

NORTHLAND

-EDITOR MANUAL-





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1. INTRODUCTION

Welcome to the editor for the game “Northland”, which was requested by our fan community.

Now you can't only play “Northland” maps, you can create your own as well and swap them with your friends!

In this manual you will find everything you need to know in order to edit (create) and script (add diplomacy settings, trade offers, mission objectives, etc.) your own “Northland” maps. The packaging contains a quick start guide for all those who want to start right away without working this whole manual through.

Everyone else is recommended to read these pages, because they contain easily comprehensible information on how to operate the editor.

Basic knowledge of the procedure in “Northland” is a prerequisite, but in some cases these basic operations will be explained separately as well.

No problems should arise playing or testing and exchanging these maps with friends due to the comfortable export function.

Now let your imagination run wild and look forward to populating YOUR worlds with YOUR Vikings!

1.1. STRUCTURE OF THE MANUAL

First we will explain what you can see on the screen and what the individual menu items or icons (symbols) mean.

Then we will outline the general procedure when creating a map, so you will get an insight quickly.





Afterwards we will explain the individual menus and their functions to you.

2. WHAT CAN YOU SEE ON THE SCREEN?

File Edit Extras View ?

2.1. STANDARD FORMAT BAR

2.1.1. FILE

-  A) *NEW*
Creates a new map.
-  B) *OPEN*
Opens an existing map.
-  C) *SAVE/SAVE AS*
Saves the active map. In the default setting maps are saved to the directory “Usermaps” in the game directory.
-  D) *EXPORT*
Exports the active map into the game directory.
- E) *LAST FILE*
Opens the last file.
- F) *EXIT*
Closes the editor.

2.1.2. Edit

- A) *UNDO*
Your actions can only be undone if you have selected “Undo - Active” (when this option is checked).
- B) *UNDO - ACTIVE*
Activates the “Undo” function (Active/Inactive).

2.1.3. Extras

- A) *SAVE SCREENSHOT*
Choose “Save Screenshot” to create a bitmap file of your COMPLETE map (not just the visible screen area)! You can choose between 25% and 100% of the original size. Warning: With a 100 % setting for bigger maps the file can become extremely large (more than 100MB)!

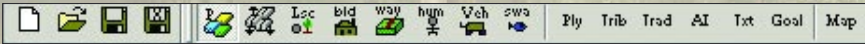
2.1.4. View

- A) *STATUS BAR*
Here you can have the status bar displayed.
- B) *MAP INFO*
Here a lot of useful information will be displayed about your map!

2.1.5. ?

Info about the “Northland” editor.

2.2. ICON BAR/MENU BAR



2.2.1. CREATE NEW MAP

IN THIS MENU YOU CAN SET THE SIZE OF YOUR MAP. IF YOU JUST WANT TO TRY OUT THE EDITOR, YOU CAN USE THE DEFAULT SETTINGS. OTHERWISE YOU CAN SET THE VALUES IN STEPS OF 20 EITHER VIA THE KEYBOARD OR VIA THE SLIDERS. CLICK "OK" AND AN EMPTY (BLACK) MAP WILL BE OPENED.

ALTERNATIVELY YOU CAN LOAD A PRE-EDITED PICTURE FILE IN .PCX FORMAT (YOU'LL FIND SEVERAL ORIGINAL "CULTURES" AND "NORHLAND" MODEL MAPS IN THE DIALOGUE THAT FOLLOWS). YOU CAN PRE-EDIT THESE MAPS YOURSELF AS WELL, BUT YOU'LL HAVE TO KEEP SOME THINGS IN MIND WHEN DOING SO. PLEASE READ THE CHAPTER "ADVANCED FUNCTIONS"!

IF YOU HAVE LOADED SUCH A PRE-EDITED MAP INTO THE PREVIEW WINDOW AND YOU THEN DECIDE TO CREATE AN EMPTY MAP INSTEAD, CLICK THE BUTTON "RESET PICTURE".



2.2.2. OPENING AN EXISTING MAP

WITH THIS FUNCTION YOU CAN OPEN EDITOR MAPS YOU HAVE EDITED BEFORE.



2.2.3. SAVE

SAVES YOUR MAP SO YOU CAN CONTINUE TO EDIT IT LATER ON.



2.2.4. EXPORT

BEFORE OPENING YOUR MAP IN THE GAME, YOU NEED TO EXPORT IT. THAT WAY THE ACTIVE MAP WILL BE SAVED IN A FILE FORMAT THE GAME CAN READ. THEN YOU CAN START THE GAME. YOUR MAP WILL NOW APPEAR IN THE SELECTION WINDOW FOR SINGLE PLAYERS OR IN A WINDOW FOR MULTIPLAYER MAPS.

2.2.5. ICONS OPEN THE FOLLOWING MENUS



SET GROUND TEXTURES (PATTERN)



CHANGE ALTITUDE



SET LANDSCAPE ELEMENTS (LANDSCAPES)



SET BUILDINGS (BUILDINGS)



SET PLAYER INFRASTRUCTURE (ROADS, SIGNPOSTS, STOCKADES, GATES) (WAYS)



SET PEOPLE (HUMANS)



Set Vehicles (Vehicles)



Set Animals (Animals)



Player Characteristics/Diplomacy Settings (Player)



Tributes to Human Players



Define Trade Offers (Trade)



Script Military Conduct of AI Player (only active/selectable if the control field "Script" has been marked in the menu "Player Characteristics")



Texts (any game texts such as the author, map name, a brief description, briefings ...)



Victory Conditions (Goals)

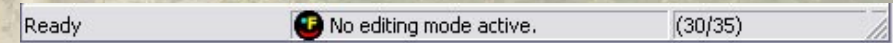


General Map



Brush Size and Object Density (Brush)

2.3. STATUS BAR

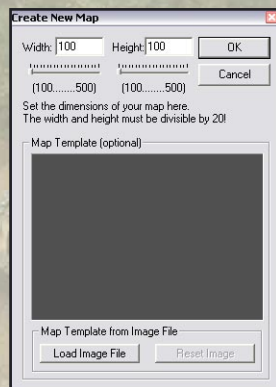


| | |
|--------------------------|---|
| "Ready" | The descriptions of the buttons, icons and functions appear here. |
| "No editing mode active" | Here you will see which mode you are in (e.g. "Set landscape elements") |
| "(0/0)" | Coordinates on the map (X/Y). |
| "NUM" | Activate/deactivate entry of numbers via the NUM pad. |
| | Adjust the size of the editor window. |

3. GENERAL PROCEDURE WHEN CREATING A MAP

A hint to begin with: Don't forget to save your progress at regular intervals!

3.1. OPEN/LOAD MAP



Start the editor and open a new map (File → "Create New Map"; also read the paragraph "Create New Map". Enter the size of the map and click "OK").

Sometimes you can also open an existing map or load a picture created in a paint program (e.g. "ProMotion" or "Paintshop"). See the paragraph "Editing with a Template Image".

3.1.1. Ratios

A map of the size 100 x 100 is very small, while 200-250 x 200-250 is about the standard size of a "Northland" map.

Anything bigger is classed as a very big map, and such sizes should only be chosen by experienced level editors.

The format 500 x 500 is the largest possible map size. It is not recommendable though, since the game will get slower according to the size of the map, especially since there are more people and animals on it.

