection of Grudges and Gratitude means you cannot assume it applies to any other part of the Commerce rule or it would have been labled 4.5 or some such and given it's own name.

Finally, if you look at the various rules questions threads on this site (especially the 'Hamblen Comments' threads), you'll see that RH was **very** specific in his choice of words. If he had meant for the Commerce rules to modify the purchase cost of items, it would have been explicitly stated.

Posted by: Rubric on Dec. 20 2001,23:30

D'oh!! I couldn't disagree more! 😊

If two concepts are related, you treat them the same.
If two concepts are different, you treat them differently.

If game rules follow the above logic, it's not always necessary to explicitly point that out. Players will naturally assume that the rules follow simple principles of logic. On the other hand, if a rule is contrary to that logic, then the rule should be explicitly stated.

Take, for example, the monsters in Magic Realm. Monsters are all "related concepts". They're not all identical, but they are similar enough to warrant similar treatment. In other words, there are no specific rules for each monster for the parts where they are the same, as that would be foolish and wasteful. It's safe to assume that, because all monsters are similar, they are treated the same, even though it's not explicitly stated. The exceptions (like red-side tremendous monsters) are different and therefore require special treatment. The different rules for red-side monsters, for example, are reiterated time and again throughout the rules.

Buying and selling are undoubtedly related concepts. Yes, they are opposites, but they both fall under the heading of "commerce" and are therefore related in a game-critical manner. Since they are similar concepts, we can safely presume that the rules are the same. If RH intended a different result, that should have been explicitly stated, as it defies simple logic.

So, basically, that's my long-winded way of saying that this:

-----QUOTE-----

If he had meant for the Commerce rules to modify the purchase cost of items, it would have been explicitly stated.

-----QUOTE-----

... is the exact opposite of the way I see it.

As for your other point, yes the rule I quoted deals with fame and friendliness. The rule Bill quoted deals only with which table you use. I was just quoting a rule to demonstrate that selling is clearly part of "commerce". As you recall, I specifically acknowledged that Rule 4.1 sadly doesn't clarify which transactions it applies to.

Anyway, now that we've had this discussion, and I've had time to think it through, I see that the rules don't need to specify which transactions the "special price" applies to. It just doesn't make sense that RH would have intended the special price to apply to only **half** of "commerce". If that's what he wanted, he should have said so.

(P.S. Hope I don't sound pedantic or condescending. That's not my intent. It's an interesting and useful discussion!) 😊

Posted by: fiscused on Dec. 21 2001,07:11

I think the rules are clear as mud, as usual.

How does it play better? Using special prices just for selling or for both buying and selling?

The wording in the rules is so bad the commerce table uses the term "basic price" instead of "special price" after telling you what a special price is!

Posted by: Netzilla on Dec. 21 2001,11:23

-----QUOTE-----

*If two concepts are related, you treat them the same.
If two concepts are different, you treat them differently.*

-----QUOTE-----

What about the case of two things being related but different (such as monsters without attack values and various Transformation results; the Disgust curse, regular negative fame, campaign chits and Insults/Challenges; the Imp and other red-sided monsters; etc.)?

-----QUOTE-----

As for your other point, yes the rule I quoted deals with fame and friendliness. The rule Bill quoted deals only with which table you use. I was just quoting a rule to demonstrate that selling is clearly part of "commerce". As you recall, I specifically acknowledged that Rule 4.1 sadly doesn't clarify which transactions it applies to.

-----QUOTE-----

However, rule 4.3 does specify which transaction, selling. That is the only time the Commerce table is mentioned under the commerce rules and it's specifically about how and when the Commerce table is used. If the Commerce table had been meant to apply to all trading, the wording would have been "When a character (or hired leader) trades with...", rather than "...sells belongings to...". Since a part of the Trade rules are specified (selling), you can't conclude that the Commerce table is meant to apply to all of the Trade rules.

As for the rest of the Commerce rules, none of them even mention the Commerce table and, in fact, work independently of it. It's been shown before that separate parts of the rules don't necessarily indicate how other (even related) rules behave (the cases listed above, and many others that have been discussed on this site). By all the clarifications he's posted (see the "Hamblen Comments" threads), RH was **very** picky about how he worded things.

BTW, no offence taken and I certainly hope none has been received from my end.

Posted by: Rubric on Dec. 22 2001,09:15

-----QUOTE-----

Since a part of the Trade rules are specified (selling), you can't conclude that the Commerce table is meant to apply to all of the Trade rules.

-----QUOTE-----

Whoa, wait a minute here. Are we on the same page? I hope you don't think I'm arguing about the commerce ***table***. I'm well aware that the table itself only applies to selling. If you're buying something, then you roll on the standard meeting table instead.

My point has to do with the **base price** only. It seems to me that you're arguing that I should have one base price when I sell something, and a **different** base price when I buy something. At least that's what I thought you've been saying. If you're just trying to convince me of which table to use, then I guess we don't need to go any further. 😊

-----QUOTE-----

What about the case of two things being related but different (such as monsters without attack values.... [Deleted examples]

-----QUOTE-----

Hmm, that was sort of my point, actually. The differences that you list are expressed clearly in the rules. Similarities are **not** expressed and don't need to be. Likewise (or so I say) there is no difference expressed between buying and selling because they are the same. The only relevant difference is that the two transactions use different tables (which is clearly expressed, as you and Bill have pointed out). The fact that there is no explicit statement of when the "special price" applies is evidence that it applies on all transactions.

-----QUOTE-----

*RH was **very** picky about how he worded things.*

-----QUOTE-----

Yeah, I know. In a game with this astounding level of detail the precision was absolutely necessary. The commerce rules, however, omit the important detail of when does the special price apply. The omission is most likely an oversight. I'm uncomfortable with using the omission as evidence that he intended one rule over another, but I'm even more uncomfortable using it as evidence that he intended two transactions to have **different** base prices solely because he didn't state that the price is the same.

-----QUOTE-----

BTW, no offence taken and I certainly hope none has been received from my end.

-----QUOTE-----

Okay, good. 😊 I've been involved in "aggressive" debates before on other boards, only to find out that the other person was actually angry for inexplicable reasons. Since most of the folks here are the "non-smiley-using" variety, I just thought I would make sure I'm not stepping on anyone's toes.

Posted by: mcknight on Dec. 23 2001,22:14

Here are Richard Hamblen's comments on this:

Steve McKnight wrote:

-----QUOTE-----

- > *The Optional Commerce Rules are rarely played, but here's a*
- > *question:*
- >
- > *Each group of natives have their own special price for objects, for*
- > *example the gold natives' special price is the objects gold value plus*
- > *the Fame value (with negative Fame subtracting from the objects value*

> *as in the example*). *Is this special price used just for *selling* the*
> *item to the native group (like the Optional Commerce Table) or is it*
> *used in buying an object from the natives as well?*
>

-----QUOTE-----

Hamblen: It is definitely used in buying, as well.

-----QUOTE-----

> *If it's used in buying, what do you do with an object which has a*
> *greater negative fame than its gold price? For example, the Black Book*
> *has a gold value of 10 and a Fame value of -15. If you are buying the*
> *Black Book, do they just give it to you and pay you 5 gold to take it?*

-----QUOTE-----

Hamblen: No, you roll on the meeting table normally. If you roll a purchase, they give it to you and indeed pay you 5 gold to take it. In other words, when the item has a negative cost they pay you just so they can be rid of it, but they pay only the basic cost, without multiplication.

This is another little rule that got lost somewhere in the preparation of the 2nd edition rulebook, probably due to space constraints.

Posted by: Teresa on Dec. 24 2001,11:22

Heh, I always wondered if the natives would pay to get those evil artifacts off their hands!! Seemed like everyone thought i was crazy for suggesting it though. I'll have to try a game with these rules and see what happens.

Posted by: CamStodd on Mar. 05 2002,13:55

I always thought it made sense for the natives to pay you to take those items off their hands. The only question I really had was how the Meeting Table played into the equation.

Personally I'd rather see a negative price divided by the Meeting table result, rather than multiplied or ignored.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Mar. 06 2002, 11:30

Here's a comment from Richard Hamblen on whether followers can make use of their leader's Spell phase:

-----QUOTE-----

Steve McKnight wrote:

> Question: The rules state that followers can use an Alert or a Rest phase that their leader records. What about Spell phases? If the Witch is Following the Sorcerer and the Sorcerer uses his extra spell phase and one other to enchant one of his purple chits, can the Witch enchant her black one using the same spell turns?

-----QUOTE-----

Hamblen: (Clarification): No, followers cannot use SPELL phases.

(Opinion) There are two reasons for this:

1) Such a rule would either require too many rules, or give certain magic users too much power, or both. How would it work? Would the followers have to specify which chits they are enchanting? How many? In what order? Do they get to see the leader's move? Are they forced to enchant chits, even if they don't want to? Presumably they are free to stop following and thus cancel the SPELL phases without warning. Following is a special activity with unique powers and penalties, and I think magic is too powerful to combine with it.

2) I want to encourage magic-users to operate independently, especially when they are hostile to each other. We tried allowing followers to enchant. It immediately led to long periods of intricate treasonous planning, followed by turns that someone bollixed up every time. Disgusted, the players stopped following entirely, and that hurt their ability to cooperate. To save following, I had to outlaw enchanting by followers.

-----QUOTE-----

>

> I know it doesn't say so, but I'm wondering if it was because Spell phases aren't introduced until the Fourth Encounter. (Then again, what happens if they both try to enchant the tile?)

-----QUOTE-----

Hamblen (Opinion); Bingo. You have touched on the tip of a very ugly iceberg.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Mar. 06 2002, 11:37

Here's another Richard Hamblen comment which closes the loophole in Rule 28.5 ("If [a character] blocks or is blocked before he takes his turn, he loses nothing except his "hidden" status.") that I personally have used to drive a truck through!

-----QUOTE-----

Steve McKnight wrote:

There was a Q&A on the First Edition rules that got me thinking:

"Q: If a character is Blocked before he takes his turn, can he still activate, inactivate, abandon and/or sell items he is carrying?

A: No."

This is right in the Second Edition as well since you can only activate, abandon, or sell at the beginning of a phase, and if you're blocked before your move, you don't have a phase. But what if someone comes into the clearing later (hidden, say)? Can the new character trade with the blocked character before a phase of his turn? I can't see any prohibition in the rules, but it would be easy to add one in the Third Edition.

-----QUOTE-----

Hamblen (Clarification): No. The hidden character can trade with other hidden characters in the clearing, but not with the blocked character (opinion: he cannot trade because, until sunset, he is presumably being chased around the clearing by whatever blocked him).

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Mar. 14 2002,07:45

-----QUOTE-----

Stephen McKnight wrote:

Richard--

Captain hires a Rogue at the Inn and then moves out of the clearing, leaving the Rogue behind (a common mistake!) The Company are unhired and in the clearing. There are also other characters in the clearing, so Combat will start and the Captain has to roll to see if his hired Rogue is battling the Company.

Here's the question. The Cloven Hoof is active at the Inn. (A player activated it but didn't buy it.) Does it affect the Captain's roll on the Meeting Table to see if his hired Rogue battles the Company? The text under the Cloven Hoof says it only affects characters, and Rule 32.1/1 state that hired natives don't use character's die modifiers. On the other hand, the description of finding if hired natives are battling unhired natives says the character rolls "just as if he were in the clearing" (Rule 32.7/5).

-----QUOTE-----

Hamblen: The Cloven Hoof does not affect the die roll. For the cloven hoof to take effect, it and the character must be in the same clearing, and it affects only that clearing. The rules about affecting only characters and about modifiers not affecting natives have precedence, since they explicitly address the issue. It takes some stretching to interpret "just as if he were in the clearing" to cover this case.

-----QUOTE-----

Two other questions about this scenario.

1. I assume the Captain can't buy drinks to affect his Rogue hireling's Block/Battle roll, since the Captain isn't in the clearing.

-----QUOTE-----

Hamblen: A very good assumption, indeed. No drinks.

-----QUOTE-----

2. Does anything change if the Captain was carrying the Cloven Hoof (i.e., the Cloven Hoof was in the Captain's clearing but not at the Inn with the hired Rogue.)

-----QUOTE-----

Hamblen: Nope. The lonely native rolls on his own, so to speak, with no die roll modifiers.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: More native questions started by mcknight

Posted by: vincegamer on Dec. 26 2001,22:09

2 questions really:

Can you fire your hired natives?

The possibility came up last time I played face to face, and I think you cannot. If you could, then you would not need the treachery rule. You could just fire the natives then attack them without losing points. Where this can come up to disadvantage though is that the rules say no one can trade with a hired native leader. Hypothetically say you hire the Guard and Patrol, and you kill every other native group in the game. On turn 28 you need to sell stuff to make your gold requirement, but you can't because you can't sell to your guys!

The second is a simpler question:

If you leave an underling in a clearing by himself, can you have him block other characters who try to pass through?

Posted by: Gilbert on Dec. 26 2001,22:49

The answer to both questions is no. Although there is no place where arbitrary termination is explicitly forbidden, it is not listed among the possibilities in rule 31.5 (a contract is a contract, and natives have a strong union).

In my last game, I ran into a problem similar to the one you mention: I wanted to hire the Lancers, but I also wanted to buy an Artifact they had, and I was under time pressure. Annoying.

Your second question is easier: see rule 32.6

Posted by: vincegamer on Jan. 22 2002,14:01

I've been going through various scenarios, and I've come up with this question for the group.

Rule 32.7/6 says "When a character specifies one of his own hired natives as a target for himself or one of his hired natives, all members of the target's group that are currently under hire to that character instantly "rebel""

What if you target them with a benevolent spell? How strictly do people play this?

Do they allow the Pilgrim to hire a Rogue swordsman and cast Small Blessing on him?

I was wondering if a character with Dissolve Spell and Transform could transform one of his hirelings. If so, the Sorcerer could hire a Rogue then turn him into a dragon.

I suppose a strict reading of the rules would make them rebel (I guess they don't like mucking about with magic). I would like to see that as a strategy though.

So is there any leeway here?

If not, I guess you could cast Peace on your hirlings in order to "fire" them.

Vincent

p.s. I tried to send this to the email group, but it was bounced immediately. Is the list still up?

Posted by: Gilbert on Jan. 22 2002,16:15

Well, 32.7/6 is a Third Encounter rule, so at that point magic is not a consideration, and the word *target* obviously refers to an attack.

I would say the logical interpretation would be to not apply this to Combat spells; otherwise, spells such as Elvin Grace and Poison, which can explicitly be targeted at a native, make no sense. Of course, Attack spells are another matter.

Posted by: mcknight on Jan. 22 2002,22:10

This is a good question! The Pilgrim can't cast "Small Blessing" on a hired Swordsman because Small Blessing must target a character. But could the Druid hire a Swordman and cast "Poison" on him? Or the Elf cast "Elvin Grace" on his hired Baskars? Never occurred to me as a tactic, but maybe the Treachery rule disallows it. Let me see what Richard Hamblen says.

Posted by: mcknight on Jan. 23 2002,09:26

Here's an answer by Richard Hamblen on this: only attack spells count as treachery. These questions are great! They reveal neat tricks that I never thought of.

Steve McKnight wrote:

-----QUOTE-----

> Richard--

>

> *Here's a question that I couldn't answer: can you cast spells*
> *on hired natives or do they "rebel" when they are selected as a target*
> *for a spell. Below is a more complete description of the question*
> *(from a posting on www.magicrealm.net):*

>

> *"I've been going through various scenarios, and I've come up with this*
> *question for the group.*

>

> *Rule 32.7/6 says "When a character specifies one of his own hired*
> *natives as a target for himself or one of his hired natives, all*
> *members of the target's group that are currently under hire to that*
> *character instantly "rebel"*

-----QUOTE-----

Hamblen: Yikes! This supposed to apply only to targets of ATTACKS (including Attack Spells). You CAN cast non-Attack spells of hired natives and keep them hired. Of course, the Spell descriptions in the

List of Spells specify which spells can be used this way, as well as the special limitations regarding hired natives and controlled monsters.

Do I hear a question percolating out there? Clarification: Roof Collapses is cast on the clearing, not the natives, so they remain hired even when the roof attacks them. Other dirty tricks are also allowed (e.g. Broomsticks and Hurricane Winds).

-----QUOTE-----

>

> *What if you target them with a benevolent spell? How strictly do*

> *people play this?*

> *Do they allow the Druid to hire a Rogue swordsman and cast Poison on*

> *him? Or the Elf to cast "Elvin Grace" on his hired natives?*

-----QUOTE-----

Hamblen: Yes, both are allowed.

-----QUOTE-----

>

> *I was wondering if a character with Dissolve Spell and Transform could*

> *transform one of his hirelings. If so, the Sorcerer could hire a*

> *Rogue then turn him into a dragon.*

-----QUOTE-----

Hamblen: Yes, indeed. Or a frog, if he rolls poorly.

-----QUOTE-----

>

>

> *I suppose a strict reading of the rules would make them rebel (I guess*

> *they don't like mucking about with magic).*

-----QUOTE-----

Hamblen: Actually, they are more loyal than that, especially when dealing with a potentially dangerous magic-user (unless he attacks them, of course--that's against Union Rules).

-----QUOTE-----

> *I would like to see that as a strategy though. So is there any leeway*
> *here?*
>
> *If not, I guess you could cast Peace on your hirlings in order to*
> *"fire" them."*

-----QUOTE-----

Hamblen: No, actually you couldn't. It's not an attack, so they stay hired.

Posted by: vincegamer on Jan. 23 2002,15:12

Great!

Thanks for the clarification. I love the options. Hamblin said you could also turn your guy into a frog. True, but I specified having Dissolve Spell to indicate you could undo a bad roll and try again.

Now for my next and related question:

Can a hired leader Read Runes?

Suppose you have a spell book which you can't learn anyway. Have your hired leader read runes to "awaken" the spells since he's immune to curses, then you can cast the spells off the book.

This is another situation where the rules being split into encounters makes it confusing. Under magic it only says a character can search off a book, but under hiring I think it treats a hired leader like another character.

So what do you think?

Posted by: fiscused on Jan. 23 2002,16:11

Hired native can't activate items, and only active items can be "read". Check me and make sure I'm right on this one! I'm quoting from memory.

Posted by: Gilbert on Jan. 23 2002,16:20

This is the correct answer. For the same reason, a transmorphized character cannot read runes from an artifact or spellbook either (but he could from a treasure site).

Posted by: madmanatw on April 16 2002,22:55

I'm looking through the list of spells. Given some of the spells' descriptions, I'm sure that not all spells were meant to cause natives to rebel- it just doesn't make sense for that to be the case and, say, "Make Whole" to have "Native Leader" in the list of things you can cast it on. (Though I notice that Hamblen listed "Broomstick" in the list of dirty tricks- I think he misspoke there, as the spell has as its target "one Light character".)

However, I think the distinction of "attack" and "non-attack" spells falls down in at least one place. I'm thinking specifically of the spell Power of the Pit, which is an instant that can take a native as a target. It's the only one I see, but I might have missed something. (Curse is character only.) I'm currently polling the players of my PBEM about which optional rules they want to use and when I listed this as an optional rule, several of them suggested the house rule that PoP spells count as an attack spell. On one hand, I am loathe to make things more complicated by adding this one exception; on the other, it makes a lot of sense and really isn't

that hard to remember.

Thoughts?

Posted by: Gilbert on April 17 2002,07:32

Here is a possible rationale for you: Power of the Pit can only be cast at a single native (not a group), and will either have no effect, or kill the target, and dead men tell no tales! 😊

Posted by: mcknight on April 17 2002,15:59

This is a topic that has a high level of confusion now since Richard Hamblen has given more than one answer. As far as I can tell, here are the facts.

1. It's clear from Rule 32.7/6 that natives rebel if they are selected as a target by the hired character. Therefore, in strict Second Edition rules, you can't cast a spell on your hired natives without them rebelling. Richard says that this is the ruling that he was obliged to give to maintain a consistent game.

2. When I asked him about this previously, he said only attack spells caused the natives to rebel. I posted this response and (with the possible exception of Power of the Pit), I was pretty happy with that solution. You could transform your hired natives into Dragons if you were lucky (into Frogs if you weren't). Apparently this was his ruling from the First Edition (presumably now superceded by the Second Edition wording).

3. When I figured out the conflict between the two answers, he gave me a third answer which was that attack spells, Hurricane Winds, Power of the Pit, and all permanent spells except Peace with Nature were among the spells that would cause natives to rebel.

Apparently this was a rule that he was considering for "Super Realm" where the spells would be listed as benevolent or hostile, and you could cast the benevolent spells without triggering rebellion. Benevolent spells were all Day Spells, all Combat Spells, and Peace with Nature.

So where does that leave us? I think the basic Second Edition is that you can't cast spells on your hirelings. For a "house rule," I like the idea that only attack spells cause the natives to rebel.

And finally, what about Power of the Pit? You could add it to the list of spells that cause natives to rebel, but then you lose the nice general rule (only attack spells cause rebellion).

Alternately you could let Power of the Pit be cast on hirelings with the idea that it can affect the whole clearing (Terror, Fiery Chasm Opens). To some extent a magic character who uses Power of the Pit against his hirelings is taking his own life in his hand that he won't end up caught in the Fiery Chasm. I would lean toward allowing PoP since I am loath to create more exceptions in the rules, although it seems like it would be a brave hireling who would wait around while his employer was trying out spells on him (Rust, Forget, Blight, Rust again...man, this guy's going to hurt me one of these days!)

--Steve McKnight

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Treachery, Suicide and Game B (from mailing list) started by BryanWinter

Posted by: dfs on April 26 2002,12:56

Greetings all,

I need some opinions about recent events in game B that have me somewhat concerned about the rules. In this case I was the Berserker.

Party of three traveling together. Berserker with starting equipment and a horse. The Dwarf with starting equipment and the power boots. The Wizard with a horse and the living sword. The Wizard and dwarf have been allied from the start. The Berserker has been a faithful ally, but recognizes that private communication between his two friends has left him out of something. It's late in the game, very near victory point calculation time and none of the characters are likely to have positive scores.

Note that the Wizard is able to painlessly deal heavy damage with a time of 3, or even 2 with an alerted weapon (L* with a medium fight chit.) In the daylight there is no mention of treachery. In the encounter phase there is no mention of treachery. The targeting round comes and the wizard goes first. The Wizard targets the Berserker. The Berserker assumes (correctly) the Wizard and Dwarf are in league against him. He cannot stand against both of them. He cannot run away from the power boots.

The berserker suicides. In the next round the treachery continues as the Wizard targets the Dwarf, who suicides instead of running away.

I have a couple of comments.

I was not entirely surprised by the Wizard's treachery to the Berserker, I just thought it would come later in the game. I was shocked at the treachery to the Dwarf. If I had been better able to anticipate the second treachery, I might have been able to convince the Dwarf to break his allegiance. Lack of vision on my part and some fine play by the Wizard.

Now for the reason I brought this to the list.

When character A kills character B, A gets B's notoriety and gold. The Berserker, and later the dwarf, suicided intentionally to keep notoriety and gold from the Wizard. This seems ...wrong. The rules clearly state a character can suicide at time. As a player, I certainly do not wish for treachery, but it is a legitimate, intentional part of the game and it has to sit in the back of our minds. In the tourney the Wizard's treachery is rewarded by having fewer characters in his path to advancement.

The intentional suicide of a character seems to be a way to deny some of the rewards of treachery, but there is another way to look at it. If combat is too one sided, the victor gets no notoriety and no gold. I'm not sure if this is intentional or a loophole or somewhere in between. What's your opinion?

All comments welcome. (I love this game. If you can't find something new, you aren't looking very hard!)

Posted by: madmanatw on April 26 2002,16:16

One thing I'll say that I haven't already- if two men enter a clearing and only one leaves, the rest of the world are going to assume that one killed the other. Since notoriety is the measure of the world's perception of your prowess, how much they fear you, you should, from a role playing perspective, get the noto for someone who you drive to suicide as well as who you killed yourself.

Posted by: Gilbert on April 26 2002,17:38

First, I must say that I completely agree with madmanatw's comment.

Second, here is a different way to look at it, from a purely logical point of view: If committing suicide in the face of imminent death were a legitimate thing to do, then obviously, players would do it all the time, since they lose nothing, and gain something (or, more accurately, they cause a loss to the other player). This means that characters would never gain notoriety from killing another character. Obviously, the author put that rule in because that was what was supposed to happen when you kill a character; suicide, in effect, voids that rule. The logical conclusion is that the suicide rule was intended solely to cover the case where a player wants to leave the game (so this can happen in an orderly fashion), and that the case described here is an unintended consequence. Obviously, the simplest way to resolve this is as madmanatw said: when a character commits suicide in the face of certain death, treat it as though he had been killed by the opponent.

Posted by: madmanatw on April 26 2002,18:39

Or, do as was suggested on the mailing list: restrict suicide to only be allowed when a character can rearrange his belongings and trade. This, at the end of each phase and at the end of the evening. Thus you can't suicide while someone is trying to kill you... except by not playing maneuvers, possibly. 😊

Posted by: madmanatw on April 26 2002,18:47

Another reason to not just award the noto if someone suicides- what if it's a 2-on-1 fight? And what happens to the character's gold?

Better to disallow suicide during rounds of combat.

Posted by: vincegamer on April 26 2002,19:22

Another thing to consider is rules construction. The rule about suiciding occurs in the first encounter. It is never again mentioned in the rules. At that time, there is no combat. There is no notoriety except that which comes with treasures. There is a difference between suicide and being killed in the 1st encounter too. For the former you are penalized by missing a day before you can come back. For the latter you can come back the very next day. It is possible that the suicide option was only intended for the first encounter. Once being killed is a real possibility, you can't off yourself anylonger, although you could still walk off the board. Gilbert has a point. What is the purpose of the notoriety from characters if you can wait to see what attack was revealed, see that it is going to hit you, and say "oh, I'll suicide before the hammer falls." In that case no one would ever get notoriety from killing characters, although maybe no one would play with that person again either. My old group hated the guy

who "pulled rules."

Anyway, as the player who convinced the other two to kill themselves, I may not have the Notoriety, but people will still fear the wizard who walked away while two Heavy warriors lie dead. 😊

Posted by: madmanatw on April 26 2002,20:09

Quote from vincegamer, posted on April 26 2002,19:22

-----QUOTE-----

Anyway, as the player who convinced the other two to kill themselves, I may not have the Notoriety, but people will still fear the wizard who walked away while two Heavy warriors lie dead. :)

-----QUOTE-----

Heh. Oh yes. One of the guys I play with almost always plays the Wizard. I can't wait to tell him about this. 😊

Posted by: mcknight on April 28 2002,11:48

People asked for Richard Hamblen's comments on suiciding to avoid another character getting Notoriety. I posed the question and the answer is below:

Stephen McKnight wrote:

-----QUOTE-----

> In the Magic Realm Tournament "B" game a situation
> came up where the Wizard targeted the Berserker
> with the Living Sword with the Poison potion on
> it. The Berserker, realizing that he had no
> chance of surviving the attack and not wanting to
> let the Wizard gain his Notoriety, suicides instead
> of waiting for the killing blow.
>
> Although the rules say that a player may suicide
> at any time, those on the list found this unsatisfactory
> for a variety of reasons. It was suggested that
> the rule be changed so that a character can only
> suicide at a time when they can freely rearrange
> items and trade: i.e., at the beginning of any
> phase and after all rounds of combat are over in
> a clearing at midnight. Comments?

-----QUOTE-----

Hamblen: You can suicide any day, but only at Midnight.
I can't refrain from saying that if your attack causes a
character to suicide, it should count as killing him.

Posted by: mcknight on April 28 2002,11:59

P. S. Richard's comments above that characters can only suicide at midnight is probably how he intended the game to play. But the rules as written do say a character can suicide "at any time." (Rule 2.8/1) This should be changed in the 3rd Edition rules!

Posted by: january on April 29 2002,11:46

Sounds to me like that means Vincent's Wizard gets the Notoritey. 😊

Posted by: BryanWinter on April 29 2002,13:13

Obviouslt the only fair thing to do is start the game over. ;)

KIDDING! I'M KIDDING!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Native Bashing started by BryanWinter

Posted by: fiscused on April 29 2002,20:07

Well, it was when i started thinking that the main problem with native bashing wasn't the waekness of the natives, but rather the HUGE ammount of stuff you can get for killing them. Even if you use the watchfull natives, the rogues can still be outnumbered and finished off rather quickly on turn one. Because up to 6 characters will team against them agreeing to split up the horses...which are VERY valuable. And I've NEVER seen anyone buy a horse.

But i DO think watchful natives is important. The sucker punch tactic is too easy.

I started thinking about taking away the starting items. Like having the rogues only start with two horses. Then the main incentive for offing them is gone...and I really think the abandoned treasures is the main incentive. Especially with the sell-and-bash tactic used late in the game.

Then the "dynamic dwellings" idea was posted to the list.

This would take away the incentive to slaughter the natives. By NEVER having native items abandoned in the clearing. The question is: do you require the HQ to be there to buy/sell stuff, or any native in that group.

I'd even argue you don't need grudges/gratitude if the items never get abandoned. The only thing you attack naitves for is not and some gold or if on a campaign.

So that's my solution:

"watchful natives+dynamic dwellings=a perfect game"

Well....probably not. (Tell me why/why not?)

Posted by: mcknight on May 01 2002,10:28

-----QUOTE-----

I'd even argue you don't need grudges/gratitude if the items never get abandoned. The only thing you attack naitves for is not and some gold or if on a campaign.

-----QUOTE-----

Don't forget the Notoriety! I'd still expect to see the Sorceror or Witch King trying to FB a native group into oblivion to pick up the Notoriety multiplier. Of course "Watchful Natives" would prevent that until the Sorceror or Witch King was able to hire some help to lure the target natives!

But the "Dynamic Dwellings" is tempting as a quick and easy way to disincentivate (how's that for verbing?) the slaughter of the Rogues on Day 1. I think that someone should run a game

and see how it plays.

My only problem with "Dynamic Dwellings" is that I think that sacking the dwellings should be available as a late-game strategy. Once a character has accumulated some hired natives, he should be able to turn them against the garrison natives for fun and profit. I don't like rules that reduce the options for characters. One of the strengths of Magic Realm is that it is so open in what strategies characters can choose. The problem with the 2nd Edition "weak natives" is that the attack-the-natives/loot-their-goods/sell-to-other-natives/repeat strategy becomes so lucrative that it starts to force out all the other strategies. "Dynamic Dwellings" + "Watchful Natives" would certainly change that!

Posted by: BryanWinter on May 01 2002,18:13

Quote from fiscused, posted on April 29 2002,19:07

-----QUOTE-----

This would take away the incentive to slaughter the natives. By NEVER having native items abandoned in the clearing. The question is: do you require the HQ to be there to buy/sell stuff, or any native in that group.

-----QUOTE-----

Two things:

- 1) The non-Garrison natives can still be overthrown for their stuff.
- 2) In my "vision" the HQ unit has to be at the Dwelling there to trade - if he is not there the "assistant" does the deal, but no other members of the group ever do.

I added the freindliness reduction and no buying drinks rules simply to make it "less" like dealing with the HQ directly. Otherwise it would be a better idea to just have the assistant always do the dealing.

Which is also a fine idea! The restrictions don't have to be there at all, and as a result (since there is really no difference) the Garrison HQ units **never** have any stuff, and you have to go to the shops to Trade goods. The (IMHO) additional bonus is that you add a great deal of mystique to the "nomadic" natives - who carry everything on their backs.

I also KINDA like the idea where the HQ unit always carried his Treasures so you can still sack him for those, but the "mundane" stuff (horses, weapons and armor) is handled by the assistant. Take it a step further and only the HQ unit will buy and sell Treasures and special items and only the assistants buy the mundane stuff. But that also seems restrictive - and too much of a difference between Garrison and Nomadic natives.

Being able to "sack the stores" should be some kind of addition - and al agree one that is only possible during the middle or endgame. I have no real idea there...

Maybe the answer lies in the 1st Ed concept of stealing!

It is a VERY differnt dynamic when you take all this into consideration....

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: MMF exploit started by madmanatw

Posted by: D'Archangel on May 12 2002,13:12

I just thought of something, and I don't think there is a provision in the rules for handling it, so here 'tis. Prove me wrong, please, since this is ugly, ugly, ugly.

Suppose that two players conspire to work together, just for the first three days of the game, to help each other make a lot of money quickly. For the sake of argument, let us say that they are playing the White Knight and the Captain (though this works equally well for all characters). The White Knight kills the Captain getting all his things and his starting gold (total value: 35 gold). If equipment is in short supply, the Captain sells his stuff first, then the WK kills him. Because he died legitimately (FSVO "legitimately"), the Captain can come back the next day with all his starting equipment that is still on the set up card.

If they repeat this three times, then by Day Four, the two have accumulated 105 gold in addition to their legitimate starting equipment. They split it, 52 to the WK and 53 to the Captain (for the frustration of dying again and again), and go their separate ways, much better able to take on the Magic Realm.

Wait, it gets worse. Suppose the Captain wants to start the game with a light bow to make full use of his AIM advantage from the get-go. Nothing simpler, he just spawns on one of his incarnations as the Woods Girl or Elf, and his partner in crime hangs on to his bow for him.

There is no penalty for this behavior under the rules as written. If the character were to suicide, the player would have to wait a day before entering the game again. That effectively prevents a player from doing this solo. But nothing stops two players from conspiring to do this.

Or does someone here know something I don't know?

Posted by: madmanatw on May 12 2002,14:48

I think Vynce and I have joked about doing exactly that before, down to the spawning as the woods girl to get a bow for the amazon.

I think the only "provision" there is against it is that the other players shouldn't stand for it and should try to team up and kick both your butts. Hey, easy gold! 😊

But in a game where it's not feasible, all they've lost is time... and in theory they can put all their points into Gold and win the game that way. Kinda cheesy. No, actually, totally cheesy. One solution might be to make players accountable for their previous players, by maybe having each death subtract some number from their final score. That at least doesn't penalize people who legitimately join the game late...

Posted by: mcknight on May 13 2002,19:46

In the Magic Realm Tournament there was a provision that characters who died had to add a point to their Victory Requirements when they restarted. In general, I was opposed to penalties for dying and restarting--the lost time is usually penalty enough and the extra victory point almost makes it not worth continuing the game if you get killed early.

But there are a couple of considerations besides the moneymaking scheme described here that would suggest some penalty for being killed might be in order. In thinking about how to defend the Rogues by making them tougher to kill I have been worried about the concept that the characters really don't have much to lose by attacking the Rogues. If they win they get all those horses, and if they die they still may kill off a few Rogues and then restart the next day to finish the job.

And then, of course, there's the Witch King trick of suiciding if the Rogues regenerate to get back to the Inn all alone so that he can unleash his mayhem on them all by himself. So much easier than flying across the board and having to take a chance on landing in the wrong clearing! This one's not a problem if Watchful Natives are in effect, and the one-day waiting period if a character suicides can also let another character get close by to mop up the WK after all his color magic is fatigued after his battle with the Rogues.

So the extra Victory Requirement rule may be a good house rule for those houses where unscrupulous players are taking advantage of all the angles!

--Steve

Posted by: madmanatw on May 14 2002,14:47

How much of this could we fix by changing the "restart at the Inn" rule? What if you always started somewhere alone? Something like that. If you don't start at the Inn, you can't do the bits that involve trying to off the rogues; if where you start isn't static, then trying to money launder isn't as attractive.

I'm not sure what to actually suggest as a replacement rule, however.

Posted by: BryanWinter on May 15 2002,16:03

You could start at a clearing that has a path leading off the board. You can either choose the clearing or have one chosen randomly.

Like leaving the Realm, but in reverse.

Posted by: madmanatw on May 15 2002,17:05

Yeah, that occurred to me. It'd have to either be random (in which case you could get screwed in various ways) or you'd have to be forbidden to choose a clearing that had any people in it (or you could just repeat the trick in an edge of the world clearing with bonus points for there being a dwelling at the edge of the world).

On the other hand, maybe that's a rare enough occurrence that we don't need an exception for it.

thinks Maybe people respawn at whichever is further away between the House and the Inn. If you die at the Inn, you respawn at the House. If you die on the map somewhere, you go to whichever is further away.

In a double-map game, you can alternate between the two Inns.

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: A few rule questions from a newbie started by madmanatw

Posted by: marphod on May 23 2002,22:10

I'm new to MR (first game will be madmanatw's EINM), and after reading some game logs, I've got a few questions.

Although, admittedly, I can't remember all of them now. Regardless:

First - Given a situation where a character has fled (via a move chit) at the end of the previous evening; the rules state that the character must play a move as their first action the next day into one of the clearings at either end of the path.

1) Could a character instead FL? The rules strictly say move, but should FL not be allowed? (It would be rare, but the character could have fly actions the next day they could not have used to fled. For instance, a purple magic day (day 7 in some seasons, day 21) and possessing the Flying Carpet, or a Absorb Essence of a flying creature). You could argue that the cover is too heavy to fly, but FL can be used from cave clearings.

Second - A native group possess a Treasure that provides a color. When does it get revealed? My reading (and most logs, I think) reveal it when it is purchased (or if it is dropped by killing the HQ, when it is discovered either by looting). One game log has it when the first character trades (TR) with the group, regardless of the results of the TR action. Which is right?

Third - If a character has been melted into mist during daylight, and as such uses a hidden path. Rules say that they do not discover the path. Do other characters, who can see the mist? Do they need to have discovered hidden enemies first?

Posted by: marphod on May 23 2002,22:12

(ah, question part 2, for the first question above)

What if the character fled via a move action that fatigued, and the character can no longer carry all their items while they are between clearings. Where do the items get abandoned?

Posted by: Gilbert on May 24 2002,07:33

1) In your first phase of the next turn, you must use the same type of movement as you used to run away from the clearing. That is because that phase does not constitute a subsequent movement, but rather the act of fleeing itself.

Even though this is not stated explicitly in the rules, it is very clearly the intent.

For the same reason, if the chit which you used to flee has fatigued, you still do not need to abandon any belongings.

2) The game designer is on the record as saying that a Trade attempt does reveal enchanted items.

3) Not sure about this one. I would say not, though (you may see the mist, but that does not mean that you saw how it got there!).

Posted by: madmanatw on May 24 2002,13:08

I think (1) is implied by the fact that you do not have to "use" a move chit to enter the first clearing after fleeing- the rules state that the move chit you used to run away suffices for that purpose. This is why I assume that you have to use the same kind of movement.

For 2, any time anyone learns what an enchanted treasure is from anything other than Wish for Vision, it is turned face up.

As for 3, I seem to recall that getting discussed here on the boards. I don't think a good consensus was come to but I might be misremembering. I can see RP arguments for it both ways.

Posted by: marphod on May 24 2002,15:31

Another question:

The rules don't mention this, so I assume the answer is 'no', but:
Can you sell equipment to make up all or part of the cost of a hire? Or do you have to do a trade to sell the equipment and then do the hire?

Posted by: Gilbert on May 24 2002,15:49

Actually, the rules **do** mention it, under 31.2/3-a:

-----QUOTE-----

To hire the natives, the character must pay this price in recorded GOLD (not items).

-----QUOTE-----

Posted by: vincegamer on May 24 2002,20:08

You don't have to be new to ask questions. I been playing for years and you just struck up a question for me.

What happens when you run away and then next birdsong you write an impossible move?

You don't reveal until it's your turn and when you do, turns out you've written a clearing that was not an option, and it's not obvious which way you wanted to go???

Is this a potential for stalling and deciding after you've seen someone else go?

I doubt you are just stuck between clearings.

Posted by: madmanatw on May 29 2002,00:05

Well, the appropriate stuff from the rulebook seems to be:

25.4/1: He must start his turn on the next day by moving to one of the clearings at either end of the roadway.

39.5/4b If a character is on a roadway when it vanishes or turns into a hidden roadway that he has not discovered, he is put into the forest. He must start his next turn by moving to the clearing he just ran out of.

So I'd think that it's flat out against the rules to record a move that isn't one of the clearings connected to the roadway you're in. But you CAN end up in a similar situation if you record

the clearing at the far end of the road and someone enchants the tile before your turn. Does 39.5/4b mean that regardless of what you recorded your first move is back into the clearing you started in? Or that the next time you record moves you must record one back into the clearing you started in and therefore your entire turn is cancelled that day?

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Flying in, Walking out started by Gilbert

Posted by: dwfiv on June 11 2002,12:43

A player uses a FLY phase to enter a clearing. Then wants to run away during combat. Can he? Rule 25.2 says he must use the road he entered the clearing on, but he did not use a road to get there. Can he run away as if he spent the entire turn in the clearing (i.e. use any road to leave) or is he stuck?

Posted by: Gilbert on June 11 2002,12:46

This is covered explicitly by rule 47.9: you can run away onto any roadway.

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: How long is a curse for started by vincegamer

Posted by: dfs on June 11 2002,09:34

Player A has 50 gold.
Player A get ths Ashes curse.
Player B kills player A.
Player B gets.....?

dfs

Posted by: Gilbert on June 11 2002,09:44

B gets 50 gold, I think. This is actually a good question, as the rules do not seem to say anywhere (unless I missed it) that curses are broken upon the victim's death. However, it seems reasonable to assume that, from this point of view, they behave like spells, which do expire when their target dies.

Posted by: Hugo on June 11 2002,11:04

B definitely gets the 50 gold. Whether the curse is cancelled or not is (I think) unimportant. Ashes doesn't prevent you having gold, just stops you spending it. A has (had 😊) 50 gold, they just couldn't spend it.

Posted by: vincegamer on June 11 2002,12:40

They couldn't give it away either.
In the example, A didn't do either; it was taken from his corpse.
The rules do say that if the curse was cast from a magic chit (i.e. by another character and not from the mouldy skeleton et. al.), it is cancelled upon the target's death.
Other curses don't expire upon the target's death, but they may as well, since the effect is on the character, not their stuff.
The target of Ashes may not give or spend gold, but the gold is not cursed, the player is. He could lose it in death, or cache it and have someone else loot the cache. If you use a stealing optional rule, you could probably steal gold too and it would be good.

So, to answer the curse line: forever unless cast by a character using a magic chit.
To answer in practical terms, they have no further effect after the target is dead.

Posted by: Gilbert on June 11 2002,12:52

I completely agree that the curse is on the character, not the gold. However, look at it this way:
As people may know from previous posts, I tend to take the names of curses and wishes at face value, so I believe that the character's gold really did turn into a pile of ashes. Since hope springs eternal, a cursed character obviously carries the pouchful of ashes around,
in the hope of getting the gold back once the curse is broken.
In this case, if the curse is not broken by the character's death, then what is available as loot is not gold, but a pile of ashes - not too attractive.

However, since I do believe that death breaks the curse, the problem does not arise! 😊

Posted by: vincegamer on June 12 2002,12:37

Ah, see I always figured what Ashes meant was that the gold looks like ashes to other people when you offer it to them. They won't take it, even if you're giving it away. It still looks like gold to the cursed character, who can count it, and should be keeping track of it. He could even split it up 10 coins in this cache and 5 on his person, which would be hard to do if he actually just had a pile of ashes.

Posted by: dfs on June 12 2002,15:27

I agree with the consensus of the group that player B should get 50 gold.

-----QUOTE-----

If you use a stealing optional rule, you could probably steal gold too and it would be good.

-----QUOTE-----

I don't see a stealing optional rule, but then I've missed things before. If such a beast exists I would be very careful before allowing the above.

Thanks all. Curses and combat have been on my mind.

Posted by: bill_andel on June 13 2002,08:11

Quote from dfs, posted on June 12 2002,15:27

-----QUOTE-----

I don't see a stealing optional rule, but then I've missed things before. If such a beast exists I would be very careful before allowing the above.

-----QUOTE-----

1st Edition and Robin Warren's expansion have (different) stealing rules. Also, some of the PDC's have stealing rules.

Posted by: Teresa on June 14 2002,00:31

Well, a Curse actually is a Spell and so is a Wish. Therefore, Curses (and Wishes) are broken upon death. Curses are just a subset of Spells, as indicated by the Curse spell, and the fact that the Curse, Spell, and Power of the Pit tables are all in the Spell Tables section of the rules.

Posted by: madmanatw on June 14 2002,03:20

Although it's worth noting that Dissolve Spell specifically says it does not work on Curses. So, to my mind, the relationship isn't a simple subset.

Posted by: bill_andel on June 14 2002,09:22

No, it's just that the Dissolve Spell spell is not as powerful as the Curse spell.

Posted by: vincegamer on June 18 2002,14:29

Oops, I got something wrong up above.

A spell cast by a magic chit is cancelled when the CASTER is killed, not the target. Of course, all spells cast on a character are cancelled when that character dies.

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Power of the Pit started by Gilbert

Posted by: Gilbert on July 20 2002,22:23

I used to wonder about this as an abstract rules question, but then it came up today, so now I wish I had brought it up on this forum when it first occurred to me! 🤔

I was the Woods Girl, fighting a Demon. On the first round of combat, both of our attacks hit. Power of the Pit is longer than a Light Bow, so its effect came first.

I got the Terror result, which wounds all Light and Medium strength MOVE and FIGHT chits.

My question is: what happens to my attack? If the result had been lethal (such as Carried Away),

there would be no question: I am dead, and my attack is cancelled. Terror is less obvious:

if all my chits are wounded **immediately**, then by rights my attack should be cancelled.

However, there is absolutely nothing in the rules about an attack ever being cancelled under such circumstances. The alternative is to let the attack stand, and wound chits immediately after.

Comments?

Posted by: mcknight on July 20 2002,23:35

I think that wounds are taken in the Fatigue Step, after all the attacks have been resolved and harm applied. Rule 20.8 says, "During the fatigue step each character inactivates action chits to pay for his fatigue and wounds."

In addition, Rule 23.4 says, "When a hit inflicts harm the results go into effect instantly, before the next hit inflicts harm... *Exception:* Wounded action chits are not removed from play until the fatigue step."

So my interpretation is that the Woods Girl's attack goes through, but even if she kills the Demon, she still has to wound all her Light and Medium MOVE and FIGHT chits in the Fatigue Step.

Removing wounded chits in the Fatigue Step has other implications besides letting a character finish their attack before being wounded by Power of Pit. It also allows for two characters to kill each other by wounding in the same round. Example: The Berserker and White Knight both have all but three chits wounded. They both land attacks that create "Serious Wounds" and roll four or more wounds. Both are killed by the attack, but since the wounds are not taken until the Fatigue Step, neither attack is canceled even if they are not simultaneous. In the Fatigue Step both take their wounds and are killed. This is unlikely to happen if the "Serious Wound" optional rule is not in effect, however.

Posted by: Gilbert on July 21 2002,07:58

Excellent answer; I concur. This is actually how we did it (the Woods Girl had to rest for a long time! 😊)

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Pack Horses started by Klaus O K

Posted by: Gilbert on Oct. 13 2001,07:21

Here is something that has always puzzled me: advanced rule 2 (Pack Horses) seems no do nothing but re-state at great length what is already in rule 3.6/4. I am guessing that this redundancy may have been introduced in the transition to the second edition rules?

Posted by: mcknight on Oct. 14 2001,22:41

This has puzzled me as well. I'm not sure what additional capabilities the Advanced Rule confers over the note in 3.6. None as far as I can tell. There is an amplification in the fact that a character can ride a pony, for example, and carry heavy items on a workhorse, and the workhorse will keep up with him, but even that is implied in 3.6/4.

Actually I don't like the Advanced rule sections much at all. Dropping and Caching are just extra complications. Alerted

Monsters makes the monsters more compliant to the characters, not less (it allows a character to force the monsters to appear on their dark side), and Dragon Heads makes the Dragons less deadly. Ambush is a huge effect, but I'm not sure on the whole if I like it or not, and Serious Wounds effectively makes the Berserker unkillable (except by red-side-up Tremendous Monsters) if he's gone Berserk.

--Steve McKnight

Posted by: mcknight on Oct. 17 2001,01:03

Hamblen comments:

-----QUOTE-----

> 5. *"Here is something that has always puzzled me: advanced rule 2
> (Pack Horses) seems no do nothing but re-state at great length what is
> already in rule 3.6/4. I am guessing that this redundancy may have
> been introduced in the transition to the second edition rules? "*
>

-----QUOTE-----

Hamblen: Good question. Good answer, too--"transition to the second edition rules" is exactly right, and I won't burden either of us with the details. Unless you ask for them.

Posted by: D'Archangel on April 13 2002,02:05

Yes, this is an old topic, but here's something about it anyway that Adam pointed out to me

earlier. If this has been covered before, I apologize.

A2 does confer one ability not provided by 3.6, by at least one reading of the rules.

-----QUOTE-----

3.6/1*A character can have only one horse active at a time, and he can have a horse active only if its strength equals or exceeds his weight and the weight of every item he is carrying.*

-----QUOTE-----

Read literally, this seems to imply that if you're, say, playing your T workhorse to carry the Golden Icon, you can't ride your pony into battle! The problem is that whenever a reference is made to carrying, the rules refer to the character as carrying his belongings. I had thought of the MOVE chit as being the thing that did the carrying, but this interpretation doesn't seem to be supported anywhere in the rules.

It makes more sense to me to rephrase the rule above, striking 'is carrying' and replacing it with 'has active'. You shouldn't be able to wear that suit of armor and ride a pony, but you should certainly be able to own one!

I would also consider appropriate a ruling that 'is carrying' means 'can play a MOVE chit, a horse, or active "Boots card"'. Further, it seems that 3.3/1 is in direct conflict with 3.6/4.

Probably because the word 'active' is in the wrong place.

Anyone else want to weigh in with a scholarly (or at least rules-lawyerly) opinion?

Posted by: Gilbert on April 13 2002,13:24

I do not see the problem. Rule 3.6/4 clearly allows you to have an active pony and an inactive horse carrying a heavier burden. When a specific rule clearly allows something, some other more general rule cannot be invoked to the contrary.

As to the seeming conflict with 3.3/1, that clearly arose because 3.6/4 was added in the second edition rules, but the wording of 3.3/1 remained as in the first edition.

Posted by: madmanatw on April 13 2002,14:34

Quote from Gilbert, posted on April 13 2002,13:24

-----QUOTE-----

I do not see the problem. Rule 3.6/4 clearly allows you to have an active pony and an inactive horse carrying a heavier burden. When a specific rule clearly allows something, some other more general rule cannot be invoked to the contrary.

As to the seeming conflict with 3.3/1, that clearly arose because 3.6/4 was added in the second edition rules, but the wording of 3.3/1 remained as in the first edition.

-----QUOTE-----

Rereading it, I'll confess that I'd never noticed that you can play an inactive horse as a "Move" chit.

However, it isn't the conflict with 3.3/1 that I see but 3.6/1 and the advanced rule still seem to be different- under 3.6/1 you cannot have a horse active unless its strength exceeds or

equals the weight of all the character's stuff.

So, you can use an inactive horse as a "move", and have a different active horse giving you bonus phases. HOWEVER, only once you add A2 can the character play a move chit or horse whose weight CANNOT carry all of his items, if those items are put with the pack horse.

So, by 3.6/1, if you have a Heavy item, a Heavy workhorse, and a Light pony, you cannot activate the pony. Period.

Once you add A2, you can put the heavy item with the heavy workhorse, declare it to be a packhorse, and then activate the pony.

That's how I read it.

Posted by: Steve Schacher on April 16 2002,23:09

That's how I read it, too.

Posted by: Teresa on April 18 2002,16:41

This was one of those things where Pack Horses was really meant to be integrated into the 2nd edition rules, but only made it partway there. To resolve the discrepancy, in 3rd edition we have simply added the extra detail from the advanced rule into the basic rules and are getting rid of the advanced rule.

Posted by: Caersidi on April 18 2002,19:23

I agree with the interpretation of the advanced rule as written, but I question the "realism" (whatever that means in this context). I can collect a ton of stuff heavier than I can carry, pile it on my sturdy workhorse, climb on my pony, dash away at a full gallop, and Dobbins the wonder Clydesdale somehow keeps up? Doesn't it seem better to force the choice: ride like the wind alone, or use the workhorse as a pack animal at normal speed?

Posted by: vincegamer on April 22 2002,11:12

Well, I have read and reread the horse rules carefully.

Here is how I understand it.

Rule 3.6/1 says in part "he can have a horse active only if its strength letter equals or exceeds his weight and the weight of every item he is carrying. "

Then, Rule 3.6/3: Certain active horses give their rider extra phases to do MOVE activities (see rule 7). To use these phases, he must have the horse active when he records the extra phase during Birdsong and he must have it active when he does the phase during Daylight.

So,

Using the basic rules, while you can use heavy horses to lug stuff around, you cannot at the same time use a lighter horse to get a move advantage or to be swift in battle.

The advanced rule allows you to still ride the light horse and get its move, so long as you don't have any heavy stuff active at the time.

I don't see what Gilbert says is clear about rule 3.6/4 allowing an active pony while a warhorse carries the armor. It merely states that a horse can carry his stuff. It never contradicts the earlier rule regarding what horse a character can activate.

I don't like the difference, but I'm not sure that is reason to eliminate it if 3d edition is still separating out "advanced" rules.

As to the realism issue I have this to say:

A full, steel suit of armor weighs approximately 75 lbs.

A grown man who fits in that armor weighs approximately 170 lbs. Thus rider and armor a whopping 245.

I imagine a horse carrying only 75 lbs could move a lot faster than it could carrying 245.

Doing all of this reading led me to another question. It has to do with combat. Can a medium character ride an L/M horse into combat? I used to rule no, since the horse counter has to flip over between encounter and melee. However, as I read the rules, so long as he doesn't try to play the horse counter in the encounter phase to charge anyone, he can play it in melee phase the M side up. Do you agree?

Posted by: madmanatw on April 22 2002,20:20

Does a character's horse have to flip over? I thought that only applied to native horses, and for characters the restriction was that you could only play it galloping side up once per combat. But, IDHTRIFOM.

Posted by: Teresa on April 25 2002,11:16

I think Adam's right - the restriction is you can only play it starred (galloping) side up once per combat. You can leave it on the plodding side during both steps if you want, thus accommodating a heavier character.

On Vincent's issue regarding 3.6/1 - it says that the horse he is riding has to be able to carry him and all the items he is carrying - but by definition, if he has some items on a pack horse, he is not carrying them, the pack horse is. So the horse he is riding does not have to be able to carry them. The pack horse is referred to briefly in 3.6/4, but is not really explained. This was just an editing error in 2nd edition - the "advanced" pack horse rules were supposed to be part of the basic rules.

Posted by: vincegamer on April 25 2002,14:54

3.6/1

My point is, that using a literal reading of the rules, although it does briefly mention "pack horses," you are still considered to be carrying everything according to the basic rules.

Literally read, you cannot get a light horse's move advantage while at the same time using a heavier horse to carry your stuff until the advanced rule comes in. Strangely the basic rule complicates things (adds realism?) that the advanced rule simplifies. If there is other evidence that it was a mistake to separate them, then by all means they should be integrated in the new do.

Combat

Is the galloping side always the side with the lighter weight?

If yes, the question is moot.

If not, could a medium character ride an L/M* horse in combat if he only played the counter during the melee phase?

Realism 😊

Comments have been made about the realism of a slow packhorse keeping up with a fast pony.

What about the elf riding -having active- a slow horse (e.g. H6/H7) and during combat playing his own move L2** to run away? I guess the elf's move speed could include his great reflexes/sense of danger, because he doesn't get to dismount.

Posted by: Teresa on April 26 2002,18:54

Yes, the galloping side always has a lighter weight, where the two sides are different.

Posted by: CamStodd on April 29 2002,12:30

Just to add another view point :)

I think Vince is mostly right. This is how I read 3.6

Each horse represents a Move chit for the character, even inactive horses. So if an inactive horse can carry heavier items then the active pony, the inactive horse is played as the move chit. The active pony still give its bonus and the inactive horse is played again for the 2nd move.

Where I agree with Vince is in combat. In combat you can only play your active horse. So the move chit your inactive horse provides is no longer useable, and if your active horse can't carry all of your possessions then you either have to abandon the heavy ones or not use the active horse's move time. I would say this applies to the character also, so if neither the character nor the active horse can carry all the character's belongings then the character either has to abandon the heavy items or not play a move chit during combat.

Posted by: madmanatw on April 29 2002,13:40

Quote from CamStodd, posted on April 29 2002,12:30

-----QUOTE-----

Each horse represents a Move chit for the character, even inactive horses. So if an inactive horse can carry heavier items then the active pony, the inactive horse is played as the move chit. The active pony still give its bonus and the inactive horse is played again for the 2nd move.

-----QUOTE-----

Except that by the basic rules, you aren't allowed to even activate the pony if it can't carry the stuff.

Posted by: CamStodd on April 29 2002,19:09

You're right. I guess I agree entirely with Vince then.

The only reason for the pack horse in the basic rules is to allow for heavy stuff to be hauled when there is no horse active. A good example would be a light character going into a cave, his horse is now inactive so we need the mention of the pack horse in the basic rules to allow the horse to continue carrying items.