3.2. SETTING THE NUMBER OF PLAYERS

Now you need to set the number of players in the menu "Player Characteristics" (), which will be displayed automatically when starting a new map. The other settings of this menu don't have any relevance yet.

You may enter a maximum of 4 human players or edit 3 AI players per map. If you want to play the map on your own in the single player mode, only choose Player 0 as a human player (default).

3.3. EDIT MAP

You can then start editing the map. To edit it, set ...

- ... ground textures (), mountains and valleys,
- ... the basic landscape elements such as plants, treasure chests, etc. (),
- ... everything that is able to walk over the map, i.e. humans (Vikings, Saracens, Franks) (), vehicles () and animals (),
- ... buildings (), signposts, stockades and gates ().

In any case it makes sense to sketch the map first if you want to realise a certain idea.

3.3.1. POSSIBLE PROCEDURES WHILE EDITING THE MAP

1.) FIRST OF ALL, CREATE THE GROUND TEXTURES TO YOUR LIKING, FOR EXAMPLE ON THE BASIS OF A SKETCH. YOU NOW HAVE A FIRST REPRESENTATION OF YOUR LEVEL. NEXT, SET THE ALTITUDE FOR DIFFERENT AREAS OF THE MAP (ESPECIALLY ON THE MOUNTAIN TEXTURES).

YOU CAN THEN START SETTING THE LANDSCAPE ELEMENTS UNTIL YOU ARE CONTENT.

AT THIS POINT YOU CAN ADD WILD ANIMALS AS WELL. WILD ANIMALS, SUCH AS WOLVES AND LIONS, SHOULD ONLY BE ADDED RIGHT AT THE END, AND AT SOME DISTANCE FROM YOUR PEOPLE, BECAUSE OTHERWISE THEY WILL BE ATTACKED AT ONCE.

NOW YOU CAN PLACE THE HOUSES FOR THE PLAYERS THAT YOU DETERMINED WHEN YOU BEGAN THE EDITING PROCESS.

IF YOU DON'T LIKE A LANDSCAPE ELEMENT OR A TEXTURE, YOU CAN CHANGE IT.

AT THE END YOU WILL PLACE THE PEOPLE FOR EVERY TRIBE (AND, IF YOU HAVEN'T ALREADY DONE SO, ANY ANIMALS YOU WANT TO ADD ...).

2.) YOU ALWAYS COMPLETELY CREATE ONE SECTION OF THE MAP.

YOU START WITH THE TEXTURES (THERE IS NO POINT IN SETTING LANDSCAPE ELEMENTS BEFORE) AND THEN YOU CONTINUE AS YOU LIKE. BEAR IN MIND THAT YOU WILL ALWAYS NEED CONNECTED GROUND TEXTURES BETWEEN THE PARTS YOU ARE WORKING ON (AND WHERE HUMANS STAND). ONLY THIS WAY CAN YOU TEST YOUR MAP IN BETWEEN WITHOUT EXPERIENCING MAJOR PROBLEMS (SINCE THE PEOPLE NEED CONNECTED "CONTINENTS" TO GET FROM ONE PLACE TO ANOTHER).

3.) FIRST CREATE AN IMAGE AND LOAD IT VIA THE MENU "CREATE NEW MAP". THE EDITOR WILL AUTOMATICALLY CREATE THE GROUND TEXTURES INCLUDING THE HEIGHTS OF YOUR MAP. FOR MORE INFORMATION PLEASE SEE "ADVANCED FUNCTIONS". THEN PROCEED AS DESCRIBED UNDER FIGURE 1.).

WE RECOMMEND THE *first* method if you have an idea you want to realise quickly. It also makes sense to work in a structured way.

The *second* method is recommended if you simply want to be creative and animate one part of the screen after the other. This method is ideal for beginners.

The *third* method is the fastest, but it requires some experience and imagination, because you will have to sketch a template map in an external program.

3.4. SCRIPTING A MAP

Once you have edited the map you can start scripting. For this purpose you will need to adjust individual settings such as diplomacy, trade offers, tributes, but also the soldier production of the AI (players controlled by the computer), AI battle conduct and any texts you want to have appear at certain points in the game.

Don't worry, you don't have to know any special scripting or programming language, our editor will do most of it for you.

You should generally only start scripting AFTER the editing process is complete - since you can only adjust certain settings after placing a barracks or a warehouse - or if you know where your characters are going to be placed and where their villages are.

You'll only know all this for certain when you have finished editing your map.

The intricacy of the maps in "Northland" can vary greatly.

In the easiest case edit a single player map without adversaries or other tribes. In this case it is enough to define a victory condition (Gow) and type in texts (Tn) for this map (title, author, short description in the game menu and a briefing and debriefing).

A more complicated case would be if you create four tribes with differing diplomatic attitudes (Ply) towards one another. These could make trade offers (Trad) or influence each other via tributes (Trib).

The scripting work will be even more extensive if you want to have enemy tribes attack! (At)

The scripting will be explained in detail in the chapter "Scripting".

3.5. TESTING

You should export and test your map regularly both during and after the scripting process. This is the only way you will be able to give your map the perfection required in order to publish it on fan pages.

To make the testing process easier for you, we have created a checklist with points to keep in mind during the testing process (see also "Checklist").

4. KEYBOARD AND MOUSE LAYOUT SETTINGS

4.1. KEYBOARD LAYOUT/HOTKEYS

| | |
|------------------------------|--|
| "Ctrl" + "N" | Create a new map |
| "Ctrl" + "O" | Open an existing map |
| "Ctrl" + "S" | Save map/save as |
| "Ctrl" + "E" | Export map to the editor |
| "Ctrl" + "Z" | Undo (only if the "Undo" function has been enabled) |
| "Page up/Page down" | Increase or decrease the size of the editing tool |
| "Ctrl" + "Page up/Page down" | Increase or decrease the density of the landscape elements |
| "+" | Increase the number value in the selected input field |
| "_" | Decrease the number value in the selected input field |
| Arrow keys | Scroll screen detail (move) |
| "Ctrl" + "Enter" (Return) | Line break in text windows |

4.2. MOUSE LAYOUT

The mouse layout differs according to the active editing mode:

4.2.1. Left Button

- Confirm your actions in menus!
- Select what you want to place with this button in the menu "Set Ground Textures"! Place the texture you have chosen for the LEFT mouse button!
- Set landscapes and position any objects such as people, animals, etc.
- Increase the altitude on your map!

4.2.2. Right Button

- /
- Select what you want to place with this button in the menu "Set Ground Textures"! Place the texture you have chosen for the RIGHT mouse button!
- Delete landscapes and any objects such as people, animals, etc. (but not textures)!
- Decrease the altitude on your map!

4.2.3. Middle Button

Hold the MIDDLE mouse button and move your mouse to scroll the screen detail!

4.2.4. Mouse Wheel

Move the MOUSE WHEEL to change the brush size!

5. EDITING

5.1. SETTING GROUND TEXTURES

(P) = Patterns (ground textures)



Open the "Set Ground Textures" menu.



Choose the appropriate size for the editing tool, the "brush". (Use the "Page Up"/"Page Down" keys, the mouse wheel or the slider in the "Brush" menu (BRU).

LEFT-click on the texture you want to set using the LEFT mouse button.

RIGHT-click on the texture you want to set with the RIGHT mouse button.



5.1.1. Hints

If you want to edit larger areas, we recommend working with a bigger brush. Once you have spread the textures out roughly how you want them, make the tool smaller and use it to border these larger spaces with the respective textures. That way you can make the area look more irregular and therefore more natural.

This method saves time compared to working with only a small tool.

To set water textures with waves, you must use at least brush size 3. If you later place another ground texture over the existing one, the wave effect will disappear.

By the way:

- Buildings can be built on snow textures, but not on ice textures!
- The altitude and the landscape elements give your game the final touch.
- You can skip the entire process of setting ground textures or make it easier by working with a previously created image. The colour values in this picture will correspond to the individual ground textures and will be automatically generated by the editor! For more information please see "Advanced Functions".

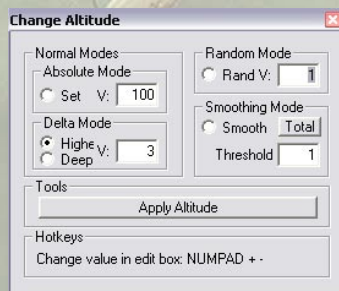
5.2. CHANGING THE ALTITUDE



Open the menu "Change Altitude".

The altitude values can be set by entering numbers in the input fields and pressing +/- . Only positive figures are allowed.

It is advisable to select "Apply altitude" after any longer period of editing. This corrects altitudes that are not realistic and that can't be interpreted by the game.



Don't forget to select the correct altitude mode! Simply entering a value in the corresponding field will not change the mode you are in!

5.2.1. Absolute Mode

Values in this mode indicate the absolute altitude in numbers, i.e. a value of 50 (on a scale from 1 - 100) corresponds to half of the possible altitude. In this mode, the indicated altitude level will be set exactly.

This mode is recommended if you only want to set mountain ridges. High values are an advantage in this case.

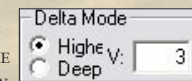
Very sharp ridges will become more pleasing once you make them rounder with a value of 5 - 10 in the smoothing mode. Just play around a bit with the button "Total" in the smoothing mode - it can lead to many very different results (see also "Smoothing Mode").

Hint:

You can edit mountains with maximal altitudes (100), but these cannot have sharp "ridges". A sharp ridge with the absolute altitude 100 will always be adapted (decreased) when you select "Apply Altitude". If you do not click this option, the altitude will be adapted automatically when the map is exported.

5.2.2. DELTA MODE

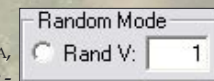
IN THIS MODE YOU CAN ENTER THE ALTITUDE LEVELS WHICH WILL BE ADDED TO THE EXISTING ALTITUDES. CLICKING AND HOLDING THE MOUSE IN THE EDITOR WINDOW WILL THEREFORE INCREASE THE EFFECT. (THERE ARE TWO POSSIBILITIES IN THIS MENU: "HIGHER" AND "DEEPER".) YOU CAN ALSO SET HIGH ALTITUDES WITH THE LEFT MOUSE BUTTON AND DEEPEN MAP AREAS WITH THE RIGHT MOUSE BUTTON.



VALUES BETWEEN 1 - 10 SHOULD BE SUFFICIENT HERE; 3 OR 4 ARE IDEAL FOR EDITING. THIS IS ALSO WHERE YOU SHOULD REWORK YOUR MAP WITH THE SMOOTHING TOOL!

5.2.3. RANDOM MODE

THIS MODE WILL SET DIFFERENT LEVELS OF ALTITUDE WITHIN THE BRUSH AREA, THEREFORE THE BRUSH SHOULD BE QUITE BIG IN THIS MODE (BRUSH SIZE APPROX. 5).



THE VALUE IN THIS MODE AGAIN REFLECTS THE VALUE OF THE ALTITUDE - NOT THE NUMBER OF MOUNTAIN PEAKS WITHIN THE BRUSH AREA.

BASICALLY, YOU SHOULD EDIT EVERY LANDSCAPE AREA WITH A LOWER VALUE, INCLUDING MOUNTAINS YOU HAVE ALREADY EDITED BEFORE. THIS OFTEN ADDS THE FINAL TOUCH.

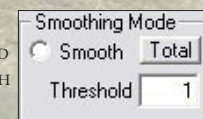
A SLIGHTLY HIGHER VALUE (APPROX. 4-5) IS IDEAL FOR CREATING HOLLOW FOR CLAY PITS (ESPECIALLY IF YOU ALSO LOWER THE BORDERS OF THE HOLLOW IN THE DELTA MODE ...).

BEAR IN MIND THAT BUILDINGS CAN ONLY BE ERECTED WHERE THE GROUND IS FLAT.

5.2.4. SMOOTHING MODE

AS WE HAVE ALREADY MENTIONED, HIGH ALTITUDES AND RIDGES CAN BE SMOOTHED AND LEVELLED OUT IN THIS MODE. IT WILL MAKE THE EDITING OF ALTITUDES MUCH EASIER, SINCE IT AUTOMATICALLY CREATES INTERMEDIATE HEIGHTS.

IF YOU CLICK THE BUTTON "TOTAL", THE ALTITUDE LEVELS WITHIN THE BRUSH AREA WILL BE SMOOTHED OUT. THE DISPLAYED VALUE REFERS TO THE LOWEST LEVEL THAT THE ALTITUDE CAN BE REDUCED TO.



If the "Total" button is disabled, the smoothing process whose value you have entered under "Threshold" will be applied to the edges and beyond them.

5.2.5. Hints

If you think the ground has turned out well, you should definitely edit the altitude (even for meadows and deserts).

Clay, for example, is often found in small hollows or pits. Meadows and deserts, on the other hand, are flat, but never really level. They should be given random altitudes. Even water looks better if it has different random altitude levels.

Typical procedures for particular landscape types:

- a) Random Mode
 - This is ideal for meadows, forests and deserts, for water of any kind and clay pits.
- b) Absolute or Delta Mode
 - This is ideal for mountains (and volcanoes) and valleys, for the borders of clay pits and beaches (leading to meadows).
- c) Smoothing Mode
 - This must always be used after using the other modes (for any kinds of ground). It makes the more elevated landscapes smoother and more realistic.
 - Also, the smoothness of the ground determines whether it is suitable as a building site. If the ground is too uneven, no house can be placed on it.

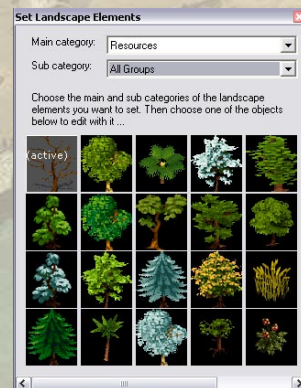
5.3. SET LANDSCAPE ELEMENTS

Lsc = Landscapes

When setting the landscape elements it is recommended to additionally open the brush window (menu "Brush Size and Object Density"). You will often need to change the size of your editing tool as well as the density with which you set landscape elements.



Open the window "Set Landscape Elements".



In this window you will find any landscape elements you need to edit your map. If you need an explanation for these, just leave your mouse cursor over an element and a description will appear. Since there are quite a lot of landscape elements, there are two possibilities to filter them (by main category and by sub category).

To get a better overview, choose one of the main categories ("Resources", "Decorations" or "Goods"). If there are still too many elements, you can choose a sub category as well.

An example:

You want to set resources (raw materials) and not have to spend too long searching for them. Choose the main category "Resources".