Posted by: Klaus O K on July 23 2002,03:50

Quote from vincegamer, posted on April 22 2002,11:12

-----QUOTE-----

Doing all of this reading led me to another question. It has to do with combat. Can a medium character ride an L/M horse into combat? I used to rule no, since the horse counter has to flip over between encounter and melee. However, as I read the rules, so long as he doesn't try to play the horse counter in the encounter phase to charge anyone, he can play it

in melee phase the M side up. Do you agree?

-----QUOTE-----

Only native horses automatically flip. A character can choose to play the horse walking side up in both steps.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Weather started by mcknight

Posted by: Gilbert on July 28 2002, 15:49

Yesterday, I experimented for the first time with the optional Seasons and Weather rules, and it all seemed pretty clear, except for one aspect which is not specifically mentioned: when weeks are shorter than seven days due to weather, for how long do natives stay hired, fourteen days, or two weeks?

I can see arguments for it going either way:

Fourteen days: Rule 31.2/3 refers specifically to fourteen days, and the optional rule does not mention the topic, so fourteen days it is.

Two weeks: I can see two separate arguments:

- * In many (though by no means all) cases, when the week is shorter, there are more phases to each day, so the number of phases in the week does not vary greatly.
Making natives stay hired for two weeks, regardless of the numbers of days in the week, thus comes closest to preserving the usual term of hire.
- * The concept of a *week* obviously has significance in the game (e.g. Sundays are special), so it is not unreasonable to use it to determine the term of hire (and it also makes it more predictable: you know in advance when your natives will cease being hired, regardless of weather).

Comments?

Posted by: Gilbert on July 28 2002, 15:53

Oops, I forgot, there is a third, unrelated argument for the *two week* option: even if you consider the *fourteen days* mention in 31.2/3 to be sacro-sanct, when weeks are shorter, days are skipped, so, if you count the skipped days, you still end up with two weeks, rather than fourteen played days. 😊

Posted by: mcknight on July 28 2002, 17:54

It's two weeks. Rule 31.2/3 says, "When a character hires natives, he must record their ID codes and the day their term of hire expires." You won't know the weather for the 2nd week, and there is no provision to change the hire expiration day depending on weather.

Your other comments about skipped days and larger number of phases per day are also on target. I thought I remembered somewhere where this was specifically addressed, but I can't find it now. Maybe I was just following your line of reasoning above.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Combat started by madmanatw

Posted by: Raedwald Tilsig on Aug. 08 2002,09:33

Hello all,

One question: Does anyone have or could give a primer on how to do a combat round? I have read the 2nd edition rules and I am still confused on how to fatigue chits and what action chits to use when. I know you have to use a fight chit for an attack maneuver and a move chit for a move maneuver. But what about the level of the chit. ie. M,L and H.

Please help. Thanks 😊

Posted by: bill_andel on Aug. 08 2002,11:07

Stephen McKnight's < "Least You Need To Know..." > should be helpful as should the < "Combat Examples" > at Daniel T.'s FAQ page.

Posted by: mcknight on Aug. 08 2002,11:15

I did the best I could to summarize all the possibilities of monster/hired native/character combat in "The Least You Need to Know to Play Magic Realm" 8-page rule summary, available from the "Downloads" section of this site.

The best way to start is probably to understand plain character-monster combat from the Second Encounter in the 2nd Edition Rules. The examples in the rulebook under the Second Encounter are actually pretty good.

There are some other useful combat examples (the White Knight vs. Tremendous Dragon and the Swordsman vs. Captain) linked on Dan Tartaglia's FAQ page at:
< <http://home1.gte.net/danielt3/mr-faq.html> >

Note: I disagree with one feature of the Swordsman vs. Captain combat. In Round 2 the Swordsman hits first and Seriously Wounds the Captain. But according to Rule 23.4, "wounded chits are not removed from play until the fatigue step." So I believe the Swordsman's blow kills the Captain by wounding to death, but not before the Captain's blow hits and kills the Swordsman. In the end, they both die!

Dave Brown's Magic Realm Keep has another useful combat example featuring the Black Knight at:
< <http://www.geocities.com/finiasjynx/> >

The discussion of hired natives in combat in the Third Encounter of the Second Edition rules is one of the most confusing parts of the rules, but the combat example involving a Goblin, Elf, Black Knight, the Elf's hired Archer and the Wizard's hired Lancers is useful.

This is an area that someone could make a real contribution with an animated or interactive instructional web site!

Posted by: Raedwald Tilsig on Aug. 08 2002,11:45

Thank you both for your useful info. This will help me alot. I acn't wait to start playing again.

Jeff 

Posted by: mcknight on Aug. 08 2002,12:15

To answer your specific question related to the strength (L, M, H, T) of the chits you play, here are the considerations:

A. Manuever Strength Requirement: The MOVE chit (or horse or Boots card) played must have a strength that equals or exceeds 1) the character's weight/vulnerability, and 2) the weight of every item that the character is carrying.

Example: the Pilgrim cannot use the Shoes of Stealth to maneuver because they have only Light strength and his weight is Medium. (He can't activate the Shoes to Stealth to help him Loot either!)

Example: the Black Knight cannot use his MOVE M4 chit to maneuver as long as he has his Heavy armor (even if inactive). To use his Medium MOVE chits to maneuver, he would have to abandon his armor and any other Heavy items he was carrying. Note that he can abandon items in combat during the Encounter Step of each round, but he can't do another action in the same round.

B. Attack Strength Requirement: the strength of the FIGHT chit (or Gloves card) must equal or exceed the weight of the weapon used. If the FIGHT chit exceeds the weight of a *striking weapon*, it increases the strength of the attack by one level. (A Medium Mace causes Heavy damage if used with a Heavy or Tremendous FIGHT chit.) Note that *missile weapons* do not have any "over-swing" bonus. A Light Bow causes L** damage (modified by the Missile Table) even if used with a Medium FIGHT chit.

C. Effort Limit: Besides the strength requirements above, the FIGHT and MOVE chits need to satisfy the effort limit. No more than two asterisks can be played in any round of combat. So if the White Knight plays his MOVE H4** chit to maneuver, he cannot play his FIGHT T5* chit to attack. MAGIC chits are also subject to the Effort limit: if the Druid plays his MAGIC I13* chit to cast a spell, he cannot play a MOVE L2** chit to maneuver.

D. Speed: If the strength and effort limits are satisfied, a character will want to play a MOVE chit with a number equal to or lower than any attack directed against him (if possible) to avoid being undercut and automatically hit by the attack. If he can play an attack that is faster than the target's move, he will undercut and hit the target without having to match the target's maneuver direction. Since faster (lower number) FIGHT and MOVE chits typically have more effort asterisks, the speed of the FIGHT and MOVE chits played will probably be limited by the Effort Limit above.

E. Fatigue: If a character plays a total of two asterisks on his FIGHT and MOVE chits in any round of combat (including any chits played in the Encounter Step to, for example, alert a weapon), he must fatigue a chit with one asterisk in the Fatigue Step. If he played two FIGHT asterisks (a FIGHT H5* to Alert his weapon and a FIGHT T5* to attack, for example), he must fatigue a FIGHT chit with an asterisk. If he played two MOVE asterisks (a MOVE H4** to maneuver, for example), he must fatigue a MOVE chit with an asterisk. If he played one FIGHT asterisk and one MOVE asterisk, he can fatigue either a FIGHT or MOVE asterisk.

The character can fatigue the FIGHT or MOVE chit played, or any other active FIGHT or MOVE chit with a single asterisk. If he fatigues a FIGHT or MOVE chit with two asterisks on it, he can "make change" and reactivate a fatigued chit *of the same type*, if available.

Example: The White Knight plays his MOVE H4** chit to maneuver. He must fatigue his MOVE T6* chit or his MOVE H5* chit in the Fatigue Step. If both those chits are already fatigued, he must fatigue his MOVE H4** chit and bring back the MOVE T6* or MOVE H5* chits to "make change." He cannot fatigue any of his FIGHT chits to pay for the fatigue, nor can he bring back a FIGHT chit to "make change" for his MOVE H4** chit.

Note that MAGIC chits, although they contribute to the Effort Limit, always fatigue when the spell expires and are not subject to fatigue in the Fatigue Steps the way that FIGHT and MOVE chits are. So if the Druid plays a MAGIC I13* and a MOVE L3* he does not have to fatigue a MOVE chit. His MAGIC I13* will fatigue when the spell expires, paying the fatigue cost of the step.

Posted by: madmanatw on Aug. 08 2002,17:27

By the by, I definately agree with the statement that both the Swordsman and Captain should die in the second example combat. I think this even came up on one of the recent games I played. (I did, however, end up getting an attack cancelled by virtue of being hit by the Power of the Pit that caused me to wound the chit I was attacking with. I'm not sure if that was proper or not, but what the hell.)

One of the unfortunate things about newbies who play full games (all 4/7 encounters) is that if the group is large enough, there will be a massacre at the Inn, and some people will probably have hired some rogues, and so for a lot of newbies the first combat they see involves hired and unhired natives and is sometimes the most complex combat of the game! It would be interesting to see someone put up a tutorial website where you click through step by step. "R7 lures. He is on his own sheet. *click* *picture of his sheet, with R7 in the middle boxes* "R7's employer gets to decide which side faces up."

etc...

Hell, maybe I'll get that bored at some point.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Red side up tremendous monsters started by mcknight

Posted by: Gilbert on July 21 2002,08:08

This one is not really a question (since I believe that there is no room for argument), but rather an observation: does anyone else find it strange how the rules treat mounted characters and natives differently when it comes to red side up tremendous monsters?

Rule 24.5/2: A mounted character who is in the grasp of a tremendous monster cannot play a horse

Rule 24.5: The character is killed, but the horse is unharmed.

Rule 34.7/7: If a native's horse survives, he continues to play it. Eventually, both native and horse are killed.

This seems very clear, and yet puzzling: why do tremendous monsters pick characters off their horse, but grab native horses along with the rider? Very puzzling...

It may simply be that the designer wanted to avoid the possibility of riderless native horses wandering around, but still...

Posted by: mcknight on July 21 2002,22:12

-----QUOTE-----

It may simply be that the designer wanted to avoid the possibility of riderless native horses wandering around...

-----QUOTE-----

This was my take as well. If you have the possibility of riderless native horses, you need to add rules to account for them: what happens when the natives regenerate, can character's attack them, etc. It doesn't seem you would need very many rules, though.

I don't mind that the horses are treated differently from a "realism" point of view. I'm perfectly happy with some inconsistency--if it simplifies the rules. But, if anything, this rule makes it harder to remember the rules since you have a special cases for native horses that is different from character horses. Let's see what Richard Hamblen might say about this.

Posted by: BryanWinter on July 22 2002,08:39

Hmmm.. This one seems easy. If a native horse's rider is killed by a T Monster, it runs away and is removed from play. It regenerates normally.

Done!

That way you can remove the extraneous rules mentioned above and simply and clarify at the same time.

Posted by: vincegamer on July 22 2002,12:42

-----QUOTE-----

If you have the possibility of riderless native horses, you need to add rules to account for them:

-----QUOTE-----

You have a rule - Rule 29.7

When natives are killed, their horses die too. Natives get off their horses in caves, so this rule is necessary to prevent riderless native horses.

Clearly the native and horse are killed by a T monster, but why would the native horse be picked up and the character horses be left? My guess is that a) it makes character horses slightly more survivable since they are in limited number and not that easy to get in the first place, and b) it toughens the monsters [or in another view weakens the natives] by making natives less likely to survive rounds in the clutches of the beast while the hiring character takes swipes at it. Riders are usually faster than their mounts and would be able to squirm. Or maybe RH just forgot about rule 29.7 and wanted to make sure the native horse didn't outlive the rider.

Posted by: Gilbert on July 22 2002,14:29

I agree with you regarding rule 29.7, but you are wrong about the natives being generally faster than their mounts. Yes, the Soldiers are faster than those nags they ride, but the Order are slower than their war horses, and the two groups mounted on ponies are half and half. Remember that for purposes of this discussion, only the galloping side is relevant.

I agree with previous posters that the extra complexity introduced here is very strange.

Posted by: vincegamer on July 22 2002,15:49

-----QUOTE-----

*for purposes of this discussion, only the galloping side
is relevant.*

-----QUOTE-----

I don't think that's true. I think you can choose which side of the horse is up during the phases of combat for a hired native's horse. However, my memory must not be as good as I thought, since I was sure the bashkars moved faster than most of their ponies.

Posted by: madmanatw on July 22 2002,18:59

True for a hired native. You declare which side is up during the encounter step and it automatically flips to the other side during the melee step.

And as for the Bashkars, I remember most of them as being faster than their horses, because there was one game where I was sure I was screwed because I couldn't outrun them and I

found out later that I had only needed to outrun their horses. 😊

Posted by: Gilbert on July 22 2002,19:59

I cannot believe that I am doing this, but...

-----QUOTE-----

I think you can choose which side of the horse is up during the phases of combat for a hired native's horse.

-----QUOTE-----

Of course, you can choose the side, but the galloping side is faster, so that is the side you will use when wriggling in the grasp of the tremendous monster. That is what I meant when I wrote that only the galloping side is relevant to this discussion.

-----QUOTE-----

And as for the Bashkars, I remember most of them as being faster than their horses, because there was one game where I was sure I was screwed because I couldn't outrun them and I found out later that I had only needed to outrun their horses

-----QUOTE-----

If they were unhired, you were running away from their walking side. If they were hired, that was probably their walking side too, since the hiring character would probably want them galloping during the Mêlée Step.
I checked, and yes, all the Bashkars are faster than the walking side of their pony.

However, I notice that my original statement was wrong: half the Bashkars are faster than the galloping side of their mount, and the other half are the same speed. As to the Lancers, two are faster, one is the same speed, and one is slower, so it is true that, over all, they are faster
(but it is not that obvious).

However, ponies will rarely survive the initial attack of a tremendous monster (other than the Octopus and the Demons), so the whole thing is a bit of a moot point! 😊

To conclude this (somewhat outlandish) discussion, I strongly doubt that this had anything to do with the rules being the way they are, and I am very curious to see what RH will have to say. 😊

Posted by: mcknight on Aug. 11 2002,21:16

Here's Richard Hamblen's comment on this topic:

-----QUOTE-----

There are actually two questions: why is the character plucked from the saddle, and why is the hired native not plucked. The discussion you sent seems to be asking the second question, but to be safe I'll answer both.

First, plucking characters. Allowing heavy characters to play a warhorse allows them to play

a killing attack and a decent maneuver at the same time, which is too strong. At the same time, characters riding a workhorse are forced to play a much worse maneuver than they could dismounted, which would encourage bizarre tactics of dismounting. And in both cases, having the monster pick up and kill both horse and rider at the same time seemed poor verisimilitude.

So I made the monsters pluck the characters pluck the characters out of the saddle. It also had the added benefit of leaving the horse behind to be rounded up by other characters, which is desirable for several reasons.

So why not pluck the natives, too? Well, basically to give the Order a chance against the Tremendous monsters. Against Tremendous monsters, a dismounted Knight fights like a can of tuna fish. There's also a problem with the lighter mounted natives. They maneuver better dismounted, so plucking them just leads to a lot of pointless wriggling before the inevitable crunch. I deem it better to leave them mounted, allowing the Tremendous monsters to finish them quickly and move on to better targets.

In both cases I wanted a simple rule, so I made each rule cover all cases of that type. I didn't want the players to choose whether to play the horse--that seems bogus to me, from a verisimilitude point of view.

The point about my not wanting characters riding native horses is of course correct, but it did not affect the decision because, as the fellow points out below, the horses run away.

So I was left with an inconsistent rule: characters are plucked, but natives aren't. Now, I value consistency and strive for it (for lots of reasons), but when I have to choose between consistency and play value, I consistently try for play value.

*Warmest regards,
Richard Hamblen*

-----QUOTE-----

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Bad luck sometimes good luck? started by mcknight

Posted by: Gilbert on Aug. 12 2002, 10:28

I have been wondering about this one for a while: bad luck (either from the spell, or the Cloven Hoof)

makes you add one whenever you roll on *any* table (with the exception of the Change Tactics table, I believe).

However, of course, when rolling for a Curse or Power of the Pit, higher results are better.

Also, note that when either of those is as a result of a spell, the spellcaster takes the roll, which is

of course unmodified. This leaves us with two cases: a monster, or a spontaneous roll.

Since there is no mention of an exception anywhere, I assume that, at least for the spontaneous

rolls, you do add one to the result (presumably, this can be explained away as a

double negative: since you bear the mark of evil, you get a break on those rolls 😊).

I am a bit more troubled when the rolls result from an attack by an Imp or Demon, however, since, in that case, you are really rolling for the monster.

Thoughts?

Posted by: mcknight on Aug. 12 2002, 11:06

I think this is right. If a character is the target of a Curse or a Power of the Pit attack by an Imp or Demon, Rule 24.3 says, "when the Roman numeral side of the monster counter hits, instead of inflicting harm the attack causes *the target* [emphasis added] to roll on a spell table." A smart magic user will activate "Bad Luck" to reduce their chances of getting a bad result.

"Bad Luck" can also be useful when using Transform as an offensive weapon: if you use Transform on a monster, "Bad Luck" will increase the chances that the monster is transformed to a Frog, Squirrel, or Bird that will keep attacking (despite the fact that it has no chance of harming the target) until it is neatly dispatched by the Spellcaster!

I don't think this is a defect; I think it's a feature. A clever magic-user can turn the negative feature of the permanent spell into an advantage!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hired Underlings started by mcknight

Posted by: dwfiv on July 23 2002,06:21

This situation almost happened in the Revenge of the Denizens Game, so it is not so far fetched.

The Black Knight is minding his own business in a clearing when the Magician, followed by his two hired rogues and the Swordsman, followed by his two hired rogues, blunder in and attract several dragons into the clearing. In the ensuing melee, the Magician's rogues attack the dragons, and the Swordsman's rogues attack the Black Knight. I know that once combat starts, underlings keep fighting until one side is dead. So, even if the Swordsman was killed, his rogues would have continued to attack the Black Knight. But what about the Magician's rogues. If the Magician was killed, would his rogues continue to attack the dragons?

What if, originally, either the Magician or Swordsman had split his rogues, one on a dragon, one on a character, and then gotten killed. Would only the one rogue on the character continue to fight?

Be Seeing you,
-DAN

Posted by: BryanWinter on July 23 2002,08:41

I think my brain just imploded...

Posted by: vincegamer on July 23 2002,09:59

I dont' know where you are getting this:

-----QUOTE-----

I know that once combat starts, underlings keep fighting until one side is dead.

-----QUOTE-----

Underlings fight so long as the hiring character tells them to.

In your example, swordsman died, so the natives become unhired. He can no longer tell them to fight. They will of course defend themselves if the Black Knight chooses to keep fighting them.

If the Magician was killed, his rogues would not fight the dragons since after each round all natives and monsters (other than red-side-up T monsters) disengage, and the dragons cannot pick unhired natives as targets.

SO, it doesn't matter whether you split your Rogues or not. When the character dies, the hirelings become unhired and quit fighting.

Now I have a question.

In your first scenario, does the black knight (or magician) ever have to roll on the encounter table with the Rogues since during combat (after swordsman dies) there are unhired natives in the same clearing?

I'd say no, but if the answer is yes, then they **could** continue fighting the character, if he rolled block/battle.

Posted by: dwfiv on July 23 2002,10:15

Quote from vincegamer, posted on July 23 2002,09:59

-----QUOTE-----

I dont' know where you are getting this:

-----QUOTE-----

I know that once combat starts, underlings keep fighting until one side is dead.

-----QUOTE-----

Underlings fight so long as the hiring character tells them to.

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*I'd say no, but if the answer is yes, then they *could* continue fighting the character, if he rolled block/battle.*

-----QUOTE-----

-----QUOTE-----

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I know that once combat starts, underlings keep fighting until one side is dead.

-----QUOTE-----

"30.2/3 Once a group starts battling a character, it keeps battling him until combat ends in the clearing." So once they start in on a character, they keep fighting, I thought.

-----QUOTE-----

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In your first scenario, does the black knight (or magician) ever have to roll on the encounter table with the Rogues since during combat (after swordsman dies) there are unhired natives in the same clearing?

*I'd say no, but if the answer is yes, then they *could* continue fighting the character, if he rolled block/battle.*

-----QUOTE-----

"30.3/1 The character rolls once for each group that has any unhired natives in the clearing. He finds his result in the MEETING TABLE that matches his trading relationship with the group. Before rolling, he can "buy drinks" to make the group one level friendlier."

I should think that the characters WOULD need to roll as soon as there were unhired natives in the clearing. So I guess that answers my question.

-DAN

-----QUOTE-----
I think my brain just imploded...
-----QUOTE-----

P.S. Sorry about your brain, Bryan!

Posted by: vincegamer on July 23 2002,11:01

-----QUOTE-----
Quote:
I dont' know where you are getting this:
I know that once combat starts, underlings keep fighting until one side is dead.

"30.2/3 Once a group starts battling a character, it keeps battling him until combat ends in the clearing." So once they start in on a character, they keep fighting, I thought.

-----QUOTE-----

Yes, but while the natives are hired, they are not "battling" the black knight. Another way of thinking of it is, the ROGUES are not battling BK, the Swordsman is with some hired muscle. 30.2/3 says when a GROUP is battling a character....
Now, if BK has to roll at some point for Rogues, and rolls block/battle, then they will fight him to the death. But once Swordsman is dead, his guys aren't getting paid to risk their necks any longer.

My question about whether or not BK has to roll is because you roll at the start of combat in that clearing. By the time the Rogues become unhired, combat has already been going on for a few rounds.

Posted by: dwfiv on July 23 2002,12:29

Quote from vincegamer, posted on July 23 2002,11:01

-----QUOTE-----

My question about whether or not BK has to roll is because you roll at the start of combat in that clearing. By the time the Rogues become unhired, combat has already been going on for a few rounds.

-----QUOTE-----

I guess that is still an unanswered question. Does the BK roll when the rogues' employer gets killed?

Posted by: madmanatw on July 23 2002,15:42

And there's a potential twist on it- what if there were already unhired rogues in the clearing? Would hired rogues whose employer is killed automatically default to battling whatever people the unhired rogues in the clearing were already battling?

Posted by: mcknight on July 23 2002,23:29

This issue came up in an on-line Magic Realm game and Nev, who was gamemaster, ruled that since the natives were on your sheet when they became unhired, the native group is battling you. He based this on the "Treachery" rule (32.7/6b): "The rebels instantly become unhired.... Rebels are automatically battling all characters and hired natives who are attacking them or who they are attacking."

A hiring character dying is not the same as the hiring character committing treachery, but still, the rebels could be on someone else's sheet and the rule says they start battling them. Let me put it to Richard Hamblen.

Posted by: mcknight on Aug. 12 2002,17:16

Here is Richard Hamblen's take on this question:

Stephen McKnight wrote:

-----QUOTE-----

> Richard--

>

> *Here's another question from the MagicRealm.net forum:*

>

> *"This situation almost happened in the Revenge of the*

> *Denizens Game, so it is not so far fetched.*

>

> *The Black Knight is minding his own business in a clearing when the*

> *Magician, followed by his two hired rogues and the Swordsman, followed*

> *by his two hired rogues, blunder in and attract several dragons into*

> *the clearing. In the ensuing melee, the Magician's rogues attack the*

> *dragons, and the Swordsman's rogues attack the Black Knight. I know*

> *that*

> *once combat starts, underlings keep fighting until one side is dead.*

> *So, even if the Swordsman was killed, his rogues would have continued*

> *to attack the Black Knight.*

-----QUOTE-----

Hamblen: Right, but not as "his rogues". When the Swordsman is killed, his hirelings instantly become unhired (rule 31.5/2). The rogues

instantly start "battling" the character they are currently fighting.

-----QUOTE-----

> *But what about the Magician's rogues. If the Magician was killed,
> would his rogues continue to attack the dragons?*

-----QUOTE-----

Hamblen: No. His rogues instantly become unhired, and rule 30.1 takes over--unhired natives and monsters do not fight each other. The rogues stop attacking and step back, cancelling their attacks for that round. Any Tremendous monsters holding them drop them instantly. However, if the monsters were controlled by a character, the rogues would start battling him and the attacks would continue.

-----QUOTE-----

> *What if, originally, either the Magician or Swordsman had split his
> rogues, one on a dragon, one on a character, and then gotten killed.
> Would only the one rogue on the
> character continue to fight?"*

-----QUOTE-----

Hamblen: No, because the unhired rogues battle as a group--if one of them is still fighting a character, they all start battling him.

-----QUOTE-----

> *The questioner pointed to Rule 30.2/3
> "Once a group starts battling a character, it keeps battling him until
> combat ends in the clearing."*

-----QUOTE-----

Hamblen: Yes, I think this remains true.

-----QUOTE-----

> *There is also the condition under "Treachery," Rule 32.7/6b: "The
> rebels instantly become unhired.... Rebels are automatically battling
> all characters and hired natives
> who are attacking them or who they are attacking."*

-----QUOTE-----

Hamblen: Also true, and consistent.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Phases started by Gilbert

Posted by: Raedwald Tilsig on Aug. 14 2002,09:54

Just a question about phases. Reading the rules, I see that the Dwarf character gets only (2) phases per day when not in the caves. Now, if he is in the caves, would he get (2) phases plus any basic phases due to the calendar of seasons? Or, if you are playing a 28 day game, he would only have (2) phases per turn. Just wanted to get a clarification on this one.

Thanks. 🙄

Posted by: Gilbert on Aug. 14 2002,10:39

No, the Dwarf only gets Basic phases, and when using the optional Weather and Seasons rules,
Sheltered phases.
However, he can Follow another character, and gain phases that way.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Q&A started by Teresa

Posted by: fiscused on Aug. 16 2002,09:14

I've recently gotten a new hard drive. With it I picked up Microsoft Frontpage. So I've rewritten my Q&A page and made it look much nicer! But I realise it is still outdated because there have been so many questions come up since then!

Please post or send me fiscused@yahoo.com all the querries you can think of.

I soon may also categorize the Q&A, since there are a lot!

Here's the site:< My Webpage >

And:

< Q&A page >

Posted by: Teresa on Sep. 04 2002,01:40

Maybe it's worth looking at the 3rd edition rules to see how many of these questions have been settled or addressed - my guess is most of them have...

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hamblen Comments started by mcknight

Posted by: mcknight on Sep. 16 2002,22:34

Here is a response from Richard Hamblen about the use of Boots cards:

Stephen McKnight wrote:

-----QUOTE-----

Richard--

Here is a question that has come up in two games recently. Can Boots Cards be used twice in a round of combat: in the Encounter Step to charge and prevent a character from running and in the Melee Step to maneuver?

A Move chit cannot be used twice in a round, but it seems unclear if the same rule holds for Boots cards.

--Steve

-----QUOTE-----

Dear Stephen,

You can use a Boots card only once per round, either in the encounter step or the Melee step, but not both in the same round. See rule 22.4/2c, second sentence: "He cannot play a chit *or card* he already used in the encounter step..." Also, on page 70 the writeup under "8. BOOTS cards" says each Boots card "can be used as a Move chit", implying the one-use limitation.

Warmest regards,
Richard Hamblen

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Loot a dwelling??? started by briwal

Posted by: briwal on Oct. 10 2002,22:57

Help a newbie,

I was looking at the Tournament C log and on turn 2 someone did a search action and looted at the Inn. It stated that he received a bunch of horses.

I thought loot could only be used at a clearing with a treasure site or a clearing with abandoned items but not a a clearing with a dwelling. To get items from a dwelling then you must trade.

Is this correct?

Thanks,
Briwal

Posted by: briwal on Oct. 10 2002,23:05

Sorry,

After looking at the log again, in Turn 1 the Rogues at the Inn were all killed so all there items were abandoned. So in Turn 2 they could be looted.

Regards,
Briwal

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: map chits and searching started by dwfiv

Posted by: pinbot on Oct. 11 2002,15:24

I just want to make sure I'm not missing something.

If understand correctly:

When you end your turn in on a tile you turn over any map/site/warning chits regardless of whether you're hidden.

When you Search and Discover Chits you get a secret look at the chits for your tile.

The only reason that the look is secret is that you might move to a tile, search it, and move off again before ending your turn. If you fail to move off, everyone learns if there's a site there--not to say they can loot it, of course.

Right?

Thanks,
Erich Cranor

Posted by: madmanatw on Oct. 11 2002,15:48

Right, pretty much.

There are optional rules where you might not flip up chits at the end of your turn if you're hidden and other strange circumstances, but for the most part, that's correct.

Posted by: mcknight on Oct. 11 2002,22:28

Actually "Discover Chits" is more powerful than just seeing the chits in your tile. In addition to getting to look at the chits in the tile, if you are in the same clearing with a Treasure Site, you can cross it off your discoveries list and Loot it in following Search phase. Rolling a "Discover Chits" is the first step in looting a Treasure Site.

"Clues" only allows you to look at the chits in your tile, which would turn up at the end of your turn anyway (if you end your turn in that tile). But "Clues" is also useful because there are a couple of cases where you can actually Peer to try to get a "Clues" result in a clearing that's not in your tile:

1) If you are in a mountain clearing you can Peer into any non-cave clearing in your tile or any neighboring tile.

2) If you have the Crystal Ball or "Talk to a Wise Bird" spell, you can Peer in any clearing on the board.

Posted by: pinbot on Oct. 14 2002,13:46

Thank you both.

I think I'm solid on the searching now. What was bugging me--until the 'move'-'search'-'move off' combo occurred to me--was that I couldn't come up with any reason for the look from 'Discover Chits' to be secret.

Posted by: dfs on Oct. 14 2002,14:17

You can envision someone playing hide and seek with the chits that way, or you can imagine a realm run by a GM.

One of the tensions in the original rule set is if we have/don't have a gm. Clearly the game comes down on the non-gm side, but little things like this make you wonder.

Brian Sharewood acted as game master in a hidden realm variant that played spectacularly well. Not knowing what was going on with the other characters added a tremendous amount of suspense to the game.

The "seen" to "glimpsed" to "found" to "loot" sequence for treasure locations adds some charm to locating treasure, but I believe it also gives us a glimpse into the designers intent.

Posted by: dwfiv on Oct. 16 2002,04:54

Quote from pinbot, posted on Oct. 14 2002,13:46

-----QUOTE-----

Thank you both.

I think I'm solid on the searching now. What was bugging me--until the 'move'-'search'-'move off' combo occurred to me--was that I couldn't come up with any reason for the look from 'Discover Chits' to be secret.

-----QUOTE-----

Also, the Druid does not turn the chits up at the end of his turn, so that would be another case where keeping them secret might be desired.

-DAN

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+--Forum: Rules Questions

+---Topic: Helping along newbies. started by vincegamer

Posted by: january on Oct. 05 2002, 14:44

I have met a few people in my area who are interested in playing MR. Do any of you have suggestions on how to run new players through without having them go over all the rules. Things like good starting characters and VP's would be great. Maybe some simple terms to get them right into it without having to go through all the nuances. I love this game and would really like to "hook" some new players but the large rule book can be daunting. Thanks, Jarrod

Posted by: mcknight on Oct. 05 2002, 19:24

A few suggestions:

1. Let me modestly propose that you may want to give the newbies my 8-page rule summary, "The Least You Need to Know to Play Magic Realm," ahead of time. It breaks the game down into its basics so they at least know the idea of how things are going to go.

2. Don't require beginners to pre-record their moves for the first game, or at least the first week or two of the first game. Just play as if they all have a "Timeless Jewel" in their possession. When you don't know how the game works, it is very hard to plan four phases ahead.

3. Start with the Second Encounter (or in the 3rd Edition Rules, don't play with Magic, hired natives, character-vs-native, or character-vs-character combat) for the first game. While the First Encounter is sort of dull, the Second Encounter is plenty interesting--and it really simplifies the combat sequence if you don't have to worry about the natives fighting. The Second Edition Rulebook isn't even that bad a way to learn, if you are just playing the Second Encounter.

4. Invest in some photocopying so that everyone can have a copy of the "Lists & Tables" while they are playing. That way they can look up the tables themselves and make judgements about how likely something is, rather than having everything seem to happen by some mysterious gamemaster algorithms.

5. Section 5 of the 3rd Edition Rules is the "Daily Sequence of Play." You can print copies front and back on a single sheet of paper for all the players, so they can keep track of what comes next during the game.

6. Good starting characters are the White Knight, Berserker, Dwarf, Swordsman, Woods Girl, Black Knight, Amazon, Captain--pretty much those that are suggested for the Second Encounter. The medium-weight characters (particularly the Amazon and Captain) are a little tough to play unless they get ahold of a better weapons, so you might warn your friends that that is a good strategy. Victory Conditions? Up to them. It's clear if you are playing the Second Encounter that 2 Fame for every 1 Notoriety makes sense, although you can pile up a fair amount of Notoriety from the treasures.

I'd like to know other people's ideas as well, because I, too, would like to hook some more people on this game.

--Steve McKnight

Posted by: rshipp on Oct. 28 2002,01:00

I just showed the game to a group of new people today for the first time, and I thought I'd add a couple of thoughts:

- Get them a copy of "The Least..." document in advance. At 8 pages, even it is a little bit daunting for a new player, but it beats the heck out of trying to explain the whole thing to a new player from scratch. When every bit of terminology is new to all the players, setup and rules explanation can easily run to an hour and a half or longer.
- Do your best to put together the Setup Card in advance. I already had a bored crowd by the time I got to the rules explanation, and the seemingly convoluted setup they were watching me perform had a couple of them convinced that the game was "a bit much" before we ever really started.
- Definitely don't start with the 1st Encounter. As has been mentioned, it's deadly boring and can lead to some stupid situations like a Dwarf trapped in a mountain clearing unable to leave anytime soon because he only has two actions to use and he's blocked by a monster. Better to just fight or die. ;-)

That's what I figured out. We started with six people, ended with three, and had a pretty good time getting through 17 or 18 days. I died twice as the White Knight (once to the second half of a Tremendous Troll/Tremendous Dragon combo and once to some angry Soldiers from whom I was trying to buy some armor pieces), and got to know a little bit of the joy of the Truesteel Broadsword! The Amazon was a damned killing machine, dispatching Giants, Bats, and Ghosts with equal aplomb.

Randy...

Posted by: mcknight on Nov. 05 2002,10:11

After playing MR face-to-face for the first time in a while, I'd like to make another (possibly controversial) suggestion about playing with newbies:
Play with the "Sudden Death" optional rule to determine a winner.

There are two reasons for this:

- 1) The calculations to determine a points are complex and not easy to understand. It is difficult even for experienced players to determine if their excess Notoriety will make up for the lack of a Great Treasure, for example. On the other hand, the first person to fulfill their conditions is obvious.
- 2) More importantly, twenty-eight days can mean a very long game (5+ hours, even for experienced players). I would suggest having players select only four or even three Victory Requirement points to start. The game will end faster (perhaps even too fast--I'll address that below) and leave the newbies hungry for more, rather than wearily wondering how much longer until the end. Using the Second Encounter rules will prevent complicated combat situations with natives and also speed the game up.

The major problem with the "Sudden Death" victory conditions is the the "Bingo" element: suddenly one player achieves his conditions and announces out of the blue that he's won without the other characters having any advance warning. This can be addressed by requiring the character to travel to some location after getting his Victory Requirements before he can win.

At a minimum, the characters should have to return to where they started the game before they can win, but to prevent a situation where one character finds all his victory requirements in the tile next to where he started, here's another suggestion: after the Dwellings are revealed and starting positions chosen, let all the other players decide by consensus which of the dwellings each character must go to after achieving their victory conditions in order to win. This encourages group interaction as you decide whether the House behind the mountains or the Guard House through the caves is harder to reach.

You might exclude choosing the Campfires as a destination, since they won't be on the board, but that might be fun as well. You can imagine a character desperately going to woods tile after woods tile and turning up Wolves and Vipers, looking for the right Campfire.

--Steve McKnight

Posted by: vincegamer on Nov. 06 2002,09:19

Let me start by saying I am probably the staunchest advocate for the point scoring system and abolition of the "Sudden Death" system on the list.

That said, I like Steve's suggestion. The points system is a somewhat cumbersome method of correcting a greater problem. However, for the newbie, the "bingo" problem won't likely be apparent until they've played a few times. Once you've got them hooked on the game you can try bringing in the point system. At least let them know about it by the 3rd game since they may encounter other players and get confused.

As to an ending destination, I'd say go with the same as starting point. For most characters that will be the Inn. Picking a different one (and judging the board to see what will be difficult to get to when you haven't played) is an extra bit of complication that I think is unnecessary, but that you could introduce in a later game after your players are more comfortable with how movement works.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: 2nd Ed. rules clarification started by dwfiv

Posted by: Atilla the Pun on June 09 2002,16:17

I was playing with a map generator and I noticed a number of woods and valley tiles had clearings that didn't connect back to the Borderlands. So I opened my 2nd Ed. rules and read up on map building.

Page 10 (of the PDF file),

Step 2. Constructing the Map shows a woods tile placed so that clearings 1 & 2 do not connect back to the Borderland, but you are not allowed to place a tile so that its clearings connect to the "abandoned" clearings but not back to the Borderland.

My comments on this are:

1) What's the difference between the initial placement of the tile with clearings that do not connect back to the BL and placing an additional tile to connect to those clearings but not back to the BL? You can still only reach those clearings by enchanting the tile.

2) Why was this changed from the 1st Ed. rules (which I owned), the original rule made sense. Thanks in advance,

AtP

Posted by: Gilbert on June 09 2002,17:40

I cannot comment on the first edition rules, never having seen them, but I cannot see how you could do things any different. There is a big difference between the two cases you mention: it is fine for woods or valley clearings to be out of play (actually, it is probably impossible to construct a map where they are all in play). However, all cave and mountain clearings must be in play, so that all treasure sites are reachable.

The rule as written may be overly restrictive, but it has the benefit of simplicity, and it most certainly does make sense.

Posted by: madmanatw on June 09 2002,21:30

It is possible to construct a map in which all clearings are connected to the BL.

We've currently got it set up on our kitchen table, but can try to make an image if anyone is curious. 😊

Posted by: Atilla the Pun on June 09 2002,22:29

It was required in the 1st Ed. rules. It's a minor nuisance, but it can be done. In fact, that's one of the main reasons for the rule where the previous player has to take back his move and make another one if you can't make a legal play. I haven't played with the 2nd Ed. rules yet, but the thought of wasting all those clearings bothers me.

Oh, and speaking of things that bother me, why is the *Borderlands* in the middle of the map? If it's a border shouldn't it be on the edge? Twenty years I've wondered about that.....

AtP

Posted by: madmanatw on June 09 2002,23:37

It frequently is at the edge of the map. It's just that everything has to connect to it. That doesn't mean it has to be surrounded on all sides. 😊

Posted by: Gilbert on June 10 2002,07:52

1. The reason why it is called Borderland is because it is the place where Elemental, Natural, and Elvish magic meet.
 2. As discussed in a previous topic, there is actually nothing special about Borderland. The designer needed to choose an arbitrary tile to serve as anchor for the map, and, reasonably enough, chose the only one with six connecting roadways. Since *connectedness* is reflexive, symmetric, and transitive, if every tile connects to Borderland, then all tiles are connected.
 3. I am impressed with the *all clearings* map! Building it must have taken some work! I was sure it was impossible. 🤖
-

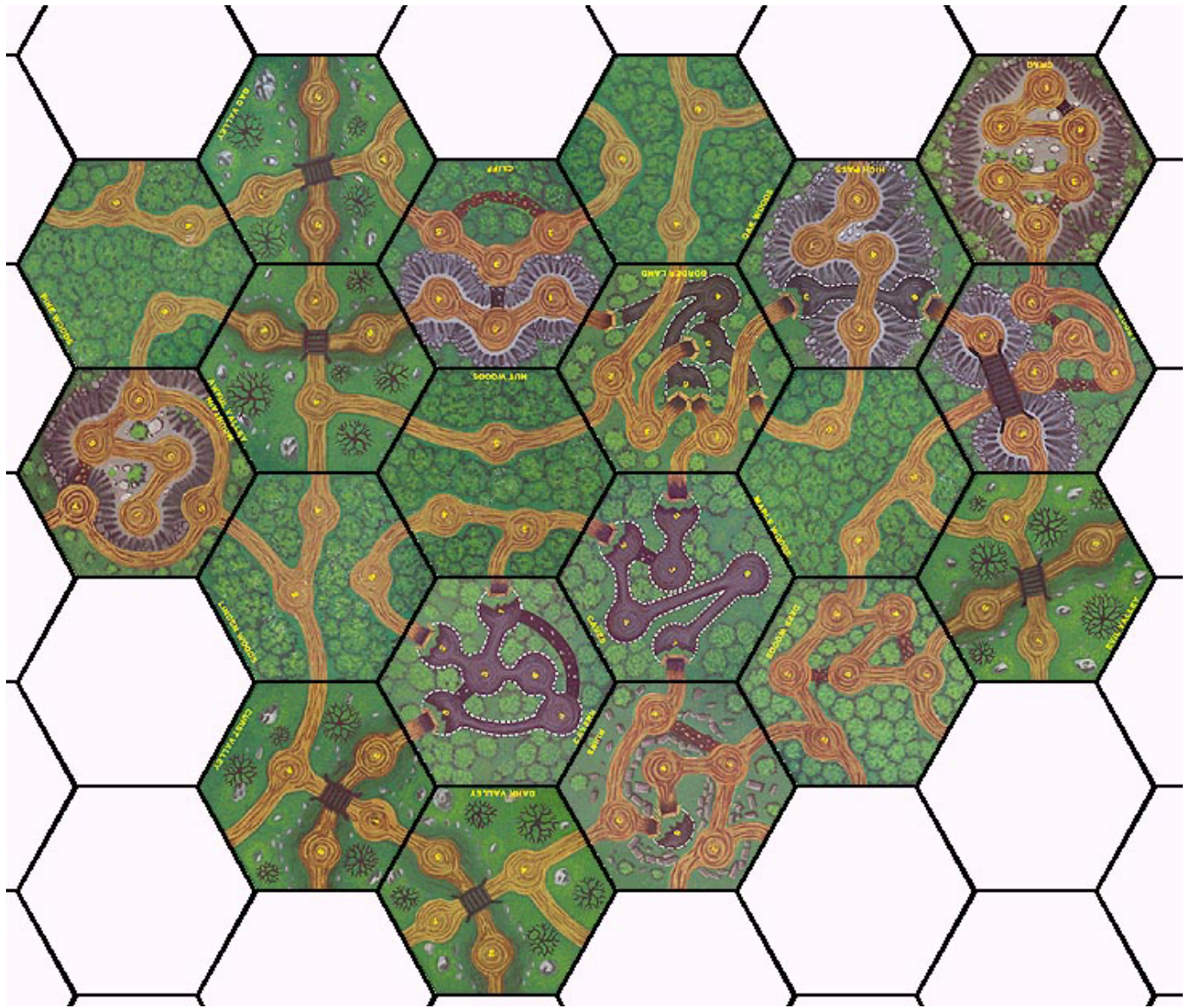
Posted by: Atilla the Pun on June 10 2002,20:28

It was a rhetorical question. Altho I am impressed with your answer #1 Gilbert. I'd never thought about that before! 😊

AtP

Posted by: madmanatw on June 11 2002,00:28

Ladies and gentlemen, the all-clearings map!



Posted by: vincegamer on June 11 2002,12:24

-----QUOTE-----

2. As discussed in a previous topic, there is actually nothing special about Borderland. The designer needed to choose an arbitrary tile to serve as anchor for the map, and, reasonably enough, chose the only one with six connecting roadways. Since connectedness is reflexive, symmetric, and transitive, if every tile connects to Borderland, then all tiles are connected.

-----QUOTE-----

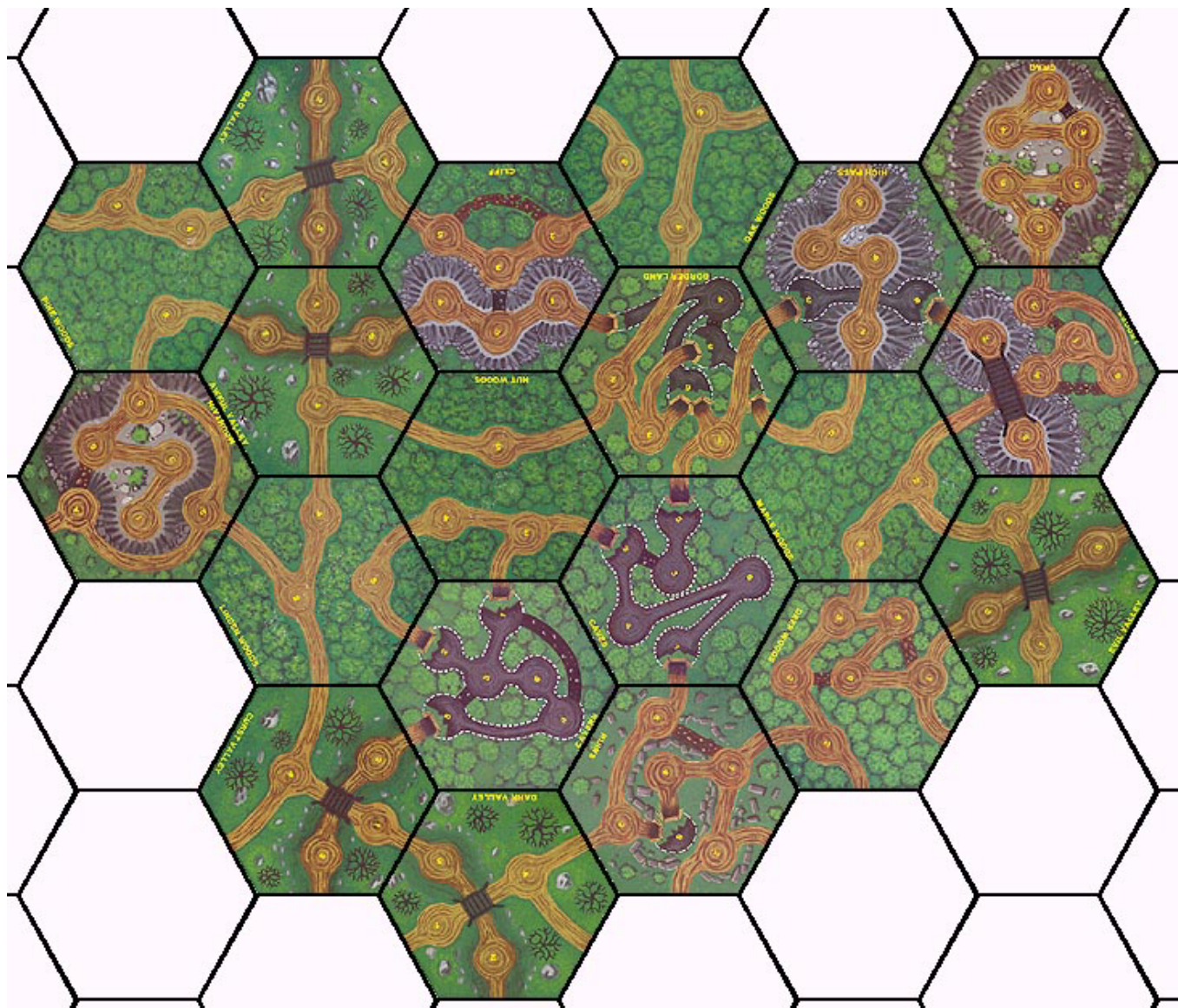
Actually, there is much special about BL.
The bumping colors while enchanted is one.
Another is that it is the only tile with a roadway on every edge.
It is also one of only 2 tiles that undergoes no road changes while enchanted (the other is High Pass, whose clearings aren't fully connected anyway).

Posted by: dwfiv on June 11 2002,12:39

Quote from madmanatw, posted on June 11 2002,00:28

-----QUOTE-----

Ladies and gentlemen, the all-clearings map!



-----QUOTE-----



Now, if you enchant either of the woods (Oak or Pine) on the top of the map, there will be *one* clearing disconnected from the Borderlands tile. Can a map be created that all clearings, AND ALL ENCHANTED CLEARINGS are connected?

Posted by: Gilbert on June 11 2002,13:05

I agree that there are several things that are unique about Borderland, but that does not make it special, in the context of map topology. The only attribute which is somewhat relevant is the six roadways, and that does make map building marginally easier, but that's all. It would not be significantly harder to build the map starting with a five roadway tile, such as Deep Woods or Ruins.

Even the Crag could be used (it would be slightly awkward, but not as much as you might think). The fact (not terribly relevant fact, I freely admit, but nonetheless fact) is that choosing Borderland

as the anchor tile was a completely arbitrary choice on the part of the game designer. Yes, Borderland has some unique characteristics (but by that reasoning, most mountain and cave tiles are also *special* in some way), but once you have built a legal map, they are all fully connected, so who cares?

P.S. I was deeply impressed with the all-clearings map!! 🤔

Posted by: BryanWinter on June 12 2002,08:05

I think that if you sat down and tried to make a totally-connected map you will find that it's not too difficult. I've done it many times while playing with the tiles. But the suggested "puzzler" of making one that is totally connected while normal AND enchanted makes me want to go home and get out my tiles!

I have to say, though, that playing every game where all the clearings are connected seems kinda, well, dull. It seems like your maps will tend to be more "boxy" again and again (of course, some people may like that).

By not making sure all Woods and Valleys are hooked up you get some very interesting, and sometimes diabolical, maps. Also, I think it makes the map building stage more fun. If I put down a Valley tile where only the "4" clearing connects to the BL, then later on that entire map can be drastically changed by having someone connect the "5" clearing.

As for the BL being the first tile, I do think it was arbitrary, but a logical arbitrary choice, for all the reasons mentioned above. It could be just as easy to designate any 6-clearing tile (except High Pass and Ledges) as the initial tile. And that could be pretty fun! Randomly choose which tile will be the first tile and then deal them out. A map that starts from the Cliff could be VERY interesting if the players choose to make a "split Realm."

Of course, there's nothing stopping them from doing that anyway, but the BL as the initial tiles makes that a bit less likely, or at least less tempting. 😊

Posted by: vincegamer on June 12 2002,12:51

Or how about starting with one of the 5 woods tiles?

Every clearing has to connect back to say Nut Woods.

That would mean some clearings might not be connected to other clearings at all!

You really could play a "split realm" and someone would have to play a magic user (unless you use automatic enchanting) to reach the rest of the board.

If you were to use a valley, Ledges or High Pass, you could not guarantee all of the clearings would be accessible at all!

Has anyone ever tried playing with an "illegal" board?

I think it could make for some interesting games because you would have to find a way (and there are several) of getting to the unconnected parts.

Posted by: BryanWinter on June 12 2002,15:33

Hmmm...

A fascinating concept! I think this would certainly be acceptable amongst the power players. And would really affect the characters that are taken!

I like it!

Posted by: marphod on June 12 2002,17:05

re: playing an illegal board

If the board was illegal, such that it could never cross-connect and clearings did not change 'connections' by enchantment, it would limit the character choices to those who could easily fly (via Transform, Broomstick, or similar; someone might bet on absorb essence being sufficient but that could really backfire). Someone MIGHT go with the pilgrim and hope for 'wish I was elsewhere' when they needed to switch areas.

If the clearings did change connections, it would be easier as anyone with the ability to enchant a tile would be viable.

This still would be difficult. And strange. Maybe I can convince the locals to try that...

Posted by: WolfWings on Oct. 28 2002,04:18

There's actually a simple bit of deduction to prove that a 'completely connected' map is indeed, quite possible.

First off, what tiles change connectivity in a 'breaking' way when enchanted? Woods tiles, basically, right?

Okay, is there any way they don't break connectivity? Between the on-and-off-with-a-single-clearing edges.

So, make a construct that has as many of these edges chained together into a complicated loop as possible. That's not hard to hit about 8 or 9 clearing in a row with the tiles nicely clumped up.

Now we'd have a mess of tiles that have the majority of their clearings taken care of, with lots of 'outbound roads' from it that we have to tag up to one end or the other of the 'looping knot' just made.

I was able to build such a map in about 5 minutes with the board builder, I used the valley's to make a twin-route area, that I had to link those two areas together to link a goodly chunk of the outlying woods clearings together as well into one contiguous chunk.

Then a judicious use of Ruins and Deep Woods linked those three 'groups' of road together, though Borderland would work just as well. :-)

After that, I used Cavern, Mountain, Caves, and Cliff to make areas I could place High Pass and Ledges in safely, capping one of them off with the Crag just to get it out of the way, and slipped Borderlands in just about anywhere with two edges free.

Here's a different example using mostly the same approach, but a little more organic looking IMHO:



That example, actually, is one where flying is almost needed more than the 'disjointed' maps, simply because in many cases there's an extrordinarily convoluted path to get from one clearing to another, but there almost always is a way. :-)

Obviously, someone that knows the secret passages would do well here also, as some areas are 'disconnected' until those come into play.

I've not yet found a metric for building maps that are completely connected without using any special passages, but I haven't seen a reason to be quite THAT pedantic yet. :-)

Posted by: january on Oct. 31 2002,17:15

My hat goes off to you. Working for the government I thought I had seen the best of adults with too much time on their hands. You take the cake, Wolf! Do you work for Defense Accounting or Government Service Administration? 😊

Posted by: madmanatw on Oct. 31 2002,19:49

To follow up on an earlier post, if the map started off split up by a woods tile, automatic enchanting wouldn't actually help any, since the woods tiles flip on day 28. 😊

Posted by: vincegamer on Nov. 01 2002,08:19

Unless you play the season of Halloween, in which case ALL tiles flip on day 7!!!

Posted by: madmanatw on Nov. 01 2002,13:45

Heh. Good point.
Midsummer does a good bit of flipping, too.

Posted by: dwfiv on Nov. 07 2002,05:59

FWIW, the MRTC game's map is completely connected. Well, almost. If you take the Nut Woods tile, shift it to the empty spot just to the South East of where it is, and rotate it so it fits, then viola! ALL the clearings on the unenchanted sides of tiles are reachable! 🤖 (And this map was built by committee.)

< <http://www.magicrealm.net/PBeMs/mrtc.php> >

-DAN

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Hired Natives in Combat started by Gilbert

Posted by: Gilbert on Dec. 05 2002,06:40

Here is another case where the rule is not in question, but the rationale is unclear.

When a hired native lures a monster, he is the defender and owns his own mêlée section; as the defender he does not randomly change tactics (rule 33.5/2).

On the other hand, hired natives who are attackers on someone else's mêlée section do behave semi-randomly, like any other denizen (Rule 33.5/1). That by itself would be strange enough, but the weirdest case is when a hired native first lures a denizen, and a second hired native is then assigned as an extra attacker; in that case, as per rule 33.3/2, the denizen switches from attacker to defender, and the first hired native switches from defender to attacker.

So, if your hired native lures a denizen and no other hired natives join the fray, you retain full control over his behaviour; however, if any other hired native is assigned (either by you or by another player), you lose control. I cannot figure why this should be so.

Any insights?

Posted by: dwfiv on Dec. 05 2002,07:59

I always assumed the rationale for this strange behavior was that, when fighting alone, the native must do what is best for himself (what the player ordered). However, when more than one native gangs up on a denizen, they coordinate with each other, and so, the player is no longer in control.

Does this make sense?

-DAN

Posted by: mcknight on Dec. 05 2002,14:37

I had always thought that it was 1) partly a play-balancing mechanism to keep hired natives from being too powerful in combat, and 2) partly to make the game mechanisms work.

1. The effect of the rule is that hired natives are more effective in defense than in offense. It's exceptionally difficult to guarantee a kill by deploying natives. Since the first deployed native becomes the defender's target and subsequently deployed natives become extra attackers, it requires at least four natives to guarantee that your deployed natives will match directions with a defender. And then you can't be sure they won't change tactics--a particular problem with archers who could otherwise be way too powerful.

2. The other consideration is that if your natives don't randomly reposition, you need to position them secretly in any situation where they might be attacked by another character. This is OK if they are on their own sheet, but it would be difficult if they were on some other character or denizen's sheet. Consider the case, for example, where three of your natives

and 2 of someone else's natives are attacking the same target. How are you going to position them secretly on the target's sheet without the other character also seeing them?

Posted by: Gilbert on Dec. 05 2002,15:14

Excellent answer. 😊

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Imp started by mcknight

Posted by: Gilbert on Dec. 06 2002, 17:46

Am I the only one to find it strange that the Imp's curse is type **VIII**, whereas the Curse spell is type **V**?

I vaguely remember seeing some discussion of this somewhere, but now I cannot remember where

(or indeed whether I am imagining seeing it). 😊

Posted by: mcknight on Dec. 06 2002, 19:09

You're not imagining at all. Richard Hamblen said it was a mistake, based on a beta version of the game when Curse was a Type VIII spell. This is one of the game errata that are specifically noted in Section 2.7 of the 3rd Edition Rules(download them from < <http://www.thewinternet.com/magicrealm/> >)

If a character Absorbs Essence of the Imp, he should be considered to have a Type V attack.

Posted by: Gilbert on Dec. 06 2002, 19:43

Ha! You are playing right into my hands! 😊

The whole business about gaining the monster's magic type when Absorb Essence is energized is silly!