Later on you notice that you only really want to place trees for now, and the other resources are in your way. In this case you can additionally select the sub category "Trees". Only trees will be displayed now.

To place a landscape element, just click with the LEFT mouse button on the preview of the respective element. An active landscape element contains a grey background and the description "Active". You can now place it in the editor window with the LEFT mouse button, or delete it with the RIGHT mouse button.

If your brush is only the size of a point, you will automatically set the element with a density of 100 %. This means that with every click you will set one landscape element. If it has a higher radius, you can vary the density between 1% and 100% (brush window).

Remember:

If you work with a probability of less than 100% density, not every element will be placed or deleted at once. This way you can place entire forests and "thin them out" until they have the desired density.

There are two basic procedures for editing landscapes – the saturating procedure and precise work.

If you want to edit larger spaces, you should use a bigger brush. You should generally do this if you have completed the editing of ground textures and altitudes. Now set the slider to a probability of 1-5 %. This will result in the irregular setting of landscapes, so that they are not too close together.

If you have placed sufficient landscape elements on your map, you might want to tweak little details here and there to give your map the final touch. To do so it is recommended that you set individual elements, i.e. you will want to work very precisely. This will turn out best if you reduce the brush to point size (the density will be automatically set to 100%).

5.3.1. Hints

To set a landscape element, you should first edit the ground texture underneath it, because otherwise many elements (e.g. trees) cannot be set.

When setting your landscape elements, you need to make sure that they are not too close together. That would ruin the overall effect and appear very unrealistic as well. Apart from that, you may not be able to see your Vikings any more if they are hidden behind a dense wall of trees. So leave enough free spaces, especially in forests!

By the way:

You will always automatically place different landscape elements of one kind. This is the only way the landscape can be made to appear realistic.

5.4. SETTING BUILDINGS

Bld = Buildings



Open the menu "Set Houses".

Small dots will appear on your edited map. These are the locations where you can set the selected buildings. Since different houses require a different amount of ground space as well, the display will change with every house.



To set buildings of a higher upgrade level, use the slider under "Upgrade" (this will only appear if the house has several upgrade levels!), or press "+" for a higher or "-" for a lower upgrade level. The respective building will be shown in the preview window. A number behind the name of a building indicates its maximum number of upgrade levels.

The number (ID) of the tribe the building belongs to will be displayed at the bottom of the house. If you have set a house with an incorrect player ID (i.e. a house belonging to the wrong tribe), you must delete the old house and set a new one (with the correct ID this time).

Important:

For every player you can only set the buildings the respective tribe owns. So don't be surprised that the Franks, for example, have a much smaller range of buildings than your Vikings!

5.4.1. ACTIVE PLAYER



UNDER "ACTIVE PLAYER" YOU CAN CHOOSE WHICH PLAYER YOU WANT TO SET THE BUILDING FOR. IF YOU HAVEN'T DEFINED ANY ADDITIONAL PLAYERS IN THE MENU "PLAYER CHARACTERISTICS", YOU CAN ONLY SET HOUSES FOR THE TRIBE OF ONE (SINGLE) PLAYER HERE. IF YOU HAVE DEFINED SEVERAL PLAYERS, YOU CAN CHOOSE THE PLAYER YOU WANT TO SET THE HOUSES FOR.

5.4.2. BUILDING SITES

YOU CAN CHOOSE TO SET HOUSES AS BUILDING SITES AS WELL, I.E. THEY ARE NOT YET BUILT AT THE BEGINNING OF THE LEVEL. IF YOU HAVE SET BUILDERS OR IF YOU CHANGE VIKINGS INTO BUILDERS IN THE GAME, THEY WILL THEN BUILD THESE HOUSES.

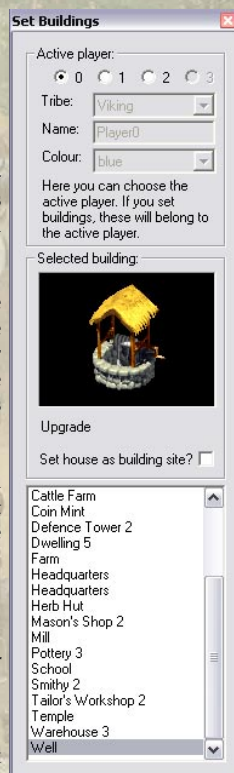
5.4.3. HINTS

SINCE THERE ARE TRIBES WITH LESS BUILDING CATEGORIES THAN THE VIKINGS, IT CAN BE QUITE DIFFICULT TO REDEFINE THE TRIBES AFTER ENTERING HOUSE DATA.

IF, FOR EXAMPLE, YOU HAVE SET A COMPLETE VIKING VILLAGE FOR (VIKING) PLAYER 2, AND THEN YOU CHANGE IT TO A FRANKISH TRIBE, YOU MIGHT HAVE SET BUILDINGS THE FRANKS DO NOT HAVE. IN THIS CASE, ANY BUILDINGS OF THE OLD TRIBE WILL BE DELETED IF THE NEW ONE DOESN'T HAVE THEM.

BEFORE THIS HAPPENS, YOU WILL BE ASKED TO CONFIRM THE DELETION - SO YOU WILL NOT ACCIDENTALLY DELETE AN ENTIRE VILLAGE.

SO YOU SHOULD DECIDE ON THE NUMBER OF PLAYERS AND THEIR TRIBES IN ADVANCE, AND DEFINE THEM WHEN YOU FIRST BEGIN EDITING.



5.5. SET PLAYER INFRASTRUCTURE

Way = Path system



Open the menu "Set Player Infrastructure".

Before erecting signposts, stockades and gates, you must select the player you want to assign the object to.

You can then set the object with the LEFT mouse button or delete it by RIGHT-clicking.



5.5.1. Roads

Roads can be placed at any time and do not depend on a player.

They will only be visible if there is a ground texture underneath them; they will not be deleted when you set ground textures!

If you go to the menu "Set infrastructure" @ "Roads", you will be shown all possible positions for road sections.

Important:

In order to delete roads, you have to open the menu "Set Infrastructure" @ "Roads", then click with the RIGHT mouse button on a road section to delete it.

5.5.2. Signposts

Any edited village WITH or STILL WITHOUT inhabitants requires signposts, which should create a network that corresponds to the dimensions of the village.

The AI tribes especially need these signposts, since the pre-edited inhabitants will have to find their resources from the start of the game on.

Human players will need these signposts less, since the human (single) player will not start with a big "starting village" anyway.

To set signposts, you must first select the player you want to erect them for. They can only be set at certain distances to one another.

5.5.3. Stockades

To set stockades, first select the player they will belong to.

Hint:

If you place stockades between two signposts of the same tribe, their connections will often be severed (since there is now a wall between them ...). You'll have to set additional signposts then.

5.5.4. GATES

GATES ONLY CAN BE INSERTED IN EXISTING PALISADE FENCES IN PARTICULARLY HIGHLIGHTED JOBS.

WHEN PUTTING THE GATES IT HAS TO BE PAID ATTENTION THAT THESE ONLY CAN BE INSERTED HORIZONTALLY OR DIAGONALLY IN STRAIGHT PALISADE SECTIONS.