Absorb Essence is type V, and so are the Imp and Demons, so the only case where you gain anything

at all is if you used the Black Book or Blasted Jewel to cast the spell, and that is very unlikely, since you still need a source of demonic power. In practice, only a character with at least one type V magic chit

is likely ever to cast Absorb Essence.

Thanks for the clarification about the Imp. I had looked through the Third Edition rules, but I did not notice this correction.

Posted by: mcknight on Dec. 07 2002, 16:43

The rule in question here is in the description of Absorb Essence where it says, "When the spell is energized, the spellcaster can use the monster MAGIC type to record spells."

True, it's very unlikely that a character would ever have Absorbed Essence without having a Type V Magic chit that would allow him to record Type V spells in any case. The only exception I can think of would be if the character had used an Artifact or Spell book to cast Absorb Essence in the presence of the Cloven Hoof, Toadstool Circle, or the 7th day of some month.

All you can say is that here, at least, the rules cover all cases!

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Magician started by mcknight

Posted by: Gilbert on Dec. 06 2002, 19:55

OK, now I am really puzzled! 🤔

I checked out section 2.7 in the 3rd edition rules, which I had somehow completely missed before, and sub-section 2.7.7 came as a complete surprise to me. If it is so, it is so, but what is the rationale?

I understand why the Magician's type V chit has two effort asterisks (diabolical ceremonies are evidently very taxing), but why the type VII??

Posted by: mcknight on Dec. 07 2002, 16:49

Somewhere Richard Hamblen discussed this, but I can't quite remember the rationale. I think it must have been a play-balance attempt. The Type VII chit is one that the Magician is likely to use since it doesn't require another one for the color magic.

But the Magician doesn't seem to be a character who needs to be hobbled. Look at the White Knight, for God's sake!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Ghosts started by BryanWinter

Posted by: Gilbert on Dec. 11 2002,10:25

I just thought I would mention something once brought up by one of my eagle eyed players. A consequence of Rule 12.7/1 is that, every Sunday, the Ghosts should come back to their starting clearing,

even if they have not been killed (i.e. if they moved off as a result of a character ending his turn in their tile).

I had missed that, but they should indeed return to their starting location.

Posted by: vincegamer on Dec. 11 2002,16:00

It's been my experience that people tend to forget all about the ghosts. The "always prowling" factor for example, means that anyone ending in their tile, even if in the wrong part of the tile, will get ghosts on them. I've seen people attempt to walk on thinking they are safe since the ghosts are over there, but hey, the ghosts moved! I think the ghosts are one of the most unrecognized of monsters.

Posted by: BryanWinter on Dec. 11 2002,17:48

Yep! Happened to Brian Sharwood and I in Teresa's Garrison Shops game. Totally forgot they were going to regenerate, and mostly because we forgot there was a pile of bones in the clearing we were walking through.

After that I created a "Bones" dwelling for my Cyberboard gamebox. You can see it in action [here](#):

< Bryan's Beginner Garrison Shops Game >

And I always mention that the Ghosts are prowling in the Monster Roll section of Sunrise.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Flying into a cave started by BryanWinter

Posted by: Gilbert on Dec. 13 2002,10:26

This is not really a rule question, as I believe the rule to be clear, but it is still something that bothers me:

As per rule 47.3/1, if, after performing a FLY activity, you land in a cave clearing, you lose your Sunlight phases;

this means that, if you already have played more than two phases, you are getting "free" phases.

This is certainly reasonable in most cases (e.g. if you were flying to the Ruins tile, you have to be unlucky

to land in the single cave clearing).

Also, this is not the only way in which a character can find himself unexpectedly in a cave (since both the Toadstool Circle and the Withered Claw can teleport you during Daylight).

However, if you are flying to either the Caves or Cavern tile, you **know** that you will land in a cave clearing;

that case seems little different from recording MOVE phases that will take you into a cave clearing

after using Sunlight phases, which is clearly illegal.

I am **not** arguing that flying into the Caves or Cavern after using Sunlight phases is illegal, but it sure feels funny...

Posted by: BryanWinter on Dec. 13 2002,12:10

I can understand that. I always find using a horses extra move to get you into a cave and then immediately deactivate it to be equally "funny."

With flying, though, I guess you can justify it that you can land in a pretty lousy clearing.

But not as bad as Landing in Crag 1 during Ice... 😊

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Gripping Dust started by Gilbert

Posted by: Gilbert on Dec. 05 2002, 12:14

The description of the Gripping Dust's effect states that your weapon stays alerted, even after it hits.

When I read *stay*, the meaning that naturally comes to my mind is that, if your weapon was already alerted, it stays alerted after hitting.

Is this the way people play it, or does everyone assume that the dust also instantly alerts your weapon when you sprinkle it on?

Posted by: mcknight on Dec. 05 2002, 14:18

You know, I had assumed it worked as you suggested: that the weapon had to be alerted normally but the Gripping Dust would keep it alerted. But now that I actually read the description, "This card keeps the weapon alerted side up at all times, even when it hits," I'm leaning toward saying that activating the Gripping Dust alerts the weapon if it was unalerted before. Anybody else want to weigh in on this?

Posted by: BryanWinter on Dec. 05 2002, 17:47

"At all times" is pretty clear. I vote for the Dust instantly alerting your weapon when applied.

Posted by: vincegamer on Dec. 05 2002, 18:44

"Keeps" could also be interpreted as requiring it to be alerted already. However, as much as I don't really like it, I have to agree that it automatically alerts the weapon.

Here's why I don't like it: You have to play a fight chit faster than anything on your sheet to alert a weapon, but you can activate anything so long as you have not played a chit.

So, you could activate the card (sprinkle dust on the grip of your weapon) and alert your weapon even if you are too slow.

However, the alternative is worse. Imagine using the dust on your bow or crossbow because you are too slow to alert it normally. Then you keep hitting! You might not be able to do enough damage, but you can't get the darn thing alerted for the sharpness stars!

So I believe it automatically alerts your weapon. Note that you could do this during the day instead of an alert phase too.

Posted by: Gilbert on Dec. 05 2002, 19:33

I also dislike the automatic alerting interpretation, even though I am forced to admit that it is probably correct.

Vince's last point about activating the card during Daylight is valid (I had not thought of that). On the other hand, since neither attacking denizens nor charging characters restrict your ability

to activate a belonging during the Encounter Step, there seems to be little point in doing so (I know, you may want to perform some other action instead - the only thing that seems to make any sense is charging).

Posted by: vincegamer on Dec. 06 2002,11:31

Or activating your other potion!

Posted by: dwfiv on Dec. 20 2002,20:22

Quote from Gilbert, posted on Dec. 05 2002,19:33

-----QUOTE-----

On the other hand, since neither attacking denizens nor charging characters restrict your ability to activate a belonging during the Encounter Step, there seems to be little point in doing so (I know, you may want to perform some other action instead - the only thing that seems to make any sense is charging).

-----QUOTE-----

Actually, this is not correct. If you charge another character, you cannot then activate an item in the same round of combat. (See 3rd edition rule 8.3.7c).

-DAN

Posted by: Gilbert on Dec. 21 2002,09:11

I know that. That is what **instead** means!! You must be referring to *charging characters*, by which I meant other characters charging you! 🤪

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Secret Discoveries? started by dfs

Posted by: dwfiv on Jan. 04 2003,05:13

The rules explicitly state that FAME and NOTORIETY are public information and that GOLD is not. What about the discoveries list (paths, passages, sites, cards) and the hidden enemies column? If a player asks if you know a certain hidden path, must you tell him?

-DAN

Posted by: mcknight on Jan. 04 2003,12:22

I would say that discoveries are public information. Since the die roll for discovering site, path, and passages is public, it seems like a courtesy to other players not to require them to keep track of what other players have found, but just let them ask if they need to know.

Posted by: dwfiv on Jan. 05 2003,06:54

Not sure I follow your logic here. Every dice roll involving GOLD (e.g., buying from, selling to, and hiring natives) are known to all; just like the search rolls. The only time either could become an unknown quantity would be in player-to-player transactions.

Example: The Elf and Druid are both in the clearing with the Hoard and Pool and a secret passage. The Elf knows all three, the Druid knows none of them. The Druid then pays *some amount* of GOLD to the Elf for *some number* of discoveries. The GOLD amount is not public knowledge. Is the list of discoveries? (I cannot find a rule to cover this situation.)

-DAN

Posted by: mcknight on Jan. 05 2003,13:34

You're right, Dan! I hadn't considered the case where discoveries are sold, and I think I was wrong about the "player courtesy" argument.

After a little research in the 3rd Edition rules, I've found the following (it's 16.4 in the 2nd Edition):

"4.5.4 Recorded Information: A character must reveal his recorded Fame and Notoriety, whether he has found "Hidden Enemies," and his trading relationships whenever he is asked. He reveals his activities only when he does them and his discoveries only when he uses them or sells them. The rest of the information on his sheet is secret until the game ends."

It seems pretty clear that he doesn't have to tell anyone his discoveries unless he wants to.

The only question is whether when he sells a discovery he has to reveal it to everyone or just the person he sells it to. I think that he does have to reveal it to all, because "reveal" as used in the rules means "reveal to all." I don't think the rules envision players secretly whispering the details of their deals to each other (although this is more or less the rule in on-line games). Of course, this would suggest that the amount of Gold exchanged would be public as well.

So I think that everyone knows what discovery the Elf sold the Druid, but if you don't bother to

write it down the Druid is not obliged to tell you later.

Posted by: vincegamer on Jan. 06 2003,12:19

Maybe I'm missing something, but don't you have to be in the clearing with the discovery to divulge it to another player?

In other words if the elf and druid are in the clearing with the vault and one sells a discovery to another, wouldn't it be obvious to everyone what he was selling?

In the case of multiple hidden paths or paths and passages, I suppose you could keep which one secret from the other players, but then it would presumably get used.

Another way to word this might be that Fame, Notoriety, Hidden Enemies status and Native relations are the only things that **MUST** be told when asked for. The rest is optional.

Posted by: dfs on Jan. 07 2003,10:27

Vince is right. You do have to be there to sell information about a secret passage/hidden path.

Third edition rules

4.6.4. Recorded information: A character must reveal his recorded Fame and Notoriety, whether he has found "Hidden enemies" and his trading relationships whenever he is asked. He reveals his activities only when he does them and his discoveries only when he uses them or sells them. **The rest of the information on his sheet is secret until the game ends.**

Sounds to me like you don't have to tell anybody what you know.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Missions and Campaigns started by vincegamer

Posted by: dwfiv on Jan. 07 2003,13:14

What happens to the Mission and Campaign chits when the Mission or Campaign is completed? Does the Escort party stay at the Chapel, return to the setup card (in which box?), flip over at the chapel, flip over on the setup card, get removed from the game? And what about the Campaign chits? Once all your foes are dead does the chit just fall to the ground in the clearing you are in?

-DAN

Posted by: Gilbert on Jan. 07 2003,19:28

Rule 36.4/2: a completed mission chit is left at the dwelling

There is no specific mention regarding campaign chits, but I see no reason why they should behave differently. Any way, from rule 36.5/3-b you can infer that they simply get dropped in the clearing you happen to occupy when all your foes have been killed (it seems reasonable

to assume that this rule covers both the completion and the abandonment of a campaign).

Posted by: vincegamer on Jan. 08 2003,13:05

I think this probably depends on what chit you take.

War, Conquer, Quest and Revolt give you until the end of the game, so when you kill all your enemies maybe you can just keep the chit. Maybe you don't HAVE to drop it. I'm actually undecided on which I prefer.

36.5/3 says "when [not if] he puts the chit back on the map" the trade relations drop back down.

If you fail to fulfill the mission by the deadline it goes back on the map, and if you abandon it, it goes back on the map, so I think if you succeed at least in the timed missions, they would go back on the map as well.

Now I'm leaning towards all dropping on the map when completed. Otherwise the end of game campaigns are better because you never have to give up your friendly relations even if your reason for being friendly is gone.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: first round of combat started by vincegamer

Posted by: vincegamer on Jan. 08 2003,13:13

Something bothers me about the rules.

The first round of combat, length goes first.

I recently advised someone to wait until the second round of combat to strike because then his speed would go before the opponent's length. (I don't remember the exact situation and why the person had the option of waiting and the risk of a counterattack, but it did.)

Anyway I've been thinking that I don't like that method of "playing the rules".

It seems to me to make more sense to say length goes first in the first round in which there is an attack.

If you are playing with some sort of native reaction (warry, self-defense etc.) house rule, the obvious thing for many characters to do is alert their weapon first round (or cast a passive spell etc.), then attack second round so they can avoid that irritating length issue.

This doesn't seem in sink with the whole reason for there being a length first advantage first round.

What do you think? I'm thinking of a house rule something like what I said above. It might even be a question for RH that we could incorporate into 3rd edition?

Posted by: Gilbert on Jan. 08 2003,16:45

I don't understand why it bothers you so much; it is a trade off. There is one round where you cannot hit

your foe(s) (because you are not even trying), but they can hit **you**. You are taking a risk.

It is a case by case thing: depending on the speed of your foe, and your effort asterisk situation,

it may make sense to play your best maneuver in the first round, and use it to alert your weapon,
or it might not.

Also, it is not just *playing the rules*; the rule models the fact that, until, you have closed in with your opponent, the longer weapon has the edge. If you have a shorter weapon, it seems perfectly legitimate, fair, honourable (etc, etc...) to dodge around until you can bring your speed advantage to bear.

Posted by: vincegamer on Jan. 09 2003,17:05

I think my point must not have been clear, because you missed it completely.

I never stated you had an opponent, at least not until you act.

I'm assuming you are with a native group that is not battling you. First round you cannot hit because you are not trying, but they cannot hit **you** because they are not trying either. You are not taking a risk. You wait because they are the Soldiers for example and they have pikes but you are the amazon with a short sword so you just stand around doing nothing for one round of combat, then round 2 you attack with your fast chit and undercut.

That should be a good example because the short sword does not benefit by alerting so ABSOLUTELY NOTHING happens round 1. Round 2 speed goes first, so that's when you make your attack, they defend, but they have lost their length advantage.

That is whay I mean by playing the rules.

Now to address something in your statement. You use a fight, not a maneuver to alert your

weapon, and this in no way prevents you from playing a different fight to attack in the same round. In the case of a passive native group, you can even play your slowest fight to alert then attack the same round with your fastest one since no one was on your sheet.

Posted by: mcknight on Jan. 09 2003,17:24

If you're attacking a passive native group, any length or speed advantage shouldn't matter because they aren't going to fight back anyway (unless "Watchful Natives" is in use).

But if, for example, you're the Black Knight and you decide to lure all of them so they do fight back, it would definitely be an advantage to wait until Round 2 because your Mace is very short but very fast. Consider that in Round 2 you've managed to get yourself in among the native group so that they can't get their pikes up faster than you can whack them with your Mace. If you attack in Round 1, you start running at them from all the way across the clearing so they have time to get their pikes up and impale you on them before you can close with your Mace.

Posted by: vincegamer on Jan. 10 2003,16:06

Hmm. That makes some sense. You can approach to within the distance length would be advantageous while they are not suspecting anything.

In fact that's the same reasoning I think the "sucker-punch" is a good thing.

As I said, I don't remember why the native could hit back, maybe he was using watchful natives, or maybe he was having a hired R7 do an attack for him.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Melt into Mist started by BryanWinter

Posted by: Gilbert on Dec. 10 2001,09:18

I must immediately come clean, and freely admit that this is a *gotcha* question (I am but flesh and blood, and subject to human foibles!).

A close reading of both Rule 46 and the description of the Melt into Mist spell reveals no mention of blocking. More, rule 46.1 piles it on:

-----QUOTE-----

Unless the spell specifies otherwise, when an individual is transmorphized he [...] blocks [...] normally, as if he were not transmorphized.

-----QUOTE-----

Accordingly, when I first started playing the game years ago, when we first experimented with this spell,

I ruled that, even when in mist form, you could block and be blocked.

This seems to be contrary to common sense, and I did see RH quoted somewhere saying that indeed you can neither block and be blocked when in mist form.

Posted by: Teresa on Dec. 10 2001,11:44

OK, I'll rise to the bait! After carefully rechecking the rules, I will say I have to agree that you can still block and be blocked as mist, during the day. 46.1 says "unless the spell specifies otherwise, when an individual is transformed, he moves, blocks, and selects targets normally..."

The Melt into Mist spell does specify otherwise for combat - a character cannot take part in combat except to run away, and moving - there are special rules for moving along hidden paths and secret passages. But there is no mention of blocking in the spell description, nor in the remaining text of rule 46.

Therefore, by a strict reading of the rules, I would say the character can block and be blocked. I am pretty sure I have played it this way when it comes to monsters. A monster can block a Misted character during the day, but they don't fight each other in the evening.

So, what's the Gotcha? :-)

Posted by: bill_andel on Dec. 10 2001,11:52

I'm in agreement with the strict interpretation of the rules, as written, however from a "reality check" perspective, how could someone misted really block or be blocked? And if RH has said they can't, perhaps Theresa, Steven & co. working on the 3d ed. rewrite might take this into consideration?

Also, with regards to the 3d ed. rewrite, has anyone given any thought to improved, upgraded and or supplemental components? I'm thinking of things like John Frenzel's Ultimate Counters or Ed Thorn's nifty little chit status sheets that would enhance or improve game play without actually changing the rules or adding anything which does not already exist.

Posted by: jdfrenzel on Dec. 10 2001,12:48

I have copied Bill's second paragraph into a < new topic > in the Expansions forum, with a reply.

John F

Posted by: Gilbert on Dec. 22 2001,14:42

See The General, Volume 16 Number 4, under *Specific Treasures and Spells*.

Posted by: mcknight on Dec. 23 2001,22:35

-----QUOTE-----

See The General, Volume 16 Number 4, under Specific Treasures and Spells.

-----QUOTE-----

That would be the following Q&A:

"Q. Exactly how does MELT INTO MIST affect a character?

A. He cannot do any activities except MOVE (with Tremendous carrying capacity), he cannot Block or be Blocked, and he cannot attack nor be attacked with weapons or Spells. He can use hidden paths and secret passages freely as he moves (without discovering them). Otherwise, he plays normally."

This Q&A page was based on the First Edition Rules. I am surprised that this wouldn't have been added explicitly to the Second Edition Rules if this was the way Melt into Mist was supposed to be played. Instead, the Second Edition Rules seem to indicate the contrary even more directly ("46.1 ...Unless the spell specifies otherwise, when an individual is transmorphized he moves, blocks and selects targets nomally, as if he were not transmorphized.") Let me ask RH.

Posted by: mcknight on Dec. 24 2001,12:13

OK, here's Richard Hamblen's reply on blocking when a character is transmorphized to Mist. Gilbert is right; you can't.

Steve McKnight wrote:

-----QUOTE-----

> Richard--

>

> *The question has been raised about whether a*
> *character transmorphized into Mist can block or be block.*
> *In the General, Vol.16 #4 (Magic Realm, First Edition)*
> *there was a Q&A as below:*

>

> "Q. Exactly how does MELT INTO MIST affect a character?

> A. He cannot do any activities except MOVE (with Tremendous
 > carrying capacity), he cannot Block or be Blocked, and he
 > cannot attack nor be attacked with weapons or Spells. He
 > can use hidden paths and secret passages freely as he moves
 > (without discovering them). Otherwise, he plays normally."
 >
 > Yet in the Second Edition rules, this point seems to be
 > specifically
 > addressed to the contrary:
 >
 > "46.1 ...Unless the spell specifies otherwise, when an
 > individual is transmorphized he moves, blocks and selects
 > targets normally, as if he were not transmorphized." The
 > description of Melt into Mist says nothing
 > about blocking or being blocked--implying that the character
 > transmorphized
 > into Mist blocks (and is blocked) normally "as if he were
 > not transmorphized."
 >
 > Is this a difference between the First and Second Edition, a
 > mistaken
 > Q&A for the First Edition, or a correction that was supposed
 > to get into
 > the Second Edition, but didn't?
 >
 > --Steve

-----QUOTE-----

Dear Stephen,

Apparently it's a correction that didn't get into the second edition.

In any case, he/she who is melted into mist cannot block nor be blocked.

Regards,
 Richard Hamblen

Posted by: Spider on April 16 2002,22:41

Umm, so after reading about blocking as mist, I am still confused. Is it possible to cast spells when melted into mist or not? BTW, if blocking includes spell casting, forgive my mistake. I've only played once, so there's a lot I'm still unclear about. Thanks!

Posted by: madmanatw on April 16 2002,22:45

Well, it says he cannot attack with spells, but it does not specifically say that he cannot cast them at all. So I'd go with a ruling that you can cast any non-attack spell unless someone comes up with a better ruling.

Posted by: Gilbert on April 17 2002,07:28

There is nor ruling required, just the plain text of the rules. When transmorphized, your action chits are frozen and unusable (46.4/2); this includes Magic chits, so a transmorphized character cannot cast any spells.

Of course, this only applies while the transmorphizing spell is energized.

Posted by: mcknight on April 17 2002,16:05

I think Gilbert has the right answer here. There was confusion about whether you could block while Melted into Mist, but no one ever suggested that you could cast spells with those "frozen" Magic chits!

Posted by: madmanatw on April 17 2002,16:08

Agreed. I didn't have a rulebook in front of me and missed the frozen chits section. Sounds pretty cut and dried to me.

Posted by: dwfiv on Feb. 01 2003,21:48

I have some questions about the Melt Into Mist. The last line of the spells description states "...he has a T4 Move chit that he can use only to run away."

If a character cannot block nor be blocked, why does he have a move time when melted?

Also, the first paragraph states "He cannot carry untransmorphized items while turned into mist."

So why does he need a Move chit with Tremendous strength?

Can a melted character open the Vault?

-DAN

Posted by: madmanatw on Feb. 03 2003,13:53

Quote from dwfiv, posted on Feb. 01 2003,21:48

-----QUOTE-----

I have some questions about the Melt Into Mist. The last line of the spells description states "...he has a T4 Move chit that he can use only to run away."

If a character cannot block nor be blocked, why does he have a move time when melted?

-----QUOTE-----

My guess is because all chits have a time, even ones where the time never matters.

-----QUOTE-----

Also, the first paragraph states "He cannot carry untransmorphized items while turned into mist."

So why does he need a Move chit with Tremendous strength?

-----QUOTE-----

Partially the same reason, I'd guess- all move chits have a strength. And any character's move chit is always at least strong enough to move the character itself, so the MIM chit should at least be Heavy, to remain consistent with that, so why not just make it tremendous?

-----QUOTE-----
Can a melted character open the Vault?
-----QUOTE-----

I'd guess not, if the chit can only be used to run away. And as far as in-game mechanics are concerned, it'd be silly if mist could open the vault!

Edit: Fixing a weird quoting issue.

Posted by: dfs on Feb. 04 2003,09:58

-----QUOTE-----
A. He cannot do any activities except MOVE (with Tremendous carrying capacity), he cannot Block or be Blocked, and he cannot attack nor be attacked with weapons or Spells
-----QUOTE-----

OK. I'm the Witch King with my purple mojo going. I've got that Melt into Mist and Fiery Blast thing happening and I am just bad news. Day 21 comes along with Purple Magic in the air and I spend the day as mist hanging out at the chapel waiting to fry the order. Plans change when the magician comes along and uses the good book to cast exorcise.....

I guess by the peculiar verbage of the game I am not considered "attacked" by the spell, but my melt into mist spell is broken and my color chits are fatigued all the same.

BTW I have ruled a misted character can open the vault. Not that it makes it correct, but it was my ruling...

On the freezing of chits....There is a specific exception in 46.4/2 that color chits CAN be used to energize permanent spells. Any ideas why that would be?

Posted by: mcknight on Feb. 04 2003,17:22

The target of Exorcise is not the Witch King--it's the clearing. Similarly, Remedy has a target of a spell, not a character. I think that particular piece of reasoning is OK.

In answer to your original question, Teresa and I were going to leave the T4 out of the Third Edition and asked Richard Hamblen about it. Below is his answer that I've just located. We didn't ask if Melt into Mist could open the Vault, but I agree with you that it can't.

Stephen McKnight wrote:

> 2. Melt into Mist
>

- > The rules say that a character who is transmorphized into Mist has a
- > Move T4 chit that he can use to run away (46.4/3a). On the other hand,
- > it also says that a character who is mist can't be attacked, charged, or
- > prevented from running away. So why is there a speed on the T4 chit?

Hamblen: Three reasons:

1. Parallelism. Every other move in the game has a strength and a time, so this one should, too. Most people who use it don't even notice that the 4 is not needed, especially when they first use it, and yet they understand how it works perfectly--which is better than having to explain why it doesn't need a time number.
2. Versimilitude. Everything takes time. The "4" defines how quickly the mist is drifting out of the clearing. It gives the players something concrete (so to speak) to visualize.
3. SuperRealm. In the expanded game there were spells for attacking the mist, so a speed would be needed to resolve the combat. Since I didn't decide exactly which spell would be in the published game until the last minute, I had to write the rule to cover all contingencies--and in the Second Edition rewrite I wasn't supposed to change things,

- > Continuing on the theme, does the Mist character need a strength on his
- > Move chit? Rule 46.2/1 says that when a character is transmorphized
- > (presumably each time the spell is activated by color magic as well as
- > when it's cast) all his possessions are transmorphized with him, so he
- > doesn't need a move strength to carry the possessions he had when the
- > spell was activated.

Hamblen: That is a position that can be argued, but it certainly wouldn't be obvious to many people. (I guarantee you the first question they would ask would be "does that mean I can carry Tremendous items?") Better to have a nice, clear definition that the players don't have to figure out.

- > What about objects he acquires while he's transmorphized? Suppose the
- > Sorcerer is melted into mist and his hired native loots an object. Can
- > the native give the object to the Mist/Sorcerer? Rule 46.2/2 says that
- > a character transmorphized into a monster or beast can carry belongings
- > and trade them with other characters. What about a character
- > transmorphized into Mist? It doesn't say that he can carry
- > untransmorphized objects, and it doesn't say that he can't. What do you
- > say?

Hamblen: Of course not. Rule 46.2/2 doesn't say mist, so mist is not included. Of course, when the mist spell is inert the target can trade, etc. normally, but when the mist is energized he and his items cannot be changed.

- > If a character transmorphized into Mist can't carry untransmorphized
- > objects, why does his Move chit have a T weight?

Hamblen: Already answered above. To make it clear in an instant that he can carry Tremendous items, without having to dig through the rules and figure out what they mean.

Many things in any game are done to enhance clarity and playability,

without adding anything to the logical integrity of the rules. In this case, the "T4" values are not wrong, they are just unnecessary for the game logic. The "T4" is included simply to make things clear to the neophyte player.

Posted by: BryanWinter on Feb. 06 2003,14:00

Quote from mcknight, posted on Feb. 04 2003,16:22

-----QUOTE-----

The "T4" is included simply to make things clear to the neophyte player.

-----QUOTE-----

Bwah haha haahhhaahhoo hoo hoo heee hee!

Whooooo!

Now that's what I call funny. 😊

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Clearing for the dwellings in a solitaire game started by mcknight

Posted by: vanbeek on Feb. 07 2003,08:05

I played a solitaire game a couple of weeks ago and I enchanted a woods tile which changed whether clearing 4 or 5 of a valley tile was connected to the borderlands.

When the chit in the valley was turned up I wondered if I should place the dwelling based on the original map or the current map.

I thought I'd be consistant with what happens with the campfires and use the current map.

Any thoughts?

Posted by: mcknight on Feb. 08 2003,05:21

I agree with that. 2nd Edition 5.1/1 has you place the Campfires on a clearing that connects to Borderland *when the Smoke W or Stink W chit is turned up*. Under the Solitaire rules, "the Dwelling and Ghosts in the Valley tiles will appear like the campfires, when their chits are turned up during the game."

Interestingly enough it is possible that, due to enchanted woods tiles, none of the clearings connects with Borderland when the a valley or campfire is revealed! In that case, a reasonable house rule would be to put the Dwelling or Campfire in a clearing that would connect with Borderland if the disconnecting Woods tile were unenchanted.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Playing Transmorphed Dragon Heads started by mcknight

Posted by: vanbeek on Feb. 07 2003,08:21

Is there any restriction to playing the dragon head (or giant club) counter in combat (after you have absorbed the corresponding owner and the spell is energized)?

I did not see anything suggesting there was but it makes the TFD completely lethal if you play its head red side up round every round of combat - a T3 length 7 attack.

My options were:

- 1) You can only play it light side up, and roll for tactics (this seems to go against the fact that character actions don't randomly change at any other time)
- 2) You can use the action step to "alert" it like you would a weapon to play it red side - but only if the attack speed is lower than the lowest move on your sheet (but as you can't play alert phases as a transmorphed beastly it seems counter intuitive)
- 3) You have to play it red side down, but if the counter misses it flips red side up.
- 4) You can play it either side up and it rolls for tactics (see comment on point 1)
- 5) You can play it either side up and it doesn't roll for tactics

Any options i've missed, and what do other people do or is there a rule to cover it?

Thanks

Patrick

Posted by: mcknight on Feb. 08 2003,05:30

Number 7 above is correct: you play it either side up and don't roll for changing tactics. 2nd Edition, under Absorb Essence:

"2. When the spell is energized, the spellcaster plays dummy chits and uses the monster's combat values instead of his own. He must always use the combat values that are on the face-up side of the monster's counter. If the monster is Medium or Heavy, he can turn it either side up whenever he plays a chit (it does not change tactics)....

2.1 If the monster has a head or club, the spellcaster can play it during combat as a second attack against his target."

Since it doesn't say otherwise, the head or club should be played the same as the Heavy or Medium monster: either side up without changing tactics.

Yep! The TFD is lethal when absorbed.

Posted by: mcknight on Feb. 08 2003,05:39

Oops! That should be "Number 5 above is correct."

(You can't edit your comments on this board if you forget to sign in!)

Posted by: vincegamer on Feb. 10 2003,09:49

This is one of those "It's a feature not a bug" things. While it IS deadly (just as deadly as the head of a TFD controlled by the Dragon Fang Necklace), that's not a real problem to the game since a character with Absorb isn't likely to hunt out the Hoard and sit on it until the TFD comes along just to absorb it. Occasionally, you just get lucky.

Posted by: dfs on Feb. 10 2003,11:20

I always feel tension, when playing with the absorb spell, should I pull the trigger here, or wait for something better to come along?

Posted by: mcknight on Feb. 10 2003,11:30

-----QUOTE-----

I always feel tension, when playing with the absorb spell, should I pull the trigger here, or wait for something better to come along?

-----QUOTE-----

Pack "Remedy" as well as "Absorb Essence" if you can. Pick up whatever is available until a better opportunity appears! In a recent FTF game as the Witch, I absorbed a Giant and clubbed my way through the usual bunch of minor monsters. But when the TFD appeared, it was love at first sight; I had to have it! A quick quick hidden retreat, cast Remedy, go back to absorb the TFD, then return to kill the Giant. Unbelievable: a T3 fight, and you can fly as well!

Posted by: vincegamer on Feb. 10 2003,12:52

I read that "can" as a "must" and in my opinion flying is more often a penalty than a boon. Not a penalty that you particularly notice since the spell isn't always active, but can be a pain if the tile your treasure site is in is enchanted.

Posted by: mcknight on Feb. 10 2003,15:23

-----QUOTE-----

...but can be a pain if the tile your treasure site is in is enchanted.

-----QUOTE-----

"Absorb Essence" requires Black Magic, which doesn't come with any tile, so you can usually just let the spell become inactive and walk. But Toadstool Circle and Withered Claw can mess up a clearing in any case, and your point is well taken. "Must fly" is correct, and the random landing procedure is a devilishly clever mechanism that limits the advantage of flying!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Magic Sight & Awakening started by Gilbert

Posted by: Eeyore on Mar. 09 2003,12:41

From my reading of the 2nd Ed rules, Magic Sight does not have a result that awakens a spell for use with an artifact or spell book. Is there errata to correct this. Seems kind of stupid that someone using a magic-based search table can learn spells with it but wouldn't be able to use it to get their magical gizmos working.

Posted by: Gilbert on Mar. 09 2003,18:30

No, that is the way the rule was meant to be.
In order to awaken a spell, you have to read runes;
if you learn the spell without reading runes, no awakening!

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Inconsistencies with unalerted spears started by mcknight

Posted by: bill_andel on Sep. 21 2001,09:12

Early on the rules clearly state the following:

-----QUOTE-----

3.3/2 *The side of the counter that shows an asterisk is turned up when the weapon is "alerted", ready to make its best attack. The side without an asterisk is turned up when the weapon is "unalerted". Weapons can still attack when unalerted, but their attack is weaker. Exception: Spears cannot attack when unalerted.*

-----QUOTE-----

But later, the "List of Weapons" says:

-----QUOTE-----

Special: When unalerted side up (with no letter), a Spear inflicts Negligible harm. It still has Medium weight.

-----QUOTE-----

Which is it? No attack or attack with negligible harm?

There is some support for the "no attack" in the rules:

-----QUOTE-----

24.2 *Spear-carrying Goblins do not attack when they are light side up. They are assigned normally and interfere with their target's ability to play action chits during the encounter step, but they do not attack. They attack normally when dark side up.*

-----QUOTE-----

and, in the "List of Monsters"

-----QUOTE-----

2. *When a Spear-carrying Goblin is light side up it does not attack. It remains assigned to its target normally.*

-----QUOTE-----

But, two native types - Pikemen and Lancers - have attack values **with weight** on **both** sides! Are we to assume, then, that a "pike" and a "lance" are different weapons from a spear, but having the same length, harm & sharpness? I would buy this for the "pike", as it

looks very different from a spear. But what the Lancer is carrying certainly looks like a spear to me! To add to the confusion, the Archers and Crossbowmen have **no** attack on one side, while all bow weapons (light, medium and cross) clearly are capable of attack even when unalerted.

Opinions?

Posted by: mcknight on Sep. 21 2001,11:28

There is very little, if any, difference between "no attack" and "negligible damage" for Goblins. It is clear from 24.2 that even if one takes the "no attack" interpretation, they still prevent you from running away (just as transformed birds and frogs do!).

The more interesting question is what about a character carrying a Spear. If it is a negligible attack, could he overswing it with an H Fight chit, hoping for a Light harm result? (Or is it negligible with a sharpness star, giving medium harm if used with an H Fight chit?)

But of course, if he hits, the Spear becomes unalerted again. So is there any way to insure that the Spear misses and becomes alerted in the first round so it can be used with real effect in the second round at least?

If I were doing the ruling, I would say that you have a choice:

- 1) you can play it for negligible damage hoping with an overswing for a Light damage. In this case if you hit the Spear stays unalerted.
- 2) Or you use a Fight chit during the first round and not attack, so the Spear automatically misses and become alerted for Round 2.

I have no explanation why the Lancers cause harm on both sides while characters and Goblins don't. Maybe that's why they're called "Lancers"! But then, of course, the "Archers" appear to be less skillful than characters (who can at least cause L harm with an unalerted bow). I think this is just part of the texture of the game. Has anyone noticed, by the way, that the Woodfolk HQ actually causes M** harm (as opposed to L** harm for other light bows) even though as an Archer his length is Light Bow(14)?

Posted by: bill_andel on Sep. 21 2001,11:53

-----QUOTE-----

But then, of course, the "Archers" appear to be less skillful than characters

-----QUOTE-----

Although they DO roll only a SINGLE die on the missile table as the Elf and Woods Girl do. Yeah, I noticed WHQ, too. Maybe he should be length 16, eh?

Posted by: mcknight on Sep. 21 2001,12:35

As is often the case, when I suggest how I would rule on something, there turns out already to be a rule about it somewhere in the Second Edition rules:

Rule 18.4/4 says that you can always play a Fight chit without specifying a target (don't attack) and turn your weapon either side up. So the second course of action for the Spear-carrier above is well-established in rule above.

The first course of actions does seem to follow from the note that Bill has identified in the "List of Weapons." Considering that the Lists and Tables usually turn out to accurately reflect the designer's intentions, I would say that you can attack with an overswing and hope for Light harm (no sharpness star). But if you hit the Spear stays unalerted.

Now, is there any reason to attack with the unalerted Spear instead of just deactivating the Spear as an Action in the Encounter Step and attacking with the Dagger (negligible weight but with a sharpness star)? I guess on the first round the Spear is still longer...

In reference to the Woodfolk HQ, if I'm making the decisions he's still an Archer and the List of Natives says that Archers have length=14(Light Bow). Same weapon, just better aim?

Posted by: bill_andel on Sep. 21 2001,13:43

-----QUOTE-----

In reference to the Woodfolk HQ, if I'm making the decisions he's still an Archer and the List of Natives says that Archers have length=14(Light Bow). Same weapon, just better aim?

-----QUOTE-----

Yeah, I'll buy that.

Posted by: mcknight on July 08 2003,17:43

-----QUOTE-----

In reference to the Woodfolk HQ, if I'm making the decisions he's still an Archer and the List of Natives says that Archers have length=14(Light Bow). Same weapon, just better aim?

-----QUOTE-----

But, of course, I'm overruled by the designer again. Richard Hamblen says that the list of natives is incomplete and the WHQ does have a Medium Bow with length of 16. This has been corrected in the 3rd Edition Lists and Tables.

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Alerting weapons during combat started by mcknight

Posted by: matmr on July 22 2003,08:14

I need a clarification about weapon alerting during combat, with special focus on the Spear. If I remember well, the rules say that the weapon is alerted (apart from using an Alert phase) if:

- 1) you play a fight chit during the encounter step, but it has to be faster than any opponent on your sheet (or any move chit of a character charging you);
- 2) you attack with your weapon, but it misses the target.

Suppose that 1 is not applicable in the current situation, and you have an unalerted spear with which you would like to kill the monster.

How can I make an attack and miss if the spear is unarmful?

If it is possible to attack with the unalerted spear, I think the rule is very annoying because you are obliged to hope for a miss (very unrealistic situation!).

The same problem in fact appears with bow-users (the unalerted bow rarely makes any damage, and you hope to miss in order to have it alerted next round).

Did I miss something in the rules?

To overcome this problem, the following house rule was often used with my friends: you can alert your weapon by playing a fight chit in the encounter step also if it is not faster than the moves of your opponents, but in this case you cannot target anyone in the coming melee step (however if you survive this round, you are then sure to have the weapon alerted for the following round).

Any comment on this?

Other house rules on this topic?

Posted by: mcknight on July 22 2003,08:36

You don't need a house rule; it's in the Second and Third Edition rules. There are actually four ways to alert your weapon. Number 4 below is what you want.

- 1) Use an Alert phase during the day
 - 2) You can play a Fight chit as an action during the Encounter Step
 - 3) If you miss in combat your weapon becomes alerted
 - 4) If you play a Fight chit during combat without specifying a target you can turn your weapon counter either side up (see Second Edition rule 18.4/4 or the "Special" comment in 22.4/2.a)
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End of Topic

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+--Forum: Rules Questions

+---Topic: Transform spell started by mcknight

Posted by: matmr on July 20 2003,14:33

Very happy to having discovered this site (I'm an old fun of Magic Realm, from Rome, Italy):
thank you all! 😊 .

I downloaded the 3rd edition rules (great work!), and I was quite amazed of finding no limitations for the offensive use of the TRANSFORM spell, which I thought was an error of misjudgement in the previous rules...

Also reading some discussions, I've seen confirmations about the fact that a squirrel or frog must continue to attack its "victim" until killed (it is not difficult to fatigue one asterisk each two rounds to avoid combat end, if necessary).

Is it not too big an advantage, for spellcasters who can chose this spell from the start?
Especially when playing with two characters (or by making a strong alliance with another character), it allows in fact to always kill ANY single denizen encountered.
Did we missed some rule making less effective this use of the spell?

Our house rule (already playtested in many games) was to make any bird, squirrel or frog try to run away in the next encounter step: in this way the transformed monster can be killed only in the first round, or if someone can charge it by using a fast enough move or fly chit in the next encounter step, as if it was a character (almost impossible to stop the flying bird flying away, very difficult for the squirrel, more easy for the frog - but may need to fatigue, and may prevent some other use of the move chit).

This however made the spell too risky to use as an offensive spell, because if the monster was not killed the spell remained tied to the monster.

To overcome this side effect, we allow permanent spells to be broken by the spellcaster during a later encounter step, if they are not active (this can also be useful when the spell is cast on the spellcaster: he can have more than one try, when the first transformation is not satisfactory, at the cost of losing time in fatigue, resting, and re-enchanting chits).

The TRANSFORM spell then remains very powerful, but not as deadly as in the rules!

For the moment, I think we will keep the house rule also using the 3rd edition.

However, can you convince me that the rules are better as they are?

What are the arguments that made you keep the rules as they are (for this aspect) also in the 3rd edition?

Are there other house rules in use about the transform spell?

(Note: before the house rule detailed above, some players went as far as prohibiting the selection of Sorcerer, Witch King or Magician as a character in our games!!) 🤪

Posted by: mcknight on July 21 2003,10:40

It's clear from the 2nd Edition rules that a Troll transformed into a Frog continues to try to attack you until it is dispatched or until two rounds go by without a kill or a fatigued chit.

Teresa's guideline for the 3rd Edition was that there would be no change from the 2nd Edition rules, so that the rules could be used interchangeably. Some clarifications were put into the 3rd Edition rules, but everything is consistent with the designer's intent for the 2nd Edition. So

"Transform" stays the same in the 3rd Edition as it was in the 2nd Edition.

Whether this is too powerful or not depends on how you feel about the 1 in 4 chance of the transformed monster becoming an Eagle, Lion, or Tremendous Flying Dragon, any of which is nearly sure death for the Witch King (unless he has his Broomstick ready) or the Sorcerer.

Also, if a second monster appears, "Transform" won't help you, and in fact can be fatal as the transformed Bird keeps you from running away until the other monster hits and kills!

"Absorb Essence" is probably even more useful, but I don't think that either spell makes the magic-users too powerful.

A much more significant advantage of the purple magic-users is their ability to fry native groups with "Fiery Blast" coupled with "Melt into Mist" or "World Fades." If you want to handicap the purple magic-users, one approach is to remove their ability to attack natives with impunity by adopting the new "Watchful Natives" optional rule.

Of course, players are free to adopt any house rules that they think are necessary, but my observations from many face-to-face and e-mail games is that magic-users are not overpowered. It takes a very skillful player to make even the purple power-houses (Sorcerer and Witch King) competitive with the best warrior characters or light ambushers (White Knight, Black Knight, Berserker, or Elf), and it's easier in an e-mail game where you have a lot of time to plan your move than in face-to-face games where it's too easy to forget to have an enchanted magic chit ready at the critical time. And the great equilizer in any Magic Realm game is the ability of players to team up and/or attack characters that are getting too far ahead. Let the Sorcerer or Witch King keep that in mind as they run up against the Swordsman/Pilgrim team with an alerted "Exorcise"!

Posted by: matmr on July 21 2003,16:25

Thank you for your fast answer: this forum is well alive!

In fact, I understand that the Transform spell used against a monster can be dangerous when you are alone (many things are dangerous when you are alone).

However I think that a real balance problem remains when playing with two characters (which I often did, unfortunately, because I usually played with only one, two or max three other friends).

If you have some fighter (even a light one) with the spellcaster, the only true risk seems to be the double 1 (any other result is usually better than the Tremendous monster that you were facing before transformation).

The risk is then very low, and you gain points for killing T monsters very easily (much more easily than the strongest fighters).

I agree that also the archers with ambush are at a good advantage in the game, but the ambush is an optional rule...

(in fact when we played with it, we gave a +1 cumulative modifier to the die roll for hiding after each ambush attack, to make it less powerful against numerous opponents)

The Watchful Natives rule is a good variant, I think I will try it next time I play (by the way: what is the rate of playing for PBEM games? I mean: is it necessary to participate and send moves every day or every few days, or are there also very slow games? I think I could participate only to a very slow game, but I would really like to play in a PBEM game with many characters)

In fact, always as a house rule, we had invented something similar (but less "strong").

The selection for targeting was made in the order decided by a random die roll (with many sided die if necessary), considering not only the characters in the clearing but also the

unassigned natives: if an unassigned native was selected before the character (and he was not battling), he did not attack that round and was subject to a free attack by the character. However the character had a really free attack only when he was selected after ALL the natives of the group he wanted to attack. Otherwise, his attack against an unassigned native caused all other natives (of the same group) not yet selected for targeting to attack him immediately.

This was decided by extending what is already foreseen by the rules among characters: only the character whose attention chit is picked last can make a treacherous attack against another character in the same clearing (without immediate consequences, until the next round).

What do you think about it?

Posted by: mcknight on July 21 2003,17:17

You've posed several questions here. Let me try to answer them in order:

1. Transform Spell: If you are attacking Tremendous monsters with a team of players, there are a lot of combinations that pretty much make the monsters dead meat. Luring with a light, fast character and attacking with a big bruiser (White Knight, Berserker), can usually guarantee a kill with no risk (except maybe the TFD). Why should characters who have a Tremendous attack have all the fun? Your suggestion of using one magic-user to transform the beast and another medium warrior to kill it is a reasonable tactic (you'd need to watch out for the Eagle result, though).

2. PBEM Games: The move rate depends on who the gamemaster is. I prefer to have a pretty fast move time line--two days to get your Day orders in and one day for combat orders. I think that a fast-moving game keeps the players' attention. Other GM's, however, make Day orders due once a week. Make sure that you are subscribed to Bruno Wolf's list-serve and look out for a game starting with a move schedule that you can keep up with.

3. Random Native/Monster/Character Melee Assignment: Your suggestion was anticipated by Deric Page ("Netzilla") in a thread "Further Toughening of the Denizens" in the Expansions and Variants Forum. He playtested this rule in a PBEM game that he called "Revenge of the Denizens" which, as far as I know, went pretty well. The game record to Day 27 is still on the web at:

< http://www.geocities.com/deric_96/rotd-frame.htm >

I never saw the Day 28 results, though.

The big disadvantage that I can see is that it requires another step of random draws in every Melee Step, and I don't think that combat needs to be slowed down. This would be particularly a pain in FTF games, but even in PBEM games it requires a lot of "if the Giant picks a target before I do, then..." conditional orders.

I am not unhappy with removing the "sucker punch" against the natives with "Watchful Natives" and letting the monsters fend for themselves. The uncertainty of the Monster Roll creates enough times when missing a Hide roll results in disaster for the characters, that I'm not sure you need to create Melee Step targeting for monsters. I like the fact that "Watchful Natives" makes the monsters, natives, and other characters all dangerous, but each in a different way.

If you fix the White Knight's ability to get a Warhorse and Morning Star by reducing his relationship with the Order to "Friendly," any of the characters can be put into a bad position by coming up against a Tremendous Troll or TFD while they are alone. If you think killing monsters is still too easy for the White Knight, Dwarf, or Berserker, it's pretty easy to fix with Richard Hamblen's suggestion of having monsters attack and maneuver in different directions with a two-die repositioning roll. Deric Page also incorporated this rule in his "Revenge of the

Denizens" game.

If you adopt the separate Attack/Maneuver directions rule, I'm not sure how you'd manage the case where the denizen is defending its own sheet and attacking another denizen. Does the denizen that it is attacking also attack/maneuver in different directions? How would you indicate that on a Melee Sheet? You'll need a new 9-box Melee Sheet, at least. If you create a graphic file for this, be sure to post it somewhere where the rest of us can use it!

Posted by: vincegamer on Aug. 18 2003,12:08

Quote from matmr, posted on July 21 2003,16:25

-----QUOTE-----

(in fact when we played with it, we gave a +1 cumulative modifier to the dieroll for hiding after each ambush attack, to make it less powerful against numerous opponents)

-----QUOTE-----

I like this a lot.

It has logic, since people might just figure out where the arrows are coming from. Someone was making a list of house rules. Add this....

As a defender of the "sucker punch" I have an alternative house rule to suggest. Instead of Natives pick no one, now character picks and kills a native, you could have the character be susceptible to attack by anyone whose attack is faster than his.

like so:

Natives are not attacking.

Character plays fight H4 with mace and targets a native.

-by the book: the natives battle the character but it's too late for them to do anything.

-by watchful natives: all the natives pummel the character

-by my option: only the natives fast enough to react and see what is happening can get in attacks.

Why I like the sucker punch? Because it allows someone to do what in D&D was called the "backstab."

A hidden character with a bow can always ambush but a hidden character with a sword should be able to jump from the bushes and kill the unsuspecting guard. They do it in the movies all the time 😊

Posted by: madmanatw on Nov. 11 2003,16:00

Quote from vincegamer, posted on Aug. 18 2003,12:08

-----QUOTE-----

As a defender of the "sucker punch" I have an alternative house rule to suggest. Instead of Natives pick no one, now character picks and kills a native, you could have the character be susceptible to attack by anyone whose attack is faster than his.

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-by watchful natives: all the natives pummel the character

-by my option: only the natives fast enough to react and see what is happening can get in attacks.

-----QUOTE-----

I like that option. That's a neat idea, might try that next time.

(Forgot to check these boards for about 6 months, so I'm catching up now. 😊)

Posted by: mcknight on Nov. 11 2003,21:17

I have a new candidate for a spell that makes magic-users just too powerful. In the Beginning/Intermediate Magic Realm 3 game, we are using the "Watchful Natives" optional rule and also the Knights' Adjustment (White Knight is Friendly, not Allied with Order; Black Knight is Friendly, not Allied with Company).

Al D'Amico took the Witch King with "Melt into Mist," "Absorb Essence," "Broomstick," and "Dissolve Spell." No "Fiery Blast"/"World Fades" combo--"Watchful Natives" makes that strategy near suicide. He absorbed a Tremendous Dragon and on Day 12 ended up at the Small Campfire with the Bashkars and the Lancers. At the end of the day there were no more Bashkars or Lancers and the Witch King had gained 220 Notoriety points, just about removing any suspense from the game.

(If you want to read about it, you'll find the whole game with lots of combat images at <
<http://www.thewinternet.com/bimr/> >)

So to "Fiery Blast" and (maybe) "Transform," you'd have to add "Absorb Essence" as way-too-powerful spells. I actually still think that although spells are very powerful, they require an excellent player to make the best use of them. Also, in a game with experienced players, the other characters should keep the Witch King under control.

For example, if played well the Swordsman can be very effective moving first to block the Witch King day-after-day, forcing the Witch King to play all his color magic chits for "Absorb Essence" and "Melt into Mist" to defend himself. And once the color magic is gone so the Witch King can't run or maneuver, the Swordsman takes his time to line up his Thrusting Sword and runs him through--taking all the Witch King's ill-gotten Notoriety for himself! Not to mention the Pilgrim, who with "Exorcise" could be a Purple-magic-user killing machine.

A loaded Broomstick would be a good antidote to other players for the Witch King, but it had better be used during the day to get about four tiles between you and the potential assassin. If you use it during combat, it only takes you one tile away and that could be too close for comfort!

--Steve

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Magic Sight started by darkman

Posted by: darkman on Dec. 19 2003,15:26

I may be missing something obvious but I can't find the answer to this question.

How does one discover Site chits from the Magic Sight table (I'm thinking of the Witch King here)?

I can see the table allows you to loot Sites you've already discovered, but how do you discover them in the first place? Do you have to wait for a '1' to use the 'Discover' option from the Locate table?

Thanks.

BTW. Great site!

Posted by: mcknight on Dec. 21 2003,17:24

A die roll of "5" on the Magic Sight table, which gives you "Discover Chits," is what you're looking for! It's slightly easier to discover a site by rolling a "5" on the Magic Sight Table, than by using the Locate Table where you need a "4". Once you've discovered the site, you can use the Magic Sight Table to pick up treasures by rolling a "3", to learn spells by rolling a "4", and to find weapons, armor, or horses by rolling a "2".

Note that with Magic Sight you get the *top* treasure card or counter. This is an enormous advantage in looting picked-over sights. To get the top item by using the loot table you need to roll snake eyes (1,1).

The "Perceive Spells" is also a nice result because you can look at the spells at one site or artifact and *choose* which one you learn. Compared to the "learn the top spell" procedure of Reading Runes table, this is an enormous advantage. Good enough that the Magician might will decide to take the "World Fades" spell to help him learn spells. No risk of being cursed, either.

--Steve

Posted by: darkman on Dec. 22 2003,11:09

Steve,

Thanks for the quick reply. How the heck did I miss that?

I'm not new to the game. I got it when it first came out and won the first (only?) tournament held at Origins-78(?) Of course, that was back before ANYONE knew how to play. 🤪

After 20 years, I recently pulled it out again and put together a basic game (no Natives or Magic) with the family. They seemd to enjoy it; might get some replay over the holidays.

I also downloaded and am going thru the 3rd Ed rules. Great effort. Many thanks to those involved.

Dave K

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Activation of Items started by Matt

Posted by: Matt on Jan. 26 2004,22:03

Greetings,

I was checking out the excellent 3rd Edition rules (A giant thank you to all involved with this project), and I have a question regarding activation of items.

Section 4.3.2. tell us "Whenever a character obtains a belonging he must either activate it, inactivate it, or abandon it, as he chooses. He does this as soon as he obtains the item, before completing the phase or round of combat, regardless of whether he obtains it by looting, trading, or killing another character"

I am trying to understand the implication of the phrase "as soon as he obtains the item, before completing the round of combat".

Say a massive fight is ensuing and hits are being resolved in order. The Pilgrim strikes first and kills the Black Knight. Is there now a pause in combat resolution as the Pilgrim sorts through the Black Knight's belongings and activates, inactivates, or abandons each item? Can the Pilgrim activate the Black Knight's Ointment of Steel to protect him from the Captain's hit this turn?

Thank you

Matt

Posted by: mcknight on Jan. 27 2004,23:09

Well, here's another tough rule case. Characters are killed in the "Inflicting Harm" section of the combat turn, after all attacks are resolved to see who hits. The attacks that hit are examined one by one, in order of weapon length in Round 1 and attack speed in Round 2 and higher. When a character is determined to have received damage greater than or equal to his vulnerability, he is killed.

Note that if the "Serious Wounds" Optional Rule is used, a blow equal to the vulnerability only gives a serious wound. Also note that wounds are inflicted in the Fatigue Step, after fatigued chits are deactivated. So if a character dies of his wounds, this happens in the Fatigue Step, giving time for him to have dealt out a fatal blow himself. It is possible for both characters to hit and kill each other!

If a character is attacking a monster, the rules are pretty explicit that a character gains Fame and Notoriety *immediately* when his victim dies (see Rule 23.6). The rule covering character vs. character kills implicitly refers to kills vs. monsters, so we have to assume that gaining a victim character's Notoriety happens immediately as well.

So if the Elf kills the Pilgrim and picks up 20 Notoriety, but in the same round is killed by the Black Knight, striking more slowly but just as deadly, the 20 Notoriety that the Elf gets is transferred to the Black Knight. This is not objectionable: the Elf had his reputation enhanced by his kill before (just before!) the Black Knight struck him down, gaining the benefit of the enhanced reputation.

Now, what about items? It is important that characters be able to choose which items to activate and which to inactivate or abandon when they acquire them. As an example, imagine the character who has Melt into Mist cast on him and acquires the Dragon Essence. If he can't abandon the Dragon Essence before possessing it, he will spend the rest of the game as Mist unless he can find someone to cast a Remedy spell on him.

So when do characters take possession of their victim's items? There doesn't seem to be any indication in the rules that it happens at any time other than when the slayer takes the victim's Notoriety: immediately when he kills the victim. It's certainly important to keep track of who has possession of the victim's items. In the example above, for example, the Elf gets the Pilgrim's possessions immediately when he kills the Pilgrim, and then the Black Knight gets both the Elf and Pilgrim's stuff when he kills the Elf.

I know it seems strange that the Black Knight can sort through the victim's stuff and don the victim's armor before a blow that hits in the same round inflicts harm, but consider it a simplifying approximation to make the rules more consistent. There are few enough of those in the game as it is!

--Steve McKnight

Posted by: mcknight on Jan. 27 2004,23:25

Let me add a caveat to this. If a character kills a character with armor, he can choose to activate the armor, but he can't play it in the same round of combat. Active armor is placed in the Attacks/Maneuvers section of combat. This at least rules out the massively objectionable maneuver where the character kills another character with a shield and then uses the shield to defend himself against an attack that he knows the direction of.

I think the same thing is true for the Ointment of Steel—it should be placed in the Attacks/Maneuvers section of combat. So the Black Knight can go through his victim's pockets before he is hit by a blow during the same round, but he can't add to his armor after Attacks/Maneuvers are played.

--Steve

Posted by: mcknight on Jan. 27 2004,23:26

Let me add a caveat to this. If a character kills a character with armor, he can choose to activate the armor, but he can't play it in the same round of combat. Active armor is placed in the Attacks/Maneuvers section of combat. This at least rules out the massively objectionable maneuver where the character kills another character with a shield and then uses the shield to defend himself against an attack that he knows the direction of.

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--Steve

Posted by: Matt on Jan. 27 2004,23:56

A great explanation, Thank You.

I'm sure I have at times failed to make the critical distinction between the timing of dying from a massive strike and dying from wounds. That won't happen again.

So the victorious character does go through the defeated's belongings immediately at the time of death. He can activate items but not use them this round because the time for playing them has long past.