IT ALSO CAN BE ADJUSTED HERE WHETHER THE GATE SHALL BE OPENED OR CLOSED AT THE BEGINNING OF THE GAME (OF COURSE YOU CAN CHANGE THAT DURING THE GAME, TOO).

More: see Palisades.

5.5.5. HINTS

Attention:

It is an often-made fault not to adapt the active player in the Infrastructure menu before setting buildings.
Pay attention to the right player indicator for the corresponding signposts, palisades and gates!

Is there no other player in the “Set Player Infrastructure” menu, this is because you didn’t still define any further player in the “Player Characteristics” menu (PLY).

5.6. SET PEOPLE

Hum = human (man)



Open the “Set People” menu.

Select the player for whom you would like to set the inhabitants. Then select the professional class. You can put the figure with the left mouse button now. If you choose an extractor you can choose his type in the “Set production” menu.

The indicator (ID) of the figures tribe now appears at his foot. If you have set a figure with a false player ID (that is a figure of a wrong tribe), you must delete the old one and then put a new figure (this time with a right ID).

Figures are deleted with the right mouse button at the number’s position.

5.6.1. Hints

Since there are tribes with less professional classes than the Vikings, it can be problematic to re-define the tribes in the player feature menu after setting people.

If for example you have set a complete Viking village for (Viking) player 2 and then change the player’s type to a franc tribe afterwards, then you might have set people with professions that don’t exist with the francs. In this case all figures with unknown jobs are deleted at the “tribe change”!

Before this happens, a confirmation query appears, however.

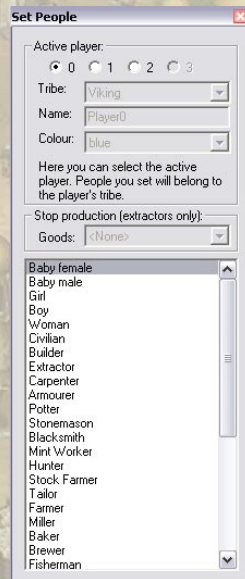
5.7. SET VEHICLES

Veh = Vehicles (vehicles)



Open the “Set Vehicles” menu.

Select the player for whom you would like to put the vehicle. Then select the vehicle type. You can set it now.



Attention:

A ship must always be put on water nearby the beach. That’s because you later only can use it when a man can go on board! All points where ships can be set will be shown similar as in the case of houses.

The ID of the tribe it is part of now appears at the vehicle. If you have set a vehicle with a false ID (that is one of a wrong tribe), you must delete the old one and then put a new vehicle (this time with a right ID).

Vehicles are deleted with the right mouse button at the number’s position.

5.7.1. Hints

Since there are tribes without ships or catapults, it can be problematic to re-define the tribes afterwards.

If you have put e.g. a ship for (Viking-) players 2 and then change the player’s type to a franc tribe afterwards, all ships are deleted at the “tribe change”!

Before this happens, a confirmation query appears, however.

5.8. SETTING ANIMALS AND FISH SWARMS

Swa = Swarms (fish)



Open the menu “Set Animals”.

Select the kind of animal you want to set and position it on the map. It is logical that fish can only be placed in water, at the locations which are marked with dots.

The maximum number of animals you can place per map is 200 pieces. This does not include fish.

Don’t forget to set enough cattle and sheep, ideally at a player’s starting place, but also spread all over the map. They will be required for cattle farms.

5.8.1. Hints

Animals are a kind of horde in the game, and will even reproduce naturally if your hunter doesn’t kill them.

They will automatically gather into small groups - even if you don’t set them close to one another.

Place sufficient wild animals (e.g. rabbits) on your map! Your hunter needs experience so the cattle farm becomes available.

Fish provide a very good food supply at the beginning of a level. On maps with much water and distant enemies, a well-positioned fish swarm can secure provisions for your soldiers! (Provided you send a fisherman to the swarm soon enough!)

By the way: Fish can only be set in areas of water that are big enough for them. A small pond or a tiny river are usually too small.

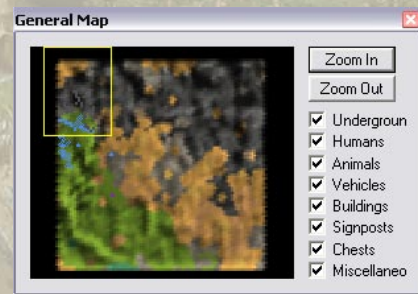


5.9. OPENING THE GENERAL MAP

Map = General map



You can zoom in and out on the map by clicking on the buttons “Zoom In” and “Zoom Out”.



5.9.1. Visible Screen Detail

The visible part of the screen can be moved in this window. Simply click on the point you want to jump to on the general map.

5.9.2. Display Options

By checking the options you can display the respective objects on the map (or hide them by un-checking the boxes). This can considerably improve the clarity of your map.

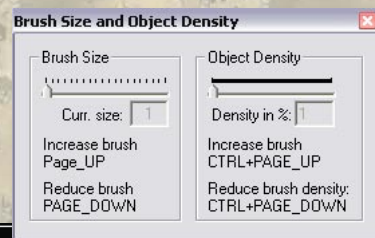
5.10. BRUSH SIZE AND OBJECT DENSITY

Bru = Brush



In this field you can set the size of your editing tool, i.e. the brush.

The same applies to the density of the landscape elements you set (see also “Set Landscape Elements”).



5.10.1. Brush Size Applies

... to the following menus:

Set Ground Textures

Change altitude

Set Landscape Elements

Set infrastructure

5.10.2. Object Density Applies

... to the following menu:

Set Landscape Elements

5.10.3. Hints

Alternatively, you can change the brush size with “Page up/down” or using the mouse wheel; the density can be changed with “Ctrl” + “Page up/down”. You have to be in the brush field to use this option.

6. SCRIPTING

6.1. PLAYER CHARACTERISTICS/DIPLOMACY SETTINGS

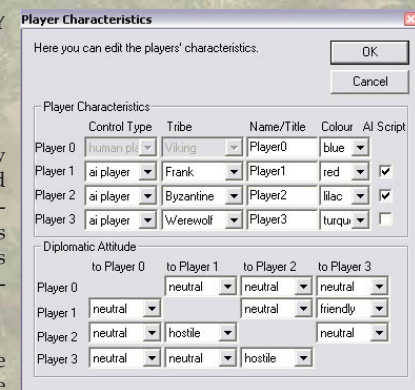
Ply = Player

When you start editing (just after opening a new map), you should set the number of players and the tribe type (see “Setting the Number of Players”). You can change these settings later on as well, but these changes may affect edited villages (see “Setting Buildings”, “Setting People”, “Setting Vehicles”).

The standard colour for the human player in the single player mode is “Blue”. You can change the colour as you like, though.



Open the menu “Player Characteristics”.



6.1.1. Editing Fellow Players or Adversaries

In the “Player Characteristics” section you can set the number, the control type (human or AI), the tribe type (Vikings, Franks, Byzantines, Saracens, Werewolves, Serpents), the name of the player and the colour.

If a people is controlled by a player, his tribe type can only be “Viking”. Therefore the field of this player will be greyed out to show it can’t be changed. At least one human player is required for a game!

An additional control box (“Script?”) will only appear if the control type is set to “AI”. If you don’t check this field, you cannot set any script-specific procedures (“AI” - e.g. soldier production, attack positions).

The corresponding icon in the main icon bar will be greyed out after confirming with the “OK” button - you can’t open this menu then.