Excellent

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Bonus Phases started by mcknight

Posted by: darkman on Jan. 14 2004,09:54

This came up last week (it's pretty basic I know, but we're still learning):

The (invaluable) Least You Need To Know guide states:

"If a player gets a bonus phase at a particular location (at a dwelling, for instance) he must be in such a location when he records and when he executes the bonus phase." (Daylight-C)

The List of Characters-Captain-Reputation states:

"He must be at the Dwelling when he starts to do the phase, not when he records it."

Which one applies. The Captain is the only character I can think of that has a location specific bonus phase; that's why I ask.

Thanks.

Dave K

Posted by: Matt on Jan. 19 2004,21:22

Since the 2nd and 3rd Edition are in agreement on this point, I would follow the 3rd Edition's rule for the Captain. And I agree, the Least You Need To Know guide is invaluable

Posted by: mcknight on Jan. 24 2004,20:35

Yep! The statement that the Captain must be at the bonus location when he records the bonus phase a mistake in the LeastMR5.pdf file.

It's been corrected in the latest version of "The Least You Need to Know..." (LeastMR8.pdf) which can be downloaded from Nand's Magic Realm site at:

< http://www.geocities.com/n_and/mr00.htm >

or from the link on the BIMR3 game site at:

< <http://www.thewinternet.com/bimr/> >

I'm glad that folks find the rule summary useful. It grew out of a rule summary of the First Edition rules that I wrote so I could get some of my friends to try to play. It is my sincere belief that if something like this had been packed with the game when it came out there would be a lot more people playing Magic Realm now!

Updating the summary to the Second Edition was the way that I finally made sense of the 3rd Encounter of the Second Edition, which reads as if it were written three times and then randomly shuffled. I think that once you get the Second Edition combat sequence really sorted out, all sorts of questions about the game get cleared up!

--Steve McKnight

Posted by: darkman on Jan. 28 2004,13:30

While my appreciation and high regard for the 3rd addition rules knows no bounds, I can't help but wonder if there has been any progress on adding the Optional rules to make it a complete package.

No pressure. 😊

Posted by: mcknight on Jan. 28 2004,22:39

Teresa Michelson sent the 3rd Edition Rules to Richard Hamblen for comment last summer. Since then, no word at all from Richard. I am about to give up hope of hearing from him.

In any case, Teresa and I have both gotten busy, so we probably wouldn't be able to turn our attention to the rules until the summer. Sorry!

--Steve McKnight

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: Optimal Combat Rules started by richfam

Posted by: Matt on Jan. 27 2004,00:38

The 2nd Edition, Optional Combat Rules, Section 5.3, tells us that "Characters are able to attack riders without attacking the horses they are riding..." and "Denizens continue to attack as explained in the basic rules: except for red-side-up Tremendous monsters, they always attack the horse first."

I don't understand how to play the exception for red-side-up Tremendous monsters.

In the basic rules (3rd Edition 8.4.7.d and d.2), a character on a horse hit by a Tremendous monster is picked up. The monster flips to the red side, and the character can no longer play the horse as a manoeuvre. The next hit by the Tremendous monster kills the character.

Using the Optional Combat Rules does that "next" hit kill the horse instead since the red-side-up Tremendous monster attacks the horse first (assuming the horse survived the initial strike)? Is the character still in the grip of the red-side-up monster and automatically dies from a second hit? OR Does the red-side-up monster flip to his normal side and the battle continues as normal, minus the dead horse?

As a side note, I love the Optional Combat Rules and play them exclusively. I can thank Jay Richardson and his article comparing the standard combat rules to the optional rules for converting me. The article is available at <
<http://www.geocities.com/SiliconValley/Vista/9049/mr00.htm> >

Posted by: mcknight on Jan. 27 2004,22:33

When they hit, red-side-up monsters automatically kill their target, whether they are riding a horse or not.

The rules are interestingly different for characters and natives. If a character with a horse is hit by a tremendous monster who turns red-side-up, he can no longer play his horse to maneuver. The monster has obviously picked him off his horse, and he's just twisting and squirming to avoid the final blow.

Natives who are hit by Tremendous monsters who turn red-side-up, on the other hand, get to play their horse as a manoeuvre (assuming the horse survived the initial hit). The horse gives them some extra maneuvering speed (except the Patrol, maybe), but doesn't give them any protection. If the native with the horse is hit by the red-side-up monster, the native and horse are both killed.

Why would there be this inconsistency? Richard Hamblen explained it that he wanted the natives (the Order, in particular) to have a better chance of surviving. I don't particularly like it, but you have to allow designers their quirks!

--Steve McKnight

Posted by: Matt on Jan. 27 2004,23:32

Thanks for the quick reply.

I understand what you are saying, and it is the way I've been playing.

I don't understand the statement "Denizens continue to attack as explained in the basic rules: except for red-side-up Tremendous monsters, they always attack the horse first."

This says to me that under the Optional Combat Rules there is some difference in the way red-side-up Tremendous monsters are played with regards to horses. Otherwise, why not just stop with "Denizens continue to attack as explained in the basic rules". The "except" clause is there for a reason, but I don't understand how to play it.

Posted by: richfam on Feb. 08 2004,02:44

-----QUOTE-----

I don't understand the statement "Denizens continue to attack as explained in the basic rules: except for red-side-up Tremendous monsters, they always attack the horse first."

-----QUOTE-----

This is another wording problem with the 2nd edition rules. There is *no* special exception in the Optional Combat Rules for red-side-up Tremendous monsters.

As you suggested, this rule should actually read as:

"Denizens continue to attack as explained in the basic rules."

:Jay

End of Topic

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-MRNet Forums

+--Forum: Rules Questions

+---Topic: 3rd generation rules started by mcknight

Posted by: nogser on Feb. 07 2002,11:05

I have come across this game very recently and will soon have a copy of the game. This site has proven very useful in understanding the game and how to play it. I don't like the encounter desing of the 2nd edition rules.

Reading the boards has left me with one big question. There are many references to a new version of the rules that are being compiled.

Will these be made available to the world at large and if so when?



Posted by: mcknight on Feb. 07 2002,19:35

Sorry to say that the 3rd Edition Rules have fallen into a time warp. Neither Teresa nor Brian nor I have produced anything in the last two months (and I'm working on the easy part: "Game Pieces" and "Prepare for Play"). I wouldn't expect to see even the first draft before June. If you would like an all-in-one treatment, you might try the 8-page rule summary "The Least You Need to Know to Play Magic Realm" available for download on several sites.

--Steve McKnight

Posted by: nogser on Feb. 08 2002,03:49

Steve

Thanks for the reply. I will keep an eye out in the future, I might even have an opinion or two by then.

I have raided the downloads from this site and the links. It seems you can download nearly everthing except the gameboard.

I found two downloads elsewhere (can't remeber link) which are for replacement treasure and spell cards which I can forward to you for posting here.

Good luck with the 3rd edition rules 😊

Posted by: Teresa on Feb. 21 2002,22:12

Actually, things are going a little better than Stephen's message above - we are now pretty close to finishing all the sections pertaining to game setup and Daylight, and hope to have that out to the group for review in the not-too-distant future. Then we will continue on working on Combat and all the lists and tables at the end. I'm pretty happy with how it's shaping up - it should be a lot easier to use than the 2nd edition.

Posted by: mcknight on July 09 2003,15:32

An update on the 3rd Edition Rules:

A draft of the reorganized and clarified 3rd Edition basic rules and Lists and Tables (as of Sept 17, 2002) is available at Bryan Winter's site:
< <http://www.thewinternet.com/magicrealm/> >

A second draft that has been reviewed by Richard Hamblen will be posted in the summer/fall 2003, and the Advanced/Optional rules will be rewritten and added soon after.

The 3rd Edition Rules dispense with the four Encounters of the Second Edition, so you will find all the rules that affect Combat, for example, in the same place. The Lists and Tables are expanded with complete tables of treasures and natives and other information that you always wanted to have in one place. Clarifications that have been received from Richard Hamblen about the rules interpretation are incorporated throughout the 3rd Edition.

Posted by: Arthwollipot on Feb. 11 2004,22:05

Any update on the draft rules in the last six months?

Posted by: mcknight on Feb. 14 2004,12:17

Two developments:

1. Jay Richardson, creator of the Quest Magic Realm scenarios and a trained copy editor, went over the Third Edition Rules and suggested changes to make the text more uniform in terminology and typography (capitalization, etc.) These changes have been put into the draft.
2. Teresa Michelson, the primary editor for the Third Edition Rules, sent the latest draft off to Richard Hamblen for comment, etc. last summer. Unfortunately we have not heard from Richard about the Third Edition Rules (or anything else) in over four months. This is as long as he has ever been completely incommunicado, and I am somewhat concerned.

Nevertheless, Teresa has just finished working on a book in her other life and says that she can now turn her attention to assembling another draft of the new MR rules. I will be available to assist in the process by the end of April. A natural addition would be to update the Advanced and Optional Rules, but I don't know quite what she has in mind.

Anyway, I think you can look forward to seeing the next draft of the Third Edition Rules perhaps by June, 2004.

--Steve McKnight

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: General info started by bill_andel

Posted by: jdfrenzel on Nov. 19 2001,11:58

The Software forum will allow developers, using any language or application, a place to share ideas, take feedback, post files or updates, and improve support in both directions.

Any suggestions are of course welcome. Developers are also welcome to request a forum dedicated to their application(s) as well, as a method for keeping support concerns in order, delivering news, etc. Such a forum would be moderated by the developer, allowing him or her a greater measure of control over the posts and content in their forum. Please contact me for details.

--- John F

--- john@magicrealm.net

Posted by: bill_andel on Nov. 19 2001,15:26

Thanks, John, for adding this section. Folks, I asked for this because there are a lot of tools that have been developed, by many people in the Realm community and I thought it would be great if we had a single place to discuss algorithms, express enhancements, announce new tools, etc.

I'll start with a tool I mentioned on another thread: the < Hero Machine >.

Robin Warren gave us his excellent character card generator which will generate card backs for new characters and will even import output from my modest effort, a character creation spreadsheet (which I still owe the next version of). But Robin's program doesn't create the card fronts, and we're not all artists, so how do we graphically represent our new characters? Hero Machine is the answer. It's a nifty tool I tripped over while looking for something else, sort of a full color "Identikit" for RPG characters. Check it out!

Posted by: madmanatw on April 09 2002,12:56

Because I think it's too minor to give its own thread I'll mention a tool that my friend who has just started posting here as D'Archangel made for me the other night- an email anonymizer for PBEM MR. Register email addresses with it and create email aliases for, say, pilgrim@magicrealm.net. When the person who is playing the Swordsman sends email to pilgrim@mr.net, the anon program grabs it, strips off from and date headers (so you can't get time zone information), adds a reply-to and from header "swordsman@mr.net", and then sends it to the address registered for the pilgrim. Until you start recognizing writing styles, you don't know which players are playing which characters...

We haven't decided yet if we'll be using this in our PBEM but I think it's cool.

Posted by: madmanatw on April 09 2002,12:58

I hope no one tries to use the email addresses in the post above- I hadn't realized they would become mailtos...

Posted by: bill_andel on April 10 2002,09:17

Nifty notion - see "whispering/shouting" rules for DBMR:

-----QUOTE-----

Teresa's PBEM communication rules: If two characters are in the same clearing at some point during the day, then the players may send private emails to each other during that day. If not in the same clearing during the day, then all messages must be "shouted", which means the player must send their message to every player in the game.

-----QUOTE-----

E-mail anonymizer would be just the tool to enforce this. IMHO, Brian's rule should be tighter - "whisper" same clearing, "shout" same tile, else *NO* communications. (OK, maybe exceptions for Phantasm, Familiar, Crystal Ball or the like).

Posted by: madmanatw on April 10 2002,20:46

Quote from bill_andel, posted on April 10 2002,09:17

-----QUOTE-----

Nifty notion - see "whispering/shouting" rules for DBMR:

-----QUOTE-----

Teresa's PBEM communication rules: If two characters are in the same clearing at some point during the day, then the players may send private emails to each other during that day. If not in the same clearing during the day, then all messages must be "shouted", which means the player must send their message to every player in the game.

-----QUOTE-----

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-----QUOTE-----

Well, the problem as I see it is that requires the anonymizer to either need GM input or knowledge of the game state. The stated purpose of the anonymizer is to enforce what D'Arch introduced to me as "The Zeroeth Rule of Risk", which is that what happens in game is only in game. In other words, don't get annoyed at the player who wipes you out.

Posted by: bill_andel on April 11 2002,07:20

1) I don't see a problem with the anonymizer knowing game state. The notion would be that players have no idea who is playing each character in real life, so the *ONLY* way to communicate is the anonymizer and it would only permit communications satisfying the "whisper & shout" rules.

2) If you've not noticed, it's an older crowd here. I'd bet the average person on this board is a college graduate, over 25, married and probably with 1 or more children. It tends to be a pretty mature, polite crowd. I've never seen anything approaching a "flame war". In-game banter and rhetoric *can* get heated, but folks always seem to understand it's "in character", not personal, real life. Never seen anyone "take offense". Doesn't mean there wouldn't be a first time, though. I really enjoy the Realm scene, though, because of the maturity and intelligence of folks that hang out here.

Posted by: madmanatw on April 11 2002,13:34

I don't have a philosophical problem with the anonymizer knowing game state, I just don't see a way for it to be possible for it to do so. The information will all be help at my end, possibly with the help of Cyberboard. How is this simple perl script to learn whether or not the witch's familiar is in the clearing with the swordsman? Whether the pilgrim has the crystal ball? I don't want to have to, at each moment, keep a running config file of who is allowed to whisper to whom.

I think the best we can do is have the program CC the GM on all emails so the GM can lay the smackdown on people violating the whisper/shout rules.

Maybe once various GM tools reach a higher level of maturity we'll be able to provide an interface by which an anonymizer can learn more about the game state, but in this particular game at least very little of the game state information is to be stored on the email server.

(2) The PBEM I'm about to run isn't populated by people on this board, really. Your descriptor at least half describes me (I'm not married and have no children), but I've seen some game situations where everything stays in game and I've seen some, not necessarily with MR, where people you thought knew better got visibly annoyed at other players. It even happens sometimes in Cosmic Encounter, a game we specifically play as a "dick your buddy over" game. I wouldn't expect it to happen from most mature and regular MR players, but then I know one player who just actively dislikes playing MR as a non-cooperative game period. There are all types. The "Zeroeth rule" may not really be necessary, but you can rarely tell before you play with someone whether they are someone who needs to be reminded or not.

Posted by: madmanatw on April 30 2002,14:39

This doesn't really go anywhere else, so I'll post it in the general info section.

Last night I dreamed about the continuing work on this software. Specifically we were working on the AI for the various characters. They each had various motives for acting. I and I don't know who else were discussing the Swordsman, whose motivations were "Find gold; Annoy other characters; Break the law."

That's all I remember. 😊

Posted by: bill_andel on April 30 2002,15:34

Adam, you are sick, sick man... ...in other words, my kind of people! 😊

I hope we'll do a lot more than dream about this. Crunch time is beginning to ebb at work for now - it may just be the eye of the storm. I'm fiddling around with class definitions for realm objects, grammar, that sort of thing.

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: In what language should we write WebMR? started by finiasjynx

Posted by: bill_andel on April 09 2002,10:33

Before answering, consider:

- (1) Your familiarity with the language
 - (2) Your willingness to learn the language, and
 - (3) The languages capabilities for implementing a dynamic, graphic intensive, web-based application.
-

Posted by: finiasjynx on April 10 2002,01:08

Hi all.

Dave aka FiniasJynx here.

I'm willing to assist with the web version of MR.

I have exp. in JavaScript
Perl and C...as well as
all UNIX scripts and Linux

I'll do what I can when we
decide what needs to be done.

Lata,

Dave

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: Manual Board Building in initial WebMR started by bill_andel

Posted by: bill_andel on April 10 2002,08:57

Should we provide the capability for manual board-building in the initial release of WebMR?
"No" does not rule out adding it to a later release.

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: Include weather & seasons in WebMR 1.0? started by BryanWinter

Posted by: bill_andel on April 10 2002,11:56

Here's another "feature" poll: do we want weather and seasons in the first cut. In 1st Ed MR, there was simpler weather:

CLEAR: 4 phases/day, 7 days/week

SHOWERS: 4 phases/day, 6 days/week (1st cancelled)

STORM: 3 phases/day, 7 days/week

SPECIAL: 5 phases/day, 7 days/week (especially good)

Posted by: BryanWinter on April 10 2002,12:04

I vote for the full magilla. I already have it working in my program! 😊

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: Some thoughts on WebMR's Front-End started by jdfrenzel

Posted by: bill_andel on April 10 2002,09:12

Some initial thoughts on the form/GUI for recording one's moves for the day. I think it should have a scrolling list of phases. Each phase would be listed by its source, e.g. Amazon in current BIMR2:

Day 6:

Basic

Basic

Sunlight

Sunlight

MOVE (Stamina)

MOVE (Work Horse)

HIRE (Royal Sceptre)

Players should be able to re-order phases in the list and delete any they are not using. A player should select a phase he is using - this enables/displays a form at right where he specifies what he does in the phase.

That form should have a pulldown where he selects action (i.e. MOVE, HIDE, TRADE, HIRE, REST, etc.). If phase is from advantage or item, like "MOVE (Stamina)" above, this field is automatically filled in and can not be edited. Once the action is selected, additional fields would be enabled/displayed to provide parameters. e.g. HIRE would present player with pulldown to select group, checkbox to enable "buy drinks" (assuming character has sufficient GOLD), another pulldown to select an "acceptable" result, e.g. "PRICEx3", "PRICEx2", "PRICEx1", "BOON".

For a move, parameter would be a list of clearings reachable from current clearing. Handling Mountain clearings gets a little tricky here, in that it takes two phases. In actual game, players must record two move phases with duplicate orders. Handle that for players, or make them do it manually? Manually may be easier initially. Also MOVE or FLY might give option to popup a map window where clearings/tiles are clickable.

Anyway, y'all get the idea, so I won't go over all the actions here at the moment.

The other thing that is needed for each phase's form is a "rearrange belongings/trade with other characters" section, since this happens ahead of the action. Then some conditional blocking orders if character wishes to block someone after the action.

Posted by: BryanWinter on April 10 2002,11:16

Grrr... I wish I could get my MR program working becasue I already did this.

IN my version you do it pretty-much the way you suggest. When it is your turn to select your moves, a window shows up with a drop-down menu filled with all the phases you are allowed to do (there is soem checking inthere so you it won't show Hire or Trade if there is no one to hire or trade with and it won't show FLY if you can't fly, etc. - but that kind of intelligence won't be needed at this stage).

Also, the program keeps track of your phases and the weather and such, so if you move into a Cave it won't let you perform Sunlight phases and such. Getting that to work was a pain. Look at closely at the Weather chart sometime. Shuffling basic and sunlight and sheltered phases and things like swelter are a lot.

Anyway let's say I'm the Amazon and it's my turn. I have a single popup listed that lists Move, Rest, Search, Alert, Rest.

Based on my selection, another popup may or may not appear that asks for more info. If I Move it asks which clearing I want to move into (it lists the legal clearings I can move into and if I move into a mountain the next phase automatically is set to move again, etc.), if I pick Rest or Search it does ask me which chit I want to rest or table I want to use until I actually get to that phase in my turn, etc.

I also have an extra selection called "extra Move for Amazon." When it is time to select an action the program dynamically builds the menu and checks for my character abilities, the Treasures I have, Spells that affect me, etc.

Talking about it doesn't help - I'm gonna slap together some screenshots and show them that way. Look for a new post in a bit...

Posted by: bill_andel on April 10 2002,11:22

Weather and seasons may be something we want to dispense with for the first cut. If we implement weather (WX) at all, we might want to do it like 1st Ed, at least initially:

CLEAR: 4 phases/day, 7 days/week
SHOWERS: 4 phases/day, 6 days/week (1st cancelled)
STORM: 3 phases/day, 7 days/week?
SPECIAL: 5 phases/day, 7 days/week (especially good WX)

Frankly, though, I think we ditch WX/Seasons from WebMR 1.0.

Posted by: BryanWinter on April 10 2002,11:45

I did weather too! It's all in there. Take a gander at this - I think you may be pleasantly suprised...

< MR Program Alpha Screenshots >

Crank up your Browser window and please forgive the huge image sizes...

Posted by: bill_andel on April 10 2002,11:53

 SUH-WEEEEET!

Bryan, I almost think we ought to adapt your program as the UI/Client. We could put the guts on the server end.

What do you *NOT* have working? Maybe folks here could come up with algorithms.

Posted by: BryanWinter on April 10 2002,12:07

Welllllll.....

I'm about 70-80% of the way to a finished working First Encounter, but you see there's this BUG in there. My screenshots are from the program working in the IDE, but when I compile it

goes KEEEEEEEE-RASH! Every time! 😞

My next step was to get all the denizen counters into the program and then emulate the Setup Card. Which is where the Setup Stooge came from.

Posted by: BryanWinter on April 10 2002,12:21

By the way, take another look at the screenshot page. I added a shot of the character selection screen for the Amazon. Note how she is able to choose where she gets her armor from. INventory is handled as well, so later on the choices diminish as teh stuff is taken.

Also note (this is not shown in a screenshot) that in a multi-player game once a character is picked that radio button is disabled so the same character can't be picked by another player.

Yeah..I been workin' on this monkey FOREVER. 😊

Posted by: jdfrenzel on April 10 2002,14:24

I wanna play! 😊

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: Software

+---Topic: Combat: the Final Frontier started by bill_andel

Posted by: bill_andel on April 10 2002,09:39

As we kick around tools, ideas and algorithms for WebMR, remember that almost all of the automation problems have been solved, in part, by one utility or another. The problem no-one's built a utility for, though, is running combats. *THAT* is a challenging, complex problem which we should all give some thought to.

Posted by: dfs on April 10 2002,10:25

From our point of view one of the nice thing about combat is that it really is easily partitioned from the rest of the game.

In the spirit of making the game extendable...

I would suggest that we focus on building an interactive map that characters (and potential npc's) can traverse, block each other on, activate chits, locate and loot treasure sites, visit dwellings, summon monsters, natives and visitors.

I suspect such a prototype is roughly about a third of the total problem and the portion that has been solved several times. Such a utility by itself, would provide a real boon to the MR community and provide us with a tangible achievable milestone.

Combat is another third and the exceptions to the base code forced by the magic and combat systems would be the last third (Flying, Walking the woods, treasures that turn effort **s into times, controlling, the swordsman's ability to chose when he goes the exceptions go on and on). Of course, the more thought we put into the exceptions now means less work at the tail end.

I would be eager to take another stab at building a coherent combat algorithm after reviewing the third edition rules.

(The parenthetical comment about potential Npc's requires the building of a node map of the realm. Once that map has been constructed after the tiles are placed, it's a fairly easy matter to build NPC's that can roam the land as characters, looking for dwellings to trade in and potential treasure sites to loot. Think about building script based characters....)

Posted by: bill_andel on April 10 2002,10:44

While agree combat itself could probably be done as a separate module added on later in the development cycle, I disagree about spells - spells cast in evening can affect how many phases you have available in a day. This would affect the "first third" of your proposed three stage development pretty seriously. I'd rather try to accomodate magic and treasure effects from the beginning.

Posted by: BryanWinter on April 10 2002,11:52

I'm in the middle flowcharting the entire Evening - including Comba and Magic. Big job but I will post it when I have it ready.

Posted by: madmanatw on April 10 2002,13:31

Quote from dfs, posted on April 10 2002,10:25

-----QUOTE-----

(The parenthetical comment about potential Npc's requires the building of a node map of the realm. Once that map has been constructed after the tiles are placed, it's a fairly easy matter to build NPC's that can roam the land as characters, looking for dwellings to trade in and potential treasure sites to loot. Think about building script based characters....)

-----QUOTE-----

I think an Angband style Borg would be damn cool. 😊

I also think a good flowchart of evening would be useful for helping people learn the rules overall, as well as being necessary for our efforts here...

Posted by: jdfrenzel on April 10 2002,14:11

Quote from bill_andel, posted on April 10 2002,10:44

-----QUOTE-----

spells cast in evening can affect how many phases you have available in a day. This would affect the "first third" of your proposed three stage development pretty seriously. I'd rather try to accomodate magic and treasure effects from the beginning.

-----QUOTE-----

This is true about spells and magic, but the same is also true of special abilities, like Swordsman's Clever advantage. Spells, magic and special abilities are just mechanisms for breaking the rules, if you will - they are all exceptions. So I think it is quite feasible to create a "first third" without dealing with magic specifically, except to have an override in place to handle exceptions, whatever their source. In the first third, the exceptions would come from special abilities.

--- John

Posted by: bill_andel on April 10 2002,15:17

I think we're saying essentially the same thing, John. If we're simulating special effects from advantages, then do we not have the "infrastructure" in our code already to simulate treasures and spell effects? The only additional wrinkle with spell effects would be the presence of color magic and ritual chits to cast the spell. Hardly rocket science to add that.

So it almost seems like the Realm is two games, the "Daylight" game and the "Evening" game.

Posted by: dfs on April 10 2002,15:31

"I'd rather try to accomodate magic and treasure effects from the beginning "

I agree to a point. Many of the exceptions are small and easily anticipated, but there are others that appear very different. I still think a combat-less protoype is the way to go. I will be off line for several days, but this project will be close to my thoughts.

Posted by: bill_andel on April 10 2002,15:37

Quote from dfs, posted on April 10 2002,15:31

-----QUOTE-----

I still think a combat-less protoype is the way to go. I will be off line for several days, but this project will be close to my thoughts.

-----QUOTE-----

Totally agree, hence my pronouncement regarding "Daylight" and "Evening" games. What we'd end up with for first cut, then would be a "First Encounter"-like game, essentially.

End of Topic

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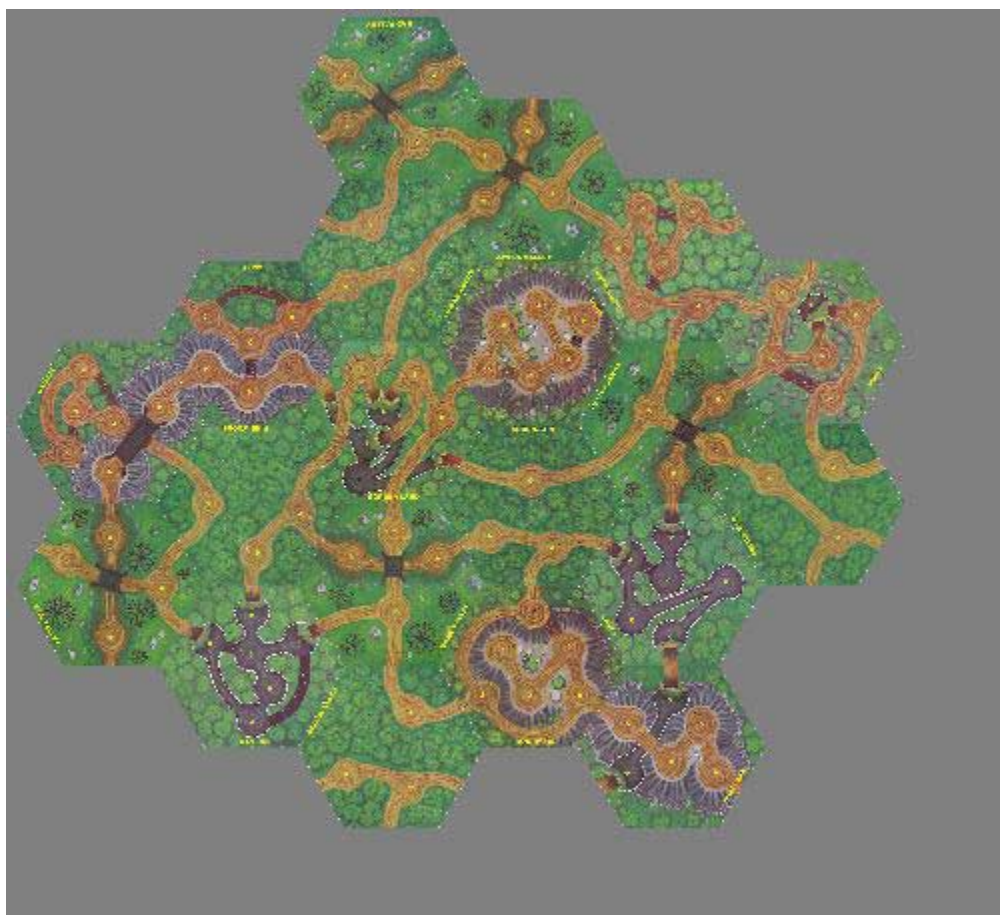
-MRNet Forums

+--Forum: Software

+---Topic: Lookit! started by D'Archangel

Posted by: D'Archangel on April 11 2002,15:03

Bryan was kind enough to edit his tiles and post them, so I sat down and wrote a script that will assemble a two-dimensional array of tile descriptors into an image of the map. It's done, so have a look at its output in various forms.



First, inline:

Not really a thumbnail, but once you get down to smaller than sixteenth-sized, it gets hard to make out anything.

< The pre-generated full-size map > is the same map before being thumbnailed.

If you feel in a particularly daring mood, you may want to < try it live! > Wait, slack-jawed, for some three seconds while my computer assembles the map on the fly.

Are we having fun yet?

I'll put the source for the CGI version of the script in a reply.

Posted by: D'Archangel on April 11 2002,15:09

This could probably be simplified and tightened. Sue me.

-----CODE SAMPLE-----

```
#!/usr/bin/perl
#
# Builds a static map dynamically from individual pieces.

use GD;

my $tilewidth = 374;
my $tileheight = 324;

my $tilepath = "/home/darch/beach/experiments/bigtiles";

my @map = (
    [ "", "", "badvalley4", "awfulvalley1"],
    [ "", "cliff4", "lindenwoods6", "crag5", "deepwoods2", "ruins6"],
    [ "ledges3", "pinewoods4", "borderland1", "nutwoods4", "curstvalley3", "oakwoods2"],
    [ "evilvalley2", "cavern1", "darkvalley6", "mountain1", "caves2"],
    [ "", "", "maplewoods3", "", "highpass6"]
);

# Find width of the map. Should even deal gracefully with holes

my ($leftmargin, $rightmargin) = (30, 0);

for my $row (@map) {
    my ($i, $foundtiles) = (0, 0);
    for my $col (@$row) {
        if ($col && !$foundtiles && ($i < $leftmargin)) {
            $leftmargin = $i;
            $foundtiles = 1;
        }
        if ($col && ($i > $rightmargin)) {
            $rightmargin = $i + 2;
        }
        $i++;
    }
}

my $width = (($rightmargin - $leftmargin) * $tilewidth * .75) + 50;
my $height = ($#map + 1 + .5) * $tileheight + 40;

$im = new GD::Image($width, $height);

$im->colorAllocate(128,128,128); # background color grey

my $j = 0;
for my $row (@map) {
    my $i = 0;
    for my $tile (@$row) {
        next unless $tile;
        last if $i >= $rightmargin;
        my $src = newFromPng GD::Image("${tilepath}/${tile}-01.png");

        # offset odd-numbered rows
```

```

        if (($i - $leftmargin) % 2) {
            $x = (($i - $leftmargin) * .75 * $tilewidth) + 25;
            $y = ($j * $tileheight) + (.5 * $tileheight) + 20;
        } else {
            $x = (($i - $leftmargin) * .75 * $tilewidth) + 25;
            $y = ($j * $tileheight) + 20;
        }
        $im->copy($src, $x, $y, 0, 0, $tilewidth, $tileheight);
    } continue {
        $i++;
    }
    $j++;
}

```

`$output = $im->jpeg;`

`print "Content-type: image/jpeg\n\n";`

`binmode STDOUT;`

`print $output;`

-----CODE SAMPLE-----

Posted by: bill_andel on April 11 2002,15:10

Awesome! On the T1 at work, "live" and "full-size" take about the same amount of time. Will try at home over 56K dial-up on weekend and let you know what happens.

Posted by: Bmanzpapa on April 11 2002,16:37

Sweet!!!

rubs hands together and mumbles

Must tinker, must tinker, must tinker...

Now we just need the board-building algorithm from the board-builder program. 😊

Dan

Posted by: BryanWinter on April 12 2002,14:46

Quote from Bmanzpapa, posted on April 11 2002,15:37

-----QUOTE-----

Now we just need the board-building algorithm from the board-builder program. 😊

-----QUOTE-----

Done! See the MR Random Board Builder Code thread!

Now get to work! 😊

Posted by: bill_andel on April 12 2002,16:13

Quote from bill_andel, posted on April 11 2002,15:10

-----QUOTE-----

Awesome! On the T1 at work, "live" and "full-size" take about the same amount of time. Will try at home over 56K dial-up on weekend and let you know what happens.

-----QUOTE-----

OK, I tried it dial-up. Good news is, graphics started to render virtually immediately. Bad new is that it took around two minutes for the whole map. The fact that it actually does a bit at a time made that delay less frustrating then it would be if nothing showed up for that amount of time.

We need to begin scheming to reduce this time. For example, except when a tile flips, the map layout for a specific game should be static. Can we rely on cached images at the client's end to somehow reduce draw time? Then it becomes just a matter of dynamically drawing counters on the cached map.

Posted by: D'Archangel on April 12 2002,17:15

Quote from bill_andel, posted on April 12 2002,13:13

-----QUOTE-----

We need to begin scheming to reduce this time. For example, except when a tile flips, the map layout for a specific game should be static. Can we rely on cached images at the client's end to somehow reduce draw time? Then it becomes just a matter of dynamically drawing counters on the cached map.

-----QUOTE-----

There may be a way to do this using CSS, but I would have to look up a reference. It would involve rendering only the map at the server end, and would only work if the client intelligently decided whether to retrieve the map. Someone more familiar with how to make web browsers dance should weigh in here.

Another option is to only display a portion of the game board at a time, along with a small overview map and an option to look at the whole thing as necessary. Reducing quality by too much is probably unwise.

Posted by: BryanWinter on April 12 2002,17:27

Again you can do it with layers. The bottom layer has the big map image, then the houses and chits... well, here is how the layers (will) work out in my game from "top to bottom"

- Player icons
- natives
- monsters
- other clearing stuff (adandoned piles usually)
- sounds and warning chits
- dwellings
- clearing effects (magic present, etc)
- main map

But the more layers is more time to download. Maybe the map is only updated during evening and midnight. After every player move will be alot of downlaods, even if you do cache the main map.

Posted by: jdfrenzel on April 12 2002,17:48

Do we need to render the entire map at full size? Even if it could fit inside a standard window at a reasonable resolution, it wouldn't leave room for anything else that may need to be displayed.

I prefer a smaller, zoomable image in one corner, with a larger view encompassing 7 or so normal sized tiles in a centered frame or cell. That would reduce the size of the download by one-third without reducing map size or image quality.

--- John

Posted by: madmanatw on April 12 2002,18:08

Quote from BryanWinter, posted on April 12 2002,17:27

-----QUOTE-----

Again you can do it with layers. The bottom layer has the big map image, then the houses and chits... well, here is how the layers (will) work out in my game from "top to bottom"

-----QUOTE-----

And if you don't want to deal with layers and if you only care if there are 2 layers, then you can make the map a table cell background and put all the other images on top of it.

To the purists this is a HORRIBLE abuse of tables, but it does work. 😊

Posted by: D'Archangel on April 12 2002,22:52

Quote from madmanatw, posted on April 12 2002,15:08

-----QUOTE-----

To the purists this is a HORRIBLE abuse of tables, but it does work. 😊

-----QUOTE-----

Get thee behind me, Satan!

Posted by: D'Archangel on April 12 2002,22:54

Quote from jdfrenzel, posted on April 12 2002,14:48

-----QUOTE-----

I prefer a smaller, zoomable image in one corner, with a larger view encompassing 7 or so normal sized tiles in a centered frame or cell. That would reduce the size of the download by one-third without reducing map size or image quality.

-----QUOTE-----

I reallyreally prefer this as well. The principal reason that the map download takes so long is that it's for the entire thing. It's much less painful if smaller chunks, and the thumbnail take a couple of seconds. Plus, it'll make the UI a little bit more manageable.

Posted by: D'Archangel on April 13 2002,00:14

Alternately (or at least additionally), we could have a small map on the main GUI screen, but preload the big map in the background (by, for instance, putting an IMG or OBJECT link on the main page that specifies WIDTH=0 and HEIGHT=0), so it'll be available to be displayed when the player elects to look at the big, detailed picture.

Posted by: madmanatw on April 13 2002,03:34

Quote from D'Archangel, posted on April 13 2002,00:14

-----QUOTE-----

Alternately (or at least additionally), we could have a small map on the main GUI screen, but preload the big map in the background (by, for instance, putting an IMG or OBJECT link on the main page that specifies WIDTH=0 and HEIGHT=0), so it'll be available to be displayed when the player elects to look at the big, detailed picture.

-----QUOTE-----

You can preload images with JS (yeah, I know, a lot of people consider JS to be evil) without having to create something with width and height of 0... which is somethine some browsers play very badly with. width=1 and height=1, sure, but set 'em to zero and you're asking for trouble.

Posted by: D'Archangel on April 13 2002,12:54

Quote from BryanWinter, posted on April 12 2002,11:46

-----QUOTE-----

Done! See the MR Random Board Builder Code thread!

Now get to work! ;)

-----QUOTE-----

On it.

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: Share and enjoy started by bill_andel

Posted by: D'Archangel on April 15 2002,23:12

In order to get the WebMR project rolling, we need a central place to put our happy code.

SourceForge is one option, but that would require that the code be open-sourced. Adam has also stated that he is willing to stick it in his private CVS repository, which has the benefit of not limiting our licensing options. It also has the cost that we'll be dependent on his personal computer and won't get any of the neat interface things that using SF gives us.

While this thread is typed as a poll, there should probably be some discussion before we actually start making choices. So, like, discuss, already.

Posted by: madmanatw on April 15 2002,23:15

Additionally, if we go Open Source we have to pick a license in order to set up a SF group. So keep that in mind.

I'll be happy to either own the SF group or host the CVS server, whichever we decide.

Posted by: bill_andel on April 16 2002,08:17

I've not voted on this yet, but I will out point something really important: Magic Realm is **NOT** our intellectual property. Whose it is is sort of a muddy issue at the moment. Hasbro has said they don't own it. Monarch/Avalon Hill is defunct. Therefore Richard Hambelin *probably* owns the rights.

Point being, I don't know if we can claim any sort of proprietary rights to what we create since it is based on something not ours to begin with. At the least, we should probably contact RH and get permission to do this, as a matter of form. If we are doing it not-for-profit, he'd likely approve, since he seems to encourage the PBEM community. But he might feel differently if we try to make any money off his creation.

Posted by: BryanWinter on April 16 2002,09:17

I seriously doubt anyone would make money off this thing. Which is why all this licensing/opens source talk is kinda moot IMHO. The fruit of our labor is going to be used by a small handfull of people.

Regardless, Bill is correct, even if we COULD make a dime off this thing, we shouldn't.

I see it as a fun intellectual exercise.

If we need to pick an open source license to be able to host the code, then just pick one.

Posted by: D'Archangel on April 16 2002,10:19

Just to clarify my own feelings on this matter, I am myself opposed to any attempt to make money off this project, even were it possible. I pose the question principally because I don't want to commit other developers to working under circumstances they find intolerable.

Personally, I feel that releasing under an open source license is the Right Thing, but this is the

sort of decision that requires a consensus.

Posted by: bill_andel on April 16 2002,12:24

Here's a draft of a note I would like to ask Stephen McKnight to pass on to Richard Hambelin for us, if he would be so kind and if all of you approve the wording -

-----QUOTE-----

Dear Mr. Hambelin -

A number of us who are fans of the game Magic Realm which you designed for Avalon Hill are undertaking a project to develop web-based software which automates adjudication of the game. It is our intent to develop this software for purely recreational purposes, not for profit. To date, we have only discussed this project but have not developed any software. As the probable owner of this intellectual property, we are seeking your permission before proceeding further with this endeavor. Please reply at your earliest convenience as to whether you will permit us to adapt Magic Realm to software.

*Sincerely,
our names here*

-----QUOTE-----

Well guys, what do you think?

Incorporated Bryan's suggestion.
Removed "open source license" per Adam's comment.

Posted by: BryanWinter on April 16 2002,12:59

You may want to clarify "open source" a bit more to drive the point home that this will not be anything anyone has to pay to use.

Posted by: madmanatw on April 16 2002,13:23

I also want to point out that just because a project's source is "closed" doesn't mean that it costs money to use- free as in beer, free as in speech, yadda yadda. I think we can all agree that the end binaries will be free, but that doesn't necessarily mean that we will give out the source code.

That said, keep in mind that certain open source licenses would allow other people to find our code, grab it, and then sell it! This is why we would want to actually put a little thought into an open source license if we want to from the get-go forbid this turn of events.

Posted by: bill_andel on April 16 2002,13:52

Dang, good point. Wish I could change my vote. 😞

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: Component Storehouse started by madmanatw

Posted by: BryanWinter on April 11 2002,10:06

OK, here are some tiles to use! I took all my MR Board Builder tiles, clipped the white corners off, and made them 64-color transparent gifs. They are in two sizes. The big ones are 374x324 pixels and the small ones are 150x130 pixels.

Each size contains 240 images - 20 tiles x 2 sides x 6 orientations. The big ones are 48-52K each. The small ones are all about 12K each.

FYI, I tried several ways to have only one orientation of a tile and have the program handle 60, 120, 180, 240 and 300 degree rotations, and do the resizing, and it always ended up looking a lot muddier than just using two sizes of tiles at preset orientations. The drain on the CPU was too heavy and Photoshop does a better job of rotating an image than anything else.

Finally, the .zip file may contain some extra garbage that will show up on your PC. If you see files like ".DSstore" and such those are just Mac OS X pieces and you can ignore them.

Enjoy!

< MR Transparent Tiles (14 Meg) >

Posted by: D'Archangel on April 11 2002,11:05

Cool beans! *downloads*

Posted by: bill_andel on April 15 2002,11:00

D'Arch - I've got the denizen counter images for you, but the option to download attachments here doesn't seem to be available today! Send me an e-mail off-board and I'll e-mail them to you as an attachment.

Posted by: bill_andel on April 15 2002,15:38

John's turned attachments back on, so I've posted the denizen counter images for anyone else who might want them.

Posted by: Teresa on April 18 2002,16:52

I have bitmaps of all the counters in the game, if anyone needs them. Brian Sharwood and I put these together for the Cyberboard gamebox.

Posted by: bill_andel on April 19 2002,07:52

Could you post them here, please, Teresa? Thanx much.

Posted by: Teresa on April 21 2002,13:04

Err... forgive my tech-newbiness, but I don't know how!! Anyway, I just sent them all to Adam, if he is working with you on this project - Teresa

Posted by: madmanatw on April 21 2002,14:46

The stuff she sent me was over 10M, and wasn't even all of it (it was everything I didn't already have, though). So they are likely a bit large for this board, but I'd be glad to host them on my web server if people promise not to hammer it too hard. 😊

Posted by: BryanWinter on April 21 2002,20:49

I can host it on my site - I have no Bandwidth restrictions. 😊

Posted by: madmanatw on April 21 2002,21:51

I won't get shut down for using too much bandwidth or anything, it's just that I'm on ADSL and so if enough people are downloading from me at the same time my whole house's network connection slows down! 😊

Posted by: bill_andel on April 22 2002,08:55

Adam - just post all counters *except* map tiles and denizens as attachments, since those have been posted here already.

Posted by: madmanatw on April 22 2002,13:30

I asked Teresa to send me everything but for exactly that reason. I'll upload the zips she made when I get home and post URLs here.

Posted by: jdfrenzel on April 22 2002,14:35

OK, the zip file contains the tab-delimited ASCII data files for the treasures, spells, weapons and (non-native) horses. I thought I had the armors, but I guess I didn't get that far.

The first line of each file is a header, so you'll want to strip this line out or skip over it when reading in the data.

--- John

Posted by: BryanWinter on April 22 2002,15:27

Don't forget about the chit list Exel spreadsheet - it has all the stats of all the stuff. I use it every day!


< MR Chit List >

Posted by: jdfrenzel on April 22 2002,17:25

-----QUOTE-----

Don't forget about the chit list Exel spreadsheet - it has all the stats of all the stuff

-----QUOTE-----

I was looking for that! *swipe* 

--- John

Posted by: madmanatw on April 22 2002,17:38

Any objection to me taking that excel spreadsheet and turning it into an HTML table? I've got a perl script to do just that lying around on my machine at home, somewhere...

Posted by: madmanatw on April 22 2002,21:36

< Magic Realm Chits Download >

Here we go, this is all the stuff Teresa sent me, and also the Excel spreadsheet posted above, and an HTML table version of that Excel spreadsheet.

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: DB stuff started by BryanWinter

Posted by: jdfrenzel on April 14 2002,01:17

Hugo-

Whenever you're ready to play around with the DB, drop me a line and I'll send along the mySQL admin stuff we have setup here.

In addition, as part of the 'Resources' section on this site, some of the game data is already in structured ASCII format. Right now I have the spells, treasures, weapons, armors and horses in tab-delimited text files. This data will need to be tweaked a bit before it's completely ready for this purpose, but it's a start.

--- John

jdfrenzel@attglobal.net

Posted by: bill_andel on April 15 2002,09:25

John, could you post the tab-delimited files some place the rest of the team can get at them? It'd give those of us working "behavior" something to start prototyping against.

Posted by: Hugo on April 16 2002,09:06

Draft DB structure, plus some explanatory notes.

Posted by: BryanWinter on April 16 2002,10:06

This may help you out - here are all the properties of all the classes (so far) in my MR project:

< MR Program Class Properties >

Enjoy!

Posted by: BryanWinter on April 17 2002,10:48

Hugo,

Really nice DB design. I really need to add that kind of capability to my skill base.

Anyway, the only question I have is if you made it possible for a clearing to emit more than one color of magic. Some enchanted sides made dual-color magic, plus all the stuff that can gather in a clearing.

In my program, each clearing has a "colorMagicPresent(4) as boolean" array associated with it, that keeps track if that clearing is emitting that color. Each array element is predefined to a certain color:

```
colorMagicPresent(0) =true //white magic is present in the clearing
colorMagicPresent(1) =true //black magic is present in the clearing
colorMagicPresent(2) =true //grey magic is present in the clearing
```


colorMagicPresent(3) =true //purple magic is present in the clearing
colorMagicPresent(4) =true //gold magic is present in the clearing

This is an easy dumping ground when it is time to check for magic - just check the clearing's colorMagicPresent(n) array.

Posted by: bill_andel on April 17 2002,11:15

-----QUOTE-----
Some enchanted sides made dual-color magic
-----QUOTE-----

To be precise...

-----QUOTE-----
38.2/5-a. GREY, GOLD and PURPLE magic are supplied in every clearing on the CRAG tile. In the BORDERLAND tile, ... both GREY and PURPLE magic are supplied in clearing "6".
-----QUOTE-----

So actually, the CRAGS have *three* colors of magic!

Posted by: Hugo on April 24 2002,10:22

Hi Bryan

Work decided to be busy for a few days, so only just caught up. 😊

First, yes, the "Color" fields on both the clearing and piece tables are set datatype. Both can emit any number of colors, and you can find out all the magic colors present in a clearing by unioning the clearing's set with those of all the pieces present in the clearing.

Glad you like the DB. When I saw your class properties my first thought was all the things I'd forgotten! When I next get some time (probably tomorrow evening) I shall add a few things to the DB, and start working out the SQL statements necessary to implement your properties and methods.

Hugo

Posted by: BryanWinter on April 24 2002,17:38

Glad to be of help!! 😊

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: Grammar for daylight orders parser started by bill_andel

Posted by: bill_andel on April 25 2002, 16:09

Crunch time at work has at last abated so I have some time to think about this stuff again. So I have devised a prototype grammar for writing daylight orders for a parser. I've used pseudo-BNF (Backus Naur Form) to describe it. Note that I have included "optional" parameters to allow players to specify as much information as possible, even data not normally required to be recorded at "Birdsong".

I'm thinking that "incomplete" orders, i.e. those without the necessary parameters to resolve them, could trigger a "clarify" request being sent to the player to provide the missing parameters, e.g. what chit to rest, a list of items RHQ has for sale, so which are you buying, etc. This could also provide a mechanism to cancel a phase or to block.

Posted by: bill_andel on April 25 2002, 16:10

Well heck, the file didn't attach! Try again. 😊

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: MR Setup Stoooge & Map Maker started by BryanWinter

Posted by: bill_andel on Nov. 19 2001,15:33

Well, now that I'm settled in my new job and new part of the country, I've had time to catch up on some of the nifty tools people have been producing, including Bryan Winter's Map Maker and Setup Stoooge.

Bryan, what a nice job! These tools are visually stunning. Curly as the Witch King and the Stooges sound bytes are hysterical! These tools have the ***potential*** of dramatically reducing GM workload in PBEM games. I say "potential", because the one feature they did not seem to have (unless I missed it some how), but which is critically needed in order to realize this potential is the ability to save and restore. Any chance you'd be able to add those features anytime soon? Thanks much and keep up the great work.

Posted by: BryanWinter on Nov. 21 2001,09:35

Thanks, Bill! Glad you liked the Curly bits. I felt like I was taking a bit of a chance there, hence the "turn it off" option. 😊

As for saving, yes indeedy! Saving state has been on the list from Day 1. Version 2.0 of the Stoooge will have it, but unfortunately my time has been eaten up by my job lately!

But I'm very close. I have to figure out why the #\$\$%^& thing keeps throwing an exception whenever I create a file and then it will be good to go. I had it working once (and when it works it works GREAT), but then I added some other enhancement and it screwed up file saving. Ah well.

It'll come - I promise! 😊

Posted by: BryanWinter on Jan. 07 2002,17:07

The Setup Stoooge Version 2 has finally been released! File Saving! File Saving! File Saving! Yay!!!

Check it out!

< MR Setup Stoooge v2.0 >

Note that the Mac version is no longer "Carbonized" for OSX - I discovered that I need to upgrade my development software. So it is a pure Classic app.

Posted by: BryanWinter on Jan. 31 2002,17:24

Hi everyone,

I've updated the MR Setup Stoooge to version 2.1, which adds these two new features:

PRINT CURRENT LIST

By clicking this button you will be prompted to name and save a text document that lists the

current contents of your Setup Card. You can then open this file in any text editor to view the contents.

NOTE: The Setup Stooge only keeps track of "inventory" for Treasure Site treasures and Spell Book spells (basically any button that displays a number). Other "box contents" are permanently placed. This means that even if during your game, for example, the Chest was opened the its two treasures taken, the Setup Stooge will still display the Chest contents when you click its button and when you print out the Current Setup Card List!

--- and ---

VISION CHECKBOX

By checking this box you are assuming that you have received a "Wish for a Vision" via the WISH table. When checked you may view the treasure cards in the Treasure Site boxes and Treasures w/in Treasurse boxes (that contain treasure cards) without affecting card order or being bothered with things like Curse results.

Details and downloads can be found here:

< MR Utilities >

Enjoy!

Posted by: CamStodd on May 01 2002,09:28

I'm having trouble running the Mapmaker. It tells me I don't have quicktime installed but I do. Are there certain components of Quicktime that are required?

Or perhaps it doesn't work in Windows 95?

Any other sugestions as to what I might be missing.

Posted by: BryanWinter on May 01 2002,17:53

Quote from CamStodd, posted on May 01 2002,08:28

-----QUOTE-----

I'm having trouble running the Mapmaker. It tells me I don't have quicktime installed but I do. Are there certain components of Quicktime that are required?

Or perhaps it doesn't work in Windows 95?

Any other sugestions as to what I might be missing.

-----QUOTE-----

Hmmmm...

I've never tried it on a Win95 machine. It works fine on Win98.

The program uses QuickTime for its graphics routines. It could be that Win95 can't handle it.

Also, make sure you have a recent version of Quicktime. Version 5 is now available. Anything less than v4 may also be culprit.

Good luck!

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: Software

+---Topic: Bad ideas started by bill_andel

Posted by: madmanatw on May 07 2002,02:07

I had a few ideas today of things that should not be done. (This in the spirit of "Things Man Was Not Meant To Know.")

I'm making some icons for my map. For instance, on the smaller version, if there are abandoned items in a clearing I'm going to put a treasure chest icon at that clearing instead of trying to represent the pile. A bag will represent dropped items. A gravestone for where characters have died.

For the chest graphic I used a tile from the Ultima V tileset. This led to my truly bad idea as I looked at forest and grass and dungeon entrance tiles. Yes, I considered trying to make a "Magic Realm" board out of Ultima V tiles.

What's more- take a look, if you care, at < The Dark Unknown >. In most modern browsers it should work fine, as much of it as exists. You can move around the map, but that's it so far. But, since the movement engine exists, I had evil thoughts of making the MR map (or section thereof) and feeding it to my engine here so you could walk around it. 😊

Anyway, the other bad idea. Once we have things such that the game state can be saved in a format that multiple different programs can interface with, my housemate Vynce and I discussed the possibility of putting a Frotz interface on it. Frotz, for those who don't know, allows for the making of Zork-style all text adventure games.

You are in a wooded clearing. There is an altar hidden among the rocks and rubble. It smells dank here.

>

We speculated on all sorts of ways to make interesting Hidden Realm stuff work with this- including the interface not even telling you what tile you were in, or which numbered clearing. Just describe them. (The "rubble" above would imply the Ruins tile, for instance, with the warning chit "Dank C" and the "Altar 1" chit. Furthermore, he's in clearing 1, since he's at the altar.)

Maybe discovering chits would give you the shortest path to what you discover, instead of a clearing number, since you don't know the tile layout. Peering from mountains would give you map info. It'd rock.



Anyway. Ahem. Back to sane, achievable plans.

...for now.

Posted by: bill_andel on May 13 2002,09:20

Actually an MR MUD might not be such a bad idea, Adam! 😊

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: The Random Board Builder Code started by madmanatw

Posted by: BryanWinter on April 12 2002, 11:38

Well, gang, here it is. The fruit of a LOT of labor. This is just the code snippets that build the actual board array, it does not include drawing the board.

Should be a nice weekend project to perl-ize this baby. 😊

The code is mostly in red, but whenever I have a function call I put that in blue (so it stands out). I also put "not" in a purple color to make things like "if not foo then" stand out better.

And comment code is in green.

Note that I trimmed out a lot of code dealing with playing the game and initializing the pieces and such. Which is why you may see some unnecessary functions like the main buildNewBoard function which really doesn't do anything but call two other functions. Just FYI.

If you are interested I can put up a lot of other code snippets - like my classes for players and denizens and spells and treasures and armor and weapons and horses and... 😊

Also FYI, realBasic is not case sensitive, so "myVariable" and MyVariable" and "myvariable" and "MYVARIABLE" are all the same variable. Be on the lookout if your development language is case-sensitive. I tried to be consistent anyway, but I'm sure there are some in there that vary in their cases.

< MR Random Board Builder Code >

Disclaimer....

I am a hobbyist. My code probably sucks. If you read it and ask yourself "why did he do it that way?" the answer is that it was probably the best way I could think of while on the bus on the way to work. 😊

I'm sure you will see some functions that have variables dimmed that don't do anything. That's a result of me altering the code without cleaning up the deadwood. Forgive me! 😊

I welcome your feedback!!!

Posted by: BryanWinter on April 12 2002, 14:44

I went through and removed some of that deadwood I mentioned above. The biggest culprit was the setTileOrientation subroutine that had all these variables dimmed but didn't use any of them. 😊

Maybe I should do a little WORK today...?

Nah!

Posted by: madmanatw on April 12 2002,18:04

Quote from BryanWinter, posted on April 12 2002,14:44

-----QUOTE-----

Maybe I should do a little WORK today...?

-----QUOTE-----

Um... why?



Posted by: dfs on April 15 2002,12:44

Some clearings change available paths when enchanted.

You might think about anticipating that in the constructor.

Other than that it looks fine

dfs

Posted by: BryanWinter on April 15 2002,15:27

Two things:

1) You don't use the enchanted sides when board building, thus you do not have to worry about them.

2) When a tile flips, you keep it at the same orientatration, so it is very likely that parts of your board will not connect to the Border Land. However, the definitions of the clearings do not change. Clearing 4 in the Ruins tile is still clearing 4, and contains all the same stuff no matter which side it is on. The only real changes is the paths to and from a tile and the inherent magic color that is supplied on the enchanted side. But they don't come into play during board building.

In my program, the paths of each side are defined seperately. Take a look at the "initializeMasterTiles" and "initializeTilesInPlay" subroutines for brutal detail. In effect, I set up 40 unique tiles and when a tile is flipped, the whole "piece" changes to a different "piece" - the stuff in one piece's clearings are copied to the other piece.

Once you get to the game play, when it is time for a character to select his actions, and selects a Move action, the program automatically runs a routine that gives the character his leagl destinations, and checks for which "side" of the tile is face-up at the moment. So the legal move choices can change.

Hope that helps!

Posted by: Bmanzpapa on April 16 2002,12:01

Quote from BryanWinter, posted on April 15 2002,15:27

-----QUOTE-----

Once you get to the game play, when it is time for a character to select his actions, and selects a Move action, the program automatically runs a routine that gives the character his legal destinations, and checks for which "side" of the tile is face-up at the moment. So the legal move choices can change.

-----QUOTE-----

I don't think our online system should restrict which clearing you can select for a Move action. The rules themselves allow for recording illegal moves in anticipation of the board or game situation changing to render the move legal.

Posted by: BryanWinter on April 16 2002,17:14

I thought I'd see how scalable my board builder program was for multiple maps. Turns out after only a couple, hours of work I was able to crank out random maps using any number of sets! The image it creates is a hog though and so I'm limiting it to 5 for now. I'll try to get this ready for prime time, but thought you may be interested in some screenshots:

< Multi-Board Builder Screenshots >

Enjoy!

P.S. Pardon the hefty image sizes. :-)

Posted by: D'Archangel on April 19 2002,01:44

< <http://www.passwd.net/~darch/cgi-bin/makemap.pl> >

Just click on the link.

It took me a week, but it's done. Not to mention object oriented. I need to do some ancillary fixing-upping, but the core routines are working.

Oh, please don't abuse this script; I need to do some optimizing to bring down CPU overhead on this sucker.

Enjoy.

Posted by: BryanWinter on April 19 2002,07:48

Fan-friggin-TASTIC!

Works great! Anyone who bashes your code has to answer to me. 😊

I hit refresh quite often to build a new map (sorry I couldn't resist). Thank heavens for my cable modem! The maps are perfect - nice and random and quite legal.

The only real note is that sometimes a map will generate that is too "wide" and it extends beyond the right edge of the image, and is cut off. I'm not sure if you are doing it this way, but in my drawing routine I create a "blank" image that is the correct size (based on the final mapGrid dimensions) and then plop the tiles into it. I found that the perfect (x,y) coordinates

for the final image size are:

```
width: (endingX * (tile.width * .75)) + tile.width
height: (endingY * tile.height) + tile.height + (tile.height/2)
```

Also, in my program I have a "minimap" view for navigation. But it is restricted to a specific size. So when I have to resize my big image down and make sure it fits in the bounds of its "container" I also have to make sure a "wide" map and a "tall" map will both fit. So here is some pseudo-code that does this:

```
if bigMapPic.width > bigMapPic.height then
    smallMapPic.width = smallPicContainer.width
    smallMapPic.height = bigMapPic.height*(smallPicContainer.width/bigMapPic.width)
else
    smallMapPic.width = bigMapPic.width*(smallPicContainer.height/bigMapPic.height)
    smallMapPic.height = smallPicContainer.height
end if
```

Hope that helps!

An excellent job!!! At least it only took you a week. It took me MONTHS! 😊

Posted by: bill_andel on April 19 2002,07:54

That rocks, D'Arch!

Posted by: BryanWinter on April 19 2002,08:07

Quote from Bmanzpapa, posted on April 16 2002,11:01

-----QUOTE-----

I don't think our online system should restrict which clearing you can select for a Move action. The rules themselves allow for recording illegal moves in anticipation of the board or game situation changing to render the move legal.

-----QUOTE-----

Actually I checked and my program does this (I forgot!!). When it is time to select your move destination it allows to pick clearings that are beyond passages and paths you have not yet discovered. Then once it is time to actually move, it checks the legality.

But I also realized it doesn't anticipate a tile becoming enchanted in the middle of your turn (i.e. the "cut accross the woods" trick), so I'll have to get that in there.

I'll probably add a little "helper" in the desination clearing dropdown in which "illegal as of your current discoveries" moves are in italics or something.

FYI, the way it works is that when it is time to plan your moves, the program places a "marker" in your clearing. If you select a Move phase, the program will determine the adjacent clearings from your clearing and offer those choices in a dropdown. Once your choice is made, the marker is placed in that new clearing and if you select another Move phase it determines the adjacent clearings based on the clearing the marker is in, and so on.

This way you don't have to select from every single clearing each time you move, only those

clearings that are possible to get to from your "current position." It works like a dream.

Posted by: BryanWinter on April 19 2002,08:10

Next I'll bundle up my code for determining how the program knows exactly which tile and clearing you clicked on. I'll see if I can do that today sometime. It's a pretty sweet trick that I found online and so easy you will whack yourself on the head. Of course you need to set up a huge database of clearing coordinates first. 😊

Hey, I already did that! 😊

Posted by: D'Archangel on April 19 2002,12:01

Quote from BryanWinter, posted on April 19 2002,05:10

-----QUOTE-----

Of course you need to set up a huge database of clearing coordinates first. :p

Hey, I already did that! :D

-----QUOTE-----

You can't imagine how delighted I am to hear that.

Actually, you probably can. Suffice to say that that was not a job I wanted.

(Stupid spac ebar.)

Posted by: D'Archangel on April 19 2002,12:25

Quote from BryanWinter, posted on April 19 2002,04:48

-----QUOTE-----

Fan-friggin-TASTIC!

Works great! Anyone who bashes your code has to answer to me. ;)

-----QUOTE-----

Thank you, thank you. After the day I had yesterday squashing bugs on this stupid thing, it does good to hear that.

-----QUOTE-----

I hit refresh quite often to build a new map (sorry I couldn't resist). Thank heavens for my cable modem! The maps are perfect - nice and random and quite legal.

-----QUOTE-----

CPU-abuser. Naughty. [aside]Poor etc, did the bad man hurt you?[/aside] =D

-----QUOTE-----

The only real note is that sometimes a map will generate that is too "wide" and it extends beyond the right edge of the image, and is cut off. I'm not sure if you are doing it this way,

but in my drawing routine I create a "blank" image that is the correct size (based on the final mapGrid dimensions) and then plop the tiles into it. I found that the perfect (x,y) coordinates for the final image size are:

*width: (endingX * (tile.width * .75)) + tile.width*

*height: (endingY * tile.height) + tile.height + (tile.height/2)*

-----QUOTE-----

I am aware of this issue and am looking.. oh, my.. suddenly, I feel the distinct desire to set up a Bugzilla server. *cough* Anyway, I know this happens and I know why it happens, it's a minor bug in the generation algo that sometimes builds a map with a blank row and/or column.

-----QUOTE-----

An excellent job!!! At least it only took you a week. It took me MONTHS! :)

-----QUOTE-----

I had a lot of help, in the form of ready-to-use tile images and sample source. And we're only getting started.

Posted by: bill_andel on April 30 2002,15:41

D'Arch, I'm curious about the following code in Board.pm, sub isValidPlay:

-----CODE SAMPLE-----

```
for my $clearing ($tile->getClearings) {
    if (!$self->connectsToBorderland($clearing, $tile, $x, $y, $o)) {
        print "DEBUG - invalid play, no connection to BL.\n";
        return 0;
    }
}
```

-----CODE SAMPLE-----

You realize that for Valley and Woods tile only one clearing needs to connect to the Borderlands?

BTW, I'm a self-taught perl hacker, myself, if somewhat rusty, and I have to say this is pretty darned good code. Well commented, meaningful & obvious names, reasonably encapsulated. Nice job!

Posted by: madmanatw on April 30 2002,16:10

Quote from bill_andel, posted on April 30 2002,15:41

-----QUOTE-----

You realize that for Valley and Woods tile only one clearing needs to connect to the Borderlands?

-----QUOTE-----

I'm not D'Arch, but I used his program to generate the map I'm using for my PBEM game, and so I can say with some confidence that it doesn't mind woods and valley clearing that don't

connect to the border land. Check out the set of clearings in the upper right peninsula on this map: < PBEM map >



Posted by: bill_andel on April 30 2002,16:44

Obviously I need to do more than just skim through the code! 😊

Posted by: D'Archangel on May 05 2002,08:45

Quote from bill_andel, posted on April 30 2002,13:44

-----QUOTE-----

Obviously I need to do more than just skim through the code! :D

-----QUOTE-----

No, what you really need is up-to-date code to look at. I didn't actually post the 'final' product anywhere where you could get at it; what you have there is a snippet from the first draft I posted. This reminds me that we need to get on the ball with figuring out where we're going to host the sources.

Meanwhile, though, for the interested among you, here's a copy of the < alpha tag of my source tree >. Yes, this code is in places very ugly. The current version is much prettier. It's also broken. I'm working on that, and I'll make available newer versions as I finish testing them. Right now, I'm reminding myself how ties work.

D'A

Posted by: madmanatw on May 06 2002,21:28

Speaking of random boards, I've just finished a random warning and site/sound chit placer in Perl. I wrote it for the double map game I'm running- not physically having enough chits to place, as I do- but I'm generalizing it to the point where it could, if it is fed the proper data instead of the constants I give it at the top, work for arbitrary numbers of sets.

I realize that the chit placement problem has been solved before and isn't all that difficult, but what the heck, I wrote it and its in perl, in case it's useful. Shall I post it somewhere?

Posted by: madmanatw on June 08 2002,01:59

As bad as they are, here are my perl scripts that I wrote and used to set up EINM.

< http://www.tumbolia.org/magicrealm/code/chit_placer.html >

< http://www.tumbolia.org/magicrealm/code/treasure_placer.html >

Maybe useful, maybe not. But I figured I'd get them out in the wild, so to speak.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: Software

+---Topic: What format for 3d Ed Rules? started by mcknight

Posted by: bill_andel on June 20 2002,09:32

Ah, the holy war is well and truly joined on the MR mailing list (mr@wolff.to) between the Windows Wonks and GNU Geeks and the heresy at issue is what format would be most accessible to all for purposes of having an editable copy of the new 3d Ed Rules. (PDF seems pretty well agreed on for the read-only copy). So I've launched this poll to make the bickering scientific instead of polemic.

Posted by: marphod on June 20 2002,10:41

Reall,y portability and editting are separate questions.

For portability, PDF is hard to beat, being a cross-platform display format.

HTML is better for portablty, but has less format control. XML is immature. I don't know SGML.

For editting, who knows. If everyone here was a 'geek', LaTeX.
If everyone here used Wintel, Word. We need to find some middle ground everyone can use and feels comfortable using.

I care much more about the output format(s) than the editting ones. PDF is a necessity, Word, HTML, and XML would all be nice. Size is another concern; we need to shrink this down to 5 MB or less, in total size.

Posted by: mcknight on June 20 2002,13:24

As one on the Third Edition "co-authors," here's my \$.02 worth.

First, some history. Teresa Michelson converted the 2nd edition rules to a Word document ten years ago or so when she had a lot of free time one summer. That document, available at a number of web sites, is what we've been using as a starting point for the new edition. For the new edition Teresa has done the daylight rules and "Lists and Tables," I did the "Guide to Playing Pieces" and "Prepare for Play" sections, and I'm still working on the combat section.

I've been cutting and pasting rules into new sections, removing redundancies, and re-writing/summarizing where necessary. In the "Pieces" and "Prepare for Play" sections, I worked with the Word formatting as best as I could (it's not my favorite word processor!), but for the combat section I'm essentially working with the document with the formatting stripped. Teresa has been handling all the formatting, and she's comfortable in Word.

Now, what do I think the final product should be? First, I think it's important that the final product is formatted so that it looks like a rulebook. In fact, I think it should look like the current rulebook as much as possible. Column format, graphics, example boxes, tables, etc. are all as important to learning the game or referencing the rules as having the rules organized and corrected.

Second, I don't think it's necessary to have a convenient editable version for download. The "Third Edition" is not designed to be a "living rulebook" to incorporate all the changes that may come along in the indefinite future. It is supposed to be record of the game at this point in time--essentially the Second Edition rules reorganized and clarified, with some additional corrections that have been discovered. The optional rules may continuously evolve and change, and at some point we can hope that Richard Hamblen will reestablish his rights to the game and find a publisher for a "Fourth Edition," but the Third Edition is supposed to be a fixed point, a stake in the ground of what the game is right now. I agree that we want to have some sort of version control for the corrections and clarifications that come in until we think that the document represents the best information we have now. The best way to handle that is to let Teresa be the keeper of the rulebook for the next year, at least.

These considerations lead me to conclude that the editable version is going to be in Word for as long as Teresa is willing to be the keeper of the rulebook. For downloading, PDF is a good format with a universally available, multi-platform, and free reader available from Adobe. It should be possible to get the PDF down to less than 5MB, or even smaller if we are willing to sacrifice some of the graphic resolution. With the software expertise available on the list, it seems like we could even create a high-resolution and a low-resolution PDF version for download. Whatever other formats anyone wants to convert the Word file into are up to them.

Steve McKnight

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: PDA tool started by BryanWinter

Posted by: marphod on Aug. 06 2002,13:46

So here's another software idea, that's been bouncing around in my head.

There are 2 big time consuming factors in real life games; setup and combat. Their being little to fix combat, my idea is to create a setup tool for a PDA.

Unfortunately, my skills in this area are small, but essentially what I'd like to see is:

Setup screen:

input for the number of sets in use (if multiple, should each set roll their own monster die)

weather conditions, auto-enchant status

start button

day 0 screen:

list of where the various garrisons (and ghosts) start

(division of weapons/horses/etc. in multi-set games)

button for next day

Day n screen:

current weather, and number of phases

a list of the tiles

(which, the first time you click on, will give you the option to 'reveal' or 'clues'. If you hit clues, it will display the chits in a window that will go away when you hit OK. if you hit reveal, will 'turn' the chits face up. After reveal is clicked, when you click a tile, it will show all the chits)

a list of treasure locations (which if you hit, will allow you to select a treasure 1-6, and display that, removing it from the stack).

a list of what chits (and clearings/tiles, if revealed) will summon, from what row./setup card.

next day button

Day 7,14,21,28:


same as day n, plus

what tiles will autoenchant

or something akin to the above tool. Ideas/ help?

Posted by: BryanWinter on Aug. 08 2002,08:34

My next Hobby Geek endeavor is to learn how to program for Palm and covert my Setup

Stooge to it - but who knows when that will happen.... 

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: Software

+---Topic: Some sourcecode started by madmanatw

Posted by: madmanatw on Aug. 08 2002,19:49

Below I will paste in the sourcecode to the treasure and chit placers that I wrote for EINM. While both are slightly EINM specific, I tried to make sure that those sections were seperated from the stuff we might want to use. For instance, the chit placer populates some arrays with my tile names- that section of code could be replaced with something that is sent the tile names from the main body of the program.

Posted by: madmanatw on Aug. 08 2002,20:14

Ok, this is the chit placer.

(I will apologize in advance for how this is likely to format. Copies available upon request.)

(Oh, and blame D'Archangel for some of the var names. 😊)

use strict;

my @valleys = ("Awful Valley", "Bad Valley", "Cursed Valley", "Dank Valley", "Evil Valley",
"Foul Valley", "Ghastly Valley", "Haunted Valley", "Ill Valley", "Joyless Valley");

my @woods = ("Linden Woods", "Maple Woods", "Nut Woods", "Oak Woods", "Pine Woods",
"Queer Woods", "Red Woods", "Sycamore Woods", "Teak Woods", "Umbral Woods");

my @caves = ("High Pass", "Borderland", "Caves", "Cavern", "Ruins",
"Tunnel", "Frontier", "Catacomb", "Labyrinth", "Fallen Tower");

my @mountains = ("Mountain", "Ledges", "Deep Woods", "Crag", "Cliff",
"Flathead Point", "Overlook", "Wyrd Woods", "Peak", "Bluff");

my @warnings = ("Stink", "Stink **", "Smoke", "Smoke **", "Dank", "Dank **",
"Ruins", "Ruins **", "Bones", "Bones **");

my @site_sound = ("Altar 1", "Altar 1 **", "Flutter 1", "Flutter 1 **",
"Flutter 2", "Flutter 2 **", "Patter 2", "Patter 2 **",
"Statue 2", "Statue 2 **", "Slither 3", "Slither 3 **",
"Lair 3", "Lair 3 **", "Vault 3", "Vault 3 **",
"Howl 4", "Howl 4 **", "Roar 4", "Roar 4 **",
"Shrine 4", "Shrine 4 **", "Howl 5", "Howl 5 **",
"Patter 5", "Patter 5 **", "Cairns 5", "Cairns 5 **",
"Roar 6", "Roar 6 **", "Slither 6", "Slither 6 **",
"Pool 6", "Pool 6 **", "Hoard 6", "Hoard 6 **");

my @clusterfucks = ("Lost Castle 1", "Lost City 3", "Lost Citadel 1", "Necropolis 3");

```
my @valley_warnings = @warnings;
my @woods_warnings = @warnings;
my @mountain_warnings = @warnings;
my @cave_warnings = @warnings;

my %tilewarnings;

foreach my $wood (@woods) {
    $tilewarnings{$wood} = splice @woods_warnings, int(rand @woods_warnings), 1;
}
foreach my $valley (@valleys) {
    $tilewarnings{$valley} = splice @valley_warnings, int(rand @valley_warnings), 1;
}
foreach my $cave (@caves) {
    $tilewarnings{$cave} = splice @cave_warnings, int(rand @cave_warnings), 1;
}
foreach my $mountain (@mountains) {
    $tilewarnings{$mountain} = splice @mountain_warnings, int(rand @mountain_warnings), 1;
}

my %clusters;

foreach (0..4) {
    foreach my $clusterfuck (@clusterfucks) {
        push @{$clusters{$clusterfuck}}, (splice @site_sound, int(rand @site_sound),1);
    }
}

my %tilesites;
my (@cavesites, @mountainsites);
foreach (1..(@clusterfucks + @site_sound)) {
    push @cavesites, (splice @site_sound, int(rand @site_sound),1);
    push @mountainsites, (splice @site_sound, int(rand @site_sound),1);
}
foreach my $clusterfuck (@clusterfucks) {
    ($clusterfuck =~ /1/) ? (push @mountainsites, $clusterfuck) : (push @cavesites, $clusterfuck);
    # note that this hardcodes which clearing they are in.
}

foreach my $mountain (@mountains) {
    $tilesites{$mountain} = (splice @mountainsites, int(rand @mountainsites),1);
}

foreach my $cave (@caves) {
    $tilesites{$cave} = (splice @cavesites, int(rand @cavesites),1);
}

foreach my $tile (keys(%tilewarnings)) {
    print "$tile : $tilewarnings{$tile}\n";
}

foreach my $tile (keys(%tilesites)) {
    print "$tile : $tilesites{$tile}\n";
}

foreach my $clusterfuck (keys(%clusters)){
```

```
print "$clusterfuck : " . join (', ', @{$clusters{$clusterfuck}}) . "\n";
}
```

Posted by: madmanatw on Aug. 08 2002,20:15

Ok, that didn't format so badly. Now here is the treasure generator.

```
use strict;
```

```
my @_large_treasures = ("Eye of the Idol", "Glowing Gem", "Imperial Tabard",
    "Battle Bracelets", "Glimmering Ring", "Enchanter's Skull", "Golden Icon",
    "Flying Carpet", "Girdle of Energy", "Timeless Jewel", "Blasted Jewel",
    "Hidden Ring", "Golden Crown", "Lucky Charm", "Garb of Speed", "Eye of the Moon",
    "Belt of Strength", "Regent of Jewels", "Sacred Grail", "Bejeweled Dwarf Vest",
    "Golden Arm Band", "Crystal Ball", "Magic Wand");
```

```
my @_twl = ("Chest", "Mouldy Skeleton", "Remains of Thief", "Enchanted Meadow",
    "Toadstool Circle", "Crypt of the Knight");
```

```
my @_small_treasures = ("Elven Slippers", "Reflecting Grease", "Dragon Essence",
    "Power Gauntlets", "Phantom Glass", "Potion of Energy", "Penetrating Grease",
    "7 League Boots", "Scroll of Nature", "Lost Keys", "Power Boots", "Quick Boots",
    "Poultice of Health", "Vial of Healing", "Toadstool Ring", "Cloak of Mist",
    "Black Book", "Map of Lost City", "Good Book", "Dragonfang Necklace",
    "Ointment of Bite", "Ancient Telescope", "Book of Lore", "Beast Pipes",
    "Sacred Statue", "Flowers of Rest", "Map of Lost Castle", "Withered Claw",
    "Oil of Poison", "Deft Gloves", "Amulet", "Draught of Speed", "Cloven Hoof",
    "Scroll of Alchemy", "Gloves of Strength", "Magic Spectacles",
    "Shielded Lantern", "Royal Sceptre", "Elusive Cloak", "Map of Ruins",
    "Handy Gloves", "Alchemist's Mixture", "Gripping Dust", "Shoes of Stealth",
    "Ointment of Steel");
```

```
my $_spells = { 'I' => ["Small Blessing", "Exorcise", "Make Whole", "Peace"],
    'II' => ["Blend Into Background", "Fog", "Prophecy", "Stones Fly", "Talk To Wise Bird",
    "Witch's Brew"],
    'III' => ["Elvin Grace", "Faerie Lights", "Illusion", "Lost", "Persuade", "See Hidden
Signs"],
    'IV' => ["Blazing Lights", "Elemental Spirit", "Fiery Blast", "Hurricane Winds", "Lightning
Bolt",
    "Roof Collapses", "Violent Storm"],
    'V' => ["Absorb Essence", "Ask Demon", "Broomstick", "Pentangle", "Power of the
Pit"],
    'VI' => ["Dissolve Spell", "Enchant Artifact", "Melt Into Mist", "Phantasm", "Transform",
    "Unleash Power", "World Fades"],
    'VII' => ["Control Bats", "Peace With Nature", "Premonition", "Protection From Magic",
    "Sense Danger"],
    'VIII' => ["Bad Luck", "Deal With Goblins", "Guide Spider or Octopus", "Poison",
    "Remedy", "Whistle For Monsters"] };
```

```
my @large_treasures;
my @twl;
my @small_treasures;
my $_spells = {};
```

```
foreach my $treasure (@_large_treasures) {
```

```

push @large_treasures, $treasure;
if ($ARGV[0] > 1) {
    for (2 .. $ARGV[0]) {
        $treasure .= " *";
        push @large_treasures, $treasure;
    }
}
}

```

```

foreach my $treasure (@_tw_t) {
    push @tw_t, $treasure;
    if ($ARGV[0] > 1) {
        for (2 .. $ARGV[0]) {
            $treasure .= " *";
            push @tw_t, $treasure;
        }
    }
}

```

```

foreach my $treasure (@_small_treasures) {
    push @small_treasures, $treasure;
    if ($ARGV[0] > 1) {
        for (2 .. $ARGV[0]) {
            $treasure .= " *";
            push @small_treasures, $treasure;
        }
    }
}

```

```

foreach my $spelltype (keys(%{$_spells})) {
    push @{$spells->{$spelltype}}, @{$_spells->{$spelltype}};
    if ($ARGV[0] > 1) {
        for (2 .. $ARGV[0]) {
            push @{$spells->{$spelltype}}, @{$_spells->{$spelltype}};
        }
    }
}

```

```

my $_treasure_locations = { 'Hoard' => {'large' => '5', 'small' => '4'},
    'Lair' => {'large' => '3', 'small' => '4'},
    'Altar' => {'large' => '4'},
    'Shrine' => {'large' => '2', 'small' => '2'},
    'Pool' => {'large' => '3', 'small' => '6'},
    'Vault' => {'large' => '5'},
    'Statue' => {'large' => '1', 'small' => '2'},
    'Cairns' => {'large' => '1', 'small' => '6'},
    'Scholar' => {'small' => '3'},
    'Company' => {'small' => '2', 'other' => ["Helmet", "Breastplate", "Shield"]},
    'Patrol' => {'small' => '2', 'other' => ["Helmet", "Breastplate", "Shield"]},
    'Bashkars' => {'small' => '2', 'other' => 'bashkars'},
    'Soldiers' => {'small' => '2', 'other' => 'soldiers'},
    'Woodfolk' => {'small' => '2', 'other' => 'woodfolk'},
    'Lancers' => {'small' => '2', 'other' => ["Spear", "Spear", "Spear", "Spear"]},
    'Order' => {'small' => '2', 'other' => 'order'},
    'Guard' => {'small' => '2', 'other' => 'guard'},
    'Rogues' => {'small' => '2', 'other' => 'rogues'},
    'Chest' => {'large' => '2', 'other' => ["50 gp"]},

```

```
'Mouldy Skeleton' => {'other' => ["Gold Helmet", "Silver Breastplate", "Jade Shield"]},
'Crypt of the Knight' => {'large' => '1', 'other' => ["T Armor", "Bane Sword", "T3/T5
Warhorse"]},
'Remains of Thief' => {'large' => '1', 'other' => ["Living Sword", "20 gp"]},
'Toadstool Circle' => {'large' => '1', 'other' => ["Devil Sword"]},
'Enchanted Meadow' => {'other' => ["Truesteel Sword", "L2/L4 Pony"]} };
```

```
my $_spell_locations = { 'Statue' => { 'VII' => '2', 'VIII' => '1' },
    'Shrine' => { 'I' => '1', 'V' => '1' },
    'Altar' => { 'II' => '1', 'III' => '3' },
    'Scroll of Nature' => { 'II' => '2', 'III' => '2' },
    'Scroll of Alchemy' => { 'VI' => '4' },
    'Good Book' => { 'I' => '2', 'VII' => '2' },
    'Book of Lore' => { 'IV' => '4' },
    'Black Book' => { 'V' => '2', 'VIII' => '2' },
    'Sacred Statue' => { 'I' => '1' },
    'Eye of the Idol' => { 'II' => '1' },
    'Glimmering Ring' => { 'III' => '1' },
    'Enchanter\'s Skull' => { 'IV' => '1' },
    'Blasted Jewel' => { 'V' => '1' },
    'Hidden Ring' => { 'VI' => '1' },
    'Glowing Gem' => { 'VII' => '1' },
    'Beast Pipes' => { 'VIII' => '1' },
    'Shaman' => { 'II' => '1', 'III' => '1' },
    'Crone' => { 'V' => '1', 'VIII' => '1' },
    'Warlock' => { 'IV' => '1', 'VI' => '1' } };
```

```
my @tw_t_names = ("Chest", "Mouldy Skeleton", "Crypt of the Knight", "Remains of Thief",
    "Toadstool Circle",
    "Enchanted Meadow");
my @loc_names = ("Hoard", "Lair", "Altar", "Shrine", "Pool", "Vault", "Statue", "Cairns");
my @native_names = ("Scholar", "Company", "Patrol", "Bashkars", "Soldiers", "Woodfolk",
    "Lancers", "Order",
    "Guard", "Rogues");
```

```
my @list_o_ponies = ("M2/M5 Pony", "L3/M5 Pony", "M3/M5 Pony", "M4/M5 Pony",
    "L3/M4 Pony", "M3/M4 Pony");
```

```
@list_o_ponies = multilist(@list_o_ponies);
```

```
my @list_o_workhorses = ("L4/L5 Workhorse", "M5/H7 Workhorse", "M5/M6 Workhorse",
    "H6/T8 Workhorse", "H6/H7 Workhorse", "L4/M6 Workhorse");
```

```
@list_o_workhorses = multilist(@list_o_workhorses);
```

```
my @list_o_warhorses = ("H4/H6 Warhorse", "H4/T7 Warhorse", "T5/T7 Warhorse");
```

```
@list_o_warhorses = multilist(@list_o_warhorses);
```

```
my @list_o_light = ("Short Sword", "Short Sword", "Short Sword", "Staff", "Staff",
    "Thrusting Sword", "Thrusting Sword");
```

```
@list_o_light = multilist(@list_o_light);
```

```
my @list_o_medium = ("Mace", "Bastard Sword", "Mace", "Axe", "Axe");
```

```
@list_o_medium = multilist(@list_o_medium);
```

```
my @list_o_heavy = ("Great Axe", "Great Sword", "Crossbow", "Great Axe", "Morning Star");

@list_o_heavy = multilist(@list_o_heavy);

my @list_o_bows = ("Light Bow", "Light Bow", "Medium Bow");

@list_o_bows = multilist(@list_o_bows);

my %treasure_locations;
my %spell_locations;

my @temp;

#print "Large treasures: " . ($#large_treasures+1) . "\n";

foreach my $loc (@tw_t_names) {
    @{$treasure_locations{$loc}} = filltreasure($loc);
    if ($ARGV[0] > 1) {
        for my $i (2..$ARGV[0]) {
            push @temp, ($loc . " " x ($i-1));
            @{$treasure_locations{$loc . " " x ($i-1)}} = filltreasure($loc);
        }
    }
}

push @tw_t_names, @temp;

push @large_treasures, @tw_t;

#print "Large treasures: " . ($#large_treasures+1) . "\n";

@temp=();

foreach my $loc (@loc_names) {
    @{$treasure_locations{$loc}} = filltreasure($loc);
    if ($ARGV[0] > 1) {
        for my $i (2..$ARGV[0]) {
            push @temp, ($loc . " " x ($i-1));
            @{$treasure_locations{$loc . " " x ($i-1)}} = filltreasure($loc);
        }
    }
}

push @loc_names, @temp;
@temp=();

foreach my $loc (@native_names) {
    @{$treasure_locations{$loc}} = filltreasure($loc);
    if ($ARGV[0] > 1) {
        for my $i (2..$ARGV[0]) {
            push @temp, ($loc . " " x ($i-1));
            @{$treasure_locations{$loc . " " x ($i-1)}} = filltreasure($loc);
        }
    }
}

push @native_names, @temp;
```

```

foreach my $loc (keys(%{$_spell_locations})) {
    my $j = $ARGV[0];
    if (!$j) { $j = 1 }
    for my $i (1..$j) {
        my $locname = $loc . "x"($i-1);
        for my $roman (qw(I II III IV V VI VII VIII)) {
            if (defined($_spell_locations->{$loc}{$roman}) and ($_spell_locations->{$loc}{$roman})) {
                for (1..$_spell_locations->{$loc}{$roman}) {
                    push @{$spell_locations{$locname}}, (splice
@{$spells->{$roman}},int(rand(@{$spells->{$roman}})),1)
                }
            }
        }
    }
}

printtreasures();

sub multilist {
    my @list_o_foo = @_;
    my @_list;
    foreach my $foo (@list_o_foo) {
        push @_list, $foo;
        if ($ARGV[0] > 1) {
            for (2..$ARGV[0]) {
                $foo .= " *";
                push @_list, $foo;
            }
        }
    }
    return @_list;
}

sub filltreasure {
    my $loc = shift;
    my @treasure_pile;
    if (defined($_treasure_locations->{$loc}'small') and $_treasure_locations->{$loc}'small') {
        for (1..$_treasure_locations->{$loc}'small'){
            unshift @treasure_pile, (splice @small_treasures, int(rand @small_treasures),1);
#            print "Adding $treasure_pile[0] to $loc.\n";
        }
    }
    if (defined($_treasure_locations->{$loc}'large') and $_treasure_locations->{$loc}'large') {
        for (1..$_treasure_locations->{$loc}'large'){
            unshift @treasure_pile, (splice @large_treasures, int(rand @large_treasures),1);
#            print "Adding $treasure_pile[0] to $loc.\n";
#            print "Large treasures remaining: ".$#large_treasures+1)."\n";
        }
    }
    if (defined($_treasure_locations->{$loc}'other') and $_treasure_locations->{$loc}'other') {
        if ($_treasure_locations->{$loc}'other' eq "bashkars") {
            for (0..5) {
                unshift @treasure_pile, (splice @list_o_ponies, int(rand @list_o_ponies),1);
#                print "Adding $treasure_pile[0] to $loc.\n";
            }
        }
        elsif ($_treasure_locations->{$loc}'other' eq "soldiers") {
            for (0..2) {

```



```

        unshift @treasure_pile, "Helmet";
#       print "Adding $treasure_pile[0] to $loc.\n";
    }
    for (0..1) {
        unshift @treasure_pile, "Shield";
#       print "Adding $treasure_pile[0] to $loc.\n";
    }
    for (0..6) {
        unshift @treasure_pile, (splice @list_o_light, int(rand @list_o_light),1);
#       print "Adding $treasure_pile[0] to $loc.\n";
    }
}
elseif ($_treasure_locations->{$loc}{'other'} eq "order") {
    for (0..2) {
        unshift @treasure_pile, (splice @list_o_warhorses, int(rand @list_o_warhorses),1);
#       print "Adding $treasure_pile[0] to $loc.\n";
    }
    for (0..1) {
        unshift @treasure_pile, "Suit of Armor";
#       print "Adding $treasure_pile[0] to $loc.\n";
    }
    for (0..4) {
        unshift @treasure_pile, (splice @list_o_heavy, int(rand @list_o_heavy),1);
#       print "Adding $treasure_pile[0] to $loc.\n";
    }
}
elseif ($_treasure_locations->{$loc}{'other'} eq "woodfolk") {
    for (0..2) {
        unshift @treasure_pile, (splice @list_o_bows, int(rand @list_o_bows),1);
#       print "Adding $treasure_pile[0] to $loc.\n";
    }
}
elseif ($_treasure_locations->{$loc}{'other'} eq "guard") {
    unshift @treasure_pile, "Helmet";
#   print "Adding $treasure_pile[0] to $loc.\n";
    unshift @treasure_pile, "Breastplate";
#   print "Adding $treasure_pile[0] to $loc.\n";
    for (0..4) {
        unshift @treasure_pile, (splice @list_o_medium, int(rand @list_o_medium),1);
#       print "Adding $treasure_pile[0] to $loc.\n";
    }
}
elseif ($_treasure_locations->{$loc}{'other'} eq "rogues") {
    for (0..5) {
        unshift @treasure_pile, (splice @list_o_workhorses, int(rand @list_o_workhorses),1);
#       print "Adding $treasure_pile[0] to $loc.\n";
    }
}
else {
    unshift @treasure_pile, @$_treasure_locations->{$loc}{'other'};
#   print "Adding $treasure_pile[0] to $loc.\n";
}
}
return @treasure_pile;

}

sub printtreasures {

```

```
print "TREASURES WITHIN TREASURES:\n";
foreach my $key (@tw_t_names) {
    print "$key: " . (join ', ', @{$treasure_locations{$key}}) . "\n";
}
print "TREASURE SITES:\n";
foreach my $key (@loc_names) {
    print "$key: " . (join ', ', @{$treasure_locations{$key}}) . "\n";
}
print "NATIVES:\n";
foreach my $key (@native_names) {
    print "$key: " . (join ', ', @{$treasure_locations{$key}}) . "\n";
}
print "SPELLS:\n";
foreach my $key (keys(%spell_locations)) {
    print "$key: " . (join ', ', @{$spell_locations{$key}}) . "\n";
}
}
```

Posted by: madmanatw on Aug. 08 2002,20:16

Oops, forgot to take out some of the debugging code. Sorry 'bout that.

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: Software

+---Topic: Computer Conversion started by dwfiv

Posted by: sedecula on Dec. 23 2001,21:04

This game is on my wish list for a total conversion to computer. I don't mean a rote conversion of the board game; far from it. Here's what I'd like to see:

1) 3-D tiles that fit together to make the realm in random fashion each game... imagine what the mountains/valleys/forests would look like with state of the art 3D graphics!

2)

Posted by: sedecula on Dec. 23 2001,21:09

Continued... hit the send button by mistake.

2) 3-D rendering of monsters and people, and warnings like smoke...

3) Sound renderings of Flutters and Roars, etc.

4) Graphical rendering of treasures and items and the like.

5) Retain the strategic element - don't make this an RTS... keep many of the game decisions in the hands of the players.

6) Multiplayer and solitaire modes.

Would it be fun? Would it sell?

I'm just thinking that it would be better than so much of the stuff that is out there... and it is truly different from anything on the market.

Posted by: Sir White on Feb. 27 2002,23:25

A step in approaching the 3-D game of magic realm could be to develop a 3-d cyberspace game. This may be a less courageous but more achievable short term step. I have created the Awful Valley 3 in a 3-D Animation Movie Clip. The terrain and trees etc. are very simple (a small step for me) in what could be a much more vivid map. The cyberspace game could also be enhance to have Artificial Intelligence for Non-player characters. Or I've recently requested a chat room on the website.

That's enough rambling for now.

Chad (Sir White)

Posted by: Sir White on Feb. 27 2002,23:38

Oops, Iforgot to add the file - it was too big. I'll just send a JPG file.

Chad

Posted by: dfs on Feb. 28 2002,10:55

Over the years several of us have had that dream. I got about 5% in.

My version had a map generator that built a random map populated with things moving around and appearing and vanishing by standard MR rules. I was able to implement blocking, but when it came time to build the combat portion.... I ran out of steam.

Things get complicated quickly. It's been 20+ years I've been playing this game and I still see things in the e-mail games that I had never dreamed of.

Mine was a text program in C with hooks designed to overlay a graphics engine over the working game system.

I'm less into the 3-d stuff, I would like to see music tailored for each native group or treasure site and ...modular stories involving the native groups and certain treasures.

Who else would like to share there experiences of building a mod? I know several of you are out there.

Perhaps the tools are cheap enough that now is the time. I'm very interested in seeing the third edition rules.

dfs

Posted by: jdfrenzel on April 07 2002,04:40

I'd love to see a web-based MR. The backend would work like an automated turn processor (like Diplomacy), while the front end would be dynamic HTML showing a static pic of the tile (Bryce!), some text info ("The Cairns are here"), and a form for giving and submitting orders.

sigh Meanwhile, back to real life... 😊

--- John

Posted by: bill_andel on April 07 2002,15:21

I think a web-based app would be possible, but I do not think it would be fully automatable like Diplomacy. Why? Becuase of the large number of "check backs" required in processing a turn. For example:

1. Character records HIRE. If in clearing with multiple groups, which group? Buy drinks first? What price will he accept?
2. Character records TRADE. In addition to questions for HIRE, above, is he buying or selling? If selling, which items? If buying which item and how can he know that till GM (cyber or flesh) tells him items group has? If price is beyond GOLD he has available, can/will he pay in "kind"? With what items?
3. Character records SEARCH. Which table? What result is he shooting for? If using LOCATE, he may wish to switch to LOOT after locating site. If using LOOT and he finds a Site Card, does he want to continue looting Site Chit or Site Card? If using PEER in mountain clearing, which tile is target?
4. Character records ALERT. Which weapon counter or MAGIC chit?

5. Character records SPELL. Which tile or MAGIC chit?

6. What re-arrangement of a character's own or exchanges with other characters of belongings occurs each phase?

7. Does a "non-phasing" character block a character entering in to his clearing?

With a GM most of this is handled by the players writing as many conditions on their orders as possible, e.g.

AMAZON, DAY 10: S/S/S/S to LOCATE then LOOT Cairns; block CAPTAIN if he enters clearing after my turn.

Trying to write an adjudication engine for all this is daunting. I think the first step would be to write an interactive web-based "game manager" that would provide image outputs of maps and the like, and an interactive interface for GMs to use in executing orders.

Next step would be a form for players entering their orders. It'd have to take in to account extra phases from advantages, spells, treasures, horses, etc. It'd have to be able to handle spells like Premonition and Prophecy, the Swordsman's Clever Advantage, the Timeless Jewel. It'd have to let players enter orders for their Phantasm, Familiar, Hired Leaders and Controlled Monsters. It would have to provide ways of specifying conditional orders such as the above.

I really think this is worth doing, though as a direct web interface would eliminate players needing CyberBoard on their PCs and the annoyance of perhaps maintaining the game state at home and work. Also, "smarts" could be incorporated into the GM interface from existing utility software like Bryan's Setup Stooage and Map Maker or Robin's MR Manager, etc.

Posted by: jdfrenzel on April 08 2002,21:01

Good points, Bill. Some do have easy answers, some not. For example, HIRE and TRADE could activate a "store", one for each native group or visitor. ALERT and SPELL phases are predictable enough to code a second descriptor choice the player would need to make. The real difficulty is dealing with those situations that cannot be predicted, like blocking.

I would have to agree then that some "live" input would be required, but that need not be a GM. What if the engine only allowed for solo play? Or (I hesitate to say this) live internet play against other human players?

With some work much automation good be put in place. Those portions that cannot be could be tied back to the email system for additional player input, with special and dynamic forms for the general situation types required (like Blocking).

All far away from reality at this point though. Someday!

--- John

Posted by: bill_andel on April 09 2002,08:44

I wasn't attempting to nay-say it, John. I'd love to see it. Part of the reason I've not taken the GM plunge myself is because of how much work it is. I can't believe each individual LETTER has to be pasted on to the Personal History sheets in Cyberboard. Oy!

Doing this would be a big project. I think the main reason clever folks like Bryan and Robin

haven't done more than utilities which implement only *PARTS* of the game is because it's such a vast challenge. Heck, even the 3E rules are being done by a group.

So I find myself wondering if perhaps we should put out a call for a group to undertake this project. People on my "A" list to do this would include Bryan Winter, Robin Warren, Scott DeMers, Adam Burr, Teresa Michelsen (who attempted programming the game in C++ before), Dave Brown, Nand, you and myself. But we'd need to find a common language to program it all in. Since it's to be web-based, that narrows the domain to Java, Perl, PHP or Python. I'm familiar with Java and most comfortable with Perl. I know Adam knows Perl and Javascript and Robin knows Java. But I'm curious as to what language everyone would prefer.

After that, there's a site called SourceForge used to manage collaborative open source efforts, but I don't know a whole lot about it. But I'm pretty sure we could set up the project there, and it supposedly uses CVS for source code control.

Anyway, folks, chime in and say what you think. Anyone with programming skills whom I didn't mention, please speak up.

BTW, John, I think this topic should get moved to the "Software" section.

Posted by: jdfrenzel on April 09 2002,09:27

moved to Software forum

Posted by: Hugo on April 09 2002,09:38

I'd be happy to help in any MR software project if I can. Being a M*crosoft groupie means I'm not much of a web programmer sadly 😞. A bit of Javascript is about all, though I used to do some C/C++.

Now if you wanted a database...

Posted by: BryanWinter on April 09 2002,09:40

Abandon all hope ye who enter here!



A great idea Bill, and I would love to add my *copious* amounts of free time to the project. 😊

You are exactly right - when I started to tackle the MR project, I had to think of it as a series of modules. Map building, character selection, initialize the pieces, inventory, setup treasures, setup spells, setup denizens, determine weather, month/day/time of day/turn/activity hierarchy, record your day, and of course each type of Action needs its own module. And that's just getting through the First Encounter (WHICH I HAVE WORKING EXCEPT FOR THE NASTIEST BUG WHICH I CAN'T FIND!!!!). 😞

But I digress...

I think that a web-based project should probably also be tackled in a series of modules. I envision "online MR" as a nice big tool that helps you run a game - no matter if the game is just solo or if you are using it to administer a PBEM game.

Automating some things are a great idea. For example if I am a GM I go to "myMagicRealm.net" or whatever and login in to a game I am running. There waiting for me is a listing of all the orders entered by the players (online of course), and a nice big button that reads "Start New

Day." I click that button and the "program" does all the monkey work like rolling the Monster die and randomizing the character order and such. Then I get a screen that tells me the player order or something like that. But actually moving the pieces around the board is probably something best left to the GM - just like with CyberBoard.

When it comes to combat...well I have no idea actually. I'm working on a combat flow chart which may come in handy...

One of the great things about the Web is that you don't HAVE to have it all use the same language. A board building page could be built in DHTML with floating boxes or even in something like Flash. A player reporting and contact system could be done in ASP or PHP. The only real restrictions will be mandated by whatever server this sits on (John Frenzel to the rescue?).

The tricky parts are preventing a huge download every time you want to access the tools, maintaining state over time, and making it generic enough that the same tool can maintain several games at once.

A daunting task when you start brainstorming it!

Maybe the best way to think of it is in a series of tools or utilities that can be sewn together at a later date. For example, a big boon would be some kind of virtual Setup Card (like the Stooze but better) which maintains not only inventories but Monsters and Natives and Weather and Monster Roll and all that. Figure out a way to take that online and be usable and viewable by only those who have the proper permission and save its state over time and make a handy admin area when someone could access the system and start their own game automatically....

Wow!

If the goal is to break away from CyberBoard and make the game accessible to anyone anywhere on any system (a fantastic idea IMHO), then maybe we should try to emulate some of the things CyberBoard helps with as initial priority items.

So where do we start? 😊

Posted by: dfs on April 09 2002,09:47

I would be glad to help carry spears.

Spend my workday with C/C++ and ...Fortran(yup. believe it or not. I know people still making a good living on Cobol.) Point me to a tutorial and I'll pick up what you want. Will not have any time till May, but I will get there.

Posted by: jdfrenzel on April 09 2002,09:47

I'm honored to be one the A list, but I'm at best a junior member when mentioned with that company!

To the list of languages, we might also consider SQL. Hard coding the data is fine, but a database might make certain aspects easier. And at some point, we'll need graphics. Who was it I talked to about Bryce?

My limited programming has been with PHP mainly, with some Javascript and Perl as well. I know a bit of SQL and XML. I type 65 wpm, so I'm happy with the data entry stuff.

I'm not too familiar with the benefits of using SourceForge, but I will add that this site does have server-side support for PHP, Python, Java and C++. We have access here also to a MySQL database, which is active but never used. There is still 50-60Mb of space free, file uploads in the forums, and the forums themselves. If nothing else we have what we need to do testing here. I think SourceForge has some project management and change control aspects that would be hard to replicate.

--- John

Posted by: BryanWinter on April 09 2002,09:52

I think you talked to me about Bryce, John! My real forte is on the design end of things. I can hack together a nice tool using realBasic, but once I dip into the C++ waters I get over my head pretty quick.

Doing the tiles in Bryce would be extremely cool. But a lot would be lost in the top-down nature of teh beast. Of course if you can make an isometric version of the baord pieces...

AAAHHHH!!!! Don't make me go there John!!! Please!!!

TOO LATE! I'm committed now...

(think think think...)

Posted by: jdfrenzel on April 09 2002,09:57

-----QUOTE-----
Now if you wanted a database...
-----QUOTE-----

I'd vote yes to this!

As Bryan mentioned, and as he and I talked about once before (I think that was you Bryan...), keeping state info is an issue. I think a database would help enormously in this aspect.

We aren't limited server-wise. We're on an Apache/Unix server, so we have some Unix tools to play with too (sendmail comes to mind).

This topic got hot quick!

--- John

Posted by: jdfrenzel on April 09 2002,10:00

-----QUOTE-----
AAAHHHH!!!! Don't make me go there John!!! Please!!!
-----QUOTE-----

Don't forget the radiant faerie light of the color spirits on the enchanted side! 😊

Posted by: BryanWinter on April 09 2002,10:12

-----QUOTE-----

Don't forget the radiant faerie light of the color spirits on the enchanted side! :D

-----QUOTE-----

(Adapting the voice of Babu, the man from Pakistan who was mistakenly deported on Seinfeld)

You are very bad man, Johnny! Very bad!!



A database is definitely needed - mySQL is perfect. Some of the things a db can store:

- All the stats of all the stuff
- Individual games
- Individual game members and their info
- Player orders
- Setup card
- Tile placement and state

Some people ask me when they see the MR board build is how does the program know which clearing I clicked on? The answer is that I set up a database of the "center" coordinate of every clearing of every tile in every orientation of each side. Quite a task, and I had to write another program just to help me do it. When a players clicks on the map is extrapolates the click coordinates with a "click map" that is dynamically generated when the map is created and tells you which tile you clicked and and which clearing in that tile. Of course it is only useful for my own large tiles, but it is handy.

Posted by: bill_andel on April 09 2002,10:25

Databases would be a very necessary piece of all this. Heck, if you've seen my character creation spreadsheet, that's what a lot of it is, albeit a primitive one.

Bryan, yes, a series of modules, but we need an overall system design first, a clear vision of how they'll all hook together. I do not want *ANYTHING* stored "locally". State of games and such should all be on the server, unlike Cyberboard. Of course, this means the server might get full pretty quickly, so we need to figure out:

- A. how to get the most out of our storage space, or
- B. how to let multiple sites host games with a common interface, or
- C. kick in some money so John can get more space 😊

One way to save space may be to construct map images "on the fly", rather than storing one big BMP or JPEG like Cyberboard does. That way just one image of each side of each piece needs to be stored at the site. And it has the advantage of supporting "Hidden Realm" games, as the map image constructed could be tailored to each player. Another possibility is to e-mail turn results and maps so that they don't consume space on server.

So far the predominant language folks seem to know is C/C++ (me, too), but I'm not certain it's

the best language for a web-based tool. I'd lean towards Perl and CGI scripts being a Perl fan, but I honestly don't believe Perl has the GUI horsepower of Java. And Java has the advantage of being very similar to C++ as well as being developed specifically for distributed web-based apps.

Posted by: BryanWinter on April 09 2002,10:50

I actually don't anticipate the server overhead to be that huge. The biggest bite is images of all the pieces. The tiles themselves work out to 240 images (20 tiles x 2 sides per tile x 6 orientations per side) and if you want "big" and "small" tiles that works out to 480 images just for tiles - and they have to be gifs or png files so they can have transparent "corners" (remember the Web only likes boxes).

After that all the pieces are not too bad. They are all small gifs (again so you can have transparecies for things like the round countrers and such).

Everything on top of that - from database content to straight HTML - is text and numbers.

You will absolutely want to build a board dynamically, and I've been thinking about a pretty good way to do it using a combination of data-driven include files and floating boxes.

Once the pieces are uplaoded - the rest is all database - and that's tiny!

Posted by: D'Archangel on April 09 2002,11:24

Just yesterday, I mentioned to a friend of mine that what I really wanted to do was code up an MR web application. I've hardly slept the last couple of days, thinking, plotting, and planning. To give my brain a rest, I go to catch up more with the MRN forums, and I come across this!

I want in.

I write good perl (and suggest perl with a mysql backend). You don't know me, but let me help anyway.

Umm, please?

Posted by: bill_andel on April 09 2002,11:31

Quote from D'Archangel, posted on April 09 2002,11:24

-----QUOTE-----

Just yesterday, I mentioned to a friend of mine that what I really wanted to do was code up an MR web application. I've hardly slept the last couple of days, thinking, plotting, and planning. To give my brain a rest, I go to catch up more with the MRN forums, and I come across this!

I want in.

I write good perl (and suggest perl with a mysql backend). You don't know me, but let me help anyway.

Umm, please?

-----QUOTE-----

Dude, we don't *have* to know you. You play MR, therefore you are welcome. No little in "cliques" here. My naming of names was purely based on those who had contributed utility software in the past and represented a "wish list", but everyone is welcome. Start posting ideas, for sure! 😊

Posted by: bill_andel on April 09 2002,11:32

I've added a poll to this forum to pick a language. I'd appreciate it if people would vote in it so we can settle on one. Thanks much!

Posted by: D'Archangel on April 09 2002,11:35

Quote from bill_andel, posted on April 09 2002,07:25

-----QUOTE-----

So far the predominant language folks seem to know is C/C++ (me, too), but I'm not certain it's the best language for a web-based tool. I'd lean towards Perl and CGI scripts being a Perl fan, but I honestly don't believe Perl has the GUI horsepower of Java. And Java has the advantage of being very similar to C++ as well as being developed specifically for distributed web-based apps.

-----QUOTE-----

I'm not sure the we need that much GUI horsepower. I see very little need for a smart client, especially in a prototype. Even if I weren't greatly inclined towards perl (and I am), I think that a project like this should at the least be prototyped in perl.

I deliberately leave the door open to future incarnations that might have a more advanced client side. However, I am concerned that if we try to do too much in the first iteration -- smart clients, excessive graphics, whatnot -- we'll bog down and not go anywhere.

From a different tack, if it turns out that the majority of developers would be more comfortable working in C or C++, it's likely that even the prototype should be built therein. I'm mostly just saying that I don't think the GUI horsepower argument should be an issue yet.

Hrm. It occurs to me that I am only vaguely coherent. Maybe caffeine really is no substitute for sleep.

Posted by: D'Archangel on April 09 2002,11:51

So, the fair question has been posed: What destination are we aiming for? I don't know what the rest of you guys are after, but I'm going to go ahead and dump my thoughts into this thread in hope of stirring the pot.

Eventual goal: Real-time, honest-to-goodness online Magic Realm. No GM. No CyberBoard. All data stored server-side, which server takes care of all the tedious stuff for us. Ideally, web browsers should suffice as clients. Integrated chat.

How to get there: I think the first step is to design and hack together a very stupid web interface, essentially a very sophisticated GM's screen. Bang out a prototype in a week, start fooling around with it to see in what ways it sucks as a UI. Fix those ways. Meanwhile, identify the more moronic of GM duties and put together algorithms to do that work for him.

Testing should bring that out, too. Mean-while, start thinking about database architecture. I'm not going to think about that right now, too tired to build complex data

structures in my head just now.

The prototype will probably just turn its input into an email to the GM. Once we figure out the database architecture, we can insert the data into a database in parallel. Then we eliminate the emails, have the GM do his bit from the GMs web interface. We keep cutting the GM out of more and more of the problem space, until he's just clicking "OK" a lot. Then we give the GM a gold watch and tell him to join the game.

Heh. I'm not sure how this will succeed as a mission statement, but it should certainly stir the pot.

Posted by: BryanWinter on April 09 2002, 11:58

Careful, gang, this guy knows what he's talking about! 😊

Welcome aboard, D'Archangel!

You are throwing some very good ideas - and a good overview - into the pot! Baby steps is definitely a way to go.

Me, I'm too busy making MR tiles in Bryce to think about programming... 😊

Posted by: bill_andel on April 09 2002, 12:05

Quote from D'Archangel, posted on April 09 2002, 11:51

-----QUOTE-----

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How to get there: I think the first step is to design and hack together a very stupid web interface, essentially a very sophisticated GM's screen. Bang out a prototype in a week, start fooling around with it to see in what ways it sucks as a UI. Fix those ways. Meanwhile, identify the more moronic of GM duties and put together algorithms to do that work for him.

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Heh. I'm not sure how this will succeed as a mission statement, but it should certainly stir the pot.

-----QUOTE-----

I don't know if "real-time" is truly our final goal. The whole "writing your orders in advance"

kind of makes that problematical. You could end up with an on-line MUD that was a lot *like* MR, but it would not *be* MR. Otherwise, I agree with your goal statement, though without real-time, chat becomes unnecessary.

I don't think hacking a prototype is a first step. MR is complex and sophisticated. We need to define an architectural frame work for the whole thing, then steps to get there and finally who'll work on each piece. *THEN* the hacking begins! 😊

It would be *nice* to eventually eliminate the GM, but I just can't believe it'll be anytime soon.

I'm in a crunch at work for the next couple weeks, so it'll be a bit before I can float my "vision" of all this. But it should be possible to support private or open invitation games, games with popular optional rules, game with player-designed characters or expansions, double-board games, development games and hidden realm variants. Obviously we'll just shoot for a standard multi-player game to begin with, but as we design and develop, we need to leave the flexibility in to add these things later. "Hacking" from the get-go won't do this for us. It'll leave us with modules that are not robust enough to handle later expansion.

Posted by: D'Archangel on April 09 2002,12:19

I agree with more of that than is probably apparent from my previous post. I would like to get to the point where the only difference between MROnline[tm] and face-to-face MR is the fact that I can play with a lot more people but can't look the other guy in the eye when I'm placing my attention chit. However, that's just my personal goal.

I also don't think that eliminating the GM is a very near goal -- but it's something to keep in sight while we're developing a more realistic program. MR is meant not to need a GM, and I think we should strive to reunite an online version with that ideal.

I maintain, however, that the best way to get a real feel for the problem is to put together a crappy little throwaway program that helps us define it (the problem) better. That's what I meant to say, anyway. I want this to be a flexible and robust program as much as the next guy.

Posted by: madmanatw on April 09 2002,12:52

Dang, you people talk a lot. 😊

I was honored to see my name on the A list of people, I'd love to help. Additionally I'll vouch for D'Arch- I'm the one he was talking about the web app with the other day, and I'm the one who introduced him to MR. (In fact, for any of you who read the "War Stories" I told of a recent game, he was the jerk Swordsman who kept blocking me. 😊 Anyway, that aside...

I know Perl and DHTML, I have some experience in Java, and I can read C/C++ but haven't used it since college. DHTML would make for a rockin' front end with the one problem that the damn tiles are hexes and images are square, so it'll be a bit more of a pain than one might hope to get a dynamic board. (Can be done with layers and transparent backgrounds, but then cross platforming it becomes a pain.) I also run a sourceforge group for another project, so I'm somewhat familiar with the tools over there, and in particular I used to be the CVS admin for my previous job, in case we lean in that direction.

The main problem with a web frontend that isn't a java applet is the push/pull issue. For the most part, the server can't push new information to you whenever it needs to, the client needs to query "is there anything new?" It's a solvable problem but worth mentioning.

In the past I had given a lot of thought to a web based Cosmic Encounter, you see, so I've thought over some of the issues that are likely to come up. Including considering and

dismissing an isometric view. 😊 (The nicer thing about Cosmic is that, while the tiles are still hexes, they don't DO anything... unless someone plays the Schizoid Flare, anyway.)

I agree with D'Arch that having a glorified GM Tool is a good place to start; then we can have the information about what is happening and what is changing start coming from places other than the GM.

Ok, that's all for right now, gotta head to work.