If you have checked this field, you can set the higher AI (“Artificial Intelligence”) yourself. The icon which is normally hidden in the main icon bar will be activated after completing this menu (and the menu “Scripting Military Conduct of AI Players” will become available).

6.1.2. Diplomacy Settings

The more players you define, the more diplomacy settings you will have to edit. To gain a better overview, only add one more player at a time and set the diplomacy for the new player.

(You can afterwards add another player and only adjust the additional diplomacy settings for this player.)

Hint:

For inexperienced users, the following way of reading (or understanding) is recommended:

Horizontal reading: “Player [Y]’s attitude “to Player [X]” shall be [search field horizontally] [select status Z] [select from list field]. Example: Player Y’s attitude to Player X shall be neutral.

*X stands for the player ID in the horizontal line.
Y stands for the player ID in the vertical column.*

It is important to use this way of reading consistently (!) for all players from top to bottom.

6.1.3. Hints

While you don't define any AI players, the icons "Trib" (), "Trad" () and "AI" () in the icon bar will remain deactivated.

Also, if you enter more than one human (and no AI) player, the editor will assume that you want to edit a multiplayer level. This means that specific single player options will be deactivated in the menu "Victory Conditions".

On the other hand, if you enter AI players the editor will recognise that you want to edit a single player level. This means that specific multiplayer options will then be deactivated in the menu "Victory Conditions".

This context orientation of the menus should make the editing process easier and help you avoid possible mistakes.

6.2. TRIBUTES TO HUMAN PLAYERS

Trib = Tribute

Trib Open the menu "Tributes to Human Players".

Tributes only make sense in the single player mode (with several AI players), since only AI players can demand tributes. Therefore, there are no fields for human players intended in this menu.

For the AI-controlled players you can choose three different goods from a wide range. They will then request these goods from the player to make them either neutral or even friendly.

As soon as you have defined a good, an input field will appear in front of the text field. Enter the amount of the desired tribute here. This amount can be between 1 - 99.

6.2.1. Hints

Important:

*You can only trade with other tribes if these have got a friendly attitude towards you.
This means you will have to pay a tribute to a hostile (or neutral) tribe to make them "friendly"!*

| | Hostile -> Neutral | Neutral -> Friendly | |
|----------|----------------------|---------------------|--|
| Player 1 | 50 Stones | 20 Iron | |
| | 15 Clay | 15 Water | |
| | 9 Wheat | 13 Wood | |
| Player 2 | 50 L Nourishing Poti | 100 Wooden Spears | |
| | 10 Wooden Tools | 10 Marble | |
| | <None> | <None> | |
| Player 3 | <None> | <None> | |
| | <None> | <None> | |
| | <None> | <None> | |

6.3. DEFINING TRADE OFFERS

Trad = Trade

Human players cannot trade among one another (at least not from warehouse to warehouse).

To be able to trade with the warehouses of an AI player, you first have to define any trade offers in the menu "Define Trade Offers".

To be able to set trade offers, at least ONE warehouse has to be set for an AI player.

Trad Open the menu "Define Trade Offers".

In the area "Active Player", choose the point "Any AI Opponent".

The big text field ("List of All Warehouses") now displays any warehouses you have already edited for AI players. If you set additional warehouses later on, these will appear in this window as well (in the order you have set them in).

You can read the tribe type of the warehouse and its position. If you click on a special warehouse in the text window, the screen will shift there immediately. This is very useful when dealing with big villages with several warehouses.

If you select a special "Active Player", you will only see the warehouses you have set for this player.

Before you can define a warehouse for a trade offer, you have to select the desired warehouse in the text field. Now you can choose a maximum of three goods in the section "Trade Offers for Warehouse" that you want it to offer or demand.

Once you have entered a good, a field will appear to the left of it where you have to enter the amount of the offer (a value between 1 - 10).

To delete an offer, just set it back to "<Nothing>".

In the lower area ("Valid Trade Offers") you will find an overview of the available trade offers.

6.3.1. Hints

Remember to assign an offer to each demand and a demand to every offer! If you don't do that, the valid offer will be deleted when starting another function.

A maximum of 60 trade offers can be entered altogether, i.e. a maximum of 20 per AI player.

By the way:

An offer "A" of 5 [units] with a demand of 5 [units] is almost equal to an offer "B" of 1 [unit] with a demand of 1 [unit] (unit) of the same good for offer or demand).

There is one difference: If the player has only got 4 [units] in the warehouse, he can realise offer "B", but he will not be able to realise "A".

Define Trade Offers

Here you can enter trade offers for the warehouses of AI players.

Active player: Any AI Opponent

Here you can select the active AI player.

List of all warehouses:

- Warehouse 3 - pos(40/60)
- Warehouse 3 - pos(42/60)

Here you can choose one of the active player's warehouses to set trade offers.

Trade offers for warehouse:

| Demand | Supply |
|-------------|------------------|
| 1 -> Stones | 1 -> Oil |
| 4 -> Gold | 2 -> Chisel Bows |
| 4 -> Honey | 4 -> Wood |

Here you can set up to 3 trade offers per warehouse. In the left column are the goods the AI player requires, the right column displays the AI's offer.

To delete an offer, choose the good <Nothing> for supply and demand.

Valid trade offers:

- Total Trade Offers
- Active Player's Trade Offers


A maximum of 60 trade offers can be set in total.
A maximum of 20 trade offers can be set per AI opponent.

6.4. DEFINING MILITARY CONDUCT OF AI PLAYERS

AI = Artificial Intelligence

This menu is only active/selectable if the control field “Script” is marked in the menu “Player Characteristics” of one of the players.

A barracks must be set for the tribe whose military conduct you want to edit. You also have to check the “Script” field in the menu “Player Characteristics”.

 Open the menu “Scripting Military Conduct of AI Players”.

6.4.1. Creating Soldiers in Barracks

Choose a player whom you have given at least one barracks in order to set his special characteristics.

Enter the maximum number of soldiers you want to permit an AI player to create (own).

Then select the barracks you want to set the AI for. In the section “Soldier Types”, you can choose up to three different classes of soldiers and set how fast this barracks will create new soldiers (“Frequency”). You can set these soldier types and frequencies for up to three barracks for EACH player.

6.4.2. Attack Points for Soldiers

To define attack points you have to add them using the button “Add new Attack Point”. If you have added at least one attack point, the additional button “Delete this Attack Point” will appear.

Again, you must click on the text window to choose a certain attack point.

Now you have to set the position that is to be attacked. For this purpose, move the cursor over the position you want to have attacked. (It doesn’t need to be a building, a location of your choice will suffice ...) You can now enter the range within which the warriors will attack.

In the status bar you can read the coordinates of this position (x/y). You can enter these in the AI menu (in the section “Position”). When you have several attack points, it is easy to forget these coordinates, therefore you can easily jump to the position of the selected attack point via the button “Jump to Pos.”.

Finally, you can edit the conduct of the soldiers: “How often?” (attack every X minutes), “When?” (attack after X minutes) and “How long?” (attack for X minutes) are the available options. Finally, when you have several barracks producing different classes of soldiers in different amounts of time and with different attack points for the soldiers - who attack in different waves - you will have achieved a very high degree of flexibility in the battle skills of your AI players.