-Adam Burr

Posted by: D'Archangel on April 09 2002,13:06

Quote from madmanatw, posted on April 09 2002,09:52

-----QUOTE-----

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-----QUOTE-----

Here's an idea which I'm not sure is workable: If the server has cycles to spare, it could assemble the board at runtime (with GD, say) and just send over a single image. I'm going to look at the documentation for GD, see if that is reasonable.

Addendum: An admittedly cursory look over the documentation has not produced any startling revelations. I'll double-check my results when I'm more fully functional, but I guess that idea is out.

Posted by: bill_andel on April 09 2002,13:18

Quote from madmanatw, posted on April 09 2002,12:52

-----QUOTE-----

The main problem with a web frontend that isn't a java applet is the push/pull issue. For the most part, the server can't push new information to you whenever it needs to, the client needs to query "is there anything new?" It's a solvable problem but worth mentioning.

-----QUOTE-----

That almost argues for using Java. The only problem I have with that is that users must make sure they've got the right version of the JRE installed. Alternatively, we code to Java/JRE 1.1 so that we don't get Microshafted. 😊

Another benefit of Java is that its very object-orientedness makes it easier for everyone to work on a separate piece. Hmmmm... ..maybe it's time to crack open the old Java books and start reviewing it. (Pity I only got to use it for two months before my then employer dot-bombed.)

Would anyone have serious objections to using Java?

John, can this site host Java applets?

Posted by: D'Archangel on April 09 2002,14:09

Quote from bill_andel, posted on April 09 2002,10:18

-----QUOTE-----

Another benefit of Java is that its very object-orientedness makes it easier for everyone to work on a separate piece. Hmmm... ..maybe it's time to crack open the old Java books and start reviewing it. (Pity I only got to use it for two months before my then employer dot-bombed.)

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-----QUOTE-----

My only significant objection is that I've never had cause to use Java and so would probably be clumsy for a month or so while I learned to use it in a sensible fashion. But I reiterate my desire to use perl, at least in prototyping. I would also like to raise the question of whether or not the need for Java is there. While having to refresh a page once a minute is an annoyance, it shouldn't be a deal breaker, either.

Posted by: bill_andel on April 09 2002,14:19

Quote from D'Archangel, posted on April 09 2002,14:09

-----QUOTE-----

I reiterate my desire to use perl, at least in prototyping. I would also like to raise the question of whether or not the need for Java is there. While having to refresh a page once a minute is an annoyance, it shouldn't be a deal breaker, either.

-----QUOTE-----

FWIW, I prefer prototyping in perl, too. I'm more comfortable with it than Java. What I am unsure of is how slick an interface we could do with it. Of course, perl is fully capable of opening sockets and all that jazz. So maybe we can do the "guts" in perl and let the GUI wizards out there whip up a front end in Java?

Besides, I figure client pull is probably a reasonable technique for this.

Posted by: BryanWinter on April 09 2002,16:32

Quote from madmanatw, posted on April 09 2002,11:52

-----QUOTE-----

DHTML would make for a rockin' front end with the one problem that the damn tiles are hexes and images are square, so it'll be a bit more of a pain than one might hope to get a dynamic board. (Can be done with layers and transparent backgrounds, but then cross platforming it becomes a pain.)

-----QUOTE-----

It's not so bad. Here is a quick DHTML page I whipped up using a single transparent gif placed

on 4 floating boxes. You can drag them around and place them next to one another and everything. (Note the first time you drag a box it may act wonky but after that it's smooth):

< MR Tile Drag Test >

That's the great thing about floating boxes - they tend to work. Just make sure the Z-order is correct (so the counters are above the pieces and make some images "draggable" and others not. Have a DB tell the floating boxes what their position on the page should be and presto!

Posted by: bill_andel on April 09 2002, 16:55

That's pretty cool, Bryan!

Posted by: Bmanzpapa on April 09 2002, 17:28

Ok, I'll open my mouth and throw my hat in the ring. (mixed metaphors, anyone?)

I've had MR for about 15-20 years, but I've only got to play it once or twice. I'm currently in my first PBEM game and loving every minute of it. However, I can't imagine what kind of headache it would be to GM this game.

About a year ago I pulled out the game and just for kicks started doing some database design for it. Yeah, yeah, I'm odd that way - most of my work consists of that sort of stuff.

I'm pretty comfortable with MySQL, Perl and C/C++. I haven't really looked at Java or Javascripts (no snickering). One warning though; I'm just about entirely self-taught so anything I code may or may not be the 'proper' way to do something. 😊 I'm just happy if it works.

Posted by: bill_andel on April 09 2002, 17:59

This may be "heresy", but IMHO board-building for PBEM games seems to take an inordinately long amount of time. I would almost prefer WebMR to dispense with players placing tiles and generate maps randomly instead. Perhaps GMs could be given the ability to generate several starting maps and have the players vote on which one they wish to start with (before announcing the order in which characters will be chosen).

Posted by: madmanatw on April 09 2002, 19:47

Quote from BryanWinter, posted on April 09 2002, 16:32

-----QUOTE-----

It's not so bad. Here is a quick DHTML page I whipped up using a single transparent gif placed on 4 floating boxes. You can drag them around and place them next to one another and everything. (Note the first time you drag a box it may act wonky but after that it's smooth):

[snip]

-----QUOTE-----

Thing is I start getting concerned about the browser's ability to handle things if we have too many layers. I mean, yes, we could set up an entire game with the board, all the counters and cards and stuff all in separate layers, but then I would not expect the browser to handle it well. 😊

I concur with D'Arch's point about having a backend pregenerate an image and send it along- in fact I started typing it in my previous post, considered it too obvious a point, and ended up erasing it. I'm not entirely sure why, now. ;>

(by the way- that's a really great page. Despite feeling like I have a pretty good handle on DHTML I've never played with dragging things around like that. 😊)

Another issue with computer play- the play area is BIG. You need to be able to look at the board at a glance, sections of the board, your history, the set up card, and possibly "public information" like other players' fame, chit status and inventory. We have to keep that in mind when coming up with a good UI. (The same problem exists, though to perhaps a lesser extent, in PBEM play. The difference is that the GM can statically put the information on a website.)

Posted by: madmanatw on April 09 2002,19:51

I have no real objection to java. I don't know it as well as Perl, but I have used it and wouldn't mind becoming more familiar. It solves the push/pull problem. (Other solutions do exist, though- a frameset with a tiny frame that keeps refreshing and learning if the other frames need to refresh is a solution I considered for the Cosmic Encounter setup I had been considering. Still unwieldy and definately inefficient.) The possibility of a perl "backend" talking to a java applet is also a definite possibility- the applet would need to talk to a central "server" for each game in any case and that server need not be in the same language.

A server/client model also allows for custom clients, if someone wants to write one outside the browser that communicates in a way that the server respects, then good on them. This then brings us to the issue of "never trust the client", canon in MMOG design- if people can modify the client, then the server needs to validate everything.

I'm getting pretty far ahead of ourselves here but really I'm just thinking aloud, secure in the knowledge that D'Arch is asleep and so won't explode this thread any further at least until he wakes up. <eg>

Posted by: Bmanzpapa on April 09 2002,20:05

Question: It appears that everyone is assuming a web browser as a client. Has anyone really thought about the bandwidth requirements of this sort of thing?

When looking at a full board at work (DSL) the download time is ok. However when looking at one at home, it's a three-four minute wait. Is that going to be acceptable? Not considering the processing time if we have the server generate a static image for anyone to look at.

Wouldn't this be easier to do with thin client software that has all the graphics built in? Something along the lines of a smarter and tighter Cyberboard. Then all the server would have to worry about would be number crunching.

I think Borland Builder or something similar could set up a really nice front end.

I realize that this brings up some limitations. You could only play on a machine that has the software installed on it. What OS do you design for? Expansions, etc...

Is this an option? Am I not thinking it through enough?

Dan

Posted by: D'Archangel on April 09 2002,21:58

Quote from Bmanzpapa, posted on April 09 2002,17:05

-----QUOTE-----

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-----QUOTE-----

The reason I keep touting a web browser as the appropriate client is simply that everyone has already got one, and so we can focus on getting the server right. If we find that a web interface to the working server is too clunky, slow, or whatnot, we can write a different frontend/client combination later. It's important to keep this future possibility in mind while writing the server (making sure we separate the frontend that delivers data to users from the engine that manipulates it), but I don't think that it should be a priority for now.

Oh, and there is the thing that a cgi-frontend means that you don't have to care about your user's OS too much (that breaks if we use too much DHTML, which is why I favor finding server-side solutions). Even if we produce an applet frontend, I'll probably keep maintaining the cgi frontend just so I can play from Konqueror.

Posted by: jdfrenzel on April 10 2002,00:02

RECAP TO DATE

The Team so far:

- Bill Andel
- Bryan Winter
- David Short
- Adam Burr
- "D'Archangel"
- "Hugo"
- "Bmanzpapa"
- John Frenzel

Tools:

- mySQL backend
- Generic web browser frontend
- Perl/CGI works the middle

This is of course preliminary. For those listed as team members, there is no obligation. Names for Bmanzpapa, Hugo and D'Archangel would be nice too. 😊 More members are welcome of course!

The tools list seems to be common consensus and is a fine starting point.

I recommend that while we hash out the myriad design issues, that a solid DB design be worked up. The database is the foundation, and any real code will depend on it and its structure.

I'll address my thoughts on the rest in separate posts.

--- John

Posted by: jdfrenzel on April 10 2002,00:15

To answer a few server questions:

- We can do Java applets
- We might be allowed Java servlets, but I'd need to check on that. Those tend to eat the ticks, and this is a shared server.
- We can move up to 500Mb space (from the current 150) for \$5 a month. No sweat, though donations are welcome! 😊
- Forgot to mention ASP in a previous list. Generally, the only tools we don't have access to are streaming AV stuff.

--- John

Posted by: jdfrenzel on April 10 2002,00:47

To answer some other topics:

MAPS

The basic tile graphics are too large. Load times are very slow. A very plain tile would work fine. PNG format would save space.

Maps can be resized on the fly by combining 2 PHP image functions and the tag. Maybe something exists in Perl that can get image dimensions as well. So just one image size is needed.

Working out how to move bits around a map will be tough. DHTML looks to have promise, but I'm concerned about compatibility. Maybe something else, like Flash? I don't have any good ideas on this one right now.

I like Bryan's notion of the three-dimensional sandbox, with the pieces floating about inside there. But looking forward, how would the game engine perform such tasks?

Client Push/Pull

During the course of a game, I don't see this as an issue. GMs and players would be issuing orders through a form, so a refresh will accompany the form post. Creation and management of the setup card and map will work differently, and may require more interaction.

Hmm. Lots to think about here.

--- John

Posted by: D'Archangel on April 10 2002,04:30

GD is neat. I mean, really neat.

I'm not sure how useful it will be (it looks useful to me), but consider this:

-----CODE SAMPLE-----

```
#!/usr/bin/perl  
use GD;
```

```
$im = new GD::Image(300,300);

$source1 = newFromPng GD::Image("borderland-nb-na-e1.png");
$source2 = newFromPng GD::Image("borderland-nb-na-e1.png");

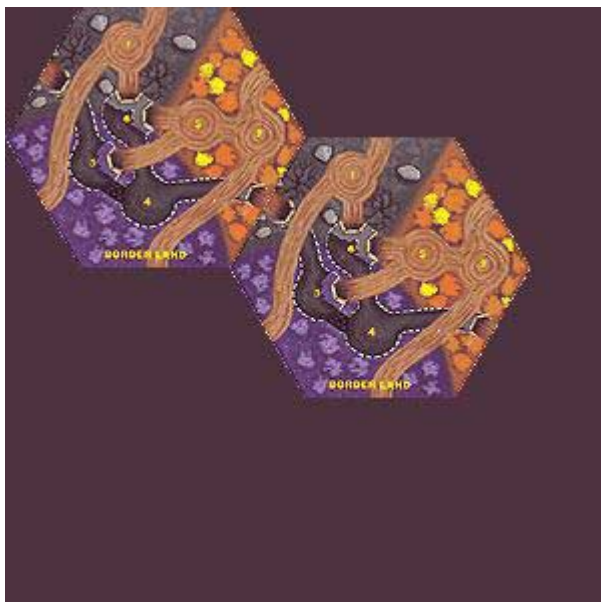
$im->copy($source1, 0, 0, 0, 0, 150, 130);
$im->copy($source2, 112, 65, 0, 0, 150, 130);

$jpg_output = $im->jpeg;

binmode STDOUT;
print $jpg_output;
```

-----CODE SAMPLE-----

And the resultant output:



Map-assembly at runtime. It's possible you had this problem solved, but here is a way into it anyway.

That script, by the way, is far from optimized. Assembling an image can be much faster if the source is uncompressed. But it's proof of concept.

GD also provides other image-manipulation routines. It's neat. But I already said that.

On a side note, the web board won't let me link to .png images. Is this fixable?

Posted by: jdfrenzel on April 10 2002,07:11

-----QUOTE-----

GD also provides other image-manipulation routines. It's neat. But I already said that.

On a side note, the web board won't let me link to .png images. Is this fixable?

-----QUOTE-----

I don't know what GD is, but it looks good. Is this a Perl lib? Post a link if you've got one.

Regarding the PNG links, could you clarify? I'm sure we can figure something out.

--- John

Posted by: D'Archangel on April 10 2002,07:27

Quote from jdfrenzel, posted on April 10 2002,04:11

-----QUOTE-----

I don't know what GD is, but it looks good. Is this a Perl lib? Post a link if you've got one.

Regarding the PNG links, could you clarify? I'm sure we can figure something out.

--- John

-----QUOTE-----

GD.pm is a perl interface to the standard graphics library libgd. It's available from CPAN as < GD-1.3.8.tar.gz >. The documentation is online at < <http://search.cpan.org/doc/LDS/GD-1.38/GD.pm> >. And if you download the module, it of course includes the docs in perldoc format.

And the PNG-link issue is that if I use iB-code to link in an image with an extension of ".png", it refuses to do so, apparently because it does not recognize this as a valid image filename. The exact error message is

-----QUOTE-----

THE FOLLOWING ERROR(S) WERE FOUND You are not allowed to use that image extension on this board. A valid format is: < <http://www.domain.com/picture.gif>, > an invalid format is: < <http://www.domain.com/picture.one.gif> >

-----QUOTE-----

Posted by: bill_andel on April 10 2002,08:34

Quote from Bmanzpapa, posted on April 09 2002,20:05

-----QUOTE-----

Wouldn't this be easier to do with thin client software that has all the graphics built in? Something along the lines of a smarter and tighter Cyberboard. Then all the server would have to worry about would be number crunching.

-----QUOTE-----

I think you are on to something here! But there's no reason the client couldn't be locally executed Java or something. The thing is, I have a couple "sub-goals" in mind:

(1) Any such client should be portable from platform to platform.

(2) No commercial software (e.g Borland Builder) should be used: this is a distributed, collaborative effort. To be legal, we'd all have to buy it. I'm having a house built right now, so my disposable income is sort of tight. (Not to mention that my wife would veto the expenditure ;-)

WRT (1), a couple of ideas come to mind:

(a) The Fast Light Tool Kit (www.fltk.org) with GNU C++ and POSIX compliant operating system calls. Users could download EXE for their fav client platform.

(b) Since perl seems to be something many of us have high comfort level with and is winning hands down in poll, why not PerlTk? Free at www.activstate.com. Users would have to download the Perl interpreter, the Tk module and our scripts.

But I really, REALLY like the idea of the graphics being on the client end as a way to keep bandwidth small. Only problem there is no one can casually observe the game at a website. Maybe this thing needs to spit out sort of a summary web page for a site?

Also, I do not envision a need for drag and drop pieces like CyberBoard. I think all of the interaction with game components could be done via forms and the engine.

Drawbacks I can see to having a client to download are:

(1) If we release a new version of WebMR with expansions, a new client or at least a client "data" upgrade must be downloaded to get the new graphics, etc. (though we could build in auto-update I s'pose).

(2) As with CB, need to d/l client on every machine you plan to log in to the game on. Drag.

But bandwidth is a big consideration. Others opinions on this?

Posted by: bill_andel on April 10 2002,08:40

Quote from jdfrenzel, posted on April 10 2002,00:47

-----QUOTE-----

Maps can be resized on the fly by combining 2 PHP image functions and the tag. Maybe something exists in Perl that can get image dimensions as well. So just one image size is needed.

-----QUOTE-----

In ORA's "Mastering Perl/Tk" which I recently got, there's some graphics library that does "thumbnails" from images you've loaded. Handles PNG, BMP, XBM, XPM, JPEG, GIF.

I re-iterate: don't think we need drag'n'drop, therefore may not need DHTML. I really think PBEM games start faster if the server builds the boards. That means our UI just needs to be forms and static images (albeit built "just in time"). Dissenting opinions welcome.

FWIW, I agree, let's have real names here unless folks are really concerned about privacy or have outstanding cyber-crime warrants against them 😊

Posted by: bill_andel on April 10 2002,08:55

Quote from D'Archangel, posted on April 10 2002,04:30

-----QUOTE-----

GD is neat. I mean, really neat. I'm not sure how useful it will be (it looks useful to me), but consider this: <snip>

-----QUOTE-----

Nice work, D'Arch! 😊

John, I like the tools list. Seems to me the client issue is what we have to wrestle with right now. With that in mind, D'Arch, can you extend your example to do a full-blown board - 20 tiles, a bunch of monster, character and dwelling counters - and then benchmark it on a 56K dial-up connection? Assuming the delay is just a few seconds, I think we definitely go with a web client.

Anyone who doesn't know Perl should consider learning. perl.com has links to tutorials: < perl.com - Tutorials >

Adam, you're the one who's worked with SourceForge, right? Can you get us a "project workspace" or whatever they call it set up over there and then post (new thread) a quick & dirty how-to? It uses CVS for source code control, which I've used before. Tutorials and other info at: < CVS Home >

Geeze, this is going to be so cool! I am so psyched up about this. 🤖

I'm starting another poll on the manual vs. auto-board building issue. I'm not against having a manual build feature, I just think it would make things simpler for the moment if we dispensed with it.

Bryan, can you post algorithms from your board builder in a separate thread? And Setup Stooge in another? That is, if you don't mind sharing them. You've already solved these problems, so it makes more sense to build on that than to re-invent the wheel.

Posted by: BryanWinter on April 10 2002,10:40

I am unfortunately in mega-busy mode at work but I will try to gather those materials ASAP.

And I hate to be a wet blanket, but if you are thinking client software please consider my fellow Mac users. Actually this is a REALLY good argument for a Java client, and the Mac OSX implementation of Java is really sweet.

RealBasic is object-oriented Basic-esque so a lot of the calls and properties will be tied into classes that I created, so it may not make TOO much sense. But I will try to decipher where I can...

One thing that will be very helpful is an algorithm I adapted that will build a hex tile board for you. It assumes you have a 2D array (MapGrid) which is offset on the X and Y to mimic a hex grid. Then it runs through rows and columns and places a tile in those (x,y) coordinates that have a tile in that spot. It also figures out which "column" you are in (using mod 2) and offsets the placement of the tile accordingly.

It works great and is easily adaptable.

Gah! Gotta get back to work!!! I'll keep you posted.

Posted by: D'Archangel on April 10 2002,10:59

Quote from bill_andel, posted on April 10 2002,05:40

-----QUOTE-----

In ORA's "Mastering Perl/Tk" which I recently got, there's some graphics library that does "thumbnails" from images you've loaded. Handles PNG, BMP, XBM, XPM, JPEG, GIF.

-----QUOTE-----

Sounds like GD. It doesn't have a special function for thumbnails, but copyResized makes creating thumbnails fairly trivial.

-----QUOTE-----

FWIW, I agree, let's have real names here unless folks are really concerned about privacy or have outstanding cyber-crime warrants against them :D

-----QUOTE-----

Alright, alright. Call me Ishm^H^H^H^HAlexander, then.

Posted by: D'Archangel on April 10 2002,11:21

Quote from bill_andel, posted on April 10 2002,05:55

-----QUOTE-----

John, I like the tools list. Seems to me the client issue is what we have to wrestle with right now. With that in mind, D'Arch, can you extend your example to do a full-blown board - 20 tiles, a bunch of monster, character and dwelling counters - and then benchmark it on a 56K dial-up connection? Assuming the delay is just a few seconds, I think we definitely go with a web client.

-----QUOTE-----

The only thing stopping me is that I don't have scans of all the tiles and counters necessary.

Especially, I don't have access to any scans with transparent backgrounds. The reason I used two BL tiles in my example was because it took me a lot of clumsy poking around with El GIMP to get the background -- and just the background -- transparent.

If anyone has a complete tile set (preferably with transparent backgrounds), please let me know. If you got chits and counters, even better.

On another note, I would need someone else to benchmark, since I don't have a dial-up account anymore.

Posted by: bill_andel on April 10 2002,11:30

Well, I guess I could benchmark, as I have dial-up. I can get you tile and counters, too, probably, but it might be a couple days. Quickest way to get tiles, though is to d/l Bryan's Map Maker: < MR Board Builder >, then open each image in MS Photo Editor, which can be used to

make a GIF's background transparent.

You could get counter images by exporting from CyberBoard and clipping, but that's tedious. I should be able to provide you with at least dozen images by Saturday. My concern is that the resulting zip file will be too big to attach here, so I may have to send them in pieces.

Posted by: D'Archangel on April 10 2002,11:43

Quote from bill_andel, posted on April 10 2002,08:30

-----QUOTE-----

Quickest way to get tiles, though is to d/l Bryan's Map Maker: < MR Board Builder >, then open each image in MS Photo Editor, which can be used to make a GIF's background transparent.

You could get counter images by exporting from CyberBoard and clipping, but that's tedious. I should be able to provide you with at least dozen images by Saturday. My concern is that the resulting zip file will be too big to attach here, so I may have to send them in pieces.

-----QUOTE-----

I'd like a combination of the methods, then -- I'll grab the Board Builder and extract tiles from it, which I'll then manipulate extensively with GD to see how long it takes to assemble a board on the fly. By the time you can get me counters, I'll probably be ready for them.

Posted by: BryanWinter on April 10 2002,11:55

My board builder tiles have white backgrounds because realBasic uses pure 255,255,255 as transparent. I can clip the white out and redo them as transparent gifs using a Photoshop action in a matter of minutes - as soon as I have a few minutes I can do that...

And IMHO, my tiles are crisper than the Cyberboard ones... 😊

Posted by: Bmanzpapa on April 10 2002,13:14

Quote from D'Archangel, posted on April 10 2002,10:59

-----QUOTE-----

Alright, alright. Call me Ishm^H^H^H^HAlexander, then.

-----QUOTE-----

-----QUOTE-----

FWIW, I agree, let's have real names here unless folks are really concerned about privacy or have outstanding cyber-crime warrants against them :D

-----QUOTE-----

<whine>But I lose all my mystique that way.</whine>



Dan Evans

Posted by: madmanatw on April 10 2002,13:28

Quote from bill_andel, posted on April 10 2002,08:55

-----QUOTE-----

Adam, you're the one who's worked with SourceForge, right? Can you get us a "project workspace" or whatever they call it set up over there and then post (new thread) a quick & dirty how-to? It uses CVS for source code control, which I've used before. Tutorials and other info at: < CVS Home >

-----QUOTE-----

Yeah, I own the pol-distro project over there. My SF login is madmanatw (same as here) (it's short for "Madman Across the Water" in case anyone was wondering) and I'd be glad to set up a SF group for us. This requires us to choose an open source license for the project, however. So we should discuss that before we get started...

if we don't want to go open source (or don't want to quite yet, or whatever), CVS is fairly lightweight and I'm sure we can get it somewhere else- I run a CVS server, but at the moment I'm hosting more than I can handle bandwidth wise already. (If I get that cleared up, as I hope to do soon, then I'd be glad to offer shell/CVS access to my box, assuming my co-sysadmin doesn't mind).

If we're down with the Open Source thing, though, SF is the way to go.

-- Adam

Posted by: jdfrenzel on April 10 2002,14:20

I talked with my ISP regarding GD, and its basically available. Here's the quote:

-----QUOTE-----

The GD library is available on our servers, but the include files are not. This will mean a dynamically linked program compiled against libgd on your own machines will work if run on our servers, but if you wished to do the development on our servers, you will need to compile your own version of libgd, with a --prefix to configure which tells it to install in your home directory.

-----QUOTE-----

Make sense to you UNIX guys?

---John

Posted by: D'Archangel on April 10 2002,23:56

Quote from jdfrenzel, posted on April 10 2002,11:20

-----QUOTE-----

I talked with my ISP regarding GD, and its basically available.

Make sense to you UNIX guys?

---John

-----QUOTE-----

It makes sense, but it answers only part of the question. What I'd really like to know is if the perl interface to libgd is available. This would be a file called 'GD.pm', probably somewhere in or near /usr/lib/perl5. If it's not immediately visible,

-----CODE SAMPLE-----

```
find /usr -name GD.pm -print
```

-----CODE SAMPLE-----

should give a definitive answer. Or you can just ask your ISP this slightly more specific question. <g>

D'A

Posted by: bill_andel on April 11 2002,07:24

Poll results seem to heavily favor Perl as the development language, automated map building and full-blown 2d Ed WX & Seasons. Only one dissenting vote each in the former two and two in the latter. Perl preferred 5 to 1 over alternatives, auto-maps only by same margin. 2E WX preferred 2 to 1.

Holy smokes, we made 7 pages on this topic so far! 😊

Posted by: Hugo on April 11 2002,09:43

Hey, that **is** my name 😊 .

All this java/perl talk is over my head I'm afraid. Told you I wasn't a web programmer. However, databases & SQL I can do in my sleep. If you like I can start thinking about data structures and required interfaces etc.

And a proper intro...

name: Hugo Huggett

home: Oxford, UK

job: MS/VB/SQL programmer/designer/consultant (7 years)

real occupation: boardgames & rpg's of all descriptions 🍷

Posted by: jdfrenzel on April 11 2002,10:40

RECAP TO DATE

Team Members

-- Bill Andel

-- Bryan Winter

- David Short
- Adam Burr
- D'Archangel (Alexander)
- Hugo Huggett
- Bmanzpapa (Dan Evans)
- Finiasjynx (Dave Brown)
- John Frenzel

Tools

- my SQL backend
- Generic web browser frontend
- Perl/CGI works the middle

Prototype Guidelines

- "Daylight" game mechanics; similiar to a 1st Encounter game
- 2nd Ed weather and seasons
- Maps auto generated - no manual build

I'll update again once more seems solid. Additional members are welcome, and let me know if I've forgotten anyone. Once we get a better idea of what everyone will be doing, I'll add a "domain" to help sort who's doing what.

--- John

Posted by: BryanWinter on April 11 2002,10:56

I think I can supply a lot of help in the auto-build board algorithm. I'm SURE my code is brutally inefficient, but I can at least upload my code and you experts can tweek it to the nines.

Maybe this afternoon..... 

Posted by: D'Archangel on April 11 2002,11:02

Quote from BryanWinter, posted on April 11 2002,07:56

-----QUOTE-----

I think I can supply a lot of help in the auto-build board algorithm. I'm SURE my code is brutally inefficient, but I can at least upload my code and you experts can tweek it to the nines.

-----QUOTE-----

Inefficient or no, it's a known-good algorithm. Saves duplication of effort, thus good. Please do.

Posted by: mcknight on April 11 2002,21:08

You guys are amazing! I can't wait to see how this turns out. I would like to put a word in for manual map-building, though. It's one of my favorite parts of MR.

Not that I can remember an instance where it actually paid off for me: you put all the caves together and someone else picks the Dwarf first; you plot out a great board for the Amazon, the Inn ends up behind a secret passage, and all the characters maul each other before anyone breaks out.

The one thing that I have seen done, and it only takes a couple of diabolical players to manage

it, is to create a board that's virtually impossible to get around on unless you're a flying character. Two or three topologically unconnected boards joined by the secret passage in Cliff or by a secret passage in Caves or Caverns. Of course, by Murphy's law, you finish this board and the other two players will grab the Witch and Witch King! But then, you can always take advantage of the fact that all exits in the the Woods tiles are completely connected for magical characters that can enchant/ unenchant tiles. Creates an interesting game with everyone in the know running a magical character!

--Steve McKnight

Posted by: Hugo on April 12 2002,05:01

Finally got registered... 😊

Initial thoughts about the database:

Do we want any game to be recoverable to any previous point? I.e. so you can say "go back to how it was at the beginning of evening, day 8" for example. I'd say yes, but it obviously means more storage space. Is this a problem?

I am assuming that the graphics and play interface will be completely separate from the game engine itself. E.g. all tile information (clearing connectivity etc.) will be in the db, and the legality of moves, consequences etc. entirely determined by the engine. The idea is to make it possible to play the game through a text interface for instance (if a bit masochistic 😊).

The architecture looks like it should be three-tier. Web presentation -> game engine -> db. If the language for the game engine is decided upon, how will it query the db? Given that MySQL doesn't seem to have the equivalent of stored procedures, will the game engine make direct SQL calls? If so, will this be through ODBC or some other API?

Posted by: D'Archangel on April 12 2002,06:43

I'd like to be able to recover to any point -- for one thing, the idea of being able to replay a game is kind of neat.

From what we've said so far, the front-end will be completely detached from the engine, precisely so that we can swap it out and enhance it independently.

I have been assuming so far that we'll be based on a three-tier architecture. Providing the engine is written in perl, it will use DBD::mysql to talk to the database, and the DBI API to talk to the DBD.

I at this point anticipate that the engine will be making direct SQL calls, though perhaps wrapped in a dedicated package for modularity. My grasp on DB architecture is a little bit iffy, though, so there may be a compelling reason to do it otherwise.

Posted by: bill_andel on April 12 2002,09:08

I agree, perl DBI the way to go, though I know very little about it other than its existence. Hugo has the right idea about architecture, using the classic Model/View/Controller type of pattern, or to be more accurate, we have a presentation layer, which is the GUI, a state or model layer, which is the database, and sandwiched in between we have the behavior layer, which manipulates the model in response to the interface. By decoupling these, they can be developed reasonably independently.

Tentatively, I figure team assignments to be:

Presentation: Adam Burr, Alexander "Doe", Bryan White
Behavior: Bill Andel, Dave Brown, Dan Evans, David Short
State (DB): John Frenzel, Hugo Hugget

Supplemental duties:

Web hosting/sys admin: John Frenzel
Source control/CM: Adam Burr
Documentation: Bill Andel
QA/Rules consultation: Stephen McKnight

Database pretty much has to be considered as a whole and is one of the first things that needs to get going.

Presentation/behavior can be parsed into the various pieces of the game:

1. Setup:
 - a. "Setup card"
 - b. Map generation
 - c. Character selection (w/VP specification)
2. Day
 - a. Midnight
 - b. Birdsong/sunrise
 - c. Daylight (turns/phases)
3. Evening

Plus, there is some special processing for:

4. End-of-week:
 - presence of color magic
 - return of prowling monsters to appearance chart
 - determine weather for following week
5. End-of-month:
 - VP calculation
 - selection of chits for development (eventually)

Evening will be omitted initially. Despite poll results, I still wish we could omit weather for the moment. Anything we can do to simplify our initial cut at a "Daylight" (pseudo first encounter) game is good.

Posted by: bill_andel on April 12 2002,09:51

Some design philosophy here for our consideration: The real, physical game itself has state, behavior and presentation.

The presentation is the components of the game itself. Their placement and orientation represents state. The rules define the "behavior" of the game.

The game's presentation was subject to *PHYSICAL* limits of the components. Component sizes, colors, etc. were chosen due to constraints of production costs, packaging, target sale price, etc. These limited what pieces of information were physically capable of fitting on the components.

The results were an awesome game, but not an *ENTIRELY* satisfactory one, which is why - even in the Cyberboard game box - Realmlers are constantly developing alternative components. Cyberboard has item/chit status sheets. "Thorn", a user of these forums, produced beautiful printable ones, and also alternate magic chits. John Frenzel has produced his "Ultimate Counters", I the "Denizen Combat Sheet".

My point? Think out of the (game) box! Most game components do not **HAVE** to be represented or presented in WebMR the way they are in the game. Obviously things like the map tiles should as should many of the pieces on it.

But consider denizens: I'd prefer seeing a simple counter that had the denizens image on it and, if native, his designation, i.e. OHQ, R1, L2, etc. And **NOTHING** else! Clicking on the piece could bring up a "detailed" view which would have not only all the statistics on the physical game counter, but also all the data tucked in the rules which people are constantly having to look up. The same could be done for items: weapons, armor, horses and **gasp** TREASURES!

Consider when there's an entity in a clearing which confers color magic. Instead of "telling" everyone "Sacred Grail" in DW1 confers white magic to entire clearing, how about painting the clearing image on the tile with a translucent white overlay, signifying it visually?

What about the sites, sounds, warnings? Instead of boring text chits, what about audio files for the sounds, icons for sites and warnings?

I'm sure you can all come up with other ideas along this line.

And when we get to evening, I think things could get even **MORE** exciting! What if we could use "Flash" or some such tool to do ANIMATIONS presenting the results of a round of combat? Imagine seeing Grom, the Tremndous Troll picking up the Dwarf after matching DUCK, the Dwarf's helmet shatters, he's wounded, but the next round the Dwarf's now alerted Great Axe hews the Troll with a mighty SMASH before it can crush the doughty little warrior? Unlike D&D where you just roll a d20 to hit (well, at least in my day, you did ;-), MR's combat system lets you **VISUALIZE** the action! Wouldn't it be cool to animate it? Granted, a **lot** of work, but think of the results! Once you modeled each denizen, each character in the proper maneuvers and attacks, couldn't those just be pulled from a database and assembled? And if not with animation, at least by composing static pictures in to a comic book style frame? Just a "some day" wish.

Posted by: mcknight on April 12 2002,12:48

-----QUOTE-----

Consider when there's an entity in a clearing which confers color magic. Instead of "telling" everyone "Sacred Grail" in DW1 confers white magic to entire clearing, how about painting the clearing image on the tile with a translucent white overlay, signifying it visually?

-----QUOTE-----

This is an excellent idea. Notice how Dan Farrow does this in Cyberboard in the Cyan game. He puts one of the color chit borders (without any accompanying chit) in the clearing at a 45 degree angle to indicate the color present in the clearing. This is not bad because it allows you to localize the color source to the site chit (for theToadstool circle, for example) or to the character (for a character carrying the Dragon Essence) or to the clearing floor (for an abandoned Cloven Hoof). You'll need a way to border more than one color, either two frames at different angles or one frame inside another.

Posted by: jdfrenzel on April 12 2002,16:23

-----QUOTE-----

*My point? Think out of the (game) box! Most game components do not *HAVE* to be represented or presented in WebMR the way they are in the game.*

-----QUOTE-----

I couldn't agree more! There are lots of examples of this groups creative efforts on this area - I especially like Bryan's FIGHT, MOVE and MAGIC counters in his digital MR screenshots.

--- John

Posted by: jdfrenzel on April 12 2002,16:40

Now the bad news. Our ISP does not have GD.pm installed or available, nor are they willing to install it for us. So if GD is to be used, we're moving.

I have identified several hosts that meet this site's current and future functionality and budget, and have sent queries regarding some other details. From the looks of it, I'll be able to get a few other goodies for the switch.

--- John

Posted by: BryanWinter on April 12 2002,17:19

Quote from jdfrenzel, posted on April 12 2002,15:40

-----QUOTE-----

I have identified several hosts that meet this site's current and future functionality and budget, and have sent queries regarding some other details. From the looks of it, I'll be able to get a few other goodies for the switch.

-----QUOTE-----

Yep, there's always someone better out there... 😊

Posted by: Hugo on April 16 2002,09:04

Hi all,

Big post here. I've had a couple of slack days at work, so I've managed a draft DB structure. I'll post it in the DB stuff section in a minute.

Map

How does the random map generator algorithm store the tile configuration? It would make sense if the DB followed the code here since the code already exists.

Order Resolution

Currently I have the orders for each character/hired ldr/controlled monster/etc. for each turn stored as a single string. I was thinking that in the initial prototype the GM would parse this

manually and click on buttons on their screen to enact the phases as appropriate. Is this how people see it? In the long run we want the code to parse the orders somehow, but it seems a complex business to me. After all even a single move phase can involve a lot of players what with the options to block and trade and so on.

Primitive DB Operations

What I mean by this is what are the simplest 'transactions' that the game engine needs to be able to perform on the DB? I think it'll help those writing the game engine procedures if we can sort out this list, making it as short as possible. No other procedures would be allowed direct access to the DB, and any piece of game processing would just be a string of calls to these operations (with appropriate control of flow stuff).

Here's my initial list. It needs a lot of work... 😊

Game Organisation

- 1 Create new game
- 2 Create new player

Turn Sequence

- 1 Set orders
- 2 Sunrise (end birdsong, shuffle attention counters, set monster roll, restock appearance chart)
- 3 Next Daylight Turn (reveal next attention counter, move to evening if none left)
- 4 End Player's Turn (move prowling monsters, activate map chits, use appearance chart, end following characters' turns)
- 5 Midnight (turn map chits face down, potions expire, curses removed at the chapel)

Denizen Actions

- 1 Move uncontrolled monster to clearing
- 2 Move unhired native/native group to clearing
- 3 Move visitor/untaken mission to clearing

Order Actions

- 1 Move to new clearing
- 2 Hide
- 3 Peer
- 4 Locate
- 5 Loot (site, cache, or lost pile)
- 6 Search Crypt of the Knight
- 7 Search Toadstool Circle
- 8 Search Enchanted Meadow
- 9 Use Magic Sight
- 10 Block
- 11 Look in container (trading with natives, wish for vision)
- 12 Trade with natives (i.e. roll on the meeting table)
- 13 Suicide

Item Actions

- 1 Give item
- 2 Sell item
- 3 Drop item
- 4 Lose item
- 5 Activate item
- 6 Deactivate item
- 7 Open the chest

Other Actions

- 1 Apply curse
- 2 Apply POTP

Hugo

Posted by: BryanWinter on April 16 2002, 10:33

Hugo,

I added a link to all the properties of all my classes in the CD thread in case that helps you.

MAP

Check out the "initializeMasterTiles" routine in my Board Builder code. I have it all hard-coded in an array of a Tile Class. Instead of hard-coding it in, I wanted to eventually get all that data in a DB and seed the arrays with the DB at runtime. But it was done and working so it's low on the priority list.

ORDER RESOLUTION

In my program I have a History Pad class that is basically a huge 4D array of "orders":

orders(13,28,15,2) as string

Then each character class has a historyPad property - so each maintains their own history pad.

The 4 dimensions of the array assume as it is defined assume a year-long game:

13 months x 28 days per month x 15 actions per day x 3 action details per action

Once the length of the game is determined, the program redim's the historyPad class so the first array element is equal to the number of months the game will last. So a 2-month game will end up with history pad arrays of:

orders(2,28,15,2) as string

The 3rd element (15) is an estimation of the absolute highest number of actions a player could realistically record in a day (think Amazon with pony and a ton of Birdsong treasures).

During the Birdsong phase of a turn, the program runs through each player and they add their orders to their history pad for that day. Assuming the character made a MOVE action, the program and player will determine the legal move and the following info will be added to the player's history pad for that action:

```
player(currentPlayer).historyPad.orders(gameMonth,gameDay,index,0) = "Move"  
player(currentPlayer).historyPad.orders(gameMonth,gameDay,index,1) =  
str(virtualCurrentTileLocation)  
player(currentPlayer).historyPad.orders(gameMonth,gameDay,index,2) =  
str(virtualCurrentClearingLocation)
```

The 3rd array element "index" is the current action we are recording, and the three final elements are the name of the action, the destination tile, and the destination clearing.

I can tell you Birdsong alone is a huge task. Mine is all automated, so not only does it have to maintain player order and actions and such, but it also has to check inventory and provide extra phases based on the active stuff. Then you have to make sure they don't use the Shielded Lantern twice, etc. Which is why this thing will probably work best as a tool rather than a self-contained program - at least for a while.

Posted by: bill_andel on April 16 2002,11:52

-----QUOTE-----

Currently I have the orders for each character/hired ldr/controlled monster/etc. for each turn stored as a single string. I was thinking that in the initial prototype the GM would parse this manually and click on buttons on their screen to enact the phases as appropriate. Is this how people see it? In the long run we want the code to parse the orders somehow, but it seems a complex business to me. After all even a single move phase can involve a lot of players what with the options to block and trade and so on.

-----QUOTE-----

Yeah, that's been my thinking on it, Hugo. This is really excellent work! Your list is very thorough. I assume you left out Evening type activities because we will not be implementing them initially, but I would like to see them included in discussion and design anyway, as we may end up having the GM run combat and interact with DB to put in results, so you'd need transactions like wound chit, fatigue chit, rest chit, prepare chit, enchant chit, enchant tile, fly, cast spell, etc., etc.

-----QUOTE-----

I can tell you Birdsong alone is a huge task. Mine is all automated, so not only does it have to maintain player order and actions and such, but it also has to check inventory and provide extra phases based on the active stuff. Then you have to make sure they don't use the Shielded Lantern twice, etc. Which is why this thing will probably work best as a tool rather than a self-contained program - at least for a while.

-----QUOTE-----

Bryan, this is why I proposed a player be presented with a list of phases he may use and their source with the ability to re-order the phases and supply parameters. See the "Front End" thread.

Posted by: D'Archangel on April 16 2002,11:55

Response to BryanWinter's post of April 16 2002,07:33

I have done a lot of work on turning out a perl random board generator based on your code. I didn't want to start giving out too many details until I at least had it working, but I have information pertinent to this discussion, and so I'll contribute it.

First, my sources-in-progress are at < http://www.passwd.net/~darch/magic_realm/WebMR/ >. Note that I make no representations about the working state of these sources -- this is essentially a mid-development snapshot.

There are a number of differences between this and your code, mostly in terms of organization -- I went on an object oriented rampage, I changed a number of your arrays into lists and hashes, and I reordered your central algorithm to be more aesthetic and (hopefully) modular.

I have generally eschewed fixed-sized arrays in favor of sparse lists and hashes. The map itself is of dynamic size, both because this works more readily with the improvements to the building algo and because this means I can support variable-size boards out of the box.

-----QUOTE-----

MAP

Check out the "initializeMasterTiles" routine in my Board Builder code. I have it all hard-coded in an array of a Tile Class. Instead of hard-coding it in, I wanted to eventually get all that data in a DB and seed teh arrays with the DB at runtime. But it was done and working so it's low on the priority list.

-----QUOTE-----

I've done this. Right now, the DB is a flat text file, but that is easily fixed. This also means that once I finish implementing all my happy stub functions, I should be able to generate double-size boards with a minimal expenditure of effort.

-----QUOTE-----

ORDER RESOLUTION

In my program I have a History Pad class that is basically a huge 4D array of "orders":

orders(13,28,15,2) as string

-----QUOTE-----

However, I think that we'll want to turn this into a slightly less chunky data type. With lots of happy objects.

(Forgot to conclude when I first posted this.)

I would like people to have a look at what I've written so far, ugly as it is, and give me feedback. I think I'm going in the right direction, especially looking forward to integrating this into a much larger project.

Posted by: BryanWinter on April 16 2002,12:14

You...ROCK!!!!

Wow - very impressive. How the hell can you decipher all that perl mumbo-jumbo. 😊

-----QUOTE-----

There are a number of differences between this and your code, mostly in terms of organization -- I went on an object oriented rampage, I changed a number of your arrays into lists and hashes, and I reordered your central algorithm to be more aesthetic and (hopefully) modular.

-----QUOTE-----

You go right ahead. It's everyone's for the hacking. 😊

Looking forward to it in action!!!

-----QUOTE-----

However, I think that we'll want to turn this into a slightly less chunky data type. With lots of happy objects.

-----QUOTE-----

I pondered this, but eventually went with strings so I could parrot back order history easily.
By all means change it at your leisure!

Posted by: bill_andel on April 16 2002,12:28

D'Arch, RLS impinging on my leisure right now, so it'll be a few days before I can look this over. However, John has posted his tab-delimited text database files in another thread, so you may want to take a gander at those.

Posted by: sedecula on June 26 2002,10:34

Anything new on this project? No one has posted to this topic in a couple of months, after a really hot start.

I wanted to mention that I have been toying with the Neverwinter Nights world builder, and I have made great progress on a "Borderland" tile. At first glance, I can build tiles, locations, treasures, weapons and armor, NPCs, factions, monsters, etc. into a fair facsimile of MR. The great question is how to easily implement the random placement of all the stuff.

Posted by: madmanatw on June 26 2002,12:46

I posted in another thread links to perl scripts I wrote that place chits, treasures, items, and spells for an arbitrary number of boards. < The chit placer > is here, and < the treasure placer > is here. Both have a subtle bug that I've fixed at home and not yet uploaded to tumbolia, I'll do that later today.

Posted by: BryanWinter on June 27 2002,09:04

I think we've hit a "Summertime Slump" - lessee...code or go outside...code or go outside...

Posted by: sedecula on July 02 2002,14:58

I am using the Neverwinter Nights toolset to build a Magic Realm game. The toolset is a dream come true, and through it I am able to build most things represent in MR. I have currently finished the terrain for the following tiles (each is represented by one or more areas in the toolset): Borderland, Crag, Oak Woods, Pine Woods, Linden Woods. I have set up basic terrain, clearings, and area transition hooks.

Let me know if you have interest in my work. It is in its very beginning phases, but shows promise.
Mark

Posted by: BryanWinter on July 02 2002,17:48

Sounds cool. Do you have any screenshots?

Posted by: sedecula on July 02 2002,18:25

Bryan,


There are plenty of screenshots available for Neverwinter Nights. The toolset uses the same terrains as the game. Try neverwinternights.com - you'll understand the beauty and appeal of the game.

The real problem with my "little" project is that although you can laboriously construct a Magic Realm setup with a fair degree of faithfulness, tearing it back down and rebuilding the next game will be an even greater pain (if you can believe it) than setting up the board game.

Mark

Posted by: BryanWinter on July 03 2002,10:24

My bad, I was wondering if you had any screenshots of your work so far. I'm pretty familiar with NW, and I can believe that doing a new setup would be a pain. Still, behaps you can use the tools to create "templates" or "pieces" which we could manipulate elsewhere...

Probably not, but I'm always thinking! 

Posted by: sedecula on July 03 2002,15:45

Bryan,

I have finished the terrains for all the tiles, and linked them together into a viable board. I'm currently playtesting the routes to make sure I can visit all the necessary "clearings". I have also plugged in a few encounters on the woods tiles, and set the dwellings in place.

Now for the kicker. Although I am not a programmer, I believe it is entirely possible to randomize the board by use of an "on enter" script for the module. Furthermore, encounters, dwellings, and treasures might be randomized as well.

This module would work really well in multiplayer, and especially well through the use of a DM.

If you're interested, I'll email the mod to you. Perhaps the most amazing part is that I have accomplished this in about ten hours.

Still learning the ropes.

Mark

Posted by: BryanWinter on July 03 2002,17:28

Very cool! I gotta wait until NWN is available for the Mac. I'm used to that. :/

Posted by: sedecula on July 05 2002,11:12

The more I think about it, the more I am convinced that Neverwinter Nights is the fulfillment of the greater part of Magic Realm's potential.

There are a few things that Magic Realm has that NWN will not ever have. There is a certain charm about Magic Realm that cannot be reproduced on the computer. Yet, here is not just a computer role playing game, but a game that has the potential for endless adventuring and expansion.

Add in a random module generator to Neverwinter, and it really is a done deal.

You can't make NWN just like MR, but you can come close in many ways. You can even intentionally represent features of MR with NWN. Like: searching for treasure; you can script treasure locations exactly according to how MR works, right down to the last die roll; factions in NWN also work much like the friends/enemies/neutral mechanic in MR. Bartering can be made to work just like MR if want.

The combat/magic system is on the other hand vastly different... but I like NWN way better, so no bust there.

Lots of other reflections could be made, but I don't have the time. I'd love to do a MR representation with NWN, and I probably will do it over time as I gain skill with the NWN toolset.

Posted by: sedecula on July 09 2002,17:06

I have cleaned up the map connections, so that now everything works very well. I have been cruising around the realm like the first encounter, visiting all the clearings and setting off the occasional monster encounter.

I also set a treasure location, the Cairns, which translated very nicely. When you come upon it, there are piles of stones all over, some of which contain treasure. Spiders lie in hiding nearby. You can even customize your treasures to roughly match their use in MR.

Posted by: LordMe on Nov. 24 2002,08:21

I remember when Atomic Games (makers of the Close Combat series for Microsoft) was considering making a Magic Realm computer game six or seven years ago after they were given the run of AH's catalog. They dropped the idea with little fanfare but I never heard why. On the one hand, I was disappointed because the guys at Atomic were quite talented, but on the other I was happy because if they were considering turning it into a realtime game the way they did Close Combat (which is Atomic's version of Squad Leader), they would have murdered it.

That's my reaction to sedecula's NWN version. MR is a turn-based strategy game--with pre-recorded moves, no less. How in the world are you going to do a faithful conversion using a realtime RPG engine?

No offense. I'm not trying to rain on anyone's parade, and I'm sure an NWN version of MR would find some sort of audience out there. It's just that I wouldn't be in it 😊 I like MR the way it is. The most I will tolerate is converting the map, items, and characters to 3D. Beyond that, forget it. I want the mechanics to remain the same, and I don't believe that's possible using the NWN toolset.

Posted by: dwfiv on Nov. 26 2002,19:36

I had some free time and have started to set up a Microsoft Access database of all the things in Magic Realm. Before I spend a lot of time building and debugging it, I was wondering if anyone had done all, or some, of it already (built an SQL database containing Magic Realm things.)

Using the built in reporting tool, I was hoping to be able to reproduce the "list and tables" file entirely from the database. This would allow two things:

1. That everything needed to play was available from a program, with necessary relevant data attached, and
2. Additional or variant monsters, treasures, spells, etc. could be added without major headache.

So, has anyone attempted to store Magic Realm in an SQL database?

-DAN

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: Aide de camp 2 started by MMesich

Posted by: bossmitch on Mar. 21 2003,23:29

I just discovered this board. Really enjoy this game. Does anyone know if there has ever been a conversion or any interest in using "Aide De Camp 2", which is a board game conversion utility, to recreate a computer simulation of the game. I have toyed around with how this could be done with this software, but have not had the time to make a serious attempt. I am not sure it can be done, but who knows, it is a very versatile program. It isn't a program one could program AI into to play against a computer, but it would allow a digital version of the program, playable by email. If someone is still checking this forum, please let me know.

Bossmitch

Posted by: dwfiv on Mar. 22 2003,17:09

We all use CyberBoard to play Magic Realm via email. Never tried Aide de Camp. I thought it was text based. Please tell us more!

-DAN

Posted by: bossmitch on Mar. 22 2003,19:16

Dan,

Thanks for the reply. ADC2 is not text based. It is graphics based, and is a fairly flexible utility for wargames, most board games, and even card games. I do not know about CyberBoard, but I did look at it and noticed it is free. Unfortunately, ADC2 costs about \$50. You can find more info about it at www.hpssims.com. I bought ADC2 partly because of my interest in wargames, but also in one of my blindly ambitious moments thinking I could create a Magic Realm game in ADC2, or even had hopes of finding one already done. If there is interest, I would consider maybe working with some others to create one. I have not researched the mechanics of ADC2 as much as I would like, but I think the first challenge would be finding a way to simulate the players laying out the tile set board. I was just surprised to find this site, which I am still exploring, with an active fan base.

Let me know if you take a look at ADC2 if you think there would be some interest.

Thanks

Bossmitch

Posted by: Brand on Mar. 23 2003,11:27

☺ I have just found out about this whole MR world. I was a true addict and MR Trainer back in the 70's.

The Aide de camp idea sounds good, I have also discovered VASSAL <
<http://www.vasl.org/vassal/>. > Although I've just toyed with a few gameboards this one is promising and free. They claim to be able to do "ON LINE" board play.

I've also started the Cyberboard experience and enjoy the simple fact that I can play a game without using my cardboard parts, the setup stoooge is cool too.

The whole e-mail game play is nice no matter how it's done but resolving combat is tough. What is this PBEM thing anyway? 🤔

Posted by: dwfiv on Mar. 24 2003,06:26

Quote from Brand, posted on Mar. 23 2003,11:27

-----QUOTE-----

The whole e-mail game play is nice no matter how it's done but resolving combat is tough. What is this PBEM thing anyway? 🤔

-----QUOTE-----

Are you asking what PBEM means? Play-by-e-mail. 😊

As for resolving combat, that's easy. It is getting everyone to send in orders to the game moderator in a timely manner that is hard.

-DAN

Posted by: Brand on Mar. 25 2003,17:58

😄 LOL "Play by e-mail" oh well TMFA (too many freakin acronyms)

Thanks, I guess with more experience I'll get the hang of it. I did notice that you mention:

-----QUOTE-----

It is getting everyone to send in orders to the game moderator in a timely manner that is hard.

-----QUOTE-----

Being very new I did not think of a moderator. I have been helping a friend start this game as we played as teenagers. I've been creating a step by step play sequence to get ius both through each day and keeping to 2nd ed rules as much as possible.

Does the moderator spectate or play?

Regards, Brand

Posted by: bill_andel on Mar. 26 2003,08:31

Quote from Brand, posted on Mar. 25 2003,17:58

-----QUOTE-----

Does the moderator spectate or play?

-----QUOTE-----

Typically, the moderator spectates.

Posted by: dfs on Mar. 26 2003,10:48

-----QUOTE-----
Typically, the moderator spectates.
-----QUOTE-----

I don't think that goes quite far enough, because the moderators typically put in a ton of work.

The moderators make the moves and are responsible for enforcing the rules. I don't know that I've had a single on-line MR game where I didn't see a new rules implication.

Maybe that's just me.

Posted by: bill_andel on Mar. 26 2003,13:39

I wasn't trying to sell MR game moderators short! I just figured that, with as complex as MR is and since Brand is already trying to PBEM with a friend, the amount of work involved in moderating was sort of obvious. (Guess it was only obvious to me! 😊)

Posted by: Brand on Mar. 27 2003,07:39

😊 Thank you both, I will continue my "unmoderated game" with my pal for now. I can see the benefits of the moderator and from what I've learned so far it would be quite a task to be one.

But MR is fantastic and worth it. Thanks again.

Posted by: dfs on Mar. 27 2003,10:38

My experience has been that PBEM games are great fun.

If you regularly use e-mail, you might consider subscribing to the mail list and waiting for a game announcement. Games seem to start up in clusters.

Posted by: bill_andel on Mar. 27 2003,10:43

Actually I think Bryan Winter (www.thewinternet.com) has started a new "development game" which is open-ended. You may want to check into it.

Posted by: BryanWinter on Mar. 28 2003,11:32

Yep, I'm running a dev game right now but I am full up at 10 players. This is a game which is never-ending and has a LOT of variant rules. Watch the festivities here:

< Development MR Game >

FYI, my basic game is on Day 28 - and will likely end today!

< Basic MR Game >

Posted by: Brand on Mar. 28 2003,22:39

I must say the topic sure drifted from the Aide de camp start. I will probably join a game in the future. But for right now I'm going to get used to 2nd ed rules and then maybe look at third.

I thank you all for the help and comments. MR is VERY cool.

Posted by: dwfiv on Mar. 29 2003,18:26


You may want to start with 3rd edition instead of 2nd. The rules are much more organized and all the rules that apply to a situation are together, instead of being spread over 4 installments. Unless you aren't going whole-hog to start, and only use some of the encounters.

3rd edition is highly recommended for the serious  player.

You can thank Teresa Michelsen and Stephen McKnight for doing a wonderful job of organizing it all (although their names don't appear in the rules.) Be sure to get both the 3rd edition rules themselves and the 3rd edition list and tables files. It's worth the investment (download time).

-DAN

Posted by: Brand on Mar. 30 2003,12:33

 Thankyou, I've downloaded most everything except maybe 3rd ed Tabela.

Although the 1st ed rules have been the subject of some criticism I learned the game from them and did not mind way back then.

I've enjoyed the 2nd ed rules too and thought that 3rd ed wasn't yet complete so I focused on the 2nd. However if everyone in this realm is using 3rd I'll begin my study of them shortly.

Thanks a lot for your help, I am most grateful and relieved that MR is in existence at all. Many thanks to

-----QUOTE-----
Teresa Michelsen and Stephen McKnight
-----QUOTE-----

P.S.I do not mind following the logic of rule writer(s) at any stage of their rules. A most formidable task indeed. I've memorized 8 different AH game titles long ago and love the detail in which these folks ply their craft.

Posted by: MMesich on April 26 2003,22:25

-----QUOTE-----
FYI, my basic game is on Day 28 - and will likely end today!
-----QUOTE-----

Will there be a new basic game coming around?

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: Is this a good place to meet? started by vanbeek

Posted by: Tomas Bjorklund on July 29 2003, 11:41

Anyone else from the mailing list found their way here?

Posted by: vanbeek on July 29 2003, 14:28

I found my way here, discovered a lack of action and signed up for the listserve, where there was much more action! I still check the forum occasionally though.