6.4.3. Hints

Remember that a tribe must never have more than 200 characters, and that the game may get slower if you have a large amount of characters, depending on the performance of your PC. As a general rule, the AI should not create more than 50 soldiers.



6.5. ENTERING TEXTS

Txt = Texts

 Open the menu “Texts”.

In this menu you can enter the texts which will appear in the game later on (author, map name, short descriptions, briefings ...).

Enter the name of your map. This will appear in the game menu after exporting the map. There ought to be a short description too. This will appear in the same menu and explain to other players what your level is about.

Your name (or your nickname or pseudonym) is important as well!

6.5.1. Mission Texts

The most important part are the in-game texts. They will narrate your story or at least explain the tasks.

The text that welcomes the player to your map is displayed under the heading “Briefing”. This gives you the opportunity to tell a little background story. You can also define a headline in the separate text line. As a rule this should correspond to the title of your map.

Furthermore, there are two possible “Debriefings”: One will appear if the player succeeds, the other if the player fails. Both should be defined. You can enter headlines for your briefings as well.

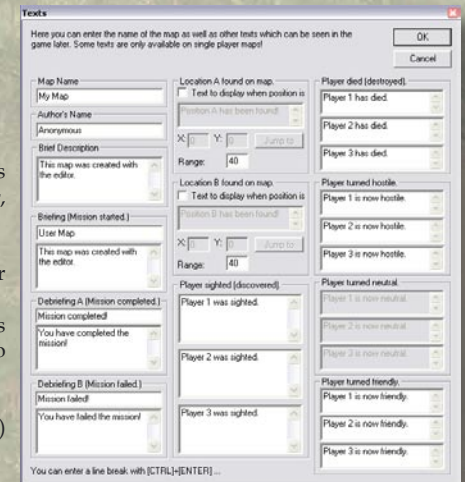
If you want, you can stick to the traditional but expressive headlines “Mission completed!” or “Mission failed!”.

You can have texts displayed for four further events: When finding a special location (2x), when seeing another tribe (player) for the first time, death of another player (destruction) or when there is a diplomacy change (hostile, neutral, friendly).

To enter a text for finding a location you need to check the field to activate it. Then you can enter your text - and the coordinates of the location which has to be found. You can use this possibility twice per map.

You can enter texts for the events “Player sighted”, “Player died”, “Player turned hostile”, “Player turned neutral” and “Player turned friendly” for any player defined in the menu “Player Characteristics”.

Text fields are deactivated if they don’t make any sense according to the definitions in the menu “Player Characteristics”. (E.g. if you haven’t set Player 3, there will be no text options for Player 3 either!)



6.5.2. HINTS

YOU CAN ENTER TEXTS OF DIFFERENT LENGTHS IN THE TEXT WINDOWS: YOUR MAP NAME MAY CONTAIN 20 CHARACTERS, WHILE THE AUTHOR FIELD MAY CONTAIN 40 CHARACTERS; THE SAME APPLIES TO THE HEADLINES OF THE BRIEFING AND DEBRIEFING.

THE SHORT DESCRIPTION OF YOUR MISSION (MAIN MENU) MAY CONTAIN 200 CHARACTERS.

ANY OTHER TEXT FIELDS (LOCATION FOUND; PLAYER SIGHTED; DEATH; TURNING HOSTILE, NEUTRAL OR FRIENDLY; TEXTS FOR BRIEFINGS AND DEBRIEFINGS) MAY CONTAIN UP TO 1000 CHARACTERS (WHICH ROUGHLY CORRESPONDS TO 160 WORDS).

TO CREATE A PARAGRAPH/LEAVE A LINE EMPTY IN A TEXT FIELD, PRESS "CTRL" + "ENTER"!


Hint:

Remember to deactivate the control field in the section "Location found" if you decide that you don't want any text displayed, otherwise the preset text message will appear in the game.

6.6. DEFINING VICTORY CONDITIONS

Goal = Victory

You can define the options you have available here via the menu "Player Characteristics". If you have set more than one human player there, you can only use typical multiplayer victory conditions. If you haven't set any further human players, you will only have the victory options for single player games available.

 Open the menu "Victory Conditions".

You can connect a victory to the following conditions:

6.6.1. Multiplayer and Single Player

a) Produced Goods in Warehouses

Here you can set which goods have to be available in the player's warehouses. These goods have to be in the player's total warehouse stock, not in one individual warehouse.

Up to five different goods and their amounts can be set here.

b) Map Location Found

Activate the control field and enter a location the player must discover in order to win. Use the button "Jump to Pos." to jump to this point directly.

6.6.2. Single Player Only

a) Enemy Defeated

Here you can set a player who must be defeated in order to win. Alternatively, you can enter several players here. Players who are greyed out have not been set in the menu "Player Characteristics".



Victory Conditions

Here you can set the victory conditions for the map.
(On multiplayer maps the same conditions apply for all players.)

Produced goods (amount in warehouses):

| Amount: | Type of goods: |
|---------|----------------|
| 100 | Iron Tools |
| 500 | Oil |
| 300 | Gold |
| 0 | <None> |
| 0 | <None> |

Map location found:

☒ Map location found X: 50 Y: 12 Jump to Pos.
Range: 40

Enemy defeated (single player maps only):

☐ Player 1 destroyed
☐ Player 2 destroyed
☐ Player 3 destroyed

Player defeated (multiplayer maps only):

☐ Defeat all other players (human and AI)
☐ Defeat all other human players.
☐ Defeat all AI players.

6.6.3. MULTIPLAYER ONLY

a) PLAYER DEFEATED

HERE YOU CAN SET WHICH ADVERSARIES (OR GROUPS) HAVE TO BE DEFEATED. IT IS NOT POSSIBLE TO SELECT INDIVIDUAL PLAYERS. THE FOLLOWING ALTERNATIVES ARE AVAILABLE:

- DEFEAT ALL OTHER PLAYERS (HUMAN AND AI).
- DEFEAT ALL OTHER HUMAN PLAYERS.
- DEFEAT ALL AI PLAYERS.

6.6.1. HINTS

IF YOU WANT TO DEFINE FINDING A PLACE AS A VICTORY CONDITION, THEN DO NOT ENTER ANY TEXT FOR THIS POSITION IN THE MENU "TEXTS". OTHERWISE THE TEXT YOU HAVE ENTERED FOR FINDING THE PLACE WOULD APPEAR FIRST, IMMEDIATELY FOLLOWED BY THE MESSAGE "MISSION COMPLETED".

By the way:

You don't necessarily have to define a victory condition. A map without such a condition is automatically considered a map for free play.

You can define multiple conditions which have to be met for victory, e.g.: destroy Player 1 and find location (X/Y)!

7. ADVANCED FUNCTIONS

You can save yourself a lot of editing work if you sketch the map outside of the editor.

There are many suitable programs available for this. We recommend using programs that do not automatically smooth the edges, e.g. "PaintShopPro" or "ProMotion" by the company Cosmigo.

You can download a free demo version from the company's site (<http://www.cosmigo.com/promotion/downloads.html>). Latest update: September 2002. No guarantee is accepted for the content of this site.

What is important is that it must be possible to save these templates in your paint program in ".pcx" format - and that you do so.

You must only sketch using simple colours whose colour values stand for certain ground textures. It is important NOT TO use any other colours than those in the template map.

The colours in the palette of the editor's template (see below) are suitable for creating your own maps.