Patrick

End of Topic

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-MRNet Forums

+--Forum: Software

+---Topic: MR Server/Realms of Magic started by mcknight

Posted by: craigp on Oct. 09 2003,02:21

Hello all!

I've been helping Tomas a bit with his Realms of Magic project (<http://sourceforge.net/projects/realmsofmagic/>). We were having a few design discussions, and then I came across this forum.

Realms of Magic intends to be a full computer version of Magic Realm (and then some), uses a peer-peer network model, and is written in C# using directplay and directx. I'm a bit worried that this might preclude some folks from playing/participating, since that's pretty obviously tied to M\$ OS's. Also, with the synchronized peer-peer model, all players will have full access to the game state (hidden treasures, players VC's, etc), and can also predict die rolls (hide, monster tactics, etc). So I'm a bit worried about the cheating potential.

What do folks think: are these real problems?

I noticed that some time ago folks were talking about a web-based version. Is anyone still working on that, or wanting to?

Posted by: mcknight on Oct. 09 2003,16:23

Speaking for myself, it would certainly be preferable to have the treasure locations and die rolls secure. The temptation to peek can be pretty great, and it would put one's mind to rest if you weren't constantly wondering about another player's incredible string of lucky guesses.

On the other hand, any opportunity to play Magic Realm is to be treasured, and if waiting for the perfect solution takes longer, for heaven's sake put something out even if it requires an honor system!

As for the M\$ requirement, what else is new? Bill Gates has us over a barrel and there's nothing much we can do except pay our tribute to the overlord. Certainly the Cyberboard solution that we are using for PBEM games now only runs on Windows (or a Windows simulator).

--Steve McKnight

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: For PBeM GMs started by jdfrenzel

Posted by: jdfrenzel on Sep. 01 2001,15:42

Getting a forum for your game lets game moderators keep all the rules and guidelines in one place, for all to see. As the forum moderator, you can "pin" topics to the top of the board (like this message), so they are easy to find.

The forums support file attachments, so you can include all the CyberBoard move files. Also, you can get a gme page on MRNet where you can upload maps, Setup Cards, on other related files right into the template. All from a web browser!

The Messenger feature of the boards let's you send private messagesto the players (or vice versa). Also, the board supports multiple IDs to the same email address, so players can post as the character, complete with an MR character avatar. Cool!

Lastly, it opens up the possibility for PBP (ply-by-post) games as well. These run much faster (though they generally have fewer people), and are more similiar to FTF games.

If you have any suggestions regarding how MRNet can better aid running PBeM games, please let me know. The PBeM game is the lynchpin of the community, and we're ready to do anything we can to improve that!

--- John F

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Article request started by bill_andel

Posted by: jdfrenzel on Sep. 18 2001,18:42

We are looking for someone willing to write an article on GMing a PBeM game of Magic Realm. Basically we'd like a cheat sheet that could be used by new GMs to start up and run a game, and feel like they are following accepted best-practices. Topics should include Using and setting up CyberBoard, what to expect and require from player turn submissions, guidelines for submission times, and managing the orders.

There seem to be many more players than GMs, and I think it would be great to give folks some tools to encourage them to run games. It would give you GMs a chance to actually play for a change! If you're interested, please send my an email at john@magicrealm.net.

--- John F

Posted by: bill_andel on Nov. 20 2001,10:59

Well, this doesn't specifically answer John's request, but while nosing around Walt O'Hara's PBeM site, which has some excellent Cyberboard resources, I noticed this: < How to play a MULTIPLAYER PBeM game using Cyberboard >. It does not deal specifically with Magic Realm, alas, but at least it is a starting point for would-be GMs.

Posted by: bill_andel on Dec. 11 2001,23:42

Got a little more for this topic now with mega-thanks to Stephen McKnight. Mick Shields is planning to GM a second Beginner/Intermediate Magic Realm (BIMR) PBeM game to give all the folks who were alternates/observers a chance to play and he asked his predecessor for some advice. Stephen's informative response reproduced in full:

-----QUOTE-----

Mick--

Here's what I did for set-up. I used the DOS randomizing program MRSetup.exe that Robin Warren has on his web site: < <http://www.millenicom.com/~rawarren/realm.htm> >

I ran off about ten random setups with MRSetup.exe and selected one that had no more than two treasure sites in the Lost City and Lost Castle. (I think the game is easier and more fun when the treasures are spread out through more tiles and players don't have to be bunched together too much--you can also just take the first setup that comes out if you want to be more random and authentic.)

I kept track of the treasures and items in the text file that MRsetup.exe created and used Cyberboard to create a New Game with the Game Scenario "Ready to Play.gsn" "Ready to Play" has all the monsters and natives on the Setup Chart. I then put blank treasures and Spell cards onto the Setup Chart so that I could send out the GMV files that players could mouse around on with without accidentally seeing what treasures were where.

The problem with this is that I had to update both the text file and the Cyberboard file, and sometimes they weren't in synch. I think that Teresa puts the real treasures on the

Cyberboard Setup Chart in the order of a random setup she deals out and basically plays the game in Cyberboard. This is definitely the best way to keep track of fatigued and wounded chits, location of treasures, abandoned items, and so forth.

Teresa only makes available images of the Setup Chart, Item/Chit Status Chart, and Current Board so players can't peek at the backs of the cards. She also doesn't keep a History Pad chart, and having spent hours moving those little letters into the spaces on the History Pad, I can understand why!

It's great for the players to have the GMV file so that you can see what's on the back of counters and flip tiles on the board, etc. but if I were doing it again, I'd make it easier on the Gamemaster and just make available the images that you get from the Edit > Save Board Image to File menu, the way it's being done in the Magic Realm Tournament. You'll have to crop and compress these things to JPG's if you don't want to start shipping around MB-sized files.

Maybe there's a way to use the "Gamemaster Setup Chart" to keep a secret master copy with the real cards on it and only send out the one with the blank cards on it in the .GMV files, but I couldn't figure out how to do it.

Best of luck to the Gamemaster and all the returning BIMR2 players!

--Steve McKnight

-----QUOTE-----

Stephen, thanks again for the great tips! You da man! 😄

Posted by: bill_andel on Dec. 12 2001,19:09

But wait, there's more! Some specifics on using Cyberboard for Magic Realm are available at < Robin Warren's web site >.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Development Game VPs started by bill_andel

Posted by: bill_andel on Dec. 13 2001,11:19

A while back, probably on Bruno's list, since I can seem to find it here, Theresa said something to the effect that for Development Game, no one recorded VP goals, but rather every time some one got 10 fame or 20 notoriety or 30 gold or learned 2 spells, etc. they got a VP. For some reason (insomnia mostly) I got thinking about that again last night and began to wonder: how are treasures handled? In a normal game, you only get credit for a treasure's (unconditional) fame, notoriety or its being a great treasure at the end of the game, which is the last day of the month. How does this work in the Development Game? Do you credit the players with fame, notoriety and greatness from treasures the end of each month? If that's the case, what about VP from other sources? Are they credited immediately, or only at month end?

Posted by: fiscused on Dec. 13 2001,17:50

The way Teresa did it (when I was playing) was to credit you with the points immediately, and give you a chit if it takes you over the threshold. So if you find a great treasure worth 10 fame: 2 VPs

Later, if you sold the item you lost the Vps, but didn't lose the chits. You would still have to make up for the lost VPs before getting a new chit.

I thought this was a little confusing, and thought if you lost the item you should sacrifice the chit. But apparently the way Teresa played it worked out.

I also would like play the development style and record VPs, just to make it tougher.

Posted by: bill_andel on Dec. 17 2001,11:54

Quote from Guest, posted on Dec. 13 2001,17:50

-----QUOTE-----

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-----QUOTE-----

Apparently the way Theresa ran it is correct, other than recording victory requirements:

-----QUOTE-----

5.4/2 The character's Great Treasures, and the FAME and NOTORIETY values of his belongings, count towards his development. He gains a victory point only when his victory point total increases: if he loses points, he must regain the lost points before he can progress towards his next chit. A victory point counts towards his development only if it counts towards his VICTORY REQUIREMENTS. EXAMPLE: If he assigns 3 points to GOLD, only the first 90 GOLD points he gets counts towards his development.

-----QUOTE-----

It's interesting that only *basic* VP count towards development and not *bonus* VP. That would make things much more difficult.

Posted by: Teresa on Dec. 19 2001,12:52

The reason I did it that way was partly to stay as close as possible to the original rules and partly because the book-keeping involved in taking away chits was too difficult. I would have had to keep track of the order in which all the chits were earned. Also, there would be the potential for loss of chits at inopportune times, like in the middle of a battle. For a character with only 3 or 4 chits, this could be a major problem!

My reasoning was that once you gain experience, you never lose it. You may have set-backs in your adventuring, but you still have the basic knowledge and familiarity with MR that you earned on your travels. Or maybe it was a D&D thing :-). I'd never thought of losing experience unless you got killed.

Posted by: bill_andel on Dec. 19 2001,14:48

Well, according to the rules, you would not lose chits either, so other than not recording victory conditions in advance, you were rules compliant.

Posted by: fiscused on Dec. 19 2001,20:27

Hey! I didn't mean to imply Teresa broke the rules! I just think it would be neat to gain and lose chits. You wouldn't have to know the exact order they were earned. Like gaining them, you could allow any chit at that level to be dropped. Just an idea I've had no time to experiment with.

Posted by: bill_andel on Dec. 20 2001,11:09

Quote from Guest, posted on Dec. 19 2001,20:27

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-----QUOTE-----

No worries! I didn't mean to imply YOU were implying Teresa broke the rules. The mere notion is ridiculous since anyone who posts here regularly (like you and I) knows Teresa is one of the most knowledgeable people around when it comes to Magic Realm rules.

And your losing chits idea is interesting.

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: How Do I run Combat Using Cyberboard? started by pfong

Posted by: pfong on Mar. 21 2002,04:38

I'm new to the game and I'm planning to run a game using cyberboard to get a feel of how it plays. Could someone please explain how you carry out combat? There doesn't seem to be an option to select the Melee section of the personal history sheet.

Would appreciate any pointers that any of you have on how to run combats using CyberBoard.

Cheers,

Paul

Posted by: mcknight on Mar. 21 2002,09:04

Cyberboard is designed for use in a Play-By-E-Mail mode. It is assumed that each player (or at least the gamemaster) has Melee Sheets available for use. Cyberboard keeps track things that have information that needs to be preserved (such as board positions and the Item/Chit status), but doesn't provide any aids to running combat which, once it is run, is over and doesn't have to be maintained.

This said, it would be fairly easy to include another window with Melee Sheets that could be added for every character and denizen in the combat. It might be hard to get more than two or three Melee Sheets into a window without excessive scrolling, but maybe the "half-side" option would work.

This is not too difficult a task to accomplish with the Cyberboard Design program. I leave it to anyone with the interest and energy to try adding this feature to Brian Sharwood's new, improved Magic Realm gamebox which is available at www.redridgegames.com/MR/

Posted by: pfong on Mar. 21 2002,19:20

Thanks for your reply. I sort of figured that that was the case but wondered if there was anything I had missed.

Cheers,

Paul

Posted by: pfong on Mar. 21 2002,19:30

As a follow up on that I guess that the way to run the combat would be to e-mail your opponent the position of the fight & move chits and the monsters on the melee sheet and either roll the dice yourself on the honour system. I'm assuming a two player unmoderated game.

I'm thinking that this could be done using some chess like notation. For example, to record a combat involving the White Knight, a tremendous spider and a goblin e-mail of the melee setup would be:

WK - H4 Duck, T4* Smash - Broadsword*

TSpider - Charge

SpearGoblin - Dodge

I think that you can then use cyberboard to run the die rolls to run the round of combat. Any thoughts on this method?

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Revenge of the Denizens Magic Realm Game Opening started by madmanatw

Posted by: Netzilla on May 03 2002, 11:05

Greetings All,

I would like to officially announce the opening of my MR PBeM game: REVENGE OF THE DENIZENS.

Aside from the usual objective (having fun) part of the reason I'm running this is to test out some rules for making denizens (especially natives) a little tougher.

Since I've never run a game using Cyberboard (or though email for that matter), I am aiming for a fairly relaxed 1 week turnaround time. This means the game will last a little longer than 6 months total. The Due Date for daylight orders will likely be Monday at 6pm Central Time, with the daylight results posted by midnight Wednesday (earlier if possible). This will leave the rest of the week to do combat. For the same reasons, I'm limiting this game to 8 players (2 slots have already been taken, BTW).

You can find the full rules and a pic of the map at <
<http://www.magicrealm.net/PBeMs/rotd.php>. >

We'll start the character selection process after I get the final six players signed up.

Posted by: madmanatw on May 03 2002, 12:41

Well, I'm currently in one game and running another, but if you find yourself in need of more players, I'd be up for joining. If not, I will observe.

Very interesting rule mods. I think I quite like your modified firebreathing- we considered trying to modify that rule for the one I'm running (Episode I: The Native Menace) and ended up not. I'm very curious how the expanded denizen maneuvers will work out- fairly simple, brings them more on par with the characters- I expect to see a lot of dead characters, since you can't match maneuver and attack anymore. 😊

Posted by: madmanatw on May 03 2002, 13:41

Hmm. Looking at the new table for denizen repositioning- are all the options equally likely?

Under the standard rules, the denizen is equally likely to end up in any of the three boxes.

Thus in a one-on-one fight, the only element of strategy (aside from attempts to undercut and avoid undercutting) is whether or not to match maneuver and attack directions. In other words, do you hope you can hit first and kill without taking a wound, or do you guarantee that you won't take more than one wound by killing when it hits you?

In a one-on-one fight with a monster that can randomly attack and maneuver in any direction and with no preferred direction, that aspect of combat becomes entirely random. It completely fails to matter what the player does.

As such I might consider making the table such that, for instance, on a 1-4 it moves on the diagonal and on 5-6 it doesn't move, or something like that. Limit what boxes it can end up in, or make some more likely than others, and there is again some element of strategy to the

combat.

If the table already does that, then I apologize for not noticing- I'm at work so I gave it a quick scan to see if it looked like it made all the options equally likely before switching away from that screen so my coworkers didn't start wondering what the heck I was looking at. 😊

Posted by: Netzilla on May 03 2002,16:34

Actually I tried to build the table so that there was still a 1 in 3 chance that a given box will not move. There should be a 1 in 3 chance for a denizen to end up in each maneuver no matter where it starts (same with attacks). That is the same as the original table. Also, there is only a 1 in 36 chance that all the boxes stay the same (as compared to 1 in 6 from the original). All of the direction changes should have equal chances (1 in 3) if I did everything properly.

Yes, it is much harder to predict how a native will move, and undercutting becomes much more important, but that was desired. However, you still have the tactic of picking a single direction and continually attacking it as you have a 1 in 3 chance each time of getting a hit which is exactly the same as the original. The only thing that should be removed strategically is the guarantee that if it matches directions with you, you'll match directions with it.

Posted by: madmanatw on May 03 2002,17:23

Quote from Netzilla, posted on May 03 2002,16:34

-----QUOTE-----

The only thing that should be removed strategically is the guarantee that if it matches directions with you, you'll match directions with it.

-----QUOTE-----

Which, under many circumstances, is the only piece of strategy available to you. So along each axis there is a one in three chance it ends up in each available position... meaning, assuming a 1-on-1 fight, it no longer matters at all where you put your fight and move chits. Unless you are the dwarf.

Don't get me wrong, I'm for a system where the monster's move and fight are not always in the same direction. But it should be used to make combat less random and with more possible strategy, rather than less, if possible. I mean, it's not like there was a lot of strategy in the original system, but many people I play with already complain that combat is just too random (since which box a monster ends up in is completely and totally random, with the exception of knowing that monsters you group in the same box will stick together), and I think that if the combat system is to be modified, it should be taken in a slightly less random direction.

I note that you are already planning on using the stumble/fumble additions to combat. Those make it less deterministic but increases, rather than decreases, the level of strategy.

Just some thoughts. It isn't my intent to slam your game or choice of rules- just to argue why I think that rule isn't necessarily a great idea.

Were I playing in your game I'd probably try to play the Druid and just avoid the whole mess.



Posted by: Teresa on May 03 2002,18:38

I feel just the opposite - I think combat with monsters should be MORE random. I have run a

bunch of games with fighter-characters who never really risk anything because they only attack if they know they can win, and most of the time they don't even take wounds. And their main tactic is the one that gets removed by this table, so I'm all for that. There should be an element of risk to fighting monsters. After all, why SHOULD you have any idea what a monster is going to do?

Now when fighting natives, it might be cool to have them have unequal likelihoods of choosing certain combat strategies, according to their type and weaponry. That would be really hard to implement in the paper game, but not too tough as part of a computerized version. Still, there should be small chances of them doing something totally unexpected.

Posted by: madmanatw on May 03 2002,18:57

Like I said, a little randomness is ok, but I just don't like removing options. Use the advanced rules that allow for melee attacks to have slightly random damage variants and you are never completely safe in a fight. But, while it's harder, it's frustrating to have your input in a fight matter so little that you can without effect replace it with just rolling dice without user input until the fight is over. Say you are fighting something that you can't undercut. At this point nothing you do in the melee step has any effect on the combat. Let's make it harder and more interesting, not less.

Posted by: D'Archangel on May 03 2002,20:47

I agree with madmanatw on this issue. It's weird, but combat is both more and less random than it seems it should be. If you don't play with Optional Combat, you can pick your fights to involve no element of risk whatsoever. Meanwhile, in denizen combat it doesn't matter what direction you play your attack and maneuver in.

A fairly standard convention is that if you get to make choices which are otherwise equivalent, some sort of damage/accuracy tradeoff should be involved. I'm playing with the idea of devising an optional rule that puts this sort of tradeoff in, and maybe even favors certain tactics for certain weapons. (That second bit would involve a lot of bookkeeping, though.)

In general, though, I think that if we add rules to the combat mix, they should be aimed at making player decisions matter more, not less. They already matter little enough.

Posted by: mcknight on May 03 2002,21:04

Your change tactics table could be a little more intuitive and give the same results if you just use the change tactics table in the 2nd Edition Rules except that the white die refers to the attack direction (rows) and the red die refers to the maneuver direction (columns). With this change, for example, the (1, 1) box would be (Interchange right two columns, Interchange bottom two rows), where as White=4, Red=3 would be no change in rows, interchange left and center row.

Exactly the same effect, but consistent with the tables in the Second Edition.

I agree with Teresa here. This rule will make the monsters much harder for the big bashers (Berserker, White Knight, and Dwarf), which is probably a good thing. There is still some amount of tactics in selecting your FIGHT and MOVE speed. In addition, if you have multiple characters attacking there is the need to coordinate directions. But the tactic of covering your MOVE with your FIGHT doesn't work any more.

The Melee Targeting seems to be very clever. You can take the sucker punch if you target after the denizen, but not if you select a target before it does. The only problem is that in face-to-face games you would have to find chits for the monsters and natives to use. I like

that World Fades is still useful; in fact, it behaves exactly like it does in the basic rules--as an ambush with multiple targets. You can use it to attack even if you select your target before the denizen, but you have to take a chance that you will hide successfully. Of course, if you select after the denizen, you get the free shot, as in the current rules.

I'll be very interested in seeing how this works out!

Posted by: bill_andel on May 04 2002,11:03

My two cents:

If you're trying to make Denizens harder to kill, consider:

- 1) Giving the ogres a weapon length for those clubs they're pictured with.
- 2) Since the Archers all have the "Archer" advantage (1D on missile table), why not give Crossbowmen the "Aim" advantage (-1 on missile table)?

Posted by: Netzilla on May 04 2002,17:11

Replying to multiple messages here 'cause it's easier that way. ;-)

Quote from madmanatw

-----QUOTE-----

I note that you are already planning on using the stumble/fumble additions to combat. Those make it less deterministic but increases, rather than decreases, the level of strategy.

-----QUOTE-----

Actually, those are Optional Rules, and the only Optional Rule I'm using is Seasons and Weather. So, no Stumble/Fumble tables.

Quote from madmanatw

-----QUOTE-----

So along each axis there is a one in three chance it ends up in each available position... meaning, assuming a 1-on-1 fight, it no longer matters at all where you put your fight and move chits. Unless you are the dwarf.

-----QUOTE-----

Well, it still matters depending on your attack time (like Theresa said). Also, so long as you keep attacking the same direction and the same target, the likelihood of missing goes from 67% to 44% for 2 attacks and down to 30% for 3 attacks. Now, while not realistic, that's not really a concern of mine for Magic Realm. I suspect the big differences are that against lone critters you'll take 1 or 2 more hits than you normally would and that groups of denizens will become truly dangerous (as they should be). Weather this will make things too dangerous is why I want to play-test this.

Quote from madmanatw

-----QUOTE-----

It isn't my intent to slam your game or choice of rules- just to argue why I think that rule isn't necessarily a great idea.

-----QUOTE-----

I never took it as a slam. Quite frankly, I'd hoped it would have generated this much conversation when I'd originally posted my variants.

Quote from D'Archangel

-----QUOTE-----

A fairly standard convention is that if you get to make choices which are otherwise equivalent, some sort of damage/accuracy tradeoff should be involved.

-----QUOTE-----

Personally, I think that already exists in the Basic rules to an extent as the stronger attacks tend to be slower and so have less chance of undercutting. Therefore, they are less accurate.

Quote from mcknight

-----QUOTE-----

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Exactly the same effect, but consistent with the tables in the Second Edition.

-----QUOTE-----

I hadn't thought of that. I'll have to take a more detailed look at the table to compare, but I may make use of that if I like the way it turns out. Thanks.

Quote from mcknight

-----QUOTE-----

The Melee Targeting seems to be very clever. You can take the sucker punch if you target after the denizen, but not if you select a target before it does.

-----QUOTE-----

Yeah, my goal was to put denizens on a more equal footing with characters, and timing their targeting in the same way as characters will hopefully do that.

Quote from mcknight

-----QUOTE-----

The only problem is that in face-to-face games you would have to find chits for the monsters and natives to use.

-----QUOTE-----

True, but in most FtF games you won't have more than 4 or 5 players so you'll hopefully have spare chits. If you've got a large number of players and a big battle, it could be difficult to find a good substitute.

Quote from bill_andel

-----QUOTE-----

1) Giving the ogres a weapon length for those clubs they're pictured with.

-----QUOTE-----

I had thought about that, but the Ogres are so easy to undercut anyway that I'm not sure it would make much difference.

Quote from bill_andel

-----QUOTE-----

2) Since the Archers all have the "Archer" advantage (1D on missile table), why not give Crossbowmen the "Aim" advantage (-1 on missile table)?

-----QUOTE-----

I definitely like this idea. However, I'm reluctant to change/add rules when I've already got players signed up. Perhaps I'll try that in a future game.

Posted by: madmanatw on May 04 2002,17:32

Quote from Netzilla, posted on May 04 2002,17:11

-----QUOTE-----

Well, it still matters depending on your attack time (like Theresa said). Also, so long as you keep attacking the same direction and the same target, the likelihood of missing goes from 67% to 44% for 2 attacks and down to 30% for 3 attacks. Now, while not realistic, that's not really a concern of mine for Magic Realm. I suspect the big differences are that against lone critters you'll take 1 or 2 more hits than you normally would and that groups of denizens will become truly dangerous (as they should be). Weather this will make things too dangerous is why I want to play-test this.

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Each round, any given creature has an equal chance to end up in any box, right? That's how I understood your table. So if you keep attacking the same target, it doesn't matter which direction you attack. It shouldn't change your chances to keep attacking in the same direction or change directions- there's an equal chance you will hit no matter which way you swing, both in your version and the standard version.

I obviously don't know your players, but I know that at least one of the ones I play with now would refuse to play this variant- death is already too random in combat for his tastes, and this increases deadliness by decreasing the value of strategy. This may be a worthwhile tradeoff- we'll find out after your game! But I would rather see other things increase deadliness, like the stumble/fumble rules and the suggested aim enhancement. 😊

Posted by: Netzilla on May 04 2002,20:42

Quote from madmanatw, posted on May 04 2002,17:32

-----QUOTE-----

Quote from Netzilla, posted on May 04 2002,17:11

-----QUOTE-----

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-----QUOTE-----

It's true that you have a 1 in 3 chance of matching in any one round (that's true in character-to-character combat as well). However, the odds of matching once in 2 rounds is about 56%. The odds of matching once in 3 rounds is about 70%. It continues to grow each round.

The math behind it is: 2/3 miss in 1 round. In 2 rounds you have $2/3 * 2/3 =$ a little better than 44%. In 3 rounds you have $2/3 * 2/3 * 2/3 =$ right around 30%. So, your odds of getting one hit is better over 3 rounds than in 1 round. Yes, you can get extremely unlucky and continue to miss round after round (it's happened to me), but it's not likely.

Currently combats are too predictable in that a denizen's attack direction always matches it's maneuver. That makes it relatively easy to beat so long as you can maneuver faster than it attacks. OTOH, if it can undercut the character, the character ends up in a similar situation to what my Expanded Denizen Maneuvers variant produces.

I fear that if the maneuvers/attacks have uneven chances of occuring, you'd be trading one predictability for another and it's an aspect of the current game that I don't like.

I suspect that the end result will be characters being more cautious and having to team up more when taking on denizens, but that they will still prove conquerable. As you said, we'll see how it plays out.

Posted by: madmanatw on May 04 2002,22:18

Quote from Guest, posted on May 04 2002,20:42

-----QUOTE-----

-----QUOTE-----

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-----QUOTE-----

I understand the math, I was specifically questioning your saying previously that the chances were such if you kept attacking in the same direction- it implied that attacking in the same direction was some piece of strategy when in fact it made no difference whether you kept attacking in the same direction or not.

I agree that always being able to cover your maneuver may make things too easy. But there are so few things you *can* do during combat that matter that I think ways should be found to make combat more difficult without removing bits of strategy.

To make this useful, I'll make a proposal. Decouple maneuver and attack for denizens, as you've done. This is definately good. However, restrict which boxes they can end up in. For instance, make it a roll of 1d6:

- 1: move up and right
- 2: move down and right
- 3: move up and left
- 4: move down and left
- 5-6: don't move

Now, over the course of an entire combat, a creature can wander all over the place. Say you put him in thrust/duck- so he's in the upper right box (I think). He might end up in any of: thrust/duck, smash/charge, smash/dodge, swing/charge, or swing/dodge.

You might not like this because it means there's still a 1/3 chance that you can cover your maneuver, but it does still make monsters more dangerous and less predictable, BUT- you get to be strategic about where you initially place the monster. If I place it at the beginning of the fight in thrust/duck, I know that, for that round, anyway, it will not be in thrust/charge, thrust/dodge, smash/duck, or swing/duck. There is still a 1/3 chance that it is in each maneuver, and a 1/3 for each attack, but it isn't totally decoupled, and your choice of where you attack and maneuver becomes relevent again, in at least a limited fashion.

Just a thought- one might want to change the 2-in-6 for staying in its box, might not, whatever. It was just thrown out as a basis for discussion. What do people think?

Posted by: Netzilla on May 05 2002,00:31

Remember, part of the reason I'm running this game is to give my existing Expanded Manuvers variant a try. I'd like to see it in actual action before making extensive modifications to it. It may turn out to be too deadly, but I really don't think that will be the case when you factor in character cooperation, weapon times, and other considerations. MR is a complex enough game that truly predicting the impact of a rule modification of this sort is nearly impossible and only several rounds of play-testing will show the true impact on the game.

Posted by: madmanatw on May 05 2002,01:03

Quote from Guest, posted on May 05 2002,00:31

-----QUOTE-----

-----QUOTE-----

Absolutely fair enough. I'm very curious what the results would be. But I wouldn't mind seeing conversation on my proposed variant to your proposed variant, either. 😊

Posted by: mcknight on May 05 2002,17:19

So, let me see if I understand Adam's concern and proposed solution.

Under Deric's variant, the selection of the attack and maneuver chits still matter for speed and attack strength, but I agree that it no longer matters whether you place your attack and maneuver in the same or different boxes. In the standard Second Edition game, this is one of the character's important choices. In some cases (most cases), it pays for the character to cover his MOVE direction with his FIGHT counter (MOVE in Charge, FIGHT in Thrust, for example), so that if the denizen hits you, you hit it at the same time and kill first. In some cases--if the denizen has a faster attack speed than you do after Round 2 and a killing blow, for example--it's better to separate your MOVE and FIGHT directions. I agree that it's a shame to lose that element of clever tactics in the game.

Adam's suggestion is to change the repositioning table to specify changes in both attack and maneuver, but have a more restricted set of possibilities, so that the final position is not random. Under Adam's example, there is a 1/3 chance that the denizen would change neither the attack or move direction, and if they do change attack directions they also change maneuver directions as well. One issue is that only one repositioning roll is made for all the filled denizen boxes, so you can't get an interchange of Dodge and Duck, for example. On the other hand, if you're smart enough to figure out how to exploit that, maybe you should be able to. Since 4 of the 6 possibilities would keep the attack and maneuver directions the same (the "Don't move" results and also the "Down and right" and "Up and left" results), there's a pretty good chance that the character's "cover the MOVE with the FIGHT" tactics would still work.

Another possibility is that after the denizen is placed and repositioned as usual with its attack and maneuver in the same square, a second die is rolled to see if the maneuver gets separated from the attack direction. There is a chance (could be 2/3 or 1/2 or 1/3) that the maneuver will be displaced from the attack direction. It can be done with one roll of two dice, just as Deric proposes. The white die gives the monster repositioning as usual, and the red die gives the change in the maneuver direction (red die=1 or 2, move left one box, red die=3 or 4, move right one box, red die=5 or 6, no change).

I'm actually intrigued by Adam's proposed new repositioning table. I like that it is only a one-die roll, and maybe having a 1/3 chance that the denizen will separate its attack and maneuver directions is enough of an extra advantage to give the denizens. It certainly makes the sure kill go away. Can anyone see a major disadvantage to losing the "Interchange two row/column" results?

Posted by: mcknight on May 05 2002,17:57

One further comment about Deric's "Revenge of the Denizens" new combat sheet.

When Deric says, "Normal rules for placing monsters in the boxes are followed (see rule 22.5)," I assume he means you can't put two denizens in a box until all the other (nine?) boxes are filled. One feature of this is that if I am fighting three Dragons, for example, I can put one in Thrust/Charge, one in Thrust/Dodge, and the third in Thrust/Duck. This seems to increase the chances that I can escape being hit for two rounds and let combat end.

Maybe you want to restrict the initial positions to boxes along the diagonal (Thrust/Charge, Swing/Dodge, Smash/Duck)?

Posted by: madmanatw on May 05 2002,18:37

Quote from mcknight, posted on May 05 2002,17:19

-----QUOTE-----

::snip::

I agree that it's a shame to lose that element of clever tactics in the game.

-----QUOTE-----

Yeah, that's essentially my concern.

-----QUOTE-----

Adam's suggestion is to change the repositioning table to specify changes in both attack and maneuver, but have a more restricted set of possibilities, so that the final position is not random. Under Adam's example, there is a 1/3 chance that the denizen would change neither the attack or move direction, and if they do change attack directions they also change maneuver directions as well. One issue is that only one repositioning roll is made for all the filled denizen boxes, so you can't get an interchange of Dodge and Duck, for example. On the other hand, if you're smart enough to figure out how to exploit that, maybe you should be able to. Since 4 of the 6 possibilities would keep the attack and maneuver directions the same (the "Don't move" results and also the "Down and right" and "Up and left" results), there's a pretty good chance that the character's "cover the MOVE with the FIGHT" tactics would still work.

-----QUOTE-----

And if people don't like those odds, there are a number of ways it could be changed.

(1) Make it vertical and horizontal instead of diagonal. This splits up the maneuver/attack 2/3 of the time, but it also means that 2/3 of the time one or the other of the maneuver and attack don't change.

(2) Use my original table but make (5) be don't move and (6) be roll on some subtable that includes swapping rows and columns. Or make (6) mean you roll on netzilla's table, such that there is still a chance that you end up in any box, but it is more likely that you'll end up in a restricted set.

(3) Make an expanded, multi-die table that is more interesting but satisfies my conditions that some outcomes are more likely than others.

-----QUOTE-----

Another possibility is that after the denizen is placed and repositioned as usual with its attack and maneuver in the same square, a second die is rolled to see if the maneuver gets separated from the attack direction. There is a chance (could be 2/3 or 1/2 or 1/3) that the maneuver will be displaced from the attack direction. It can be done with one roll of two dice, just as Deric proposes. The white die gives the monster repositioning as usual, and the red die gives the change in the maneuver direction (red die=1 or 2, move left one box, red die=3 or 4, move right one box, red die=5 or 6, no change).

-----QUOTE-----

An interesting possibility. I'm for it so long as the probabilities are such that some outcomes are weighted more favorably than others, and that if you sum the probabilities over all 9 boxes it comes out even.

In other words, I think that once you know which box the monster is starting in, some odds are more likely than others; but there are no boxes that are weighted more favorably for all possible starting positions.

Both of my and Steve's solutions thus far satisfy this.

(Can you tell that I was a math major? 😊)

-----QUOTE-----

I'm actually intrigued by Adam's proposed new repositioning table. I like that it is only a one-die roll, and maybe having a 1/3 chance that the denizen will separate its attack and maneuver directions is enough of an extra advantage to give the denizens. It certainly makes the sure kill go away. Can anyone see a major disadvantage to losing the "Interchange two row/column" results?

-----QUOTE-----

Well, the sure kill from a monster basher who can undercut and has a longer weapon still exists- but nothing really discussed in this thread changes that. For that you need the stumble/fumble tables or some other variant.

End of Topic

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Printable Version of Topic

-MRNet Forums
+--Forum: General
+---Topic: Cyan started by dwfiv

Posted by: january on Dec. 11 2001,11:36

Cyan sounds interesting. Let's hear about it, Dan.



Posted by: jdfrenzel on Dec. 13 2001,03:02

Dan's posted some info now on his upcoming < Cyan > game. He's running the enhanced magic and auto enchanting rules, which I've never played before.

--- John F

Posted by: Netzilla on Dec. 21 2001,14:09

Dan,

Did you realize that the map you posted < here > is an illegal map? The Borderland isn't surrounded.

Posted by: jdfrenzel on Dec. 21 2001,18:06

I think the map is ok. The tiles just have to connect back to the Borderland, the Borderland tile doesn't need to be surrounded.

--- John F

Posted by: Teresa on Dec. 24 2001,11:38

It's definitely an odd map - that's what you get with an auto-generator. But I think that's actually kind of fun, because it's unexpected and you have to work with the quirks that you get. I just hope I don't end up in that valley clearing behind the Caves!

Posted by: mcknight on Dec. 24 2001,12:35

Jeeze, you've got to find a secret passage in a cave to get out! It would be brutal to have the Inn there. I want to be a character who can fly!

Posted by: Gilbert on Dec. 24 2001,12:40

Actually, the Valley that connects only to the Cliff is just as bad! 😊

Posted by: dwfiv on May 07 2002,18:33

Sorry I didn't respond sooner. I just found this forum today. Why didn't someone email me directly? Anyway, Cyan seems to be running smoothly. Glad there was so much interest in it.

Be seeing you,

-DAN

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Episode I: The Native Menace started by madmanatw

Posted by: madmanatw on May 04 2002,15:25

So I guess I should actually announce here the game I've been talking about on the mailing list for a while- Episode I: The Native Menace. We're testing out Watchful Natives under a large(ish) group and playing on a double board. Check out the < Episode I: The Native Menace > [magicrealm.net](http://www.magicrealm.net) page. I will also be having pages on my own server because as nice as the mr.net site is for hosting games I want some functionality it doesn't have.

Anyway, the above URL has a list of what house rules we're playing with and a link to the map. The game is made up of half players who have never played the game before, many of whom have never even seen the game in the real world. So it'll probably start slow as I spend a lot of time explaining things to people.

Posted by: madmanatw on May 12 2002,20:02

A repost from the mailing list:

I was trying to think of how to distinguish between my two setup cards.

Seeing as the game was named as a Star Wars parody, I considered naming them the Light Side and Dark Side cards.

This led to a thought. What if I were to use the Alerted Monsters rule only for creatures from one of the cards? So the chits from the "Dark Side" set would be, in general, slightly more dangerous than the chits from the "Light Side." This is especially tempting because the vote among my players for whether to use this rule was a dead tie, which I broke as the GM. I'm thinking I might do it. What do you folks think? Good idea? Bad idea?

Posted by: madmanatw on May 23 2002,14:06

< EINM Setup Cards >

Anyone who is curious about the start of the game can go take a look. Also, I put a lot of work into modifying the standard cyberboard chits and counters to look better. If I manage to upgrade the entire set (I expect to), I'll offer them to whomever is appropriate for inclusion in the cyberboard gamebox, if desired.

Right now the plan is that each space on the setup cards will be clickable and open up a closeup of that spot on the card, so you can see what's still there. That doesn't work, yet. It'll also apply to the gameboard to allow zooms on tiles that are overly crowded.

Posted by: bill_andel on May 24 2002,09:16

Nice job, Adam! Man, those look like real carboard counters with that little 3-D edge effect you added. Sweet!

Posted by: madmanatw on June 01 2002,22:49

The setup card is done. Check it out!

Posted by: madmanatw on June 02 2002,21:06

Also done- take a look at this page: < EINM Characters > and click on various characters to see the disposition of their chits at any given point.

Posted by: madmanatw on June 12 2002,22:23

I've redone the above < EINM Characters > page. It no longer has the paperdolls (too much work to keep up to date, I decided), and instead has all 12 characters and short summaries about each. The summaries tell you: hidden or not; number of chits active/enchanted/fatigued/wounded; number of public great treasures, usable spells, and the character's fame, noto, and gold; and the character's current location.

Clicking on the character counter takes you to a page with the chits, and that page will soon also show you their active and inactive items.

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: added images to the box started by mcknight

Posted by: fmeetze on Aug. 01 2002,22:07

I've been messing around with cyberboard and am really impressed with the amount of work that went into creating a box for Magic Realms.

After downloading Brian Sharwood and Teresa Michelson's 2nd addition GBX, I added the reverse side of the character sheet to the GBX file as a 'marker' which can be found under "melee sheets". In the 'MR Ready 2nd Ed.gsn' file I added a new board called "the battlefield" to incorporate the addition. Don't know if that would be useful to anyone.

I also broke up the spells and treasures into their respective piles for easier shuffling.

The modifications I made are available at:

< <http://www.creativecontests.com/mr2box.zip> > (I most likely won't leave it there long.)

The modifications require CyberBoard 2.0. The GBX file I modified was originally found at:

< <http://redridgegames.com/MR/Gamebox.htm> >

Posted by: mcknight on Aug. 05 2002,11:42

This is a very nice addition to the 2nd Edition Magic Realm gamebox! It will be particularly useful for people who are trying to understand the combat system during an on-line Cyberboard game. For a complicated combat situation, the gamemaster could post the Melee Sheet configurations both after Targets Selection and after the denizens are repositioned in Attack/Maneuvers in the Melee Step.

It would be a great teaching tool! Thanks very much.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: Cyberboard and PBEM started by Mij

Posted by: fmeetze on Aug. 01 2002,14:54

I just checked out this Cyberboard. This is real cool. Are there many that use this for MR? If so, I wouldn't mind playing a game here soon.

Posted by: Raedwald Tilsig on Aug. 01 2002,16:26

Just found this site while looking up some old board games I have. I am suprised that this game is still played. I haven't played the game in about 10 years. While it was hard at first, you got better as you played more. Now, I would have to re-read all the rules to get a handle again. This is my first post to your forum. I am also interested in playing a PBEM game. How do I go about getting into one? Any ideas? 😊

Posted by: january on Aug. 01 2002,17:58

It is the *easiest* thing to get into a game. Watching the site is one way. As you read the posts you will see the Brian Sharwood, Dan Farrow, Steve Myers, and Theresa Michelsen are the real pros. (Although they will all humbly tell you that as many years that they've been playing they don't even hit all the rules on the mark.) They've all run games. Joan (pronounced like the Mexican name Juan) Artes is a cool cat who lives in Espana (Spain). He's dropped some hints that he plans on running a game after he wins the Tourney. Email him <mailto:artesan@mat.uab.es>. He's always gotten back to me quickly. I'd say just jump in to a game as well. Whether you feel you know the game or not. If you have a copy of the game at home you'll get back into it quick. The tourney is the first time I got into the game. I played face to face with some other folks who were participating in my area and ended up placing in the top 6 in the first tourney (I had the White Knight though so I give the character all the credit.), failed miserably in my 2nd PBEM game (Cyan w/ the Druid < <http://www.magicrealm.net/PBeMs/cyan.php> >) and am now in my 2nd round of the Tourney. MR is the perfect game for PBEM and everyone who plays it is "Salt of the Earth" and easy to talk to. Have fun! 😊

Posted by: mcknight on Aug. 01 2002,20:07

The new PBEM games are usually announced on the Magic Realm list serve. You can subscribe to the list by following the directions at: <http://wolff.to/mr/> There is usually fairly little traffic, but there can a burst of messages occasionally.

If you are picking up the game after a long while, I might humbly recommend my 8-page rule summary, "The Least You Need to Know to Play Magic Realm," and the "Primer on Magic" that can be found in the "Downloads" and "Articles" section of this site. These will give you a quick refresher on the rules and provide a guide for play. Another site that has a lot of good stuff on it is Nand's site at:

<http://www.geocities.com/SiliconValley/Vista/9049/mr00.htm>

Happy Realming!

Steve McKnight

Posted by: fmeetze on Aug. 01 2002,22:29

Thanks. I'll check out your summery.

Posted by: Raedwald Tilsig on Aug. 02 2002,09:36

Thanks for the info. I will check it out. 😊

Posted by: fiscused on Aug. 02 2002,10:39

-----QUOTE-----

Brian Sharwood, Dan Farrow, Steve Myers, and Theresa Michelsen are the real pros Joan (pronounced like the Mexican name Juan) Artes is a cool cat who lives in Espana (Spain). He's dropped some hints that he plans on running a game after he wins the Tourney.

-----QUOTE-----

Just to comment on this. I owned the game for about 10 years before I figured it out! (Thanks to the online community.)

Joan and Teresa are still in the tourney and I predict one of them will win!! (Now I've jinxed them.)

Nobody yet mentioned the 2nd edition rules (available online--they're 80 pages) and the 3rd edition rules (Which I've read part of--I'm kinda an "editor" for the 3rd edition.)



Posted by: Mij on Aug. 06 2002,20:28

Is this the same Joan Artes heavily involved with Republic Of Rome???

Now that game I can play.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: General

+---Topic: An Invitation for an MR refresher course... started by madmanatw

Posted by: fmeetze on Aug. 03 2002,05:04

Frankly, it's been quite a few years since I've picked up this game. After hours of reviewing rules I seem to have acquired a stuttering problem. My solution? Download a prog that can read the PDF file to you. haha...

I think there are enough new comers visiting that are just as anxious to brush the dust off the MR box as I am. If anyone is interested in a low-key easygoing refresher game, give me an email. I don't mind GM'ing (very impromptu like). And if someone else would like to step in and GM while playing a character, the idea here is an easygoing pilot course to get your bearings back.

If your missing any pieces, get the cyberboard and MR gamebox from the download section. It's a entertaining alternative.... and your significant other won't think you've gone mad for taking up the kitchen table for three weeks. LOL

Posted by: madmanatw on Aug. 03 2002,15:35

Luckily for me, my SO is a fiend for the game. She doesn't mind me taking up the kitchen table for a week with it. 😊

Posted by: Raedwald Tilsig on Aug. 05 2002,07:50

Count me in. I'd like to get back into playing MR. I have the board game and can get the cyberboard game too. I hope more people sign up. 😊

Posted by: dfs on Aug. 05 2002,10:54

Just for realisms sake....

If you're going to get into a MR pbem game, unless you do some funky blitz thing, expect it to take several months.

A turn a week is usually a good pace. I'll let you do the math.

Posted by: madmanatw on Aug. 05 2002,13:28

Hmm. Speed Magic Realm. There's a wrong idea.

Posted by: fmeetze on Aug. 05 2002,22:28

That's great, Raedwald.

Again to note:

I am not offering to host a game to satisfy competition (as I lack the experience with both PBEM and MR), this game is for those who would like to refamiliarize themselves with the rules and tactics. So length of play really isn't an issue. I imagine there may be some that may

want to join in mid-session. This is encouraged.

My main concern is that there are people logging onto MagicReams.net that may want to play, but feel inadequate or left out due to lack of recent experience with MR or PBEM's in general. My purpose is to create a 'primer' system to get more people involved and part of the playing pool. Let's face it. How many are actually left that have had access to MR and are looking to play it now? Support the future of a dying breed. hahaha...

Posted by: BryanWinter on Aug. 06 2002,08:35

Steve McKnight ran a very successful - and VERY helpful - Basic/Intermediate MR game a while back. It was my first experience with online play and I for one learned a ton. You can view a play-by-play in the Games section.

There is another BIMR game going on, but due to summer schedules it has come to a grinding halt. 😞

One thing to know for you who are not so adept at CyberBoard...I for one never need to use it. It has become de facto for the GM to post "screenshots" of the current map, setup card, and item/chit status, and that's really all you need. In the Double Board and Return of the Denizens games I'm currently in, the GMs don't even send out CyberBoard files. Of course, if you plan on GMing a game, well, it's essential.

If any of you out there ARE feeling like you don't know enough about the game to play, PLEASE do not let that stop you. All of us were total newbies at one point, and I for one still consider myself firmly in the newbie category. But the really wonderful thing about this group is that we all know the game is hard to master (or even impossible) and we are all VERY happy to help you along.

Plus, don't forget about the partnership aspect of the game! It is a simple enough matter to find someone who is more experienced than you and travel with them for your first game. Bill Anel was a HUGE help to me in the BIMR game - he was Pilgrim and I the White Knight. I learned a ton from him. I'm happy to say I helped him win, and would have won myself if a nasty Demon hadn't opened up a Fiery Chasm as my killing blow was headed for his...well..head. But that is another story (and nicely recounted by Steve McKnight in the War Stories thread).

So if you are a newbie and want to run a game...go for it! Everyone will understand if you mess a few things up - it's usually not a problem (OK, maybe in a tourney) 😊

And if you are still dizzy after reading the Third Encounter rules, join a game anyway! It's the only way to really learn how to play!!

BTW, welcome all you fellow newbies! 😊

Posted by: madmanatw on Aug. 06 2002,13:15

I can say that Cyberboard isn't strictly necessary for a GM, either. I don't use it at all for the EINM game.

However, you need _something_ to keep track of everything. In my case, I have perl generated txt files with the unknown treasures and chits, and I built the map and setup cards in photoshop with the various pieces in separate layers. (Word to the wise- Photoshop 6 has

a 100 layer limit. 😊

Posted by: Mij on Aug. 06 2002,20:25

I haven't played in years & never by email. But would like to play a relaxed game so I can be semi led by the nose again to get back into the swing of things. "err, now, what do I do again?? oh yes, of course". Anyway, I'm certain that years ago on the few times that I could convince my then friends to play this game, we were always playing it wrong.

But if turn around times aren't too hectic, I'd be interested. I have given my partner permission to give me one warning about playing too many games & if I ignore that warning, she is allowed to just flick the switch on my PC. This is to ensure I take uni seriously this semester & don't just scrape by like last semester.

Regards

Brad (Mij)

Posted by: mcknight on Aug. 06 2002,22:36

Running the Beginning/Intermediate Magic Realm e-mail game was one of the most enjoyable gaming experiences that I've had, and I'd be open to doing another one this fall.

I like to aim for 1.5-2 moves per week because it keeps everyone's interest and finishes the game while people still remember what's going on. Anyone who would be interested in this can e-mail me at mcknight@neu.edu. I'll also make an announcement on the list serve and see how many players we have.

I don't want this to conflict with Mick Shield's BIMR2 game, though. I'd like to see some decision made on finishing that game.

--Steve McKnight

Posted by: fmeetze on Aug. 07 2002,04:26

I will be happy to host a beginning/intermediate game at my website: <
<http://www.magicrealms.ionichost.com> >

Once I get a few things worked out, the game could be up and running within a few weeks.

Posted by: bill_andel on Aug. 07 2002,09:29

Quote from mcknight, posted on Aug. 06 2002,22:36

-----QUOTE-----

I don't want this to conflict with Mick Shield's BIMR2 game, though. I'd like to see some decision made on finishing that game.

-----QUOTE-----

You and me both! I thought for sure Mick would post results this turn, since the Witch King (Aaron) is on vacation in the South Pacific this week and next. No such luck though. 😊

Posted by: bill_andel on Aug. 07 2002,09:31

Quote from madmanatw, posted on Aug. 06 2002,13:15

-----QUOTE-----

I can say that Cyberboard isn't strictly necessary for a GM, either. I don't use it at all for the EINM game.

However, you need something to keep track of everything. In my case, I have perl generated txt files with the unknown treasures and chits, and I built the map and setup cards in photoshop with the various pieces in seperate layers. (Word to the wise- Photoshop 6 has a 100 layer limit. ;)

-----QUOTE-----

Adam, any chance you'd post those scripts to the "Software" forum? Seems to me they're another piece in the WebMR puzzle.

Posted by: madmanatw on Aug. 07 2002,14:47

Oh, sure. Will do. I posted links to them somewhere but never got around to adding some bugfixes to the online version.

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: An Invitation for a MR Refresher II started by mcknight

Posted by: mcknight on Aug. 16 2002, 14:31

This post is to publicize Francis Meetze's new MR introduction site and Primer Game, "Borderlands."

The concept is to have an on-going game that newcomers or returning MR veterans can try out a character for a while, entering or dropping out as they like. The game board will be reset every six weeks with continuing characters being recreated in their present clearing with their original equipment. New characters can enter at any time at their starting dwellings and characters can drop out permanently by suiciding or become temporarily inactive by going into a Deep Hide whenever they like.

Observers can follow along by viewing the board maps, item and chit status, setup card, and move history of each day. A great way to learn while you think about joining the game!

You can find out more about this "Primer Game" on Francis's site at:

< <http://www.magicrealms.ionichost.com> >

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Invitation for a MR Quest game started by dwfiv

Posted by: dwfiv on Feb. 17 2003,15:46

Announcing the start of a new Magic Realm Quest game, "Magenta". Please review the web site below and let me know if you are interesting in playing. The map is built, the chits are set, all I need is players. I'll take up to 12 intrepid individuals.

< <http://www.members.dca.net/dwfiv/magenta/> >

-Dan

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Announcing a Long-Term Development Game started by BryanWinter

Posted by: BryanWinter on Feb. 23 2003,20:56

I've been planning this for some time now, and it is time to take the wrapper off a new MR game. My current MR game has about a week of turns to go, and after it is finished I am going to start a major undertaking:

LONG-TERM DEVELOPMENT GAME WITH SHIFTING REALM

First of all, Thanks to Brian Sharwood for developing several of the rules used in this game, to Teresa Michelsen for her experience and advice in running a game of this nature, and to Dan Farrow for his feedback on the rules.

This will be an "endless" development game with no set ending date. It will continue until I get tired of it! Plus, there are several new and altered rules that I am incorporating to add even more excitement, including:

- * 3rd Edition Core Rules & Lists will be referenced
- * All Advanced will be used EXCEPT 4.1:Alerted Monsters
- * Optional Abilities
- * Seasons and Weather
- * Grudges and Gratitude (expanded)
- * Development (expanded)
- * Garrison Shops
- * NO OPTIONAL COMBAT
- * Single Board

Because of the nature of the game and the rules, and the fairly quick pace I will likely adopt, I am asking that only players who have a few games under their belt and are comfortable with the rules apply. I am going to limit the playing field to 10 players. Plus, because of the nature of the game and the fact that there is no way to win except to survive, I am expecting less of a win-at-any-cost attitude to the game and more of a role-playing attitude. The many rule changes reflect this approach, especially when it comes to developing native relationships.

I have a detailed rules doc for the players, but the highlights of the changes/additions are:

GAME DURATION

- * The game has no set ending date. It will continue until players or GM loses interest.
- * The game will follow the Seasons calendar in the rulebook. GM will determine the initial month, and subsequent months will follow in turn.

SELECTING CHARACTERS

- * Players will submit three character choices to the GM. Once all are received, the GM will assign characters to players based on a method I developed which I believe is fair and rewards less-used character selections.

SUBMITTING ORDERS

- * Deadlines for Daylight orders will be about 48 hours after the complete previous Day is posted.
- * Deadlines for initial Evening orders will be about 24 hours after the current Day's Daylight is posted. Once initiated, follow-up orders will be expected with a quick turnaround time.
- * Deadlines will never fall on a weekend, and will be pushed to the following Monday. Holidays will be dealt with as they arrive.

LIMITED COMMUNICATION

- * Characters may not communicate privately with other characters unless those characters are in the same clearing.
- * A character may Shout a message to the entire board. All players will receive this message.

GARRISON SHOPS

- * View complete rules at: < <http://www.thewinternet.com/bgmr/shopsrules.html> >

BUYING DRINKS

- * Buying Drinks will not be allowed until a character has achieved 3rd level. Hired Leaders may buy drinks even if the hiring character has not achieved 3rd level.
- * When buying drinks for a native group, characters and hired leaders must buy drinks for both hired and unhired members of the group in the clearing. A character or hired leader may buy drinks for a native group even if all present members are hired. The hiring character may not prevent his hirelings from accepting a drink.
- * GARRISON SHOPS EXCEPTION: A hired leader may buy drinks for his own group, but does not buy a drink for himself (therefore he may not buy drinks if alone with his Shopkeeper).

EXPANDED MEETING TABLE OPPORTUNITIES

- * If, when rolling on the Meeting Table, you roll an OPPORTUNITY result, you may ignore the OPPORTUNITY and instead take the "2" result in the same column.

BOON REPLAYMENTS

- * Gold value of items given as a Boon by a Shopkeeper must be repaid to the same Shopkeeper to regain the lost level of friendliness. The HQ unit of the Garrison native group is not paid.
- * Gold value of items given as a Boon by nomadic native HQ must be repaid to the same nomadic HQ to regain the lost level of friendliness.
- * For ANY natives that are hired as a Boon, ANY unhired member of the group (including a Garrison's Shopkeeper) may receive the payment to regain the lost level of friendliness.
- * To repay a Boon the character must record a Trade phase which is used to repay the Boon. He repays the Boon to the appropriate recipient but a Meeting Table roll is NOT made and the repayment amount is automatically PRICEx1.

EXPANDED GRUDGES AND GRATITUDE

- * Relationship levels are lost if a character or his hireling TARGETS a member of a native group (not just kills a member of that group). Relationships are adjusted once per Evening. (Relationship levels are not lost if the native group starts battling the character via Meeting Table results.)
- * A character or his hireling may DEFEND an unhired native group by

attacking at least one of the combatants (character or hireling) that are attacking the native group. When defending a group, the character gains one level of friendliness with the group.

* **SELLING:** When a character or hired leader wishes sell an item to a Shopkeeper or Nomadic native HQ, the character or hired leader must make a roll on the Meeting Table, but only to see if the buyer blocks the seller. If the seller is not blocked, the buyer will buy the items at base price as normal (NOT at an adjusted price, as with the Commerce Table).

NOMADIC NATIVE GROUP ITEM PASSING

* When the HQ unit of a nomadic native group is killed, its possessions are not immediately abandoned in the clearing. Instead, they are passed to the unhired group member in the clearing with the lowest ID number.

* If the HQ unit regenerates, it will immediately take the group's items back in its possession if it is in the same clearing with the group member that currently holds the items (both must be unhired for this to happen).

RANDOM DENIZEN PLACEMENT

* When natives or non-tremendous monsters appear on the board, they will be placed random side up. Head and Club counters will also be placed random side up.

* A group of denizens (ie a single box of denizens on the Setup Card) will always appear the same side up. This includes Garrison natives when they are initially placed on the board.

* Native horses will always appear light side up, even if their riders appear dark side up.

* Denizens will always enter the combat portion of the day on the side they are currently at on the board.

* After a combat ends, individual denizens will be placed back on the board on the side they ended up during combat (i.e. in the event they change tactics) and will remain that side up until they change tactics again.

SHIFTING REALM

* Every 4-6 weeks, the Realm will Shift. It will shift at Midnight on the last day of the Week.

* When the Realm Shifts will be randomly determined by the GM.

* Players will not be informed which Day the Realm will Shift until Sunset of that Day.

* A player with the Eye of the Moon may use its spell to determine exactly when the Realm will Shift.

* When the Realm Shifts, the following things occur:

- > 1. The board will be randomly rebuilt by the GM using MR Board Builder software (enchanted tiles become unenchanted). Note that this will result in legal boards, but not necessarily "nice" boards. All part of the fun!
- > 2. The Setup Card will be reset.
- > 3. Visitor/Mission chits will be randomly placed by the GM.
- > 4. Characters retain all Spells Learned, Fame, Notoriety and Gold.
- > 5. Items possessed by characters and native leaders are removed from their possession and placed on the Setup Card. Characters then receive starting equipment from random sources based on their current level (but no new Spells or Gold).
- > 6. Character chits remain at their active or inactive status, and enchanted chits remain enchanted.
- > 7. All spells are broken.
- > 8. All discoveries are erased (4th level Wizard retains knowledge of paths and passages).
- > 9. Hirelings remain hired.
- > 10. Hired Leaders retain Gold.