7.1. PALETTE

Here you will find an overview of the colours used:

You will also find them in the directory:

[game directory]\Editor\Premaps\Misc\Palette.pcx

| | |
|----|---------------------|
| 0 | Deep water |
| 1 | Flat water |
| 2 | Beach with sound |
| 3 | Clay |
| 4 | Meadow |
| 5 | Deep forest |
| 6 | Forest |
| 7 | Swampland |
| 8 | Stony dessert |
| 10 | Mountain |
| 13 | Ice |
| 14 | Border |
| 15 | Paving-stone |
| 16 | Dessert A |
| 17 | Dessert B |
| 18 | Dessert C |
| 19 | Dessert D |
| 20 | Beach without sound |
| 21 | Snow |
| 22 | Lava |

7.2. EDITING WITH A TEMPLATE IMAGE (USING 'ProMotion')

To simplify matters we will explain how to edit a template map using the program "ProMotion" as an example. It is very easy to operate and contains all the required tools.

Load a template image from the directory "Premaps" in your game directory and save it under another name.

The palette of the colours used in the image will be displayed in the top left.

You can use the standard tools of every picture editor to sketch your map, e.g. brush, selection and filling tools.

After sketching you can save your picture anywhere. (The main thing is that you know where to find it!)

7.3. HINTS

You should always zoom in close to see the individual pixels. Make sure you have irregular/frayed edges, so the whole map looks natural. A straight line of more than 5-8 pixels will definitely annoy you in the generated map later on!

Before you start sketching, you should be aware of your map's dimensions. The template map should have the same dimensions as you will enter in the editor later.

So, if you want to edit a size 250 x 250 map, you should enter the same values (in pixels) in the paint program.

7.4. TUTORIAL

In the "Premaps" directory you will find the folder "Tutorial" ([game directory]\Editor\Premaps\Misc\Tutorial). It contains the templates of the single player map "The Secret Tribe", which was created step by step. We will use these images to explain a typical painting (= editing) process.

REAL-LIFE EXAMPLE:

SECRETVILLAGE:

I'm getting first ideas about the map. It should show as much as possible of what can be done with the script and story. It should contain a maze and several players and adversaries. A tribe can be found ... I make a very rough sketch (this can be done manually as well, of course).



Colours used:

- Mountain (grey, ID 10)
- Meadow (light green, ID 4)
- Deep forest (dark green, ID 5)



SECRETVILLAGE1:

I divide my roughly sketched map into mountains and meadows. This is just a rough idea.

Colours used:

- Mountain (grey, ID 10)
- Meadow (light green, ID 4)

SECRETVILLAGE2A:

Then I proceed to the most important element of my idea: the swamp maze! I have sketched thin lines with the darker grass colour value using a small brush. Next I will make these the paths of my swamp maze, and I will fray the edges a little.

Colours used:

- Mountain (grey, ID 10)
- Meadow (light green, ID 4)
- Forest (medium green, ID 6)



SECRETVILLAGE2B:

The swamp area comes next. I will use the filling tool for the areas which are completely surrounded by the darker green. The remaining swamp area can be sketched with a normal tool. Now the maze has been completed, but something is still missing ...

SECRETVILLAGE2C:

Exactly, some spaces of dark green to denote where the forest will be! The deeper you enter into the maze, the denser it will be ... Finished. Dreadful serpent creatures will live in this area ...



SECRETVILLAGE3A:

A tribe must be found - so you need a hiding place! The upper left area will be separated from the lower or middle area (I will see to that later). The upper left corner is ideal. Water would be good, maybe an island ... I sketch the outline of a lake and fill the surrounded corner with the filling tool.

SECRET VILLAGE 3B:

Now for creating the island! It needs a good coastline. Voilà!



SECRET VILLAGE 4A:

Now it's time to fray the edges of the mountains - and they need some different coloured grass textures. These should have random edges as well.

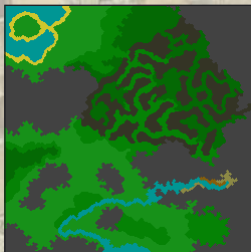
I really like it! But the lower area is still somewhat dull ...

SECRET VILLAGE 4B:

There is still a river missing, and it should ideally flow into a little lake ...

But where should the river spring from? Exactly - from the mountains!

I sketch a river which divides the lower right edge from the middle. A crossing or two can be added later, and there should be something valuable to discover in the lower right ...



But what happens if you follow the river to the mountain? Shouldn't such an effort be rewarded? I've made up my mind that I will place another tribe there later on - maybe a tribe willing to trade with the player?



SECRET VILLAGE 5A:

Now it's time for the details ... There aren't enough clay pits and stone deposits. I will place them at random positions, especially in the proximity of mountains.

The player's village should be in the middle. There has to be sufficient space for resources and to build a settlement. If the tribe spreads out to the area at the bottom, they will find rich resources as well ...

The deep forest could be slightly denser on the left - I'll just change that. A clearing would be great as well; there might be some treasure chests to be found there ...

Finished!

Wait! I don't like the island after all! It's too simple ...

SECRET VILLAGE 5B:

I sketch it again and add an easy maze of sandy paths. There are less green spaces now, but that doesn't matter - there will only be some wolf creatures here later on ...

That's it, I like the map!



But then I remember that the player is only supposed to reach the upper area via the swamp maze (or a secret path?!). So I'll have to separate the middle and lower part of the map from the upper area. You can walk over normal mountains in "Northland", after all!



SECRET VILLAGE 6:

I have decided to block the upper right section by putting in "blocking" landscapes (e.g. 'Stonehenge' elements).

But there should be a wider river in the mountains in the middle ...

Something is missing! Something to liven up the landscape ... exactly, a waterfall in the mountains. (I will proudly refer to it in the game without anybody noticing the hint ...)

So I sketch the course of a river from the left edge of the map to the swamp maze, which will then flow into a tiny mountain lake.

At the most important place, the swamp and water will meet. Nobody will be able to get past here any more.

I save the model and load (generate) it in the editor.

Excellent!

SECRET VILLAGE 7:

But the mountain river just doesn't look so good in the game ... and some resource deposits (clay, stone) are too small. What shall I do?

I make up my mind to edit the template map again - I simply delete the river in the mountains. I leave the little mountain lake, that wasn't such a bad idea. And I enlarge the resource deposits.

I save the map and generate it again. ...



The river is gone. I will simply set it again in the editor. I have more control over the course of the river here!



I am really happy with my work and I decide to improve a few details within the editor. Then I start setting landscapes and adding animals (and my waterfall!).

8. CHECKLIST

Title:
Author:

Date:
Version:

8.1. LIST OF QUESTIONS

Check:

Are there enough domestic animals?

Have enough cows been placed?

Have enough sheep been placed?

Are there enough resources available?

Wood?

Stone?

Clay?

Mushrooms?

Iron?

Gold?

Fish?

Is there enough game for hunting?

Important: enough rabbits?

Villages:

Is there enough room for settling?

Has every player with a pre-edited village got enough signposts?

Do signposts, stockades and gates bear the correct IDs?

Scripting:

Are the mission objectives comprehensible?

Is the spelling correct?

Are the diplomatic relations correct?

Have all texts been placed ...

In the main menu?

In the game?

Are the player colours visible on the general map?

AI:

Does the AI function as intended?

Are the attacks set as intended?

Are sufficient soldiers created?



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