- > 11. Missions and Campaigns on the board are returned to the Setup Card.
- > 12. Mission chits in a character's possession are placed back on the Setup Card.
- > 13. Campaign chits in a character's possession remain in play and in effect.
- > 14. Visitors on the board remain in their clearings.

* After the Realm Shifts characters and hirelings are placed on the map in the same tile and clearing they were in before the Realm Shifted. If they were hidden before the Realm Shifted they remain hidden. Exception: Characters and hirelings at Garrison Dwellings (including Bones) remain with the Dwelling. Those at Campfires remain in the clearing the Campfire was in, but the new locations of the Campfires are once again unknown.

EERIE SHIFTS

* When the Realm Shifts (and at the beginning of the game), there is a chance that an Eerie Shift will take place. Players will be told that an Eerie Shift has occurred (and its effects) when the board is revealed.

* Each time the Realm Shifts, the GM will roll the dice – on a result of “6” an Eerie Shift takes place, based on one of the following:

EERIE SHIFT EFFECT TABLE:

* Random Warning Chits. The Warning chits are not placed on the board by tile type. Instead, they are placed completely randomly, regardless of tile type. Garrison Dwellings will be revealed as normal.

* Enchanted Realm. All tiles will be flipped to their enchanted side before the Dwellings and characters and placed (enchanted board will be legal at start).

* Dangerous Realm. Five Site and Sound chits will not be grouped in the Lost City nor the Lost Castle. Instead, the 18 Site/Sound chits and the 2 “Lost” chits will be distributed one per tile, including the Valley and Woods tiles (so every tile will have a Warning chit and a Site/Sound chit).

* Visitors Arrive. All four Visitor chits will be placed on the board and remain on the board until the Realm Shifts again.

* Infested Realm. Two Monster Rolls will be made every day.

* Outland Arrival. Instead of being placed in the same clearing/Dwelling after the Realm Shifts, all characters and hirelings in each clearing will be randomly and collectively placed in a random connected clearing that has a path leading off the board.

EXPANDED DEVELOPMENT

* Characters do not prerecord VPs. Instead, they are granted a new chit every time a certain number of VPs are achieved, as per the normal Development rules. However, VP expenditure to earn these chits is as follows:

- > 1. Characters at 1st level may “purchase” a new chit for every 1 VP worth of points earned.
- > 2. Characters at 2nd level may “purchase” a new chit for every 2 VPs worth of points earned.
- > 3. Characters at 3rd level may “purchase” a new chit for every 3 VPs worth of points earned.
- > 4. Characters at 4th level may “purchase” a new chit for every 4 VPs worth of points earned.
- > 5. etc.

* To “purchase” a chit, a character must perform the RITUAL OF THE ORACLE at Midnight, and sacrifice those points and/or items to the Oracle to earn the new chit (see below).

* A character does not automatically learn new spells when he earns a new Type of Magic chit and gains the ability to cast a new spell Type. Except for any 1st level starting spells, all spells must be discovered and learned

through play.

* Characters may attain levels higher than 4th. When a character gains a new level, he gains a new ability, effect or item:

- > 1. At 2nd level, a character immediately gains his first Special Ability as listed in the 3rd Edition Lists and Tables.
- > 2. At 3rd level, a character may now Buy Drinks and his existing native relationships are immediately adjusted up or down based on his "normal" relationships:
- > 3. At 4th level, a character immediately gains his second Special Ability.
- > 4. For every odd-numbered level over 4th, a character immediately gains a reward as proposed by the player and approved by the GM. Rewards can include some Gold, a random Treasure, Spell, weapon, horse, etc. The higher the level, the more specific the reward.
- > 5. For every even-numbered level over 4th, a character immediately gains a new Special Ability as designed by the player and approved by the GM.

THE RITUAL OF THE ORACLE

* In order for a character to earn a new chit he must perform the Ritual of the Oracle during any Midnight. Each performance of the Ritual will only earn a single chit. He may only perform one Ritual of the Oracle per Midnight.

* To perform the Ritual, the character must sacrifice to the Oracle those points or items that add up to the VPs required to earn the next chit.

* When a Great Treasure is sacrificed, it is removed from play and will not appear again until after the Realm Shifts.

* When recorded Spells are sacrificed, the character does not forget the spell, but must wound one active chit per Spell sacrificed. A recorded spell may only be sacrificed once, and starting spells may not be sacrificed.

* When recorded Fame and Notoriety points are sacrificed, the points are deducted from the character's recorded Fame and Notoriety.

* Items that provide Fame and Notoriety may be sacrificed for their Fame and Notoriety value, and are removed from play and will not appear again until after the Realm Shifts.

* A character may use a combination of points and items when sacrificing Fame or Notoriety to the Oracle.

* When recorded Gold points are sacrificed, the points are deducted from the character's recorded Gold.

That's the extend of it. Many of the rules above have exceptions and further instructions, but the core is all there.

If you are interested in playing, let me know. We probably won't start for a couple weeks. Remember, I am asking for 10 intermediate-or-better players, who can keep up with a fast pace and are willing to play a long-term game based on HAVING FUN. Of course, if players drop out others will be invited to join.

And for the record this will not necessarily be first-come-first-served. I may be selective in who gets to play, and I already have a few spots taken. No hard feelings if you don't get in!

Finally, if you are interested in my game logging abilities and such, take a look at my game for Basic players - the combat logs probably won't be quite so detailed, though! :-) You can see it at:

< <http://www.thewinternet.com/bgmr/index.html> >

Thanks and sorry for the LOOOOOONG post!

- Bryan

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: PBEM started by BryanWinter

Posted by: fiscused on Mar. 02 2003,15:43

I thought I'd try to start a discussion about the best methods GMs and players have discovered to play MR as a PBEM game. The typical problem with PBEM is that you can't immediately see the player's moves who go before you, and you can't, as a GM, have every move completed one at a time because then the game would take forever to run.

The question is how do you get to that "happy medium" whereby:

The game doesn't run too slowly

The game isn't totally changed by not letting players react to what happens before their turn

The game doesn't give players with the ability to "chat" with the GM all day a big advantage

The players have the ability to contact each other and plan strategies

I'll give one idea that I like, then let others react before I post again.

The combat variation we inadvertently came across in the tourney is: require plans for an entire combat AGAINST NATIVES/MONSTERS, but if a player charges/targets another player, suspend combat orders from that point on and allow the players to change step-by-step as if you are playing around the table.

Posted by: dfs on Mar. 03 2003,10:22

I'm sure most GM's appreciate players who map out as much as possible during combat. It's just isn't always possible.

Of course during daylight, you've mapped out your phases and (for the most part) it won't matter what other players do. Most GM's I've played with have been very direct about encouraging conditional orders (If I can block the XXX I will, If the XXX has not already moved, or if he has moved and isn't in my clearing I will search for paths, otherwise search for hidden enemies.)

My impression is that PBEM games encourage rash behavior and treachery at the expense of teamwork.

I can point to several on-line games where individual characters made ill-timed decisions to pick fights with monsters where they just couldn't win. Because of timing issues As a player I've not had the ability to look across the table and say "You might not want to do that, Here is another idea."

Due to latency, it's MUCH harder to get a group communicating coherently over e-mail in a timely way than it is to look around the board and hash things out. I think this is the biggest difference I see between on-line and ftf play.

Lastly, I don't know about everyone else's games, but I suspect there is a tendency to let combat slide in clearings containing friends. For treachery to be committed, somebody is going to have to telegraph it and say "Hey! we need to do combat in our clearing as well." which might give ...Oh say the Berserker a chance to flee from the Wizard. It's easier to execute treachery in on-line play, because once you've said "no orders" for the evening and your

targeting phase is gone, If your buddy targets after you do and he is quick enough, he is free to stick you in the ribs and there is really nothing you can do about it.

Posted by: BryanWinter on Mar. 03 2003,17:43

Good timing on this topic. Jus today I had completed running a pretty involved combat for my BGMR game involving the Elf and his hired Bashkars vs. the team of Amazon and Wizard vs. 2 Giant Bats that entered the clearing.

It took forever, and it only went 2 rounds 😊

My style of GMing is pretty fast-n-loose. With Daylight I will determine player order right away, and run turns as they come in. If a charater has no real chance to intereact with players who have yet to get their orders in, i will run their turn early. Otherwise I will wait until all players get in their order for those areas on the map where a lot of intereaction can take place.

As for blocking, I always assumecharacters will not block one another unless they specifically tell me in their orders.

For character vs. Denizen combnat, I will run it ASAP to get it out of the way. I can assume a lot of what the player intends to do - and usually run the combat "foundation" and plug in the details once they come in from the players.

I am also happy to give advice to the players if they are battling monsters, but once character vs. character combats start I try to keep my distance and let them do it on their own. This unfortunately resulted in one of the characters getting killed due to a tactical mistake, but I didn't feel "right" calling him on it since it would have been unfair to teh other involved players. Sometimes you have to play Bad Cop and it's not too fun.

It's prtty easy to run a fast game if you have the time to run it and the players are able to get their orders in. I can soimetmes get in 1.5-2 turns a week. Sometimes 3 is Evenings are slow.

To your parameters:

The game doesn't run too slowly:

Make sure you let them know up front the pace you want to set. If they can't keep up then they will have to find a game that has a slower pace. Set deadlines and be willing to live by them, as long as your players know that this is the way it will go, then they won't be suprised when they miss a turn.

The game isn't totally changed by not letting players react to what happens before their turn: This is actually fairly rare that it makes a difference. As a GM, it is up to you to know "red flag" situations and let the players who have yet to take thier turns know about the progress of a Day. It may slow that day down a bit but that's the breaks. Of course, if you just run the turn and a player has not given you enough condisionals, you can argue that it's the player's problem. It depends on the level of player. Plus, the field is level. All players have the same disadvantage, so in the end any instance of "I wish I knew that before I took my turn" will balance out by the end of the game

The game doesn't give players with the ability to "chat" with the GM all day a big advantage: Well, this is mostly an issue of pace. If you want to run a fast game, then you have to expect the players be able to communicate without too much delay. If a game is run at a 1 Day per week tempo, it is pretty easy to get in all your communications. However, if I can only check my email once an evening at 10pm then I probably shouldn't be playing in one of Teresa's games. 😊

The players have the ability to contact each other and plan strategies:
Related to the one above. Unfortunately, in my experiecne you just need to be able to get online and email every few hours to keep up in some games. Some GMs like that and other don't. the trick is to participate or run a game at a pace you like.

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Any new beginner games on the horizon? started by mcknight

Posted by: rshipp on Nov. 02 2002,00:41

Just wanted to see if anyone out there had plans to start up a beginner's game anytime soon. I'm pretty sure I could guarantee at least three people, including myself, would be interested...

Randy...

Posted by: WolfWings on Nov. 03 2002,19:57

I'm interested!

Posted by: BryanWinter on Nov. 04 2002,08:44

I'm REALLY thinking about it. But I have to weigh the amount of time I think it may take (real life and all that). It would be my first time running a game, so if I do it I'll probably keep the number of players to a smallish number.

I'll keep you posted!

Posted by: Patrick van Beek on Jan. 02 2003,09:53

I would also like to join any beginner pbem game - I have played the real game a couple of times and like many I suspect, have trouble finding other players.

My Uncle and I were trying to find a way running a game real time over the internet, but we have not managed to find a way without a human GM!

I am sure my uncle would be interested if there was a begginer pbem too!

Regards

Patrick

patvanbeek@yahoo.co.uk

Posted by: mcknight on Jan. 03 2003,10:52

The "Welcome to Magic Realm" site has an on-going "Borderlands" primer game. The game is full now with 9 players, but you could put you name on the waiting list which has moved fairly fast since players can drop in and out of the game at will.

The URL is:

< <http://www.magicrealms.ionichost.com> >

and follow the links to "Enter the Realm" and "Borderlands Primer."

Click "Read the Story" which will let you review the course of the game, and you can leave your character request (which can be changed if another character becomes available) in "The Player Pool Forum."

Posted by: matmr on July 24 2003,13:38

Quote from mcknight, posted on Jan. 03 2003,10:52

-----QUOTE-----

*... you could put your name on the waiting list ... The URL is:
< <http://www.magicrealms.ionichost.com> > ...*

-----QUOTE-----

Sorry, I would well put my name on a waiting list for a PBEM game, but I couldn't get to the URL you specified (is it still existing?).

Anyway, I am very interested in a PBEM game of Magic Realm, possibly moving not too fast (otherwise I risk many failures for not sending orders in time: I don't have an internet connection on my office desktop, and moreover I'm on the other side of the Atlantic Ocean).

Anyway I could try also if the game is fast (at worse my character will die early).

Matteo

PS: I will not be able to begin a game during August (2003)

Posted by: mcknight on July 26 2003,10:40

-----QUOTE-----

....but you could put you name on the waiting list which has moved fairly fast since players can drop in and out of the game at will.

The URL is:

< <http://www.magicrealms.ionichost.com> >

and follow the links to "Enter the Realm" and "Borderlands Primer."

-----QUOTE-----

The Magic Realm Primer game is no more. Francis Meetzee was pulled away to the real world, and after I ran the game for 6 weeks, ionichost pulled the plug on the site.

I have an intention to start another Beginning/Intermediate Magic Realm game after Bryan Winter's Mentoring Magic Realm game finishes. The timeline will probably be September-October. I'll announce the game here and on the Magic Realm list-serve. Since these games usually fill up pretty fast, it's best to get on the list-serve so that you can get your request in quickly.

You can get on the list-serve by following the instructions at:

< <http://wolff.to/mr/> >

The list averages about 5 messages a week, but they tend to come in spurts. Besides

announcements of new games, there are discussions of rule questions, optional rules, variants, the latest on the status of the 3rd Edition Rules, and other chatter. You can also follow directions from the list Help file to browse the archives for over four years of Magic Realm discussions!

--Steve McKnight

End of Topic

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-MRNet Forums

+--Forum: General

+---Topic: Play-by-E-Mail Beginning-Intermediate Magic Realm started by mcknight

Posted by: mcknight on Aug. 01 2003,16:05

Hello all--

I am now collecting names for a new "Beginning/Intermediate" Play-By-E-Mail Magic Realm Game that I will be gamemastering. The game will be limited to 10 players but I will take more as alternates to take over a character if a player is going to be out-of-contact for more than a few days, or as observers who just want to be on the game e-mail list for the learning experience.

This game is designed for people who are new to the game or who haven't had a chance to play the full game with other players. The gamemaster will be available for rules explanation, help, and advice as the game progresses. A record of the first Beginning/Intermediate PBEM game is on-line at:

www.redridgegames.com/MR/

The rule set will be the basic Second/Third Edition Rules with the Seasons/Weather Optional Rule (the month will be Autumn). In addition, we will be playing the "Watchful Natives" rule, and attacking a native with a hireling from the same group will trigger "Treachery." The only optional abilities will be the "Knight's Adjustment" - the White Knight is "Friendly" instead of "Allied" with the Order and the Black Knight is "Friendly" instead of "Allied" with the Company.

The game pace will be 1-2 moves per week and we'll start with board-building as soon as I have enough players with the intention of getting the board built in August and Day 1 underway in September, but I can accommodate August vacations.

Anyone who is interesting in being in this game, please e-mail me at:

mcknight@neu.edu

--Steve McKnight

Posted by: mcknight on Aug. 05 2003,21:57

I have filled the BIMR3 Beginning/Intermediate Magic Realm E-Mail game with 10 Players and 4 Alternates. Others that are interested can sign up as additional Alternates (available to play characters when players are called away by real life) or as Observers.

For those who want to follow along, the game is hosted courtesy of Bryan Winter at:

www.thewinternet.com/bimr/

--Steve McKnight

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-MRNet Forums

+--Forum: MR Tournament

+---Topic: MRT started by jdfrenzel

Posted by: jdfrenzel on Sep. 02 2001, 11:28

I'll need a hand getting all the official tourney stuff together, so if you're running a game or involved with the tourney please post what you've got here for now.

If there is enough interest, we can give the tourney it's own category, and each game it's own forum beneath that. Contact me for that if that's what you'd like to do. Thanks!

--- John F

End of Topic

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-MRNet Forums

+--Forum: MR Tournament

+---Topic: Tournament Site Request started by jdfrenzel

Posted by: dfs on Oct. 18 2001,13:18

Perhaps I'm alone in this.

I would like to request that the previous days logs for the tournament games be made available.

I have enough trouble following my own character, let alone others in the same game, let alone a whole other game. In the interest of following the games it would be a nice resource to able to tab through the games orders and combats.

Thank you

dfs

Posted by: jdfrenzel on Oct. 18 2001,15:11

This would be nice to have. I'm happy to alter the PBeM game and upload pages to allow for this, and the game runners would just need to upload the previous turns. I'll send something to Teresa and Brian to see if they are interested. Good suggestion!

--- John F

Posted by: dfs on Oct. 19 2001,10:29

What a nice solution.

Thank You!

dfs

Posted by: jdfrenzel on Oct. 19 2001,22:29

Thanks for the suggestion!

End of Topic

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-MRNet Forums

+--Forum: MR Tournament

+---Topic: Development game actually started by jdfrenzel

Posted by: vincegamer on Nov. 04 2001,07:38

I seem to have lost all contact with Teresa. My emailsto here are coming back as "delayed" and it has been days since I sent in my combat orders, which is unusually slow response time for her. Are other people having trouble contacting her?

I put this here so she could see it in case she is unaware.

(I don't want her to think I'm not sending in orders 😊)

Posted by: jdfrenzel on Nov. 04 2001,20:52

She mentioned she would be away this weekend, and back sometime Monday.

--- John F

End of Topic

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-MRNet Forums

+--Forum: MR Tournament

+---Topic: Game A finish started by johnhickman

Posted by: fiscused on Dec. 05 2001,07:27

Two things: the forum is the ideal place to discuss the results of game A once it is finished.

I will post "results" for each person playing/character(s)/scores, as well as individual comments on my site after game A is done, and then after each other game finishes up. My way to personally acknowledge and thank everyone who played, especially those eliminated early on in the tourney! "Final notes" for those advancing will be added after they lose a round, or after they win it all.

Posted by: Teresa on Dec. 10 2001,11:47

Game A standings are as follows:

1. Berserker (Stephen McKnight): 16
2. Amazon (John Frenzel): 12
3. Dwarf (Mick Shields): 9
4. White Knight (John Hickman): 6
- 5/6. Sorceror (Jason Green): 1
- 5/6. Captain (Deric Page): 1
7. Elf (Scott DeMers): -5
8. Woods-Girl (Steve Myers): -15 (started as Witch-King)
9. Witch-King (Brian Sharwood): -69 (started as Black Knight)
10. Witch (Andrew Nicholson): -100 (dead, chose not to restart)

Characters 1-6 will advance to the next round.

Posted by: johnhickman on Dec. 10 2001,14:56

Many thanks to Teresa for GMing a great game.

I took the White Knight, as I thought with a tough board he would get me through. And when I saw my game start position, I thought it would be plain sailing. I got a Warhorse early, but after finding nothing after many days of exploring, I felt I was falling way behind with the clock ticking. Fortunately, a timely team up with the Amazon solved most of my problems. However the Dwarf seemed to be steadily killing all the monsters before I could get any. This lead to the plan of attack on the Black Knight which secured my Gold and N requirements and caught me up somewhat.

Fame was still a problem, but after looking at the board, it seemed there were enough beasties in the Lost Castle, but I only just got my fame.

Congrats to the others getting through, and thanks to my team mate, John F.

See you in the next round,

Sir John.

End of Topic

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-MRNet Forums

+--Forum: MR Tournament

+---Topic: Game A Commentary started by mcknight

Posted by: Teresa on Dec. 10 2001,12:55

Here are my thoughts on Game A:

GMing - GMing a tournament is pretty different from your average laid-back e-mail game - there are fun things and not-so-fun things. One good thing is that the players in this game were fast, dedicated, and smart, and came up with good strategies. It's also exciting because the stakes are higher than usual, and the GM is the only one who really knows who's ahead and has the big picture. The not-fun part is not being able to give any advice and not being able to correct illegal orders. That is so not my usual style, but we just didn't see any way around it and still be fair to everyone.

The Board and Season - we had a pretty nice board, with all the dwellings accessible and caves all clustered together. This was more or less on purpose because the season of Ice was chosen. It was a perfect board for the Dwarf, as Mick showed by his score. There were a few mountainous tiles that were a bit remote, probably because most people figured they would never get to them anyway with 4 move phases required to enter a mountain clearing. Luckily for most players, we had clear weather for three out of four weeks, but there was one week of the game which had Frigid Air. If we had had fewer days in the last week, I think we would have seen some much lower scores, as several characters scored big in the last few days.

Character Strategies:

There was a lot of teaming, which was fun and definitely improved the scores of several players. This was possible because everyone knew that six out of ten of the players would advance. The other fun thing was that there were several battles in which the outcome was very uncertain - one between the Amazon, White Knight, Woods-Girl and T Dragon - one with 2 H Flying Dragons, Dwarf, Captain and Elf hireling OHQ - and one between the Witch/Octopus and the Berserker. These were fun for me because it's rare that the battles are not well-planned out in advance.

Sorcerer: The Sorcerer's game was won almost entirely in the first few days and the last few days of the game. He killed off most of the Rogues in the first day and picked up a horse in the second, which was helpful later on in the Mountain. Then he went off to the Cliff and found the Lair but didn't get much out of it. About this time, the Frigid Air hit, and he was the only character really caught out in it. Fortunately, his Melt into Mist helped him deal with that. The rest of the middle game was largely spent learning how to handle magic, weather, and mountains in the season of Ice. He then went over to the Mountain, where he found the Hoard, killed the T Flying Dragon, and pulled just enough good treasures out of the Hoard in the second-to-last day to exactly meet his Notoriety requirements. I think I would have tried for the T Flying Dragon again on the last day, since he had enough chits to cast a Lightning Bolt and then Melt into Mist if it didn't work out.

Witch-King/Woods-Girl: Witch-King made a fatal mistake by heading off into the woods without any prepared spells. This was partly due to the weather - only 3 phases/day, and partly that the odds should have been in favor of being safe, but that's MR for you. So, he got killed off on the first day and had to record an extra VP as the Woods-Girl. Even this wouldn't

have been that much of a problem, except that the WG really had terrible luck. No matter how much she searched, even with the Phantom Glass, she couldn't find a treasure. It was also very difficult to find monsters to attack with her bow (especially with the White Knight and Amazon cleaning them all out). There was one point where she could have caught the Amazon alone, but that was the one time she turned in illegal move orders :-(Woods-Girl did have a couple of nice moments which showed her potential if she could ever find enough monsters - in one case she killed a T Dragon with a well-shot arrow, and in another case killed 6 Goblins in a row on the same evening.

Black Knight/Witch-King: Black Knight was doing great at the beginning, participating in the Rogue massacre and then killing off the Soldiers and happily looting their treasure, when he was ambushed by the White Knight/Amazon team. More on that later, but between the speed of the Amazon and the Warhorse of the White Knight, he really didn't have a chance of surviving that attack or running away. As the Witch-King, he pinned his hopes on a single massacre of a large native group, with 4 VPs in Notoriety and 1 in gold. For much of the game, he was sitting in the same clearing with the Patrol and the Company, trying to make his Power of the Pit spell do what he wanted (a 3 result), which he could follow up with a Fiery Blast. It never worked out. I think I would have gone ahead and blasted away at them, even if doing it that way in successive rounds wouldn't add up to meeting the VPs. After all, for a long time it wasn't clear that you couldn't advance with a negative score. Also, the native groups in his clearing kept regenerating, so he could have had three separate chances at the Company and at least one at the Patrol.

Witch: Witch got off to a great start by absorbing the Octopus and looting the Pool. She joined a larger group in the Caverns, but didn't profit much from the looting. Nevertheless, she did learn the spells she needed and found some GTs. She was only 1 VP down when she decided to risk all on double-crossing the Berserker and attacking him after a successful trade. This was probably not wise, as the Berserker is a good match for the Octopus and had a better than even chance of killing her. I think if she had stayed alive she might have been able to work her way into advancing, but would have needed to find some monsters to attack, which were getting increasingly scarce by this point in the game, so it's hard to say what would have been best.

Amazon/White Knight: Amazon started out at the Inn and White Knight at the Chapel, but relatively early in the game teamed up and were probably the most well-organized team on the board. White Knight had luckily gotten the Order's best Warhorse as a boon, and that kept him from any serious harm throughout the game. Their attack on the Black Knight was brilliantly executed, if treacherous, and a surprise even to me. Amazon took some wounds and damaged armor from that, but they had no trouble finishing him off and subsequently taking out his hirelings and the Soldiers, for quite a haul. After that, these two went around the board and basically killed off most of the Trolls, Spiders, and Dragons, leaving them with quite a nice score. They also picked up one GT, which the Amazon needed to fulfill her VPs. She made a brief detour to the Inn to sell stuff they had picked up from the Black Knight and Soldiers, giving her exactly the amount of gold she needed. This team was very even-handed in their distribution of F/N/G, the Amazon ended up with a few extra points because of the Cloven Hoof, which the White Knight didn't want.

Berserker/Elf: These two teamed up early on and also made a good team, ability-wise.

However, given that many of their VPs were in Fame, they spent way too much time killing natives and not enough time looking for monsters. They killed off the Guard, Lancers, and most of the Order successfully, but left monster-hunting until the last week. The Berserker had 3 VPs in fame, so he went off to get the Sacred Grail from the Witch to sell to the Order.

This solved his problems, but unfortunately he couldn't split his fame with the Elf, who just couldn't make up the deficit. Elf hired OHQ on Day 27, and talked the Dwarf into taking the Dragon Essence to the DW hoping to attract dragons. This actually worked, but the Captain came along and killed them instead. Elf had Woodfolk hired for quite a while hoping to attract monsters, but got unlucky in the die rolls and never found any Bats or Goblins.

Dwarf/Captain: This was also a pretty good team - the board and season were ideally suited for the Dwarf, and the Captain provided some protection when there was more than one monster and a way to move a little faster. Dwarf took an early lead with the monsters he killed in the Cavern, and Captain also earned some F/N there. Captain was unlucky in his looting, finding mostly T treasures he couldn't carry and having to give these to the Dwarf.

Dwarf found the Toadstool Circle and actually survived looting it, finding the Devil Sword. He passed up a chance to teleport to the Caves, which would have been perfect for him (the Vault and Trolls were there), but would have left his partner alone. On his second bout with the Toadstool Circle he got cursed and had to go to the Chapel, where he sold the Golden Icon for 100G, plus some other items. At this point the Captain was heading for the DW and they all rendezvoused there with OHQ and the 2 Dragons on the last day. Both Elf/OHQ and the Captain needed to kill both Dragons in order to advance, although neither one could be absolutely sure of this. So they both attacked the Dragons and Captain luckily matched directions on both rounds and killed both Dragons. OHQ, having little choice at this point, attacked the Captain, hoping either to kill him or make him run away and not be able to trade with the Dwarf. Captain coolly stood his ground and dodged the OHQ for two rounds, then Dwarf passed him his half of the money from the sale of the Golden Icon, which Captain had looted in the first place, giving him just enough to keep him in the running for round 2.

The Captain and Dwarf also had the Chest, and the White Knight had the Lost Keys, but neither trusted the other enough to make the connection. Probably smart on both sides - at one point there was a conspiracy among the four other characters in the Cavern to lure the White Knight with the Chest and then attack him, with the Dwarf and Octopus being the heavies in that battle and the others keeping him from running away - but the White Knight didn't fall for it, perhaps because he had recently planned and executed such an ambush himself.

Posted by: fiscused on Dec. 10 2001,18:50

My witch king really got screwed, huh? I didn't want to start at the INN, fearing pre-emptive strikes. Starting with the ghosts is risky, because they can kill you. I had a chance of not surviving a ghost attack, and there was always a chance I'd fail a couple hide rolls.

Therefore, it was much safer to take to the woods. The only way I get hurt in the woods is if I fail to hide AND the monster roll matches the chit.

So much for odds.

When I retruned I still had a chance, but was facing an uphill battle, having to record an extra VP (who's stupid idea was that, anyway?). So mostly I tried to rally others against the obvious leaders of the game. Almost worked at one point, but would have been better if I'd looted to have more incentive for others, or if I'd killed the Trolls in the ruins. Seemed like the monsters were actively avoiding me. They showed up for everyone else!! I should have taken the chance and charged the Amazon at the end, but I wanted the Fame for the Dragon (desperately needed.)

Ah, well. If anyone has to drop out of the tourney, I call first dibs as a replacement!!

Anyway, it's going to be fun to see who can adapt a new strategy to a new character and weather condition next round!

About the other characters: The Amazon/W Knight were either very good or very lucky! They got the type of bad guys they needed, and drew no bats while in the caves!

Elf/Berserker: I thought they were kicking tail, but I guess they should have thought the VP's out better.

Dwarf/Captain: solid game! Nothing too fancy or lucky, made some good deals and had some good strategies.

Witch: I thought taking on the Berserker was a good idea. Chances were okay, and he wasn't going to advance otherwise.

B Knight-witch king: well...nobody trusts the black knight. I think the WK strategy could have been more bold..I'd have blasted away!!

Sorcerer: Can't believe he did it! Shows how much a horse helps!

Did I miss anyone?

Nev

Posted by: mick on Dec. 11 2001,14:45

Nev, I thought you did a pretty good job as the Woods Girl, but I suppose if I ever play a purple mage, I'm taking melt into mist with me ready to use at all times!

I appreciate your commentary, I just want to add that what the captain and I had was maybe not a lot of good luck, but we had a real huge lack of bad luck. I think I only failed one or two hide rolls, and just take a look at the Captain's final combat...also, we drew the ointment of bite in the Cavern at just the right time. Stuff like that definitely adds up.

Posted by: fiscused on Dec. 11 2001,17:50

Yeah, it's all that stuff that makes the game so replayable/unpredictable and fun every time.

Posted by: mcknight on Dec. 12 2001,17:23

-----QUOTE-----

Teresa Michelson wrote:

Berserker/Elf: These two teamed up early on and also ade a good team, ability-wise. However, given that many of their VPs were in ame, they spent way too much time killing natives and not enough time looking for monsters. They killed off the Guard, Lancers, and most of the Order successfully, but left monster-hunting until the last week. The Berserker had 3 VPs in fame, so he went off to get the Sacred Grail from the Witch to sell to the Order. This solved his problems, but unfortunately he couldn't split his fame with the Elf, who just couldn't make up the deficit. Elf hired OHQ on Day 27, and talked the Dwarf into taking the Dragon ssence to the DW hoping to attract dragons. This actually worked, but the Captain came along and killed them instead. Elf had Woodfolk hired for quite a while hoping to attract monsters, but got unlucky in the die rolls and never found any Bats or Goblins.

-----QUOTE-----

This is a good summary of the Berserker/Elf strategy and its defects. The combination of a ambusher, a tremendous blow, and the ability to cast Persuade or run away from just about anything is so powerful that targets of opportunity just kept presenting themselves to the two of us. It wasn't until too late that we realized that we were way short on fame with no monsters nearby.

After carving up the Rogues, the Elf and I were able to arrange our battles with the Guard and the Patrol so that one of us killed all the natives on one day (Berserker kills all the Guard, Elf kills all the Patrol while the Berserker kills their horses). This really builds up the Notoriety with the multiple victim multiplier. Then the idea of killing off all the Order except OHQ for the Elf to hire also seemed too good to pass up. The Elf hiring the Woodfolk on the way through Pine Woods was almost an afterthought--mostly with the idea of keeping the Medium Bow out of the hands of the mazon/White Knight team.

The Elf was able to cast Persuade to buy the Morning Star from the Order, which is all we needed to undercut and eliminate O1, O2, and O3. For those who were wondering, no, I didn't plan to take two critical wounds just to kill O1 and O3 on the same combat. I was so confident knowing that, when berserk, Sven can't be killed outright by anything except a red-side-up tremendous monster (the 2nd Edition Rules don't have any blow heavier than Tremendous) that I forgot about the Serious Wounds! I was saved more by luck than planning in that one.

The problem was, as so often in Magic Realm, the plans worked fine but we ran out of time--or more precisely, we ran out of monsters. By the time we had killed the Order underlings, it suddenly occurred to us that we both had a lot of Victory Points in Fame, and there were no monsters on our side of the board! Fortunately the Sacred Grail turned up and the Witch said she was willing to sell it.

The Grail with 50 Conditional Fame points is so dominant that it almost guarantees a victory to the character who finds it and returns it to the Order. Since I had more points in Fame than the Elf, he graciously allowed me to make the deal. (Plus, the Elf is not safe negotiating with a Witch who can turn into an Octopus.)

So, we postponed hiring OHQ, and I went back with gold to buy the Grail. Fortunately, I had kept my Great Ax which is superior to the Morning Star against unarmored Tremendous Monsters, and was able to match direction on the first round when the Witch double-crossed me. With the Great Ax activated, I had a two-round chance to kill if we both matched: Round 1 when the Octopus's L2 doesn't even wound against armor, and in case of a tie against the red-side-up Octopus, the Ax wins on length. Against a transformed character, there's still the chance that the red-side-up Octopus hits and kills when the Berserker misses, but I was lucky.

Our failure to arrange for the Elf to get enough Fame points to advance is galling, though. We had three chances:

1. Three Bats in Ledges. The hired Woodfolk waited there for 5 days, and no Bats. Even one or two Bats on the last day with the Woodfolk out of hire would have given the Elf the opportunity to make the Bats his last victims of the day and rack up the 10 Fame points he needed.
2. Dragon's regenerating on Day 28. Well, they did, but unfortunately the Dwarf moved before either of us and his Dragon Essence drew the Dragons to DW1 rather than LE4 where we had set up a reception for them.
3. Giants regenerate in Deep Woods on Day 28. The Elf had hired OHQ to cover this possibility. In the event, OHQ had the same chance of getting the two Dragons as the Captain did, but Deric was better at guessing maneuver directions than the OHQ's random positioning.

If any of these come through the Elf scores high enough to come in 4th or 5th. If he had one more VP in Notoriety rather than Fame, he also advances. Well, another lesson that you have to keep your eye on your victory conditions. The best opportunity on the board may be a mistake if it doesn't lead directly to your victory conditions! After killing the Guard and Patrol, we probably should have turned back toward the Lost City and Lost Castle.

One more thought. My first stroke of luck was having the Berserker available when I had to choose a character. For all the discussion of the purple-magic-users, it's hard to lose with a character with a heavy weapon and a Tremendous Fight counter! Not much subtlety in tactics with Sven, though: see something, kill it! Maybe John Hickman will have a chance to show us his mastery of the Witch King in the next round.

--Steve McKnight, aka, Sven, the Berserker

End of Topic

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Printable Version of Topic

-MRNet Forums

+--Forum: MR Tournament

+---Topic: MRT Updates started by fiscused

Posted by: jdfrenzel on Sep. 06 2001,01:03

Nev has updates to his site regarding the Magic Realm Tournament. In particular, he has updated the Q&A page with tourney specific stuff.

Game A has completed their board and are in the process of taking characters. No word yet from Game B, maybe Brian or Nev can give us an update (hint hint) 😁

< Nev's can be reached here. >

--- John F

Posted by: fiscused on Dec. 31 2001,14:08

I've updated my website with results from game A and some artwork on the main page. More updates to come!

[URL=<http://geocities.com/fiscused>]

End of Topic

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-MRNet Forums

+--Forum: MR Tournament

+---Topic: Tournament B started by fiscused

Posted by: vincegamer on June 08 2002,15:24

-----QUOTE-----

Note that the Wizard is able to painlessly deal heavy damage with a time of 3, or even 2 with an alerted weapon (L with a medium fight chit.) In the daylight there is no mention of treachery. In the encounter phase there is no mention of treachery. The targeting round comes and the wizard goes first. The Wizard targets the Berserker. The Berserker assumes (correctly) the Wizard and Dwarf are in league against him. He cannot stand against both of them. He cannot run away from the power boots.*

The berserker suicides. In the next round the treachery continues as the Wizard targets the Dwarf, who suicides instead of running away.

I have a couple of comments.

I was not entirely surprised by the Wizard's treachery to the Berserker, I just thought it would come later in the game. I was shocked at the treachery to the Dwarf. If I had been better able to anticipate the second treachery, I might have been able to convince the Dwarf to break his allegiance. Lack of vision on my part and some fine play by the Wizard.

-----QUOTE-----

I put off commenting on this until I had time in real life.

First, to the careful observer, betrayal actually became apparent during encounter, when I put oil of poison on my sword (necessary so wizard could actually deal T then to kill rather than wound the Berserker - and Dwarf), but at that point it was too late for Berserker to do anything.

Second, my timing was questioned by the Berserker and I felt like explaining:

1> for my plan to work I had to act on a day in which our order of play was Berserker, Dwarf, Wizard. Since only 5 days remained, I could not count on that happening again.

2> The Dwarf didn't want to kill the Berserker. It was hard to persuade him to go along, and I don't think he would have if he thought he could get out of the Crag on his own. His short legs meant he could not get out of the Crag without encountering the Amazon (with medium bow) while he was unhidden.

3> We had just found the Pool. If Berserker had searched it, he might have found something that could have ruined the plan.

Now what I'd like to know is why the 2 I killed came back and came after me. Because I did not get their notoriety or gold, I am possibly in worst shape in the game. Even if they succeed in killing me, (though I'd just suicide like they did) they could not advance. Whereas they could have come back as woodsgirl and druid, teamed up to block the elf from running and kill him so that at least one could have advanced.

Vincent

Posted by: Teresa on June 14 2002,00:40

-----QUOTE-----

Now what I'd like to know is why the 2 I killed came back and came after me. Because I did not get their notoriety or gold, I am possibly in worst shape in the game. Even if they succeed in killing me, (though I'd just suicide like they did) they could not advance.

Whereas they could have come back as woodsgirl and druid, teamed up to block the elf from running and kill him so that at least one could have advanced.

-----QUOTE-----

No chance of that! If anyone had gotten anywhere near me (the Elf), I would have just walked off the edge of the board and retired, like I did last turn. Since they have to restart at the Inn, I was pretty safe from this type of maneuver since I could see it coming long in advance. I had long ago more than met my VCs and had little to lose by ending early (in fact little to gain by continuing except to annoy other characters by killing off all the local trading partners and enchanting the Woods to make it harder for the characters in the Crag to reach a dwelling). Nyah, nyah! 😊

Posted by: vincegamer on June 18 2002,10:27

Well, I'm not going for gold, so access to dwellings would only have helped by allowing me to kill some natives, and frankly, since woodfolk are the only ones to come on, they wouldn't have been worth the trouble.

Now, you forget I think that woodsgirl could come on in the House, right under your nose, and fast enough to keep you from running. You wouldn't have had so much time to see them coming.

Are there penalties for walking off the map? 😊

Posted by: dfs on June 18 2002,13:03

FWIW we tried to re-enter as the Woods Girl and the Magician, but Brian correctly did not allow it. All restarting characters must restart at the Inn. (I didn't know that one) It would have made character choice a bit more interesting for us, but we never considered going after someone else.

It's an odd world you live in where treachery is OK, but revenge is not considered sporting. I'm not sure if you mean that or are just saying anything to have us leave you alone. I understand your reasons for going after us so soon, but you did leave yourself open.

You SHOULD feel screwed over the suicides. It was within the rules, but not sporting. I would feel better if Brian had disallowed it. FWIW In some odd way, our last minute gamble to seek revenge is a way of seeking redress. If we can kill you, the matter of the lost gold and notoriety becomes academic.

It's a damn cool story. The Wizard that killed two heavy warriors and was then hunted down by two mages who have been very lucky so far.

More in a bit. The ending to this story could be real, real cool.

Posted by: marphod on June 18 2002,14:20

(Actually, its debatable if you can suicide in the middle of combat. I believe the result of of

discussion on other parts of the board is that they take place at midnight, not in the middle of combat. But it was a reasonable assumption as to timing.)

Leaving the board: You leave the game, and calculate your score immediately (4.7, second paragraph). If you rejoin, you lose your equipment, recorded values, etc. and start out as a new character.

Posted by: vincegamer on June 24 2002,10:02

Well, the question came up precisely because of a situation earlier in this game where it was ruled that they could suicide at any time.

As a result of the discussion that follows, it was agreed that suiciding at midnight (designer intent) was a more reasonable way of playing, but since the rule had already been made, it stood for the rest of the game. I don't know if it will apply to the next round.

Posted by: dfs on June 24 2002,13:10

-----QUOTE-----

More in a bit. The ending to this story could be real, real cool.

-----QUOTE-----

We got him! During combat on the last day, we managed to track him down and cast transform with a +2 modifier that turned him into a frog. Since he owned the dragon essence at the time of the transformation, the transformation was in effect permanent. It could have been broken by suicide, the death of the magician or an exorcism. We could have killed him, (or rather he would have suicided) but decided to let him live.

Perhaps I'm alone, but I would rather have the story than the score.

Posted by: vincegamer on June 25 2002,08:50

You said it's an odd world where treachery is acceptable but revenge is not. Well, I suppose it would be if I were living in a world, but I was playing a game in a tournament. Treachery has a purpose. Revenge does not.

My treachery was the only way I could advance to the next level. Your revenge, in terms of the goal of the game, was pretty much pointless. You did not promote your own advancement, and you did not prevent anyone else from advancing. If I had had your attitude (or your notoriety and gold) you never would have caught me because I would have just kept casting prophecy and always start my turns on a roadway; but there was a very slim chance that I could have advanced if the Bashkars had ever shown up at the campfire, and if the Pilgrim had not found a friend at the last minute.

Your point about the lost gold and notoriety will never be academic. If I had gotten it, your revenge would have failed.
Vincent

Posted by: mcknight on June 25 2002,10:13

-----QUOTE-----

Treachery has a purpose. Revenge does not.

-----QUOTE-----

Actually, the purpose of revenge (or, more accurately, the fear of revenge) is to discourage treachery. The quick reincarnation of characters is a built-in anti-treachery game mechanism. It's an indication of how life-like MR is that players will reincarnate with no chance of victory just to do in a character who has double-crossed them.

I think that Vincent has a legitimate grip about the "suicide" tactic. Everyone agrees that it's a unfortunate loophole in the rules that should be closed as soon as possible. If nothing else, it violates the categorical imperative--if everyone did it it would remove the occasion for using it by logical contradiction. No one would ever try to kill a character to get notoriety, and the rule would be mute. On the other hand, it's part of the same "life-like" emotional involvement that MR players develop for their characters that players would use such a loophole to deny benefit to a player who double-crossed them.

From the viewpoint of a disinterested observer, the Wizard's treachery and the Witch/Magicians revenge were both neat game event--worth of inclusion in the "War Stories" section. It defies description that the Wizard could vanquish two heavy characters with a weapon attack in the same round, and the Witch/Magician using "Broomstick" and a deliberate "Bad Luck" curse to permanently transform the Wizard into a toad is also priceless.

It's unreasonable to complain about treachery or revenge in a game that supposed to accurately reflect human greed, duplicity, and attachment. The nice thing about a game is that you can just set up the board the again to take advantage of what you might have learned--and in the process you can change the suicide rule to remove what seems to be truly unjust.

--Steve McKnight

Posted by: fiscused on June 26 2002,09:46

I'll add that if I'd have been involved in the game situation or had more time to think about it, I might have said the suicide at any time thing was really stupid. But it didn't occur to me how ridiculous it was and I certainly agree with Richard that you should only suicide (or "retire" I think it should be called) at midnight.

I'll never play a game without the "midnight only" interpretation again. It's too big a loophole.

End of Topic

Printable Version of Topic

-MRNet Forums

+--Forum: MR Tournament

+---Topic: MRTC started by BryanWinter

Posted by: fiscused on June 26 2002,09:40

I've created the mailing list for game C. If you didn't get an e-mail today, you need to get me your current address.

You can also send me your weather picks.

fiscused@yahoo.com

Posted by: marphod on June 26 2002,10:56

Uhm. Out of curiosity, how would I go about expressing interest in the tourney, now that its already under way. Or am I too late?

Posted by: BryanWinter on June 27 2002,09:08

I think you are too late - Games A and B were the first round, and the winners of those games now play together. Or something like that. I had just gotten involved in the MR community when the tourney was being discussed and felt I was still too "green" to get involved, but now I'm wishing I had just gone for it. Oh well! 😊

Posted by: fiscused on June 27 2002,09:29

Yes, it is too late to participate in the tourney. However, there are plenty of other online games to play. Join one today! 🤖

Posted by: dwfiv on July 23 2002,10:19

The url for game C is:

< <http://www.magicrealm.net/PBeMs/mrtc.php> >

-DAN

Posted by: BryanWinter on July 24 2002,09:24

How did you get the space on MR.net set up? Isn't John incommunicado??

End of Topic

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-MRNet Forums

+--Forum: MR Tournament

+---Topic: Tournament Prize started by vincegamer

Posted by: vincegamer on Feb. 13 2003,10:47

Back before John dropped off the face of the earth, he and I were talking about a prize for the winner of the tournament.

He was thinking of providing the money and I of providing the labor. I'm still interested in providing a prize, but with my limited funds it will be much smaller.

Let me know if I have this right:

Tournament game D has 8 players

Game E will have 4

Game F will have 2

Smaller numbers of players should make the play go faster, but we are still probably looking at a year from now I'd guess. Just need to know when to have something ready.

End of Topic

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-MRNet Forums

+--Forum: MR Tournament

+---Topic: MR Tournament D started by fiscused

Posted by: vincegamer on Mar. 11 2003,14:02

So is there a URL where we can go check out the status of the latest round in the tournament?

Posted by: fiscused on Mar. 11 2003,20:39

There's no web site yet--My babies will have to get out of the Hospital before I get the current round going strong. Though if I could get an aide to run (or even just start) the game for me we could get it moving faster.

End of Topic

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-MRNet Forums

+--Forum: Hidden Realm

+---Topic: Hidden Realm Overview started by Zaphod

Posted by: Zaphod on Sep. 02 2001,20:41

The Hidden Realm is a Magic Realm PBeM variant that keeps everything hidden from the player.

Your character begins the game alone, having just entered the realm on the edge of the board. The only thing you see is your character on a single tile.

You have no knowledge of what other characters are in the game, or what the board looks like, or in fact, where anything is. You must venture out into the realm to find these for yourself.

When other characters are hidden, they will simply not show up on your map, UNLESS you have found hidden enemies.

You have your choice of entering new tiles "blind" or peering off-tile first to see what is there.

Ambushes will sometimes take on a vicious quality, as characters can be attacked right out of the blue.

This variant makes for a mysterious and exciting game, that can only be played using a GM.

End of Topic

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-MRNet Forums

+--Forum: Hidden Realm

+---Topic: Hidden Realm Rules started by Zaphod

Posted by: Zaphod on Sep. 02 2001,20:47

Modifications and Additions to 2nd Edition Rules:

1. Starting the game

- Players will select 4 characters, and receive one of those at random.
- Characters begin at random clearing that has a path leading off the edge of the board. This clearing can be on any tile except ones that contain the Lost City and Lost Castle.
- Characters' starting equipment will be selected from random locations.
- The map will be semi-randomly created by the GM.
- All Spells/Treasures/Mission/Campaign/Visitor cards/chits on the setup card will be completely randomly setup by the GM.

2. Characters that are hidden are not shown on (other characters') map at all, unless a character has found hidden enemies that day.

- Exception: A character that is following another character or native HQ that successfully hides is seen by the following character. If the following character was originally hidden, then the character or native HQ being followed may not necessarily know they are being followed (unless they do not hide that day in which case the following character is also unhidden).

3. Each player has knowledge only of map area he/she has discovered.

- Full map sharing between characters is discouraged.
- Partial map knowledge should only be given for payment of some kind or another.
- When giving partial map knowledge, lying is acceptable.

4. Movement

- When a character moves to a clearing that has a path leading off the tile, the player will be notified if there is (or is not) a connecting tile. The name of the tile will not be given.

- Characters may move into an unknown tile by recording a M ? : when this order is executed, the player may then select the tile by direction (S,SW,etc.) to move into. Only one clearing may be moved to using the M ? order in a single day, though the player may record multiple M ? orders in row, just in case it will be a mountain clearing they are moving into.

Once the tile is moved into, the tile will be revealed; should the move be unsuccessful (due to not enough phases moving into a mountain clearing or trying to use more than the required basic phases trying to move into a cave clearing), then the character loses the rest of his/her phases, and will be informed of the type of clearing he/she tried to move into, but not the name of the tile. The M ? order mandates that the player must attempt to move to another clearing, and may select a known clearing on the current tile if he/she does not like the off-tile choices.

- Flying characters may move into an unknown tile by recording a FL ? : when this order is executed, the player will be informed of all adjacent hex tiles (only that they exist, not the names), and the player may then select the direction to fly into. Only one FL ? order may be given during a single day. Should the player not like the directional choices, the character may decide to remain flying in the current tile.

- Note that the adjacent tile info is only given for the FL ? order, and not a normal fly order.
- Characters may give orders moving onto a specific tile that they do not know about.

Should when the character attempts to do that specific move order and finds that the clearing expected is not there, then that character loses the rest of his/her phases for the day.

5. Reconnaissance

- Walking characters may identify a tile before they move onto them. There are two methods:
 - 1. Move to a clearing that has a path that exits the tile into an adjacent unknown tile, and do a PEER into the adjacent tile. The actual clearing the PEER is performed on will be the adjacent clearing.
 - 2. Move to a mountain clearing and do a PEER onto any adjacent tile. The actual clearing the PEER is performed on will be a random clearing.
- If the selected clearing is a cave clearing, no information will be learned from the PEER, though the tile will still be revealed.
- A character, upon entering a non-cave clearing of a tile for the first time, shall be informed of any unknown adjacent tiles that contain a mountain clearing. The name of the tile will not be given. [e.g. As you enter the Ruins you notice mountain peaks to the SW]
- Players are only informed of how many treasures are at a treasure location (or cache) when the Player has discovered the site AND also ends the day in the same clearing as the site.
- Players will not be informed of how many inactive items another character is carrying.
- When another character is spotted, the status of that character's chits and active items will be given.
- When a character runs away to between two tiles, the character will only be able to see the state of the tile in the tile just run away from.

6. Campfires must be discovered by each character. There are three ways to do this:

- 1. Characters that begin the game at a campfire have already discovered it.
- 2. A character can end the day on a tile with a campfire, and it will be revealed.
- 3. If an unhired native group is currently at a campfire, the campfire will be "found" by all characters that "view" the tile.

7. Counters (characters/monsters/chits/etc.) will only show up on the current player's tile; exception: A PEER into an adjacent tile will show all (unhidden) characters and monsters in the tile, while a PEER with results of Clues of Discover chit(s) will also show the tile's chits.

- A character that has run away onto a roadway between two tiles, will only see the tile/counters of the tile that contains the clearing the character ran away from.

8. Caches will only show up once a character has "found" it. Once found, a character still must "discover" it to be able to loot it. There are two ways to find a cache belonging to another character:

- End the day in the same clearing as a cache.
- Perform a PEER in the tile and either Find clues or Discover chit(s).

9. Combat (general)

- Encounter step actions will be performed in the order that characters moved throughout the day.

10. Combat (where one character is hidden and the other is unhidden and has not found Hidden Enemies)

- Will follow the normal sequence of play
- If the unhidden character wishes to run away during the first round, they would have to state their intention to do so without any knowledge of the presence of the hidden character.
- The hidden character will be told which character is going first in the melee step.

11. Combat (descriptions of combats)

- Characters are given full combat descriptions of all combats that take place in their clearing, whether they actually take part or not.
- Of combats that take place on their tile but in a different clearing, a player will receive minimal "visible" info.
- Combats that take place in another clearing in the same or adjacent tile, a "sounds of combat" message will be heard.

12. All communiques between characters will be sent through the GM.

- All character "speaking" will take place in the evening portion of the day; after all characters have moved, and can be before, during, or after combat.
- A character may "speak" to another character he sees on his map which is no further away than one tile.
- If the character is speaking to another character in the same clearing, all other characters in that clearing will "intercept" the message.
- If the character is speaking to another character in the same tile, all other characters in that tile will "intercept" the message.
- If the character is speaking to another character in a different tile, all other characters in both tiles will "intercept" the message.
- A character may "yell" (in other words, speak to anyone that might be out there) to either anyone in his/her tile or to anyone within adjacent tile range.

13. All advanced rules will be used, except for 4.1 Alerted Monsters.

14. Optional rules in effect:

- Optional Abilities
- Seasons and Weather
- Grudges and Gratitude

15. The Buying Drinks rule will not be in effect.

16. Information:

- Characters may buy information from native groups (HQ does not need to be present). Base cost is 1G and the player must roll on the Meeting Table and apply the results. Information requested may be either the location of a dwelling or the location of a native group.

17. Grudges and Gratitude modification:

- Kill a neutral, unfriendly, or enemy native and lose one level of friendliness.

18. Modifications to items:

- Ancient Telescope: May still be used to Peer from a mountain clearing into any other mountain clearing. In addition, the character may use the Ancient Telescope to Peer into an unknown tile; if there are one or more mountain clearings in the tile, then the Peer will be into a random mountain clearing; if there are no mountain clearings in the tile, the character is informed only of that fact and nothing else.

19. Modifications to spells:

- Talk to Wise Bird: The caster may either select a specific tile, or a "directional tile" to cast the spell on. If an unknown specific tile is selected, then the caster may select the clearing, but will not be shown where the tile is located. An unknown directional tile is one listed by a series of directions (e.g. N/NE/NE would be one hex up (North) and then two hexes up and to the right (NorthEast)); this will be cast on a random clearing, but will give the caster knowledge of which tile is in that location.
- Ask Demon: The user may ask the the GM their question.
- Whistle for Monsters: The caster must have knowledge of the chits in both tiles in order to cast the spell.
- Phantasm: Characters that find Hidden Enemies can see the Phantasm. The Phantasm's owner may talk to other characters that are in the same clearing as the Phantasm. Characters that find Hidden Enemies may speak to the owner of the Phantasm.

20. Modifications to characters:

- Witch: The familiar may PEER into an adjacent tile from a clearing with a path that runs into that tile.
- Witch: Finding Hidden Enemies is not shared between Witch and Familiar.

- Witch's Familiar: Characters that find Hidden Enemies can see the Familiar. The Witch may talk to other characters that are in the same clearing as the Familiar. Characters that find Hidden Enemies may speak to the Witch through the Phantasm.

- Dwarf's Short Legs ability is modified to: Gets 3 Basic phases minimum (would get more if the weather indicates more Basic phases) .

21. Random denizen deployment will be in effect:

- When natives or non-tremendous monsters appear on the board, they will appear random side up.

- The head and club counters will also appear random side up.

- Native horses will always appear light side up.

- After a combat ends, they will remain the side up that they finished the day's combat at.

- Denizens will always enter the combat portion of the day on the side they are currently at on the board.

22. Players that have their character get killed may restart.

- Unlimited restarts are available.

- The player will be given a random selection of half of the currently unused characters to select a new character from. The player may not immediately select the character that was just killed.

- The new character will begin at a random start clearing.

- Starting equipment will be selected from random locations, which may include abandoned piles. If certain equipment is not available, the character will be compensated with gold equal to full normal value of the unavailable item(s).

- Characters may commit suicide for any reason. Suicide must occur at Midnight.

- Players that get a character killed on that character's first turn, must wait an extra turn before restarting with a new character. A player whose character is killed on that character's second turn or later incur no penalty.

23. Missions and Campaigns are modified as follows:

- Missions are worth one more gold per clearing than listed on the Seasons chart.

- A completed campaign will immediately give the owner double the paid "price" for taking the chit.

- A completed campaign chit disappears off the map permanently (until the end of the current month).

- A character with a campaign chit will, at the end of every day, gain one random "clue" as to the whereabouts of one ally or enemy. This clue will not say whether the natives in question are either hired or unhired.

- Example: The Wizard has taken the WAR chit. At the end of a day, the Wizard hears a clue from the locals: "Your enemies, the Bashkars are currently in the Crag".

24. Victory conditions

- Each player records VPs as per the normal rules.

- Play continues for one full month.

- At the end of the month, all characters that have fulfilled their VP conditions have won the game. Negative points in categories allocated 0 points have no effect for this determination.

- Of those characters, the one that has the most total VPs (in all categories) is the Grand Winner.

- If at the end of one month, no character has fulfilled his/her conditions, then play continues in "sudden death" mode. The first character to end a day with fulfilled victory conditions, that character is the Grand Winner.

- Should two or more players fulfill victory conditions on the same day during sudden death, then the Grand Winner is the character with the most total victory points (in all categories).

- Characters do NOT have to "pay" for their starting equipment for VP purposes.

- All starting equipment has a gold value of one half (round down) normal price.

- Once a piece of starting equipment has been sold to a native group, it is no longer considered starting equipment.

25. New month

- Should play continue into a new month in Sudden Death mode, all (unowned) mission/campaign/visitor chits will regenerate.
 - The (unowned) mission/campaign/visitor chits will "flip" and be placed at new random locations.
 - The month will advance to the next season.
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End of Topic

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